

KENZER AND COMPANY PRESENTS A PLAYER'S ADVANTAGE™ GUIDE:

GOODS AND GEAR: THE ULTIMATE ADVENTURER'S GUIDE

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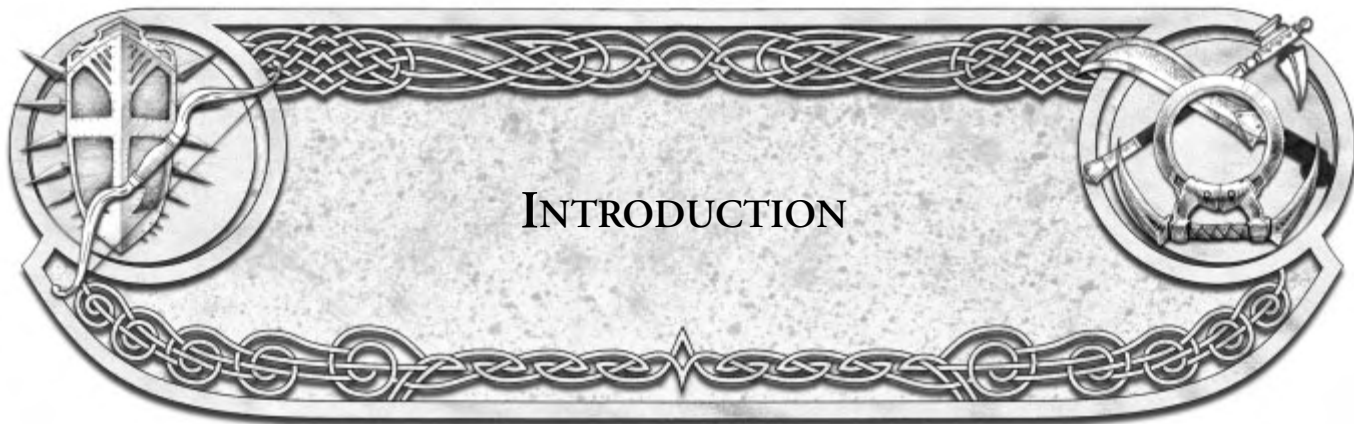
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TABLE OF CONTENTS

INTRODUCTION	3	TOOLS	160
CHAPTER 1: IN THE MARKETPLACE	5	TALISMANS	163
BARTERING	5	THIEVES' TOOLS	164
COINAGE	5	VARIANT CLASS TOOLS, GEAR AND EQUIPMENT	171
DEGREES OF CRAFTSMANSHIP	10	CHAPTER 8: FOOD AND DRINK	173
INFLATION	11	BRANDOBIA	173
TAXATION	12	THE CENTRAL PLAINS	174
TRADE	12	THE DELNONDRIAN ISLANDS	174
MARKETPLACE FRAUDS, SCAMS AND SWINDLES	13	THE ELOS DESERT	175
MERCHANT GUILDS	14	KALAMAR	175
CHAPTER 2: WEAPONRY	15	THE KHYDOBAN DESERT	176
HAFTED WEAPONS	15	THE OBAKASEK JUNGLE	176
AXES AND PICKS	18	REANAARIA BAY	177
BOWS AND BLOWGUNS	22	SVIMOHZIA	177
AMMUNITION	27	THE WILD LANDS	178
CLUBS	29	THE YOUNG KINGDOMS	178
DAGGERS AND KNIVES	32	FOODSTUFFS	179
FLAILS AND WHIPS	38	BREADS & CEREALS	179
HAMMERS AND MACES	40	DAIRY	180
MISCELLANEOUS WEAPONS	42	DRINKS	180
POLEARMS AND POLEAXES	49	FRUITS AND POTHERBS	184
SIEGE WEAPONS	54	FISH AND OTHER MEATS	185
SPEARS AND LANCES	56	HERBS	187
SWORDS	62	MISCELLANEOUS	188
SPECIAL MATERIALS	72	OTHER FOODSTUFFS AND MEALS	188
CRAFTING VARIANT HILTS	72	SAUCES	192
WEAPON ACCESSORIES	72	SPICES AND SEASONINGS	192
HM LARGE WEAPONS AND TABLES	75	CHAPTER 9: CONCOCTIONS	193
CHAPTER 3: ARMOR, SHIELDS AND BARDING	87	ALCHEMICAL MIXTURES	193
ARMORS	88	HERBAL CONCOCTIONS	197
ARMOR ACCESSORIES	92	HERBAL REMEDIES	199
HELMETS AND HEAD ACCESSORIES	93	POISONS	200
GETTING INTO AND OUT OF ARMOR	95	DRUGS	202
SHIELDS	95	CHAPTER 10: PERSONAL GOODS AND SERVICES	204
SPECIAL ARMOR MATERIALS	96	COSMETICS	204
BARDING	99	GROOMING AND HAIR STYLES	204
ARMOR MAINTENANCE	102	PERFUME	205
CHAPTER 4: CLOTHING	113	SERVICES	205
CLOTHING LISTS	114	HIRELING PROFESSIONS	208
HEADGEAR	116	NPC STATISTICS	213
OTHER CLOTHING	117	MERCENARIES	218
DESIGNS AND MATERIALS	120	BROTHELS	225
CLERICAL RAIMENT	121	SLAVES	226
SYNODAL RAIMENT OF THE DEITIES OF TELLENE	122	CHAPTER 11: ANIMALS	227
CHAPTER 5: GAMES AND ENTERTAINMENT	127	ANIMAL ACCESSORIES	244
GAMBLING SIMULATIONS	132	CHAPTER 12: LODGING	245
CHAPTER 6: MUSICAL INSTRUMENTS	133	SLEEPING ARRANGEMENTS	245
CHAPTER 7: TOOLS, GEAR AND EQUIPMENT	145	RENTED ACCOMMODATIONS	246
ACADEMIC AND COMMERCE-RELATED EQUIPMENT	145	FURNITURE	247
CONTAINERS	147	COOKING AND EATING UTENSILS	247
HEALING	148	BUILDINGS	249
ILLUMINATION	150	CHAPTER 13: TRAVEL AND TRANSPORTATION	251
MISCELLANEOUS	151	DANGERS OF TRAVEL	251
PRECIOUS METALS	156	TRAVELING BY LAND	251
RELIGIOUS	157	TRAVELING BY WATER	252
REPAIR KITS	158	SHIP ACCESSORIES	258
SEAFARING EQUIPMENT	159	HIRED TRANSPORTATION	258
		INDEX	259



