

Coins

- 10 cp = 1 sp
- 5 sp = 1 ep
- 2 ep = 1 gp
- 10 sp = 1 gp
- 5 gp = 1 pp

Encumbrance

Encumbrance is measured in **stones**. A stone is roughly 10 lbs but is kept abstract to represent an amalgame of weight, bulk, and general portability. The maximum a character¹ can carry is 20 stones plus her STR modifier. In the following price list, unless otherwise noted, a number between the item and the price represents the encumbrance in stones. If no number is given, the item represents 1/6 of a stone.

Item	Encumbrance in stones
Worn clothes	0
Armor & Shield	1 stone per point of AC ²
Items	1 stone per 6 items
Heavy items ³	1+ stone per heavy item
Treasure	1 stone per 1000 coins or gems

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Note

Items marked with ^E are detailed in the last section of this document.

¹ Except halflings; the maximum they can carry is 12 stones plus STR mod.
² Magical armor and shields reduce their encumbrance by 1 stone per point of magical bonus.
³ Heavy items are items weighing 8-14lbs, two-handed weapons (including bows, crossbows and various large melee weapons), items as tall as the carrying character, or items that require two hands to carry (like a chest). Items weighing more than 14lbs will weigh more than one stone.

Containers

	cap. ⁴	price
Backpack ^E	4	2gp
Barrel (30 gallon)	4	3sp
Chest, large	3	10 12gp
Chest, small	1	4 8gp
Flask, crystal (8 oz.)		6sp
Flask, glass (8 oz.)		1sp
Flask, metal (16 oz.)		2sp
Pouch, ^E belt	1	7sp
Purse ^E	1/2	3sp
Rucksack ^E	2	1gp
Sack, large ^E	6	8sp
Sack, small ^E	2	5sp

Adventuring Items

Adventurer's harness ^E		10gp
Bedroll		1gp
Blanket, wool (thick)		2gp
Candle ^E , tallow (10)		2sp
Candle ^E , wax (10)		6sp
Crowbar ^E		1gp
Oil ^E flask, common (1 pint)		3sp
Oil ^E flask, military (1 pint)		2gp
Grappling hook ^E		25gp
Hammer, small ^E		2gp
Iron Spikes ^E (12)		1 gp
Lantern ^E		10gp
Lock ^E		20gp
Manacles ^E		2gp
Mess Kit ^E		3gp
Metamphora ^E (per 60gp value)		5gp
Mirror, ^E hand-sized (steel)		5gp
Pole, wooden ^E (10' long)	1	1sp
Ration, iron ^E (1 week)		3gp
Rations, standard ^E (1 week)		15sp
Rope ^E (50' length)		1gp
Stakes (4) and mallet ^E		3gp
Tent, ^E large (8-person)	16	20gp
Tent, ^E small (2-person)	2	3gp
Thinder box ^E (flint & steel)		8sp
Torches ^E (6)		1sp
Water/wine skin ^E (1 quart)		6sp

Melee weapons

Axes	st	Damage ⁵	Price
Axe, battle ^E		1d6/1d8	7gp
Axe, great ^E (2H)	1	1d10	10gp
Axe, hand ^E		1d6	4gp

Flails, hammer, & maces	st	Damage	Price
Club ^E		1d4	1gp
Flail ^E		1d6/1d8	5gp
Mace ^E		1d6/1d8	5gp
Morning Star ^E (2H)	1	1d10	10gp
Warhammer ^E		1d6/1d8	5gp

⁴ Containers are given with their capacity in stones. Most containers, when empty, represent 1 item, the exception being chests and barrels since they're defined as heavy items. Worn containers, by themselves, do not count for encumbrance, only their content does. For example a backpack containing 6 items would count as 1 stone for encumbrance.
⁵ Where two damage values are listed, the first is for one-handed and the second is for two-handed use.
⁶ Imposes a -1 penalty to initiative.

Spears & pole arms	st	Damage	Price
Lance ^E (mounted)	1	1d10	1gp
Pole arm ^E (2H)	1	1d10	7gp
Spear ^E	1	1d6/1d8	3gp

Swords & daggers	st	Damage	Price
Dagger		1d4	3gp
Dagger, throwing		1d4	4gp
Silvered weapon			x10
Sword ^E		1d6/1d8	10gp
Sword, short ^E		1d6	7gp
Sword, two-handed ^E	1	1d10	15gp

Other weapons	st	Damage	Price
Bola ^E		1d2	5gp
Cestus ^E		1d3	3gp
Net ^E		-	1gp
Sap ^E		1d4	1gp
Staff ^E	1	1d4/1d6	1gp
Whip ^E		1d2	5gp

Missiles weapons

	st	Damage	Price
Arbalest ^E	1	1d8	50gp
Bow, composite ^E	1	1d6	40gp
Bow, long ⁷ ^E	1	1d6	7gp
Bow, short ^E	1	1d6	3gp
Quiver with 20 arrows ⁸			1gp
Crossbow ^E	1	1d6	30gp
Case with 20 bolts ⁸			2gp
Darts ^E (5)		1d4	2gp
Javelin ^E	1	1d6	1gp
Sling ^E		1d4	1sp
Pouch with 30 bullet ⁸			2gp

Missile weapon ranges

	Short ⁹	Med ²	Long ⁵
Arbalest	90'	180'	360'
Axe	10'	20'	30'
Bow, composite	70'	140'	210'
Bow, long	70'	140'	210'
Bow, short	50'	100'	150'
Crossbow	80'	160'	240'
Dagger	10'	20'	30'
Dagger, throwing	15'	30'	40'
Dart	15'	30'	45'
Holy water	10'	30'	50'
Javelin	20'	40'	60'
Oil	10'	30'	50'
Sling	45'	90'	180'
Spear	20'	40'	60'

Armor & Shield

	AC/st	price
Clothing only	0	—
Hide and/or Fur armor	1	10gp
Leather armor ^E	2	20gp
Arena armor, light ^E	2	30gp
Ring mail ^E or scale armor ^E	3	30gp
Chain mail armor ^E	4	40gp
Arena armor, heavy ^E	4	50gp
Banded plate ^E or lamellar ^E	5	50gp
Plate armor ^E	6	60gp

⁷ Minimum STR of 9 to use.
⁸ One silver-tipped arrow costs 1 gp. One silver-tipped bolt costs 2gp. One a silver-coated bullet costs 2gp.
⁹ Imposes a -1 penalty to initiative.

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Shield ^E	+1	10gp
Shield, steel ^E	+1	25gp
Shield, mirrored ^E	+1	250gp
Helmet, heavy ^E		20gp
Helmet, light ^E		0gp (5gp)

Thieve's Equipment

Ear trumpet ^E		15gp
Padded Shoes ^E		15gp
Thieve's garb ^E		25gp
Thieve's tools ^E		25gp
Thieve's tools (masterwork) ^E		1,600gp
Thieve's tools (superior) ^E		200gp
Thieve's tools companion kit ^E	1/3	35gp

Medical Supplies

Bandages, linen (10)		1cp
Crutch ^E	1	1gp
Eyepatch		3cp
Portable Medicine Chest ^E	2	25gp
Prosthesis, Arm		25gp
Prosthesis, Foot		3gp
Prosthesis, hand		5gp
Prosthesis, Leg		15gp
Surgical Saw, ^E large	1	10gp
Surgical Saw, ^E small		3gp

Herbs & Powders

Aloe ¹ ^E (1 lb)		10gp
Belladonna ² ^E (1 lb)		10gp
Birthwort ³ ^E (1 lb)		10gp
Bitterwood ⁴ ^E (1 lb)		10gp
Black Lotus ^E (1 lb)		200gp
Blessed Thistle ⁵ ^E (1 lb)		10gp
Comfrey ⁶ ^E (1 lb)		10gp
Garlic ^E (1 lb)		5gp
Goldenrod ^E (1 lb)		10gp
Horsetail ^E (1 lb)		15gp
Lungwort ^E (1 lb)		5gp
Willow-bark ^E (1 lb)		5gp
Wolfbane ^E (1 lb)		10gp
Woundwort ⁷ ^E (1 lb)		10gp

Inn ^E

Lodging

Average (/person, /night)		5sp
Slum (/person, /night)		1sp
Superb (/person, /night)		2gp

Beverages

Ale/beer, cheap (3 pints)		1cp
Ale/beer, good (1 pint)		2cp
Ale/beer, strong (1 pint)		1sp
Wine, cheap (1 pint)		2cp
Wine, good (1 pint)		1sp
Wine, rare (1 pint)		5sp
Warm spiced Krysean wine		5cp
Honeyed Tirenean wine		1sp

1 also known as burn plant.

2 also known as deadly nightshade.

3 also known as snakeweed.

4 also known as quassia.

5 also known as spotted thistle.

6 also known as blackwort, bruisewort or knitbone.

7 also known as heal-all or lamb's ears.