INTRODUCTION

ABOUT THIS BOOK

Goods and Gear: the Ultimate Adventurer's Catalog describes a variety of medieval-fantasy arms, equipment and services that can be used with multiple games and campaign settings.

For the sake of consistency, item descriptions and flavor text refer to one particular campaign setting: the *KINGDOMS OF KALAMAR*. In this realistic, dynamic world of Tellene, complex political alliances mix with marauding bands of humanoids, and medieval technology and culture come face to face with magic and the fantastic. Whatever type of adventure you seek, you can find it here.

Of course, while many items have a racial name specific to this setting, you may notice that other items or weapons (such as the flamberge sword) have the same name as they do here on Earth. These non-Tellenian names or words, such as "flamberge" or "flask," are considered the Merchant's Tongue name for this item. (Merchant's Tongue is the international language of trade, often considered equivalent to the Common tongue in other settings.) If you are not using this setting, you can either disregard setting-specific information or adapt it to fit into your own world.

Readers who are already familiar with similar equipment from other sources may notice that some details and game mechanics differ. This is due partly to the flavor of the different campaign settings, and to the differing creators and writers. Use what you want and adapt the ideas to the specifics of your game. Remember, though this book is very comprehensive, there are always other items available, limited only by your imagination (and that of your Dungeon Master). For in a universe of magic and multiple planes of existence, anything is possible!

Chapter 1: In the Marketplace introduces you to the topics of bartering, coinage, craftsmanship, taxes, trade and more. Both player and Dungeon Master will certainly find many ideas to incorporate into their own shopping sprees.

Chapter 2: Weaponry provides the reader with information hundreds of different weapons, plus information on their basic parts and types. You see, while the basic weapons provided by most roleplaying books are enough for many campaigns, they fail to provide any racial or regional flavor. For example, how does a bow crafted by elves, hobgoblins and humans of different regions vary? Is its length, material, game statistics, or a combination of the above? This chapter answers those questions.

Chapter 3: Armor, Shields and Barding gives information on these items, as well as details on various accessories, maintenance and materials.

Chapter 4: Clothing presents clothing for all types of characters, as well as introducing an optional "style point" system that takes into account how the character's clothing affects those he or she interacts with.

Chapter 5: Games and Entertainment provides a detailed list of items commonly used by with an acting profession, as well as basic entertainment and gambling simulations.

Chapter 6: Musical Instruments includes dozens of such items usable by bards and other characters with a flair for music.

Chapter 7: Tools, Gear and Equipment details various equipment used by many professions, including: academic, arcane, commercial, clerical, engineering, seafaring and thieving.

Chapter 8: Food and Drink details many differing meals and dining customs, as well as lists of foodstuffs (breads, desserts, alcoholic and non-alcoholic drinks, fruits, fish and meats, herbs, and more).

Chapter 9: Concoctions covers many alchemical, herbal and poisonous mixtures, as well as alchemical items. Also included are information on drugs and their effects.

Chapter 10: Personal Goods and Services goes into detail on cosmetics, grooming and hair styles, as well as dozens of Non-Player Characters (NPCs) and the services that they provide.

Chapter 11: Animals includes a listing of commonly encountered animals that the player characters are likely to encounter, either in battle or as allies. Also included are price lists and details on related accessories.

Chapter 12: Lodging provides information on buildings, sleeping arrangements, and other related items found in homes and inns through the land.

Chapter 13: Travel and Transportation lists the dangers and costs of travel by land and by sea, as well as detailing the many methods of available transport.

HOW TO USE THIS BOOK...

As noted above, this supplement can be used with multiple game systems and campaign settings. Details on this follow below.

...WITH THE *KINGDOMS OF KALAMAR* CAMPAIGN SETTING

For players and Dungeon Masters who already use this setting, most of the information in this book is applicable. Each description divulges where the item is found on Tellene, and who is most likely to use it. This supplement also assumes that you are using the

Introduction

current (version 3.5) edition of the Dungeons & Dragons rules. As a player, you need the *D&D Player's Handbook*. DMs should have access to the *D&D Dungeon Master's Guide* and the *D&D Monster Manual*. Other recommended (but not required) references include the *KINGDOMS OF KALAMAR Player's Guide*, *Villain Design Handbook*, and *Dangerous Denizens: the Monsters of Tellene*. One of our many other fine supplements or adventures would also be useful when running your campaign.

Game statistics are presented in tables, either with the HackMaster statistics or in a separate table (indicated by "D" for Dungeons & Dragons, or "H" for HackMaster). Most of the items that appear herein do not have wide circulation, meaning that DMs should feel free to introduce only those items that they choose. Many items can be found only in certain areas of Tellene, and can only be constructed or repaired by trained smiths or crafters. On the other hand, DMs should also feel free to increase the availability of items they like. Finally, the prices listed with the items are merely suggestions. Each vendor on Tellene is likely to have differently priced items. Unfamiliar or rare items are likely to be more expensive when found.

...WITH OTHER D20 CAMPAIGN SETTINGS

Even if you do not use the *KINGDOMS OF KALAMAR* campaign setting, this book is an excellent resource for your game. Most of the items and weapons in this book have counterparts in reality, meaning that they have a logical basis in most campaigns. In addition, many of Tellene's human cultures have general characteristics that could appear in any campaign.

Brandobians: are vibrant and proud, with a love of exploration.

Dejy: are diverse, nomadic and tribal, but are also skilled craftsmen.

Fhokki: are tall, bearded and clannish, with bodies adapted to the cold north.

Kalamarans: are proud and militaristic, with a love of grandeur.

Reanaarians: are artistic, open-minded, and often sailors or merchants.

Svimohz: are dark-skinned, wise and strong, with an ancient, rich culture.

Items from most nonhuman cultures, such as dwarves and elves, can easily be substituted into another campaign setting with little difficulty. Hobgoblin gear might go to orcs, humans or other hobgoblins, depending on the campaign setting.

As a d20 player, you will need access to the *D&D Player's Handbook*. DMs should have the *D&D Dungeon Master's Guide* and the *D&D Monster Manual*. In this supplement, d20-specific statistics are either included with the HackMaster items (see below), or have their own tables (indicated by an "D" in the table name). Note that the DM may want to adjust the listed prices so that they fit within his or her campaign.

Throughout this book, you may notice references to unfamiliar character classes such as Basiran Dancer (Dan), Brigand (Brg), Gladiator (Gld), Infiltrator (Inf), Shaman (Sha) and Spellsinger (Spl). These are simply variant classes, defined in the *KINGDOMS OF KALAMAR Player's Guide*.

...WITH HACKMASTER OR EARLIER EDITIONS OF D&D

As the *KINGDOMS OF KALAMAR* setting can be used with multiple game systems, you may already be using it for your HackMaster game, or an earlier edition of D&D (pre-version 3.0). In this case,

you may keep the flavor text as is. Otherwise, you may alter it to fit your own campaign setting.

For the rules, however, HackMaster players will need a copy of the HackMaster Player's Handbook, and would benefit from one or more of the four class books (either the Spellslinger's Guide, Combatant's Guide, Zealot's Guide, or Grifmaster's Guide). GameMasters (GMs) will also need a copy of the HackMaster GameMaster's Guide.

In this supplement, HackMaster-specific statistics are either included in the d20 tables or have their own tables (indicated by an "H" in the table name). When no HackMaster-specific statistic appears, the listed value applies. In addition, any non-campaign specific information in the item descriptions still applies to the HackMaster version of the item. Finally, most HackMaster-specific rules are called out in italics for ease of reference.



CHAPTER 1: IN THE MARKETPLACE

This chapter deals with bartering, coinage, the economy of Tellene, and touches upon other topics detailed further in this book. A player or Dungeon Master who wishes to understand the inner workings of buying, selling and trading goods on Tellene should certainly read this chapter before embarking upon any shopping sprees.