Milk and honey		2cp
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Meals

Meal, 1 person (poor to feast)	1cp-10gp
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Examples of fares

Bread, bran (1 loaf)	1cp
Dried figs with honey	3cp
Fried eggs (pair w/ salt and pepper)	1cp
Fried mullet fish	5cp
Harboiled eggs (pair w/fish sauce)	1cp
Pickled beets	2cp
Wheat porridge (1 bowl)	3cp

Soups & Broths

Barley water and honey	1cp
Biscuit, wheat with honey	1cp
Boiled lentils with almonds	3cp
Cabbage soup	8cp
Pea & bean soup	1sp
Mutton & barley broth	2sp
Chicken & turnip broth	3sp
Beef & carrot broth	4sp
Mussel & oyster soup	8sp

Hot Pots

Fresh-cooked spicy pork sausage	3cp
Liver & giblest stew	4sp
Kidney & dumplings	8sp
Baked eels & lampreys	12sp
Chicken & pidgeon pie	16sp
Poached monkfish & dates	2gp

Spit-roasted Meats

Capon & black sauce	16sp
Pork loin & apple sauce	2gp
Ox tongue & herb sauce	2gp
Leonese duck & chawdron sauce	4gp
Salmon & mustard cream	6gp
Goose & fruit sauce	8gp
Black swan & brandy sauce	10gp

Desserts

Fruits dumplings (each)	1sp
Apple tarts (each)	2sp
Bannocks & honey (each)	3sp
Plum duff & custard (bowl)	4sp
Rose petal pudding (bowl)	8sp
Gooseberry pie (10 ")	16sp
Pears & honey wine (bowl)	2gp
Elderflower cheese pie (10 ")	6gp

Land Transportation

Animals (excluding horses & livestock)

Camel	100gp
Donkey ^E	8gp
Mule ^E	20gp
Ox ^E	40gp

Horses

Horse, heavy ^E (draft)	40gp
Horse, heavy ^E (war)	700gp
Horse, light ^E (riding)	75gp
Horse, light ^E (war)	200gp
Horse, medium ^E (draft)	30gp
Horse, medium ^E (riding)	40gp
Horse, medium ^E (war)	250gp

Tack & Equipment

Caparison (for warhorse)	20gp
Saddle and Tack, ^E draft	5gp
Saddle and Tack, ^E riding	10gp
Saddle and Tack, ^E war	25gp
Saddle bags, ^E leather (cap. 3 st)	5gp

Services

Stabling, draft/riding (per day)	5sp	
Stabling, war (per day)	1gp	
Stabling, mule (per day)	2sp	
Stabling, cart (per day)	1gp	
Stabling, wagon (per day)	2gp	
Hay ^B (1 bale)	4	115sp

Vehicles

Cart, large ^E	50gp	
Cart, small ^E	25gp	
Chariot, heavy ^E	240gp	
Chariot, light ^E	120gp	
Chariot, medium ^E	180gp	
Howdah, ^E colossal (riding)	60	600gp
Howdah, ^E colossal (war)	120	240gp
Howdah, ^E gigantic (riding)	18	120gp
Howdah, ^E gigantic (war)	36	240gp
Howdah, ^E huge (riding)	6	20gp
Howdah, ^E huge (war)	15	60gp
Wagon ^E		200gp

Maritime Transportation

Barge/raft	1gp/sq ft
Boat, river ^E	4,000gp
Boat, sailing ^E	2,000gp
Canoe ^E	40gp
Galley, large ^E	30,000gp
Galley, small ^E	10,000gp
Galley, war ^E	60,000gp
Longship ^E	15,000gp
Sailing Ship, large ^E	20,000gp
Sailing Ship, small ^E	10,000gp
Troop Transport, large ^E	30,000gp
Troop Transport, small ^E	15,000gp

Services

Mooring, /10 shp (per day)	1gp
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Barding ^E

	AC/st	price
Leather barding	1	40gp
Scale barding	2	75gp
Chain barding	3	150gp
Lamellar barding	4	300gp
Plate barding	5	600gp

For larger animals

	st	price
Barding, colossal ^E	×60	×60
Barding, gigantic ^E	×12	×12
Barding, huge ^E	×3	×3

Buildings

Cottage, ^E wood ⁹	300gp
Craftman's workshop ^E (any)	350gp

⁸ A typical horse eats 20lbs of hay per day. A bale of hay weighs 45lbs. Each bale costs 115sp, so it costs (115sp/45lbs × 20lbs/day × 7 days) 3.5gp per week to feed a horse. A horse needs 7 gallons of water per day.

⁹ 20' high, 30' square, thatched roof, wood stairs, earthen floor.

Hut, ^E mudbrick or wood ¹	50gp
Hut, ^E pit ²	15gp
Hut, ^E sod or wattle ³	25gp
Longhouse, wood ⁴	300gp
Roundhouse, wood ⁵	125gp
Townhouse, ^E stone ⁶	1,200gp

Musical Instruments^E

Bagpipe	1	90gp
Drum	1	35gp
Fife		25gp
Flute		70gp
Gong		55gp
Harp		90gp
Horn		30gp
Mandolin	1	40gp
Panpipes		40gp
Zither	1	100gp

Martial Items

Archery Target ^E	2	3sp
Army Emblem, ^E gold		100gp
Army Emblem, ^E silver		10gp
Earplugs ^E (pair)		1sp
Flag, ^E banner (6'x2')	1	12gp
Flag, ^E pennant (3'x1')	¼	3gp
Flag, ^E standard (12'x4')	4	50gp+
Pavillon ^E (20 men)	72	100gp
Pell ^E		12gp
Quintain ^E		15gp
Whistle ^E		1gp

Writing Items

Ink ^E (1 oz)		8gp
Journal ^E		10gp
Papyrus (per sheet)		8cp
Parchment (per sheet)		17cp
Quill		1cp
Scroll case (bone)		5gp
Scroll case (leather)		2sp
Spell book ^E (blank)	½	20gp
Vellum (per sheet)		3sp

Religious Items

Holy Book ^E		20gp
Holy Symbol ^E		25gp
Holy Water ^E (1 pint)		25gp

Recreation

Boardgame, ^E basic set		5gp
Cards		2gp
Dice ^E (pair)		5sp

Tools / Kits

Craftman's tools ^E (any)	1	25gp
Laborers' tools ^E	1	9gp
Machinist's tools ^E	1	25gp
Disguise Kit	½	15gp

¹ 10' high, 10' square, thatched roof, earthen floor.² 8' high, 8' square, thatched roof, sunken earthen floor.³ 10' high, 10' square, thatched roof, earthen floor.⁴ 15' high, 30' long, 15' wide, thatched roof, earthen floor.⁵ 15' high, 15' diameter, thatched roof, earthen floor.⁶ 20' high, 30' square, thatched roof, wood floor and stairs.**Foodstuff**

Bread, coarse, 12lb		1sp
Bread, wheat, 8lb		1sp
Bread, white, 4lb		1sp
Cheese, 1lb		5cp
Cheese, smoked (1 wheel)	⅓	3sp
Cinnamon (1lb)		3gp
Dried Fruits (1lb)		1sp
Eggs (dozen)		5cp
Grain (1 bushel)	4	5sp
Lentils, dried (1 bag)	4	5sp
Meat (1lb)		1sp
Olive oil (1 amphore)	4	20gp
Pork, smoked (1 barrel)	8	5gp
Saffron (1lb)		15gp
Salt (1 brick)	½	7sp
Soldier's food (per week) ⁷	2	5sp

Clothing

Belt ^E /sash (embossed leather)		1gp
Belt ^E /sash (leather)		4sp
Belt ^E /sash (silk)		1gp
Boots ^E (leather, high)		3gp
Boots ^E (leather, low)		6sp
Breastwrap ^E (silk)		1gp
Breastwrap ^E (wool or linen)		4sp
Cassock (cleric/mage)		7gp
Chiton ^E (silk)		20gp
Chiton ^E (wool or linen)		4gp
Cloak ^E (embroidered, hooded)		4gp
Cloak ^E (fur-lined, winter)		15gp
Cloak ^E (leather, hooded)		10gp
Cloak ^E (long, hooded)		1gp
Cloak ^E (silk, hooded)		25gp
Dress (armiger)		20gp
Dress (crafter/freeholder)		4gp
Gloves ^E		4sp
Gloves ^E (long, leather)		1gp
Gown (duchess)		1000gp
Gown (lady-in-waiting/noble)		100gp
Hat ^E		2sp
Hat ^E (armiger)		10sp
Linen (cheap, 1 yd)		1gp
Linen (fine, 1 yd)		7gp
Loincloth		1sp
Robe (cleric/mage)		6gp
Shoes ^E /sandals (high)		6sp
Shoes ^E /sandals (leather)		4sp
Silk (1 yd)		15gp
Skullcap (metal)		3gp
Tunic and pants (armiger)		20gp
Tunic and pants (crafter/freeholder)		4gp
Tunic and pants (noble)		100gp
Tunic and pants (serf)		2gp
Veil (silk)		1gp
Wool (cheap, 1 yd)		6sp
Wool (fine, 1 yd)		6gp

⁷ A typical daily ration for the fort's soldiers is 2lbs grain (1.7cp), 8oz smoked pork (2.1cp), 1.5oz lentils (0.1cp), 1.5oz olive oil (2cp), 1.5oz salt (0.8cp), and 1oz cheese (0.4cp), costing 7.1cp and weighing 2lbs 13½oz total. A week of food thus costs (7.1cp × 7 days) 50cp or 5sp. A soldier needs 1 gallon of water per day.**Livestock**

Chicken (3 lb)		1sp
Cow (550 lb)		10gp
Dog ^E (hunting)		10gp
Dog ^E (war)		75gp
Goat (125 lb)		3gp
Hawk (trained)		20gp
Pig (125 lb)		3gp
Sheep (80 lb)		2gp

Artillery Weapons

	Damage	Price
Ballista, ^E light (75 lb)	1d10	40gp
Ballista, light repeating ^E	1d10	200gp
Light ballista shot, ballistic (1 lb)		1gp
Light ballista shot, crude (1 lb)		1cp
Ballista, ^E medium (800lb)	3d6	80gp
Med. ballista shot, ballistic (3 lb)		2gp
Med. ballista shot, crude (3 lb)		3cp
Ballista, ^E heavy (3,200lb)	3d6	180gp
Heavy ballista shot, ballistic (6 lb)		3gp
Heavy ballista shot, crude (6 lb)		15cp
Catapult ^E , light (1,200 lb)	3d6	100gp
L. catapult shot, ball. (6 lb)		3gp
L. catapult shot, crude (6 lb)		15cp
L. catapult shot, pitch (6 lb)		15gp
Catapult ^E , medium (1,800 lb)	4d6	200gp
M. catapult shot, ball. (30 lb)		10gp
M. catapult shot, crude (30 lb)		1gp
M. catapult shot, pitch (30 lb)		50gp
Catapult ^E , heavy (4 tons)	6d6	600gp
H. catapult shot, ball. (90 lb)		20gp
H. catapult shot, crude (90 lb)		4gp
H. catapult shot, pitch (90 lb)		100gp

Typical value of gems

Agate, Banded	10-50gp
Agate, Eye	10-50gp
Agate, Moon	25-75gp
Agate, Moss	10-50gp
Agate, Tiger Eye	10-50gp
Alexandrite	500-1,000gp
Amber	100-500gp
Amber w/creature	1,500-4,000gp
Amethyst	100-500gp
Amethyst, Sunset	750-1,500gp
Aquamarine	500-1,000gp
Azurite	10-50gp
Bloodstone	50-100gp
Carnelian	75-250gp
Chalcedony	75-250gp
Chrysoberyl	500-750gp
Chrysoprase	75-250gp
Citrine	50-100gp
Coral	100-500gp
Crystal, Rock	50-100gp
Crystal, Geode	2,000-6,000gp
Diamond	1,000-2,000gp
Diamond, flawless	4,000-8,000gp
Diamond, flawless, facet cut	8k-12kgp
Diamond, Blue	10k-14kgp
Emerald	1,000-2,000gp
Emerald, flawless	4,000-8,000gp
Emerald, flawless, facet cut	8k-12kgp

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Garnet	250-750gp
Hematite	10-50gp
Jacinth	1,000-2,000gp
Jacinth, flawless	4,000-8,000gp
Jacinth, flawless, facet cut	8k-12kgp
Jade	100-500gp
Jade, whorled nephrite	1,500-4,000gp
Jasper	50-100gp
Jet	100-500gp
Lapis Lazuli	25-75gp
Malachite	10-50gp
Moonstone	50-100gp
Obsidian	10-50gp
Onyx	50-100gp
Opal	750-1,500gp
Opal, Black	1,000gp
Pearl	250-750gp
Pearl, Black	2,000-6,000gp
Pearl, Baroque	2,000-6,000gp
Peridot	750gp
Quartz, Blue	10-50gp
Quartz, Smoky	100-250gp
Quartz, Star Rose	75-250gp
Rhodochrosites	50gp
Ruby	1,000-2,000gp
Ruby, flawless	4,000-6,000gp
Ruby, flawless, facet cut	8k-12kgp
Ruby, Star	750-1,500gp
Ruby, Star, facet cut	6,000-10,000gp
Sapphire, Black	1,000-2,000gp
Sapphire, Black, flawless, f.c.	10k-14kgp
Sapphire, Star	750-1,500gp
Sapphire, Star, facet cut	6,000-10,000gp
Sardonyx	75-250gp
Spinel	250-750gp
Topaz	500-1,000gp
Topaz, Imperial	750-1,500gp
Topaz, Imperial, facet cut	4,000-8,000gp
Tourmaline	100-500gp
Turquoise	10-50gp
Zircon	75-250gp

Items description

Adventurer's Harness: Also known as a burglar's harness, this is a set of belts, straps, sheaths, and cases designed to securely fasten items to one's body without hampering movement. A character wearing an adventurer's harness can ignore 1 stone's worth of equipment when calculating encumbrance. It cannot secure heavy items, or coins and similar items. It cannot be worn over armor heavier than chain mail.

Aloe: Aloe, also known as burn plant, is a healing herb used to treat burns. A character with Healing proficiency can use a liniment of aloe to treat a patient with acid, cold, electrical, or fire damage. The patient is healed one-half his base healing rate, or up to the amount of acid, cold, electrical or fire damage suffered, whichever is less. A patient cannot be treated with a liniment of aloe more than once per day. Applying the liniment takes 1

turn (10 minutes).

Arbalest: An arbalest is a heavy crossbow, pulled with the mechanical assistance of a rack and pinion or windlass. Historical examples include the late medieval arbalest and the Three Kingdoms era Chinese heavy crossbow.

Archery Target: A device for training troops in marksmanship. An archery target is a 2' diameter board of soft wood, usually covered by thick cloth or cork. Trainees practice shooting at the target at various ranges, aiming to land the highest possible number of arrows into the target within a given time. The cost of archery targets is already included in the training costs for missile troops. An archery target weighs 2 stone (20lb).

Arena Armor, Heavy: A set of stylized heavy armor designed to expose the wearer's attractive form and musculature while fighting. Characters with clean-limbed bodies (STR, DEX, CON, and CHA all 11+) gain a +1 bonus to Seduction rolls when wearing arena armor. Depending on the wearer's taste and style, heavy arena armor can include form-fitting leather, scale, or lamellar; sections of mail; and/or solitary pieces of plate on limbs and vital areas. It provides 4 points of protection and weighs 4 stone, and counts as chain armor for game purposes. Historical examples of heavy arena armor include that of the hoplomachus, provocator, and thraex types. Fantasy examples might include Morgana's metal corset in Excalibur, Alia's hauberk in Azure Bonds, and most of the armor seen in Xena: Warrior Princess. Heavy arena armor can also be used to simulate partial sets of heavier armor.

Arena Armor, Light: A set of stylized light armor designed to expose the wearer's attractive form and musculature while fighting. Characters with clean-limbed bodies (STR, DEX, CON, and CHA all 11+) gain a +1 bonus to reaction rolls using Seduction when wearing arena armor. Depending on the wearer's taste and style, light arena armor can include formfitting cloth or leather; thin straps of mail; and/or solitary pieces of plate on the limbs. It provides 2 points of protection and weighs 2 stone, and counts as leather armor for game purposes. Historical examples of light arena armor include that of the dimachaerus, myrmillo, retiarius, and secutor types. Fantasy examples might include Red Sonja's chainmail bikini, He-Man's battle harness, and most of the armor drawn by Frank Frazetta or Luis Royo. Light arena armor can also be used to simulate very partial sets of armor.

Army Emblem: A silver or gold figurine

mounted on a pole above the army's standard. The emblem is treasured by the army as the symbol of its strength, honor, and glory. If an army's standard is not provided with an emblem, its morale score is reduced by 1. Loss of an army's standard and/or emblem reduces its morale score by 1 and counts as a calamity (DaW-campaigns p. 11).

Axe, Battle: This is a single- or double-bladed axe with a 24" to 48" haft, designed for battle and useable with one or two hands. Historical examples include the Scythian sagaris, Viking bearded and skeg axe, Celtic war axe, medieval battle axe, and Persian tabarzin.

Axe, Great: This is a double-bladed axe or long-shafted singlebladed axe, with a 48" or longer haft, requiring two hands to use. Historical examples included the Greek double-bitted labrys, Viking long bearded axe, and the English longaxe. Great axes impose a -1 penalty on initiative rolls.

Axe, Hand: This is a single-bladed axe, with a 12" to 24" haft, balanced for throwing. Historical examples include the Frankish francisca, American tomahawk, and African mambele and kasuyu.

Backpack: A backpack has two straps and can be worn on the back, keeping the hands free. It holds up to 4 stones (40lb).

Ballista: A ballista is a two-armed siege weapon, powered either by tension (composite bow) or torsion spring mechanisms, which hurls large spear-like bolts or pellets. Historical examples of light ballista include the Greek oxybeles and Roman scorpio. Historical examples of heavy ballistas include the Roman ballista and medieval springald.

Light ballista are meant for use against creatures and cannot damage structures. Medium ballista can damage creatures or wooden structures, but cannot damage stone. Heavy ballista can damage creatures, wood, and stone.

Ballista, Repeating: A repeating ballista is an advanced tension powered siege weapon that uses a mechanical chain drive to automatically reload its javelin-like bolts into the firing slot after each shot is fired. Historical examples include the Greek polybolos and Roman repeating ballista. The magazine for the repeating ballista holds 20 bolts. Because of its complexity, a repeating ballista is prone to malfunctions. A malfunction occurs whenever the crew's attack throw is an unmodified 1. A malfunction takes 1 turn for a siege engineer to repair, during which time the ballista cannot be fired.

Banded Plate Armor: Banded plate armor is

made of overlapping horizontal strips of laminated metal sewn over leather. It is comparable in protection to lamellar armor, and superior to chain mail. Banded plate is commonly worn as a cuirass with shoulder protection, with reinforced leather protecting the arms and legs. The chief historical examples are Sumerian overlapping plate armor and Roman lorica segmenta.

Barding: Barding is horse armor made from a variety of materials (see the descriptions of each type of Armor for details). Historical examples include Byzantine and Persian cataphract's barding and medieval destrier's barding.

Barding, Colossal: Colossal barding is armor sized to fit colossal creatures such as ancient dragons and giant rocs. It costs and weighs 60 times more than horse barding of the same type. For instance, colossal leather barding costs 2,400gp and weighs 60 stone (600lb).

Barding, Gigantic: Gigantic barding is armor sized to fit gigantic creatures such as war elephants. It costs and weighs 12 times more than horse barding of the same type. For instance, gigantic leather barding costs 480gp and weighs 12 stone (120lb). Historical examples include the scale, chain, and lamellar barding used on war elephants.

Barding, Huge: Huge barding is armor sized to fit huge creatures such as wyverns. It costs and weighs 3 times more than horse barding of the same type. For instance, huge leather barding costs 120gp and weighs 3 stone (30lb).

Belladonna: Belladonna, also known as deadly nightshade, is a poisonous flower. A character who eats a pound of belladonna within one hour of being infected with lycanthropy may make a saving throw versus Poison to shake off the affliction. If the character fails the saving throw, however, he dies from the poison after one turn. Even if the poison is then neutralized or the character is raised from the dead, he will still be afflicted with lycanthropy, and further doses of belladonna will be of no use.

Belt: Embossed leather or silk belts or sashes are worn as a sign of wealth and status.

Birthwort: Birthwort, also known as snakeroot, is a healing herb used as a remedy for snake bites and other poisons. Birthwort can be applied as a poultice to a poisoned wound by an adventurer with the Healing proficiency. Used in this manner, it provides a +2 bonus on the Healing proficiency throw to neutralize poison.