BARTERING

Bartering, the oldest form of exchange on Tellene, occurs when individuals trade goods for other goods without coins changing hands. Among humans, bartering is most common in the lands of Drhokker, and in settlements of only a few hundred (or less) inhabitants. Elven, halfling and gnome communities also barter goods as a primary method of exchange. The goods may be of equivalent worth, where the gold piece value of the exchanging goods are identical, or they may be of favorable worth. In favorable bartering, the characters exchange goods that are not necessarily of equal gold piece values. A starving fighter may trade his prized sword for a bowl of stew, or a rogue may trade a set of masterwork artisan's tools (55 gp) for a set of ordinary thieves' tools (30 gp).

Favorable bartering must always be role-played out, because the perceived value of each item depends upon the item, character and situation. In standard bartering, however, players may choose to either role-play or use dice to set the price. Using dice to settle bartering takes a maximum of three rounds, as detailed below.

In each round, both characters roll 1d20, adding his or her Charisma bonus to the result. Characters with the Bazaar Veteran feat (see the *KINGDOMS OF KALAMAR Player's Guide*) add +2 to this roll. The winner of the roll forces the opponent to raise or lower the price of the opponent's barter item by 10%. Either character can choose to stop here, or continue for a second or third round. Once either character chooses to halt, the favorable bartering is ended and the deal is set. Note that attempting to intimidate a prominent merchant usually ends in the merchant calling for help and the character being hauled away by the city guards.

For example, let us say that Mark's character, a sil-karg fighter named Kelghaz Hazar (Charisma 12, bonus of +1), chooses to enter into bartering with a Svimohz weaponsmith (Charisma 14, bonus of +2) for a masterwork longsword (cost 315 gp). In the first round, Kelghaz has a total roll of 16 (15+1), while the weaponsmith has a total roll of 12 (10+2). Kelghaz wins, forcing the weaponsmith to drop the value of the sword to 284 gp ($315 - 10\% = 283.5$ before rounding up).

Both characters choose to continue bartering, so they roll again. Kelghaz has a total roll of 13 (12+1) while the weaponsmith has a total roll of 15 (13+2). The weaponsmith wins, changing his mind

about how much his sword is worth, and raising its price back to the original 315 gp.

Both characters choose to continue bartering for a final round, and roll. Kelghaz has a total roll of 4 (3+1), and the weaponsmith has a total of 10 (8+2). The weaponsmith wins, using his persuasive salesmanship to convince Kelghaz that this sword is worth even more. Kelghaz trades the weaponsmith an amount of goods equal at least to 347 gp ($315 + 10\% = 346.5$ before rounding up), and walks away with the sword, scratching his head. If the characters agree to a price and the Player Character (PC) refuses to pay, the Non-Player Character (NPC) will act according to his nature. If using the D&D rules, the DM may use a Diplomacy check to determine the NPC's reaction. Since the PC in this case begins from a negative starting point, impose a -2 to -4 circumstance penalty to the PC's check.

HackMaster: HackMaster rules for bartering can be found on page 322 of the HackMaster Player's Handbook (GameMasters should also consult page 169 of the HackMaster GameMaster's Guide). When two characters skilled at bartering negotiate against each other, the one who succeeds by more can move the value 10% in the direction he wishes. Most characters will bargain for three rounds, but after that there is a 5% cumulative chance per round that a character will simply walk away in frustration (with some personalities and situations, this may happen anyway!).

COINAGE

The other method to obtain goods, rather than bartering, is by paying with coins. Coinage makes transactions easier and smoother, and was developed independently by many different civilizations. Among the adventurers of Tellene and Garweeze Wurld, the gold piece is the most prevalent coin. Merchants and the upper class also use the gold piece as their standard coin, though exotic goods, promissory notes and even gold bars are used when dealing with large quantities of goods or services. After all, who wants to try to transport 50,000 gold coins? Promissory notes are the most common of the three, for they are easiest to safely carry. These notes are written documents marked with both the debtor's and creditor's seals, sigils or marks, and witnessed by a (usually Castle) official. Falsifying, stealing or not holding up your end of the bargain stated in the promissory note is strictly prohibited. Violators are punished by heavy fines, time in the pillory and/or public flogging. For very serious offenses, punishment includes the above, plus confiscation of property and either exile for life, or death.

Among beggars and the poorest commoners, the copper is most prevalent, while among the general populace it is the silver piece. On the other end of the scale, the wealthiest men and women (usually royalty) often deal in platinum pieces. Of course, as

Chapter 1: In the Marketplace

distance, politics and war divide the many lands of Tellene, the coinage of different countries will not (and realistically, should not) be the same.

All coins in the Sovereign Lands are minted by hand, in a three-stage process: making a blank (a plain metal disk that will become the coin), making the dies (stamps that imprint the blank with the text, or type, and images, or legends) and finally, striking the coin. The minter may be a smith temporarily hired by the government or ruler, or it may be a group of slaves. Coins produced by cities are typically produced in much smaller quantities, and are (usually) somewhat spottily minted.