Bitterwood: Bitterwood, also known as quassia, is a healing herb used to induce vomiting. A character with Healing proficiency can treat a patient who has ingested poison within 1 turn (10 minutes) with an emetic of bitterwood. Upon consuming the emetic, the patient must make a saving throw v. Poison. If the save succeeds, the patient spends the next 1d3 turns purging himself of the poison, neutralizing it. If the save fails, the character still loses 1d3 turns purging himself, but it does not neutralize the poison. Administering the emetic takes 1 round (10 seconds).

Black Lotus: Black lotus is an eldritch herb prized by sorcerers and occultists. When powdered and burned in a brazier, black lotus releases a wispy smoke in a 2.5' radius for 1 turn (10 minutes). Those who inhale the smoke may fall into a death-like sleep characterized by monstrous dreams. If a character begins his initiative in the smoke, or enters the smoke, he may make a saving throw versus Poison. If the saving throw fails, or the character chooses not to save, he falls into a deep slumber for 1d3 hours. If the character is a spellcaster, the number of hours is extended by one-half the highest level spell he knows (rounded down). During this time, the character is completely helpless and cannot be awakened by any means short of dealing damage. If the character is allowed to slumber and awaken naturally, he will wake up empowered with magic. An eldritch spellcaster will gain access to all of his expended spells, exactly as if he had benefited from a day's rest and study. An eldritch ceremonialist will purify himself of all accumulated stigma. Other characters will temporarily gain a repertoire of one random 1st level black magic ceremony for use in the next 24 hours (stigma threshold 1). The benefits of black lotus come at a price, however; the nightmares it brings cause the character to accumulate 1 corruption point per hour of drugged sleep.

Blessed Thistle: Blessed thistle, also known as spotted thistle, is a healing herb that helps wounds heal more quickly. A character with the Healing proficiency can use a poultice of blessed thistle to treat a wounded patient at any time. If the patient rests, his base healing rate for the day is increased by one row on the BHR table for purposes of natural healing. If the patient does not rest, he recovers one-half the hit points he would have recovered if he had rested. Applying the poultice takes 1 round (10 seconds).

Boat, River: This boat is 20' to 30' long, has a "beam" (width) of 10' to 15', and has a "draft," or surface depth, of between 2-3'

when in the water. Riverboats are rowed, or poles are used to push it along. A river boat requires at least 1 rower as crew (see the Hirelings, Henchmen, Mercenaries, and Specialists section). The cost of the boat increases by 1,000gp if it has a roof. A riverboat can carry 600 stone (6,000lb) plus crew.

Boat, Sailing: This small boat has a single mast, with a length of 20' to 40', a beam of 10' to 15', and a draft of 2' to 3'. Sailing boats are primarily employed for fishing on lakes or coasts. A sailing boat requires at least 1 sailor as crew. A sailing boat can carry up to 400 stone (4,000lb) plus crew.

Boardgame: Many enjoy the intellectual stimulation of a variety of strategic boardgames, but it is more common among rulers and officers. The listed price is for a basic wooden board with bone or stone pieces. Vastly more expensive boardgames may feature inlaid woods, precious metals, and gem-carved pieces. Historical examples include the Egyptian senet ("passing"), Germanic hnefatafl ("king's table"), Indian chaturanga ("game of four divisions"), Roman latrones ("game of brigands"), and Sumerian ur ("game of twenty squares").

Bola: These are throwing weapons made of weights on the ends of interconnected cords, designed to capture animals by entangling their legs. A character can use a bola to make a knock down or wrestling maneuver (as described in special maneuvers in Chapter 6) with a thrown attack.

Boots: Low boots come to mid-calf. High boots come to the knee or thigh and are popular for riding.

Bow, Composite: A composite bow is a recurved bow made of laminated wood, horn, and sinew. Composite bows are time consuming and expensive to craft but offer a better combination of mobility and power than longbows or shortbows. Composite bows can be fired from horseback. Historical examples include the Scythian horn bow, Chinese laminated bamboo bow, Greek and Roman composite bow, Mongolian composite bow, and Japanese yumi.

Bow, Long: A long bow is made from a single piece of wood, as tall as the person who uses it. Equal in range and power to more expensive composite bows, longbows require substantial strength (STR 9 or more) and cannot be used by mounted troops. Historical examples include the ancient Indian longbow, the Nubian longbow, and the Welsh and English longbow.

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Bow, Short: A short bow is made from a single piece of wood, usually around 4' tall. Shortbows lack the range and power of either longbows or composite bows, but are cheap and fast to make and can be used from horseback. Historical examples include the Neolithic short bow and Comanche self bow.

Breastwrap: This is a band of wool or linen wrapped across the breasts for support. Silk breastwraps signify a woman of wealth and status. Historical examples include the Greek apodesmos and Roman mamillare.

Candles: A candle dimly illuminates a 5' radius and burns for 1 hour. Wax candles burn cleanly, but tallow candles produce a foul smelling smoke. Adventurers carrying tallow candles will never surprise creatures with keen olfactory senses.

Canoe: A canoe consists of a frame of light wood wrapped with bark, hides, canvas, or other waterproofed covering. Canoes are primarily used on rivers and in swamps. Canoes have a 15' length, 5' beam, ½' draft, and can carry up to 60 stone (600lb) (plus crew). They can be carried overland by two people, at a cost of 5 stone of encumbrance.

Cart, Small: A small cart is an open, two-wheeled vehicle meant for personal transport. It may be pulled by one or two mules. If the cart is pulled by only one mule, it can transport up to 40 stone at 60' per turn, or up to 60 stone at 30' per turn. If pulled by two mules, it can transport up to 80 stone at 60' per turn, or up to 120 stone at 30' per turn. Carts may only move through deserts, mountains, forests, or swamps if a road is available.

Cart, Large: A large cart is an open, two-wheeled vehicle meant for shipment. It may be pulled by one or two heavy horses. 2 mules or medium horses can be substituted for 1 heavy horse. If the cart is pulled by only one heavy horse, it can transport up to 80 stone at 60' per turn, or up to 120 stone at 30' per turn. If pulled by 2 heavy horses, it can transport up to 160 stone at 60' per turn, or up to 240 stone at 30' per turn. Carts may only move through deserts, mountains, forests, or swamps if a road is available.

Catapult: A catapult is a one-armed tension- or torsion powered siege engine which hurls rocks, burning pitch, or other projectiles from a sling or spoon attached to its throwing arm. Historical examples include the Greek katapeltes, Roman onager and medieval mangonel.

All catapults can damage creatures, wood, and stone. Catapults have difficulty striking small, fast-moving creatures, however. They suffer a -4 penalty to attack throws against man-sized creatures and a -2

penalty to attack throws against large (ogre sized) creatures. They suffer an additional -1 penalty to attack throws per 10' of movement the creature moved.

Cestus: A pair of armored battle gloves, made with leather strips and fitted with blades, spikes, and/or iron plates. Characters equipped with cestus may deal 1d3 points of lethal damage with a punch.

Chain Mail Armor: Chain mail is made of small metal rings linked together in a pattern to form a mesh. Chain mail is superior in protection to leather-based armors but inferior to metal scale or plate-reinforced armors. Chain mail is commonly worn as a shirt and coif, with lighter chain, ring mail, or hardened leather protecting the arms and legs. Historical examples include Viking byrnie, Norman mail, and Roman lorica hamata.

Chariot, Heavy: A heavy chariot is an open, two- or four-wheeled vehicle used in warfare. The cab is constructed from slates of hardwood and reinforced with bronze. The axle is set beneath the center of the cab, adding to strength of construction. The chariot's wheels are about 5' in diameter. Its wheel track is about 7' wide, while its total length is 15'. The cab measures 4'6" wide, 3'3" deep, and 3'9" high, with room for four man-sized creatures, one of whom must be the driver. The cab includes three built in weapon-cases, with room for a composite bow, 3 javelins, and 20 arrows. The armored cab provides its occupants with a +2 AC bonus against attacks to the front and flank. A heavy chariot has AC 2 and 2 shp.

A heavy chariot may be pulled by two, three, or four creatures whose normal loads add up to at least 80 stone. When used in war, heavy chariots are typically pulled by three medium horses or four light horses. The chariot can transport up to the harnessed creatures' combined normal load at ½ the harnessed creatures' movement rate, or up to the harnessed creature's combined maximum load at ¼ the harnessed creatures' movement rate. The chariot may not exceed 90' per turn in any case. Heavy chariots can only move through deserts, forests, mountains, or swamps if a road is available. Historical examples include the Neo-Assyrian chariot, Chinese Anyang-type chariot, and Classical Indian chariot.

EXAMPLE: A heavy chariot is harnessed to three medium horses (movement rate 180' per turn, normal load 30 stone). The three medium horses have a combined normal load of (30 + 30 + 30) 90 stone and a combined maximum load of 180 stone. The heavy chariot can transport up to 90 stone at (180 x ½) 90' per turn; or up to 180 stone at (180 x ¼) 45' per turn.

Chariot, Light: A light chariot is an open, two-wheeled vehicle used for hunting, racing, or warfare. It is built for speed, with a lightweight frame of elm or ash covered by hide. The axle is set at the very rear of the body for maximum mobility and stability. The chariot's wheels are about 2'6" in diameter. Its wheel track is about 5'9" wide, while its total length, including harnessed creatures, is 11'6". The cab measures 3'3" wide, 1'8" deep, and 2'6" high, with room for two man-sized creatures, one of whom must be the driver. The cab includes three built in weapon-cases, with room for a composite bow, 3 javelins, and 20 arrows. A light chariot has AC 0 and 1 shp.