The ruler or governmental body issuing the coins also determines all aspects of the coin, including the size, shape, type, legends and purity of metal. Most coins are fairly pure, being equal to their value as precious metal (known as “bullion”). These precious metals primarily include silver, gold and platinum.

Because of their value, some folk make it a practice to illegally “shave” these coins – removing small amounts of the precious metal. Coins too often shaved will eventually be refused as a proper coin. Instead, they are treated as a simple lump of metal only worth their weight in metal. When a character leaves a coin as a deposit, it is an occasional practice to mark it with his or her initials, to ensure against receiving a different, shaved coin in return.

If donating coins to a church, or sacrificing them to a deity, it is a common practice to mark coins with the symbol of the deity. Though this does not generally reduce the value of the coin, merchants who worship an opposing god will often refuse to take coins marked in such a manner.

Less commonly used metals include bronze, the precious metal electrum (an alloy of gold and at least 25% silver), lead, orichalcum (an alloy of copper and zinc) and tin. In areas where there is little to no access to metal, coins may even be made of other materials such as baked clay, glass and stone. Any coin not made of a precious metal (bronze and copper, for example) are overvalued (in comparison to the intrinsic worth of their metal), and are known as ‘token’ coins. These token coins are mostly used locally, and rarely leave their homeland or even city.

Coins made of precious metals, on the other hand, may travel far and wide across the Sovereign Lands. While many merchants may accept these foreign coins, they almost invariably give change in the local monies. However, they often charge a small fee, or simply give less change, for foreign coins. Unscrupulous merchants may give change in shaved coins, or foreign coins that they themselves have been unable to “unload.”

The bullion for these coins can come from collecting surface deposits, mining, overland or seagoing trade, war spoils, tithes or simply by melting down the coins of other lands. Much of this metal comes from dwarven mines, such as those in the dwarven kingdom of Karasta, where one can find huge quantities of extraordinarily pure gold. Metal for the token coins is much easier to find.

A coin’s value is based on the gold piece standard, where 10 coppers = 1 silver; 10 silvers or 100 coppers = 1 gold; and 1,000 coppers, 100 silvers, or 10 gold = 1 platinum piece. However, as noted above, this does not necessarily apply everywhere. The city-state of Dynaj, for example, has no platinum coin, though it does have a token glass coin equal to five gold pieces. The names and values for all coins minted on Tellene are listed on Table 1-1: Coinage of Tellene. Note that in some realms with large numbers of governments and long histories, (such as Aldrazar) the vast majority of people deal only in the weight value of coins. Generally, coins that travel some distance lose some of their power even against that weight, as merchants must consider that coins from more

distant, and even unknown, lands may be harder to verify in terms of purity or simply more difficult to unload. In such lands, it is customary for the more cultured types to speak of “pieces” or “coins” rather than using very specific regional titles for each coin, due to the bewildering array of current and ancient coins one might find throughout the land. Such names are essentially not recognized outside of the minting nation’s boundaries.)

A character that tries to mint his or her own coins, or knowingly pass counterfeits, is subject to punishment by mutilation and exile for life. A lighter sentence includes all of the following: hard labor, dungeon imprisonment, heavy fines, confiscation of property and a ban or edict against the individual, as well as the pillory and/or public flogging. Regardless of region, the government treats forgery very seriously.

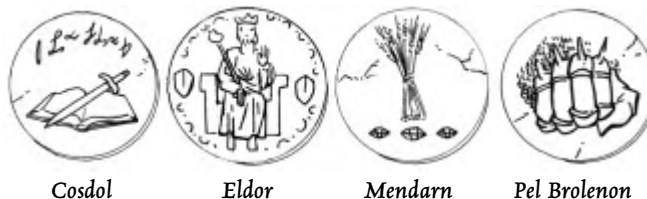
COMMON COINAGE

The names, sizes and shapes of coins vary widely, depending on where in the Sovereign Lands they were minted. For example, all Brandobian colonies and countries (including Pel Brolenon) use a standard size, shape and weight of coinage minted with platinum, gold, silver and copper. However, most Svimohzish coins, though minted from the same metals, are not round – instead, they have eight slightly rounded sides.

Coins are typically named after a famous historical figure or leader from the area. Of course, as new rulers come to power, coins are occasionally renamed, as the new monarch attempts to build his own legacy or erase that of his predecessor. Coins may also be named after concrete things or abstract ideas. For example, the Kingdom of Cosdol, with its higher concentration of wizards and sorcerers, has coins named after various magical aspects.

Characters may notice that while some coins have racial names appropriate to the area where the coins were minted, other coins in the same area are called by their names in Merchant’s Tongue. This is due to the common use of Merchant’s Tongue among, well, merchants. Some new coin names stick, and pass into common speech, while other coins retain their older names. For ease of reference, this section also briefly repeats some information previously found in other *KINGDOMS OF KALAMAR* sourcebooks and adventures.