A light chariot may be pulled by one or two creatures whose normal loads add up to at least 40 stone. When used in war, light chariots are typically pulled by two light horses. The chariot can transport up to the harnessed creatures' combined normal load at ¾ the harnessed creatures' movement rate, or up to the harnessed creature's combined maximum load at ⅔ the harnessed creatures' movement rate. The chariot may not exceed 180' per turn in any case. Light chariots can only move through deserts, forests, mountains, or swamps if a road is available. Historical examples include the New Kingdom Egyptian chariot, the Mycenaean rail-chariot, and the Celtic chariot.

EXAMPLE: A light chariot is harnessed to two light horses (movement rate 240' per turn, normal load 20 stone). The two light horses have a combined normal load of (20 + 20) 40 stone, and a combined maximum load of 80 stone. The light chariot can transport up to 40 stone at (240 x ¾) 180' per turn; or up to 80 stone at (240 x ⅔) 90' per turn.

Chariot, Medium: A medium chariot is an open, two-wheeled vehicle used in hunting and warfare. The cab is constructed from slates of hardwood. The axle is set beneath the center of the cab, adding to strength of construction. The chariot's wheels are about 3' in diameter. Its wheel track is about 6'6" wide, while its total length is 13'. The cab measures 4' wide, 3' deep, and 3' high, with room for three man-sized creatures, one of whom must be the driver. The cab includes three built in weapon-cases, with room for a composite bow, 3 javelins, and 20 arrows. The sturdily-built cab provides its occupants with a +1 AC bonus against attacks to the front and flank. A medium chariot has AC 1 and 1 shp.

A medium chariot may be pulled by two or three creatures whose normal loads add up to at least 60 stone. When used in war, medium chariots are typically pulled by two

medium horses or three light horses. The chariot can transport up to the harnessed creatures' combined normal load at 2/3 the harnessed creatures' movement rate, or up to the harnessed creature's combined maximum load at 1 / 3 the harnessed creatures' movement rate. The chariot may not exceed 120' per turn in any case. Medium chariots can only move through deserts, forests, mountains, or swamps if a road is available. Historical examples include the Hittite Anatolian-type chariot and the Mycenaean box chariot.

EXAMPLE: A medium chariot is harnessed to three light horses (movement rate 240' per turn, normal load 20 stone). The three light horses have a combined normal load of (20 + 20 + 20) 60 stone, and a combined maximum load of 120 stone. Based on these factors the medium chariot could transport up to 60 stone at (240 x 2/3) 160' per turn; or up to 120 stone at (240 x 1 / 3) 80' per turn. However, a medium chariot cannot exceed 120' per turn, so its movement rate at normal load is capped to 120'.

Chiton: The chiton is a linen or wool garment made up of a single rectangle of fabric, worn draped over the shoulders and girdled around the waist, to fasten a blouse and skirt (included). A silk chiton is a mark of status and money.

Cloak: A cloak is a cloth, fur, or leather garment of knee to ankle length, worn outdoors like an overcoat. Cloaks usually include a hood. Adventurers often favor military cloaks, generally worn pinned on one shoulder for ease of movement and access to a sword. Embroidered, leather, and silk cloaks are a sign of status and wealth.

Club: A club is any simple bludgeon used to batter opponents.

Comfrey: Comfrey, also known as blackwort, bruisewort or knitbone, is a powerful healing herb. An adventurer with Healing proficiency can use a poultice of comfrey to treat a wounded character immediately after a battle. This restores half the character's basic healing rate (rounded up). A character cannot be treated with comfrey more than once per day.

Cottage: A cottage is typically a 20' high, 30' square wooden building with a thatched roof and earthen floor, suitable for a wealthy peasant family.

Craftsman's Tools: Craftsman's tools include the various implements used by tradesman in their craft. Craftsman's tools are required to make Craft proficiency throws. Each craft has its own specific type of craftsman's tools. Craftsman's tools weigh 1 stone.

Craftsman's Workshop: A craftsman's workshop has a full complement of craftsman's tools and furnishings sufficient to allow up to 8 craftsmen to work together. A master craftsman must have access to a craftsman's workshop in order to increase the productivity of journeymen and apprentices. Each craft has its own specific type of craftsman's workshop. When set up, a workshop takes up 20' x 20' space.

Crossbow: A crossbow is a bow mounted cross-wise on a stock with a trigger. It fires squat projectiles called bolts. Crossbows are light enough to pull by hand or with a quick drawing lever and are much easier to use than bows. Historical examples are the Greek gastraphetes, Roman arcuballista, Chinese handheld crossbow, and medieval crossbow and cavalry cranequin.

Crowbar: A crowbar is 2' to 3' long and made of solid iron. This object can be used for forcing doors and other objects open.

Dagger: A dagger has a small 6" to 12" blade, either single edged for cutting, or doubled edged for stabbing. Daggers may be used in melee or for throwing. Historical examples include the Asian kris, medieval poniard, Japanese tanto, Scottish dirk, and Renaissance stiletto. Some daggers have blades coated with silver for use against enchanted creatures.

Crutch: A shoulder-height padded staff used by characters with missing or maimed legs who lack prostheses. A crutch has an encumbrance of 1 stone (10lb).

Dart: A dart is any small projectile designed to be thrown. Most darts are fletched wooden shafts, ranging in length from 6" to 2' long, but they may also be metal spikes or stars. Historical examples include the Roman plumbata, Macedonian kestrom, and Japanese shuriken.

Dice: Commonly available in many shapes and sizes, made from bone, ivory, talus, or wood. While rulers and officers favor boardgames, common soldiers favor dice games.

Dog: Hunting dogs are fast, lean hounds trained to track and bring down prey by working in packs. Most hunting dogs can scent prey, giving them the equivalent of Tracking proficiency. War dogs are heavy, fierce mastiffs trained to kill on command. While dangerous, they are capable of great loyalty to their masters when properly trained. See the Monsters chapter for game statistics.

Donkey: A donkey can carry its normal load of 8 stone and move 120' per turn. A donkey can carry its maximum load of 16 stone and move 60' per turn.

Earplugs: Made of clay, cotton, or wax, these protect the wearer from loud sounds. Commanders may issue these to troops that will face harpies on the field of battle.

Ear Trumpet: A funnel-shaped tube of silver, wood, shell, or horn that, when placed in its wearer's ear canal, raises the apparent volume of sound. A character using an ear trumpet gains a +2 bonus to proficiency throws to hear noise. The bonus does not apply to hijinks.

Flag: Symbols and signaling devices used by armies. Pennants are 1' wide by 3' long and are carried as insignia by company-sized units or individual heroes. A pennant with pole weighs ¼ stone. Banners are 6' long by 2' wide, and are carried as insignia by battalion- or regiment-sized units. A banner with pole weighs 1 stone. Standards are 12' long by 4' tall or more, and are carried as insignia for brigade-sized units, divisions and armies. A standard with pole weighs 4 stone. Standards may be topped by emblems (see above). If a unit or division is not provided with a flag of the appropriate size, its morale score is reduced by 1. Loss of a unit's flag reduces its morale score by 1 and counts as a calamity (see DaW campaigns p. 11).

Flail: This is a bludgeoning weapon derived from the agricultural flail with a striking head connected to the haft by a flexible chain. Flails are useable with one or two hands. Historical examples include the medieval ball-and-chain, Japanese rentsuru and nunchaku, and Chinese meteor hammer.

Galley, Large: This is a large fully decked ship with a single mast, one large square sail, and multiple banks of oars. Large galleys are 120' to 150' length, 15' to 20' beam, and 3' draft, and can carry up to 4,000 stone (40,000lb) cargo in addition to its crew. A large galley is generally crewed by a captain, 50 marines, 20 sailors, and 180 rowers. Large galleys may be equipped with up to 2 light catapults, one at the bow and one at the stern, and a naval ram. Catapults must be bought separately, while a naval ram increase the cost of the ship by 1/3. A heavy catapult can substitute for 2 light catapults. A historical example is the Mediterranean trireme.

Galley, Small: The small galley is similar to the larger model, but smaller and lighter; length is 60' to 100', beam is 10' to 15', and draft is 2' to 3'. A small galley is generally crewed with a captain, 20 marines, 10 sailors, and 60 rowers. Besides the crew, the ship can carry 2,000 stone (20,000lb) cargo. Small galleys may be equipped with up to 2 light catapults, one at the bow and one at the stern, and a naval ram (increase

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cost by 1/3). A historical example is the Mediterranean bireme or penteconter.

Galley, War: War galleys are built to serve as the flagship of a fleet. These mighty ships have two masts, full decks, a length of 120' to 150', a beam 20' to 30', and draft of 4' to 6'. Their crew consists of a captain, 75 marines, 30 sailors, and 300 rowers. All war galleys come with a naval ram, a full deck over the rowers, and light wooden towers rising over the bow and stern. These platforms are 10' to 20' square, rising 15' to 20' above the deck. A war galley can be fitted with up to 3 light catapults, and can carry 6,000 stone (60,000lb) in addition to its crew. A heavy catapult can substitute for 2 light catapults. A historical example is the Mediterranean quinquereme.

Garlic: Garlic causes a vampire to cringe for 1d4 rounds if presented with confidence.

Gloves: Gloves are garments covering the hands, worn for comfort, fashion, or protection. However, wearing gloves does not protect against curses or slime. Thief abilities such as picking pockets, opening locks, or removing traps cannot be performed while wearing gloves. Long gloves are worn primarily for fashion. They are custom fitted to tightly cover the hands, forearms and elbows.

Goldenrod: Goldenrod is a healing herb used to treat diseases such as rheumatism, gout, and consumption. An adventurer with Healing proficiency can use a goldenrod tincture to treat sick characters. Used in this manner, it provides a +2 bonus on the Healing proficiency throw to cure disease.

Grappling Hook: These large hooks are made of sturdy iron and can be used for anchoring a rope. The hook may be thrown or attached manually by a climber. A successful attack throw is required to throw a grappling hook onto a target.

Hammer (small): The small hammer can be used for construction or as a mallet with iron or wooden spikes. If used to fight, the small hammer deals 1d4 points of damage.

Hat: A hat is a cap, fez, turban, or other headgear for protecting the head from the elements.

Helmet, Heavy: This is a metal close-faced or visored helmet that completely covers the face, head, and neck. A heavy helmet must be purchased separately from a suit of armor. Wearing a heavy helm imposes a -1 penalty to surprise rolls and -4 penalty to proficiency throws to hear noise, but offers a +2 bonus on d20 rolls made on the Mortal Wounds table. Historical examples of heavy helmets include the classical Corinthian helmet, Roman gladiatorial helmets, and the medieval armet, barbute, close helm,

great helm, and hounskull.

Helmet, Light: This is any leather or metal open-faced helmet designed to protect the head and neck while maintaining unrestricted sight and breathing. A light helmet is included in the cost of any suit of armor. If a suit of armor is worn without a helmet, decrease the character's armor class by 1 point. A light helmet can be purchased separately from a suit of armor at a cost of 5gp, but provides no in-game benefit. Historical examples include the Illyrian, Phrygian, Boeotian, Attic, and Galean helmets of Antiquity, the medieval bascinet, nasal helm, and spangenhelm, and the Renaissance burgonet and sallet.

Holy Book: A holy book is a parchment, papyrus, or vellum codex or scroll of religious writings. Access to a holy book grants a +1 bonus on Theology proficiency throws. Historical examples include the Egyptian Book of the Dead, the Hebrew Torah, the Ancient Greek Theogony, and the Tao Te Ching.

Holy Symbol: A cleric is required to own a holy symbol. These symbols will be different for each religion, but they are often worn as a necklace.

Holy Water: Holy water is water that has been blessed by a cleric of 7th level or higher. It is used in some church rituals, and is a formidable weapon against the undead, inflicting 1d8 points of damage for 2 rounds. Holy water cannot retain its holy power if it is stored in any other container than the special vials it is placed in when blessed.

Horse, Heavy: A heavy horse can carry its normal load of 40 stone and move 120' per turn. A heavy horse can carry its maximum load of 80 stone and move 60' per turn. Heavy horses are normally trained for draft. Only a small percentage of the otherwise placid heavy horses can be trained for war. A historical example is the medieval destrier (warhorse).

Horse, Light: A light horse can carry its normal load of 20 stone and move at 240' per turn. A light horse can carry its maximum load of 40 stone and move at 120' per turn. Light horses are trained for riding or war. Historical examples include the medieval palfrey and jennet (riding horse), medieval rouncey (warhorse), and Mongolian and Turkoman horse.

Horse, Medium: A medium horse can carry its normal load of 30 stone and move at 180' per turn. A medium horse can carry its maximum load of 60 stone and move at up to 90' per turn. Medium horses are trained for draft, riding, or war. Historical examples include the medieval hackney (draft or riding horse), medieval courser (warhorse), and Sarmatian medium horse.

Horsetail: Horsetail, also known as snake grass, is a healing herb that slows bleeding and promotes clotting. A character with Healing proficiency can use a poultice of horsetail to treat the wounds of an unconscious and possibly mortally wounded patient (with 0 hit points or fewer). Used in this manner, it provides an additional +2 bonus to the patient's 1d20 roll on the Mortal Wounds table. A character with two ranks of Healing proficiency can use a poultice of horsetail to delay death with a proficiency throw of 18+ (one attempt per patient). A character with three ranks of Healing proficiency can use a poultice of horsetail to delay death with a proficiency throw of 14+. Applying the poultice takes 1 round (10 seconds).

Howdah: A howdah is a carriage mounted on the back of a creature of huge, gigantic, or colossal size. Howdah of any size can be built for riding or war. Riding howdah are lightweight wicker frames covered by hide. War howdah are sturdy wooden towers with crenellations; these cost and weigh twice as much. Both types are often laminated, painted, and opulently decorated.

Huge howdah are 4' long, 3' wide, and 3' tall. They weigh 6 stone (60lb), have AC 0, 1 shp, and can carry 2 man-sized creatures (up to 4 can squeeze in, but the occupants suffer a -4 penalty to attack throws and -2 AC penalty due to the confined quarters). War howdah of this size weigh 15 stone (150lb) and have AC 1 and 1 shp. The occupants gain a +3 AC bonus and a +3 bonus to saving throws versus Blast caused by artillery, burning oil, or similar effects.

Gigantic howdah are 7' long, 5' wide, and 4' tall. They weigh 18 stone (180lb), have AC 0, 1 shp, and can carry 6 man-sized creatures (up to 12 if squeezed). War howdah of this size weigh 36 stone (360lb) and have AC 1 and 1 shp. The occupants gain a +4 AC bonus and a +4 bonus to saving throws versus Blast caused by artillery, burning oil, or similar effects.

Colossal howdah are 12' long, 10' wide, and 4'6" tall. They weigh 60 stone (600lb), have AC 0, 1 shp, and can carry 20 man-sized creatures (up to 40 if squeezed). War howdah of this size weigh 120 stone (1,200lb) and have AC 1 and 2 shp. The occupants gain a +4 AC bonus and a +4 bonus to saving throws versus Blast caused by artillery, burning oil, or similar effects.

Hut: A hut is typically a 10' square building with an earthen floor and thatched roof. Serfs, unskilled laborers, and other working poor generally live in such homely dwellings.

Ink: This is a small pot of black ink. Ink can be purchased in other colors, but it costs twice as much.

Inn: An inn is an establishment that offers food, drink, lodging, and stabling. They are a common meeting place for adventurers. Slum inns are gambling dens, whorehouses, and flophouses, frequented by gamblers, harlots, and ruffians. Average inns include coaching inns, hostels, and traveler's lodges designed for travelers and traders. Superb inns are the preserve of wealthy merchants and nobles.

Iron Spikes: These sturdy pitons can be used to wedge doors open or spike them shut or to provide belaying points for ropes.

Javelin: Javelins are short spears, 3' to 6' long, designed for throwing. Historical examples include the Greek javelin, Roman pilum and verutum, early medieval angon, and Zulu assegai.

Journal: A journal is a folded parchment or papyrus notebook used for writing ship's logs, maps, illustrations, and book-keeping entries. A journal has 50 pages and is considerably less sturdy than a spell book. A historical example is the Roman pugillares membrane.

Laborer's Tools: A collection of tools useful to the unskilled laborer, including an axe, mattock, saw, shovel, and sickle. Laborer's tools are required for troops to assist in construction projects. Laborer's tools weigh 1 stone (10lb).

Lamellar Armor: Lamellar armor is made of small bronze, iron, or steel plates laced together in parallel rows with silk, leather thongs, or cotton. It is similar to scale armor, from which it evolved, and comparable in protection to banded armor. Lamellar is generally worn as a cuirass over light chain or leather, and sometimes sewn to the backing. Lamellar would also include leather lames worn over chain. Historical examples include Mongolian lamellar, medieval brigandine and splinted armor, Japanese o-yori armor, and Roman lorica squamata.

Lance: Lances are long spears, 12' to 16' in length, designed for mounted warriors. Despite their length, they are used one-handed. Historical examples include the Greek xyston, Persian and Byzantine kontos, and medieval lance. Lances do double damage when used to charge, but impose a -1 penalty on initiative rolls.

Lantern: Lanterns are used in dungeon adventures to provide light. They burn one oil flask for each four hours, or 24 turns, and have an effective light radius of 30'. Lanterns can be closed to hide the light or protect it from wind.

Leather Armor: Leather armor is made of hardened leather or laminated linen. Leather armor usually consists of spaulders (shoulder armor), cuirass, and tassets (flaps covering the groin and thighs). It is lighter but less protective than more reinforced leather armors such as ring mail. A historical example is Macedonian linothorax armor.

Lifeboat: Lifeboats typically have a 20' length, 4' to 5' beam, and 1' to 2' draft. They are equipped with rations to feed 10 humansized beings for 1 week. The mast folds down for storage of the lifeboat on large ships galleys, where there are typically 2 to 3 lifeboats. There are 1 or 2 lifeboats on small ships or galleys. Lifeboats weigh 50 stone (500lb) and will take up this much weight, each, on a vessel. The lifeboat itself is capable of holding a weight of 150 stone (1,500lb) in addition to crew.

Lock: This is a common iron lock with a key. More complex locks, made by highly skilled locksmiths, might be available (Judge's discretion); these impose penalties on a thief's proficiency throws to Open Locks.

Longship: The longship is a graceful, light ship with a single square-sailed mast, a 60' to 80' length, 10' to 15' beam, and 2' to 3' draft. Longships can operate equally well on oceans, coasts, or rivers, making them ideal raiding vessels. The standard crew is a captain and 75 sailors, of which 60 may row when the wind is low. Longship sailors are generally also marines (fighters). In addition to crew, longships are capable of holding a weight of 2,000 stone (20,000lb). A historical example is the Viking drakkar.

Lungwort: Lungwort is a healing herb used to treat diseased and damaged lungs. A character with Healing proficiency can brew a tincture of lungwort to relieve a patient of the wilderness movement penalty and rest requirements from permanent wounds ("lungs and heart damaged"). Brewing the tincture takes 1 turn (10 minutes) and the relief lasts for 4 hours.

Mace: A mace is a bludgeoning weapon consisting of a 2' to 3' wood or metal shaft and a heavy stone or metal head, useable with one or two hands. Historical examples include the Egyptian bronze-headed mace, medieval flanged mace, Persian horseman's mace, Russian pernach, and Slavic bulawa.

Machinist's Tools: Machinist's tools encompass a variety of implements including the adz, auger, bow drill, chisel, drawknife, fine gold wire, hand-plane hand-saw, hammer, ruler, toothed saw, and touchstone. Machinist's tools are required to make proficiency throws to design, build, and repair automatons. Machinist's tools

weigh one stone.