The terms “obverse” and “reverse,” as mentioned in the following section, refer to the two dies used in minting coins. The obverse, or lower, die is used to stamp the more detailed legend, while the reverse die imprints the coin’s value on the opposing side. In modern terms, obverse refers to the coin’s head, while reverse refers to the tail.



BRANDOBIA

As noted above, all Brandobian countries (including Pel Brolenon) use a standard size and weight of coinage minted with platinum, gold, silver and copper. The reverse of each coin displays the words “1 [name of coin].” However, the images imprinted on the obverse vary by country.

Coins from Cosdol display the name of the kingdom above the image of an open book crossed with a shortsword, while Eldoran coins are imprinted with the royal seal. The coinage of Mendarn is

imprinted with the image of a sheaf of wheat atop three gems. It is also interesting to note that Mendarn's platinum coin, or Dremín, is a shortened version of the name Endremín, that of the royal family of Brandobia. The silver piece, or Gent, is a shortened form of the Merchant's Tongue word, "gentleman." Brolenese coins display the mailed fist of the Overlord.

The elven residents of Lathlanian, the city of the Lendelwood, do not mint coins. Instead, they trade goods and services – though they may accept coins from other lands in exchange.

The inhabitants of the Delnondrian islands, off the Brandobian coast, use the coins of Mendarn. However, the Malavla (Dejy) who live there also have a huge stone coin (the "Kuasa") approximately 10 feet in diameter! These "coins" display the image of a giant tortoise on one side and a running deer under three moons on the other, and stand outside the owner's home as a testament of his or her status. They are more of a symbol than actual coinage, but can still be used as such if need be. Naturally, theft of a Kuasa is strongly frowned upon. A Kuasa is equal to 50 gold pieces.



Kalamar

Karasta

O'Par

Pekal

KALAMAR

The coins of Imperial Kalamar, including Basir, Dodera, Tarisato and Tokis, use a mostly standard size and weight minted with platinum, gold, brass, silver and copper. The obverse of each coin is imprinted with the stern visage of Emperor Vilik I, while the reverse displays the words "1 [name of coin]" below a certain image. The reverse of a copper Sesater displays a two-horse chariot; the silver Denarus, a trireme galley; the gold Arus, a crown; and the platinum Solidus, the Imperial palace. Merchant's Tongue nicknames for these coins are, in order, the Common, Noble, Double, Crown and Royal. The Galokar, a newer orichalcum coin worth two silver pieces and twice the size of the others, is imprinted with the visage of Emperor Kabori I on the obverse and, on the reverse, the image of a rampant lion above the words "1 Galokar." Its Merchant's Tongue nickname is simply the "Lion."

Ancient Kalamaran coins include the Silver Dragon and the Golden Crown, both banned by Emperor Vilik I in an attempt to destroy all memory of the line of King Ali Inakas. The people were commanded to turn over their old currency upon pain of death for disobedience. However, every year, on the birthday of Theodorus I (the most popular emperor in the history of Tellene), Vilik would receive a mysterious gift of one Silver Dragon coin! Despite the wrath of the emperors, this rebellious tradition has continued to the present day. It is said that when an ancient Golden Crown coin bearing the image of Theodorus I is delivered to the Emperor, a youthful Theodorus will be restored to life and will exact revenge for his family and reclaim his throne. An adventurer who finds such coins in an ancient hoard, and unwittingly attempts to use them as payment, may find himself branded a rebel!

The Duchy of O'Par and the Principality of Pekal also use coins of a standard size and weight. O'Paran coins are all imprinted with the coin's value and the visage of Duke Ukadoran II on the reverse, and the image of the Emperor of the obverse. Pekal coins display a human soldier standing over the slain body of a lion (representing Kalamar) on their obverse, with the words "1 [name of coin]" on the

reverse. As the economy of Pekal is not one of great wealth, the Kingspiece is rarely minted.

Like other elves, those of the city of Doulanthorian do not mint coins. While they may accept coins from other lands in exchange, they typically use barter as their major means of trade. Karastans primarily use Kalamaran coins, but still mint small amounts of dwarven coins for their own uses. These coins are slightly larger than most human coins, and are of varying sizes (the smallest worth the least and the largest worth the most). The copper Rebel features a blood-dripping miner's pick; the silver Patriot, a dwarf in full dwarven plate; the golden Barrowcoin, an ancient tomb; and the platinum Durgrum, a well-fortified stronghold.



Geanavue

Giilia

Thygasha

Baethel

Zoa

Saaniema

Xaarum

Dynaj

REANAARIA BAY

Each of the cities and city-states of Reanaaria Bay, with the exception of the pirate city of Aasaer, mint their own coins. Each city uses their own standard size and weight of coinage minted with gold, silver, copper and, rarely, platinum or glass. Naturally, the images imprinted on both obverse and reverse vary by city.

Baethelite coins feature a human and gnome riding a single horse through a city street, while the reverse displays the words "1 [name of coin]" below the image of the city.

The obverse of Saaniema's coins is imprinted with an image of the sun rising over the stoneworks of the Island of Ucea. The reverse displays the words "1 [name of coin]" above a variety of images. The Liiraa shows a bundle of rye, the Poloi displays a small shrimping boat, and the Republic is imprinted with crossed polearms.

The reverse of Geanavese coins display the words "1 [name of coin]," while the obverse shows the city's coat of arms (a wingspread eagle clutching a ruby in its talons).

Coins of Giilia display the words "1 [name of coin]" on the reverse, underneath a silhouette of the city. The obverse of the Nightpiece displays a deep cave, the Shadow is imprinted with the shadowy figure of a faceless man, and the Coldcoin shows a flying bat.

The reverse of Xaarum coins are imprinted with an image of five men talking to one man (a representation of the Duke and the Council). The obverse of the Single is simply marked "1 Single," while the Baron is imprinted with the image of a small keep. The Duke coin displays the visage of Duke Emearer.

Zoan coinage displays a merchant ship in dock on the obverse, with the words "1 [name of coin]" on the reverse of each.

The obverse of all coins of Dynaj are imprinted with an image of the city from a short distance away, with various images on the reverse. The Trooper shows a patrolling footman; the Kojen, a morningstar over a steel shield; and the Gilter, a chunk of gold on a

Chapter 1: In the Marketplace

pile of sand. Aside from its standard coinage, Dynaj also mints a unique glass piece (the “Kycho”) worth five gold pieces.

Thygashan coins vary in size, the largest being worth the least and the smallest worth the most. Each displays the image of the city’s founder on the obverse, while the reverse varies from coin to coin. The Jyjan displays an image of the local Church of the Silver Mist, while the Sandpiece shows a Dejm male and female in desert garb. The Sun is imprinted with (naturally) an image of the shining sun, and the Prince displays a modest crown above a scimitar.



Ohzvinmishii

Bronish

Meznamishii

Ahznomahnii

Ul-Karg

Zazahnii

SVIMOHZIA

All human Svimohzish countries use slightly rounded, eight-sided coinage minted with platinum, gold, silver and copper. The free city of Bronish uses the standard round coins, while coins of Ul-Karg are triangular with rounded corners. The colony of Vrandol still uses the coins of Mendarn.

Ahznomahnii coins proudly display the University of Zha in the capital city on the obverse, with a variety of images on the reverse, below the words “1 [name of coin]” in Svimohzish. The Cheap has no image on the reverse, only the words. The Hawker displays a crowded marketplace, the Anvim a lush jungle tree filled with fruit, and the Zova a merchant ship.

In Meznamishii coinage, the silver, gold and platinum are of equivalent size and weight, while the copper is slightly larger. The copper Sealcoin is imprinted with the image of a haphazard pile of natural resources (gems, metals, seals and whales), while the silver, gold and platinum coins display the visages of past leaders (Vhohmi, Miznoh and Mewzhano, respectively). The reverse of each displays a merchant ship in dock, above the words “1 [name of coin]” in Svimohzish.

Ohzvinmishii coins vary in size, the copper being largest and the gold being smallest. The platinum is the same size as the gold. The obverse of all coins shows a large, flat galley loaded with cargo. The reverse of each varies, as follows: the Zarvim displays a shining gem; the Dancer, a running horse known as a Highland Dancer; the Champion, a soldier standing amid the bodies of fallen foes; and the Sanovar, a wide three-tiered fountain in a city plaza. Each of these images appears below the words “1 [name of coin]” in Svimohzish.

Current Zazahnii coins are minted in a standard size and weight, and feature the words “1 [name of coin]” in Svimohzish on each side, above a sword crossing a throne. These somewhat plain coins are one of the few topics ever agreed upon by the many warring noble families. However, it is still possible to find a wide variety of older Zazahnii coins imprinted with the visage of the then-current ruler. These are the coins that escaped melting down and re-

minting when a new ruler came to power. In game terms, their value is equivalent to that of the current coinage.

All Bronish coins are of a standard size and weight, each displaying the image of their gold dragon protector on the obverse. The Tollcoin displays the High Gate, in the southeastern section of the city wall, while the Bard features the visage of Mizhamo Izhamoni, the Royal Bard of Bronish who is regarded as the founder of the modern city. The Dragon shows a flying golden dragon, and the Vromlond, the visage of Bronish Vromlond (martyred cleric of Ranas the Peacemaker who led refugees from slavery in Pel Brolenon, and after whom the city is named).

The hobgoblins of Ul-Karg use slightly rounded, triangular coins of a standard size and weight, though they rarely use coinage amongst themselves, preferring to rely on the barter system. Coins are primarily reserved for trading with other races. The obverse is marked with a shining crown, with the reverse displays the words “1 [name of coin].”