Manacles: These are metal fetters designed to shackle a creature's hands or ankles. A character with Contortionism proficiency can escape from manacles in 1 turn with a proficiency throw of 18+. Breaking free of manacles through brute strength requires 1 turn and a proficiency throw of 24+ on 1d20. Any bonuses or penalties that would apply to a proficiency throw to open doors also apply to this roll. (For example, a character with STR 18 would gain a +12 bonus to break free of manacles, while a character with Dungeon Bashing proficiency would gain a +4 bonus). Manacles of unusual material or size may impose a penalty on this proficiency throw.

Mess Kit: A collection of portable eating and cooking utensils designed for troops on extended military campaigns. A legionnaire's mess kit includes a mess tin, cooking pot, skewer, and dagger.

Metamphora: Designed to store special components, metamphora are ceramic jars inscribed with alchemical sigils and stoppered with copper seals. Metamphora come in an array of different sizes and shapes, as more valuable special components require sturdier, stronger metamphora to prevent leakage. Metamphora cost 5gp and weigh 1 stone for every 60gp of value they store.

Mirror: A mirror can be used to check around corners and defend against monstrous gaze attacks. A character using a mirror to see his target suffers a -2 penalty to attack throws, and cannot use a shield, second weapon, or two-handed weapon.

Morning Star: This is any type of large mace-like weapon with a spiked metal head. Historical examples include the medieval morning star, German chain-morning star, English holy water sprinkler, Flemish goedendag, and Japanese tetsubo. Any flails and maces too large to be used one-handed can also be treated as morning stars. Morning stars impose a -1 penalty on initiative rolls.

Mule: A mule is the infertile offspring of a horse and a donkey. It can carry its normal load of 20 stone and move 120' per turn. A mule can carry its maximum load of 40 stone and move 60' per turn.

Musical Instrument: A wide variety of instruments are available to bards and performers, including stringed instruments, percussion instruments, brass instruments, and woodwind instruments. Historical examples of stringed instruments are the cithara, harp, lyre, lute, psaltery, and zither. Historical percussion instruments include the castanet, chimes, drum, gong, sistrum,

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tambourine, and tympani. Historical brass instruments include the buccina, carnyx, cornu, and salpinx. Historical woodwind instruments include the aulos, flute, horn, pan pipe, and shawm. Prices are for common instrument. A superior instrument costs twice as much and adds +1 to Performance proficiency throws made with it. A masterpiece instrument costs four times as much and adds +2 to Performance proficiency throws made with it.

Net: This is a round, weighted cast net designed to entangle and entrap opponents. The chief historical example is the net of the Roman retiarius. A character using a net gets a +2 bonus on attack throws to wrestle opponents (as explained under special maneuvers in Chapter 6).

Oil: Common oil is burned in a lantern to give light. Common oil is usually olive oil, castor oil, or animal extract. Military oil is a weapon made of naphtha, and cannot be easily doused with water. Military oil may be thrown at monsters, dealing 1d8 points of damage for 2 rounds to the creature struck, or poured on the floor and ignited to delay pursuit.

Ox: An ox is a castrated bull, used for cart driving. An ox can carry its normal load of 45 stone and move 60' per turn. An ox can carry its maximum load of 90 stone and move 30' per turn.

Padded Shoes: A pair of soft-heeled shoes with padding designed to dampen the sound of walking. A character wearing padded shoes gains a +2 bonus to proficiency throws to move silently. Padded shoes cannot be worn when traveling across the wilderness and do not work when wet. The bonus does not apply to hijinks.

Plate Armor: Plate armor is made from large metal plates worn over the chest and vital areas. Chain mail or other protective covering may cover exposed joints. Plate armor provides superior protection over banded plate and lamellar, having larger plates sewn onto a stronger backing. Historical examples include classical panoply (if worn with arm and leg armor), medieval plate and mail armor, Middle Eastern mirror armor, Eastern European plated mail, and Japanese tatami-do.

Pavilion: A large round tent with an interior frame, measuring 24' in diameter and 12' in height. Pavilions are used by army leaders and division commanders as command posts and sleeping quarters. A pavilion weighs 72 stone (720lb).

Pell: A device for training troops in sword and shield techniques. A pell is generally a stout wooden post, man-height and about 6" to 1' in diameter, planted firmly in the

ground. The trainee practices striking the pell with a wooden sword and shield. The cost of pells is already included in the training costs for infantry troops. A pell weighs 15-30 stone (150-300lb).

Pole, Wooden: This pole is a shaft of wood 10' long and 2" thick. Adventurers often carry 10' poles to prod and poke areas that might be trapped, test the strength of ledges or floors, or measure the depth of pools.

Pole Arm: Pole arms are two-handed slashing and piercing weapons with a metal head and a long wooden shaft. Pole arms range in length from 6' to 21'. Historical examples include the Thracian rhomphaia, Dacian falx, and Macedonian sarissa; the medieval bill, fauchard, glaive, guisarme, halberd, partisan, pike, ranseur, spetum, and voulge; the Chinese gun dao; and the Japanese bisento, nagamaki, and naginata. Pole arms can be used to attack from the second rank in melee, and inflict double damage when used in or against a charge, but impose a -1 penalty on initiative rolls.

Portable Medicine Chest: These lidded bronze boxes are divided into various compartments. These contain an assortment of surgical implements, including a bone chisel, bone drill, bone lever, bladder sound, ear scoop, catheter, clyster, couple of sponges, forceps, notched probe (for extracting arrowheads), pair of surgical scissors, roll of linen badges, roll of flax thread, set of blunt and sharp hooks, set of scalpels, spatula probe, speculum, and tile cautery. Additional compartments can hold up to 1 stone of healing herbs, potions, or poisons. Access to a portable medicine chest grants a +1 bonus on Healing proficiency checks to neutralize poison, cure disease, or cure wounds. A portable medicine chest weighs 2 stone.

Pouch, belt: This is a cloth or leather bag that can be carried on a belt. They have belt loops to securely carry on a belt. It holds up to 1 stone (10lb).

Purse: a purse is a small cloth or leather bag that are usually tied with a leather cord to the belt. It holds up to ½ stone (5lb).

Quintain: A device for training cavalry troops in lance and sword techniques. A quintain consists of a shield or plank mounted on a swiveling pole. A club is affixed to the opposite end of the pole. The trainee practices striking the shield with sufficient velocity to avoid being struck by the club as it swivels around. The cost of quintains is already included in the training costs for cavalry. A quintain weighs 20 stone (200lb).

Raft: A raft is a floating platform usually used for river cargo. Professionally built

rafts are called barges, and have raised edges to keep out water, small wooden huts for shelter, and steering oars. Barges can be 30' x 40' in size, and can carry 500 stone (5,000 lb) for each 10' square. Makeshift rafts are nothing more than crude platforms of up to 20' x 30'. Each 10' square section will only hold a weight of 250 stone (2,500lb). A makeshift raft can be built in 1 to 3 days for each 10' x 10' raft portion.

Rations, Iron: This food is dried and preserved to be carried on long voyages when securing other food may be uncertain. It will last two months in the wilderness and a week in the foul conditions of a dungeon. The cost for iron rations will vary depending on quality. The cheapest iron rations consist of hard, dried salted biscuits. Better rations include salted or pickled meat and dried, pickled, or preserved fruit and vegetables.

Rations, Standard: This food is fresh but untreated. It will last for a week in the wilderness; it spoils overnight in dank dungeons. The cost for this food will vary depending on quality. The cheapest standard rations include fresh bread, cheese, and lard. Better standard rations will include bacon or other meat, eggs, beans, and fresh fruit and vegetables.

Ring Mail Armor: Ring mail armor is leather or padded armor that has a large number of small rings sewn directly over the foundation garment. Unlike chain mail, the rings are not physically interlocked with each other, so protection is inferior.

Ring mail is closely related to scale armor, which sews leather or horn scales onto the foundation garment, and provides comparable protection. Historical examples include Frankish ring mail, Asian ring armor on leather, and Renaissance eyelet doublets.

Rope, 50': This strong rope, made of animal hair, hemp, or similar fibers, can bear 45 stone, the weight of approximately three human-sized beings.

Rucksack: A rucksack is a bag carried on the back or shoulder, supported by straps. It holds up to 2 stone (20lb).

Sack, Large: This is a 2' x 4' burlap, cloth, or leather bag that can contain 6 stone (60lb). It is normally carried over the shoulder and dropped when combat begins.

Sack, Small: This is a 1' x 2' burlap, cloth, or leather bag that can contain 2 stone (20lb). It is often tied to a belt or spearhead.

Saddle & Tack: This includes a leather and wooden saddle with metal fastenings, a leather and metal bridle and bit, and stirrups. Draft saddle and tack is used to harness to a cart or wagon or carry saddle

bags; it cannot be used for riding. Riding saddle and tack is designed for the rider's comfort. Military saddle and tack is designed for stability during combat. A character in combat without a military saddle must save versus Paralysis every time he is dealt damage or be knocked off the horse.

Saddle Bag: This is a long pocketed leather sack that can contain 3 stone (30lb).

Sailing Ship, Large: This large, seaworthy ship has as many as 3 square-sailed masts, with a 100' to 150' length, 25' to 30' beam, and 10' to 12' draft. It has at least one full deck and the bow and stern are raised "castles" that give archers a superior field of fire. The crew for a large sailing ship is a captain and 20 sailors. It can carry 30,000 stone (300,000lb) of cargo in addition to crew. Up to 2 light catapults can be mounted on a large sailing ship. Historical examples include the Roman *cladivata* and the medieval round ship.

Sailing Ship, Small: This ship is much like the larger version, but has one mast, a 60' to 80' length, 20' to 30' beam, and 5' to 8' draft. Crew consists of a captain and 12 sailors. In addition to the crew, it can carry 10,000 stone (100,000lb) of cargo. Historical examples include the Roman *corbita*, the Viking *knarr*, and the medieval *cog*.

Sap: A sap consists of a heavyweight material wrapped inside a leather sack. Used as a weapon, it provides a +2 bonus to attack throws made to incapacitate opponents (as described in Special Maneuvers in Chapter 6).

Scale Armor: Scale armor consists of many small leather, cuir bouilli, or horn scales attached to a backing material of cloth or leather. Scale armor usually consists of a corselet or hauberk worn with leather or padded cloth. It is lighter than lamellar armor, which uses metal scales or lames over leather, and comparable to ring mail. Historical examples include Scythian scale armor, Egyptian scale armor, and early medieval scale armor.

Shield: A character with a shield equipped has his Armor Class increased by 1 point. A shield does not protect a character that is surprised, retreating, or attacked from behind, however. The basic shield is made of wood reinforced with iron bands. A steel shield offers the same protection and weighs the same as a wooden shield. Steel shields (and magical shields) have a chance to withstand a 'damage shield' critical effect.

Shield, Mirrored: This shield is entirely made of steel polished to a high reflectivity inside and out. When fighting a monster

with a gaze attack, the shield's interior can be used as a mirror to reduce the penalties otherwise suffered from averting one's gaze. A monster with a petrifying gaze that attacks a character wielding a mirror shield has a chance (1-2 on 1d6) of seeing its own reflection in the shield's reflective exterior unless it averts its own eyes. Like all steel shields, mirrored shields have a chance to withstand a 'damage shield' critical effect.

Shoes: Simple leather shoes are suitable for walking long distances.

Sling: A sling is a projectile weapon, made of braided flax, hemp or wool cord, used to hurl small stones or lead bullets. Slings were used by all armies of the ancient world. Historical examples include the Hebrew shepherd's sling and Greek peltast's sling.

Spear: Wooden shafts, 6' to 8' in length, with metal heads designed for thrusting, spears are the main weapon of the common soldier. Spears can be used one- or two-handed. Historical examples include the Hoplite *doru*, the medieval winged spear, and the Japanese *yari*. Characters armed with spears can attack from the second rank in melee and inflict double damage when used in or against a charge.

Special Components, Miscellaneous: When a living thing dies, a residue of its soul will linger in some its component parts, such as organs and cellular fluids. These parts are known as special components and can be tapped by casters and ceremonialists to power their magic items. While the best results are gained from rare components that are unique to the spells or ceremonies imbued into the item, an equal value of miscellaneous special components such as spider webs, plant roots, crushed bones, and so on can be used instead if desired. The caster or ceremonialist suffers a -1 penalty on his throw per level of the spell or ceremony when using miscellaneous special components in magical research.

Spell Book (Blank): A spell book has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 1st level spells). These books are used by arcane spellcasters to record the spells in their repertoire.

Staff: A staff is a common weapon made from a stick of hardwood 4' to 6' long, and used two-handed. (If used one-handed, treat as a club.) Historical examples include the English quarterstaff, Japanese *bo stick*, and Chinese *gun*.

Stakes and Mallet: These 18" sharpened wood shafts are carried by adventures to destroy vampires.

Surgical Saw: Sharp, sturdy saws are used to saw through bone and tissue when amputation of the limbs is required. Use of a surgical saw gives a bonus on Healing proficiency throws to cure mortally, grievously, or critically wounded characters suffering from one of these permanent wounds. The bonus is +2 from a small saw and +4 from a large saw. See *Mortal Wounds* in ACKS for more information. A large surgical saw weighs 1 stone (10lb).

Sword: The classic weapon of knights and kings, the sword includes straight and curved slashing and thrusting blades of 30" to 40" in length useable with one or two hands. Historical examples include the Roman *spatha*, Viking sword, medieval knightly sword and *falchion*, Japanese *katana*, and Chinese *jian* and *dao*.

Sword, Short: The short sword includes straight and curved slashing and thrusting blades, generally less than 30" in length, meant to be used with one hand. Historical examples include the Egyptian *khopesh*, Greek *xiphos*, Roman *gladius*, Japanese *wakizashi*, Arab *scimitar*, Persian *shamshir*, Turkish *yatagan*, and Indian *talwar*.

Sword, Two-Handed: The two-handed sword includes straight and curved slashing and thrusting blades, 40" or more in length, requiring two hands to use effectively. Historical examples include the medieval *longsword*, the Renaissance *zweihänder*, Scottish *claymore*, Japanese *no-dachi*, and Chinese *zhanmadao*. Two-handed swords impose a -1 penalty on initiative rolls.

Tent: Tents are made of animal skin, stitched together over a frame and staked with ropes. A small tent is 6' x 4' and can sleep two men. A small tent weighs 2 stone (20lb). A large tent sleeps eight men. It may be round (12' in diameter) or square (10' on a side), and weighs 16 stone (160lb). Historical examples include the Roman legionary tent and the Mongol yurt.

Thieve's Garb: A suit of clothing, including hooded cloak, tunic, leggings, gloves, and scarf, woven in a camouflaging color. Thieve's garb is available in different colors for use in various environments - brown for hills/mountains, green for forest/ jungle, grey for settlements, white for tundra, etc. When wearing Thieve's garb appropriate to the environment, a character gains a +2 bonus to any proficiency throws to hide in shadows, avoid being spotted, and evade in the wilderness. Characters wearing Thieve's garb can always hide in shadows or avoid being spotted with a throw of at least 18+. Thieve's garb imposes a -2 penalty when its camouflage color is inappropriate to the environment (e.g.

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white garb in the jungle). The bonus and penalty do not apply to hijinks. Thief's garb can be worn over leather armor, but not heavier types.

Thieve's Tools: Thief's tools include long metal picks and probes, fine wires, tiny saws, miniature hammers, and an assortment of skeleton keys. Thief's tools are required to make proficiency throws to open locks and remove traps.

Thieve's Tools Companion Kit: A companion set of tools to use in conjunction with the standard set of Thief's tools, this set includes drills, pliers, scissors, rods, blocks, pads, tweezers, shims, and a magnifying glass. A thief using this kit in addition to a set of Thief's tools gains a +2 bonus to proficiency throws to open locks, find traps, and remove traps. The bonus does not apply to hijinks.

Thieves' Tools, Superior: Superior Thief's tools grant a +2 bonus to proficiency throws to Open Locks, Find Traps, and Remove Traps. If the thief rolls a natural 1 while attempting to pick a lock, the tools may make a saving throw versus Death (at 1/2 thief's level of experience) to resist breaking (see the Adventuring chapter, p. 91). The bonus does not apply to hijinks.

Thieve's Tools, Masterwork: Masterwork thieves' tools grant a +4 to proficiency throws to Open Locks, Find Traps, and Remove Traps. If the thief rolls a natural 1 while attempting to pick a lock, the tools may make a saving throw versus Death (at the thief's level) to resist breaking (see the Adventuring chapter, p. 91). The bonus does not apply to hijinks.

Tinderbox: This is a tinderbox used to start fires. Lighting a torch with flint and steel takes a full round, and lighting any other fire with them takes at least that long.

Torch: Torches are 1' to 2' long pieces of wood tipped with pitch. A torch burns for six turns (1 hour), clearly illuminating a 30' radius. If a torch is used in combat, it deals 1d4 points of damage.

Townhouse: A townhouse is typically a 30' square two-story building with a wooden floor and stairs and thatched roof. Wealthy yeomen, master craftsmen, merchants, and other professionals might live in such a dwelling.

Troop Transport, Large: This is a large sailing ship reinforced for war and modified to carry additional troops. It can carry 50 marines in addition to its normal complement of 20 sailors.

Troop Transport, Small: This is a small sailing ship reinforced for war and modified to carry additional troops. It can carry 25 marines in addition to its normal

complement of 12 sailors.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. Generally, two or four heavy horses draw a wagon. Two mules or medium horses can be substituted for one heavy horse. If the wagon is pulled by two heavy horses, it can transport up to 160 stone at 60' per turn, or 320 stone at 30' per turn. If the wagon is pulled by four heavy horses, it can transport up to 320 stone at 60' per turn, or up to 640 stone at 30' per turn. A wagon can move at a similar speed and conditions as a cart.

Warhammer: A warhammer is a bludgeoning weapon with a 2' to 3' wooden or metal shaft and a broad metal head shaped like a hammer. It is designed for crushing armor, and useable with one or two hands. The chief historical example is the late medieval warhammer.

Waterskin/Wineskin: This container, made of hide or preserved animal bladder, will hold 2 pints (1 quart) of fluid.

Whistle: A signaling device made of wood, horn, or similar materials. It emits a shrill, high-pitched sound audible at great distance.

Willow-Bark: Willow-bark is a healing herb that relieves aches, pain, and rheumatism. A character with Healing proficiency can brew a tincture of willow-bark to relieve a patient of the initiative penalty from permanent wounds (e.g. "stiff and scarred wounds" and "lasting wounds that ache in bad weather"), from inability to force march due to permanent wounds ("damage to hips and lower back" "damage to knee," "lungs and heart damaged"), or from the attack throw and damage roll penalty from force marching. Brewing the tincture takes 1 turn (10 minutes) and the relief lasts for 4 hours.

Whip: This is a long, single-tailed whip of the sort used to herd cattle. Used as a weapon, it provides a +2 bonus to attack throws made to disarm or knock down opponents (as described in Special Maneuvers in Chapter 6).

Wolfsbane: Wolfsbane (dried aconite flowers) may drive off werewolves and other lycanthropes if a character strikes the monster in hand-to-hand combat with the sprig. If the lycanthrope fails a saving throw versus Poison, it must flee as if turned. A character who eats wolfsbane must make a saving throw versus Poison or die after one turn.

Woundwort: Woundwort, also known as heal-all or lamb's ears, is a herbal medicine with curative properties. An adventurer with Healing proficiency can use a Woundwort tincture to treat injured

characters. Used in this manner, it provides a +2 bonus on proficiency throws to cure light wounds and cure serious wounds.