Daruk

Tharggy

Narr-Rytar

Draska

Paru'Bor

Shyff

Skarrra

Thybaj

Shynabyth

Fymar

Slen

WILD LANDS

Though the inhabitants of the Wild Lands prefer bartering as their primary means of trade, most of the various kingdoms, queen-doms and so on, use coins as well.

The independent City-State of Daruk mints a copper coin known as the “kovnor,” about one and half times the size of a normal copper coin, and ostensibly worth an equivalent of five copper pieces. The obverse displays the image of a copper mine and the reverse the words “1 kovnor.”

Daruk’s other coins (the Miner, Mount, Tandar and Voray) display a horse-drawn cart on the obverse side, while the reverse displays the words “1 [name of coin]” below a small pile of coins. This pile grows larger as the coins increase in value. An interesting side note is that though many visitors assume the silver “mount” piece refers to the horse-drawn cart on their coins, the name actually refers to Mount Odesh, its sharp peak prominent above the city walls.

Like their Karastan brethren, the dwarves of Draska mint coins that are slightly larger than most human coins, and are of varying sizes (the smallest worth the least and the largest worth the most). The copper Anvil features (naturally) a hammer and anvil; the silver Heir, a simple crown; the golden King, a larger, more elaborate crown; and the platinum Damburd, a warhammer. The reverse side

repeats this image, but at a smaller size, above the words “1 [name of coin].”

The inhabitants of Drhokker and Torakk typically rely on the barter system, rather than metal coins they can neither consume nor burn for heat. However, Drhokker and Torakki merchants do accept coins (typically silver and gold), particularly along river settlements where commerce is frequent.

In the city of Fymar, coins from elsewhere are accepted, but with a 10% penalty for the exchange. Change is always given in local coinage – as in other lands, the foreign monies are melted down and recast. Fymar coins vary in size and weight (the smallest being worth the most, and the largest worth the least). The obverse is imprinted with the image of a soldier with his hand to his forehead, shading his eyes against the sun as he stands watch. The reverse of each coin features the words “1 [name of coin]” below a polearm crossed with a horn.

The coins of Narr-Rytarr are of a standard size and weight, the obverse featuring the face of the semi-mythical hero Jorakk, after whom the area is named and whose statue is prominently displayed inside the city gate. The reverse of each coin displays two men (a Fhokki and a Dejay) trading furs, above the words “1 [name of coin].”

The reverse side of a Shyff coin is imprinted with the image of a swan’s head above the words “1 [name of coin],” while the obverse displays a sailing ship. Shyff coins are also of a standard size and weight.

Shynabyth coinage displays a group of Dejay men and women walking into the background (symbolizing the eviction from the land of their forefathers) on the reverse, above the words “1 [name of coin],” while the obverse varies from coin to coin. The Sotar is imprinted with a loaded crossbow, the Loon with the head and upper body of a loon, the Bythen with a rising mountain and the Kylshar the head of King Joto.

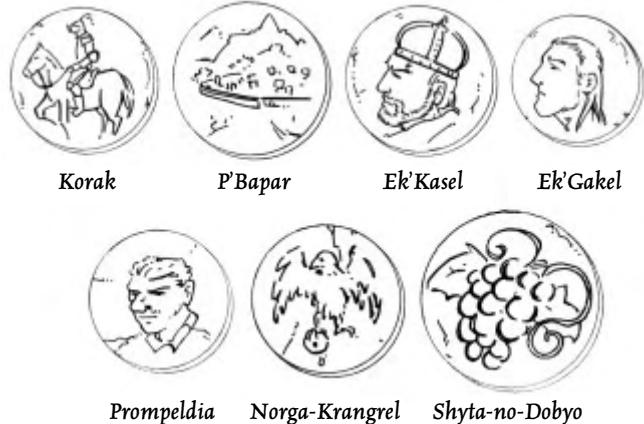
Paruvian coins are of a standard size and weight, featuring the visage of Ragil I (a past ruler of some of this former Dejay territory) on the obverse and the words “1 [name of coin]” on the reverse. It is worth noting that the Paruvian city of Paketa is one of the final stopping points for P’Baparan silver, and the city purchases a great deal of gold from Draska. Both metals become coins, which are then spread across the Wild Lands and the Young Kingdoms. Paketan coins are widely accepted because of their consistent weight and purity.

Skarrnid coins vary in size, the smallest being worth the most and the largest worth the least. The reverse of each coin is imprinted with the image of a farmer tilling the land, below the words “1 [name of coin].” The obverse of each coin shows a longship over crossed longswords (points down).

Slennish coins are of a standard size and weight, their obverse being imprinted with a blooded dagger. The reverse varies from coin to coin. The Painpiece features a line of skulls on pointed sticks, the Scar a whip, the Biter a spiked whip and the Kennwrot a hooded and cloaked Ice Priest. To the left and right of each image is the number “1,” with the words “[name of coin]” below the image.

The coinage of Tharggy features the visage of Queen Defyn on the obverse, with the reverse varying. The Aylvar displays King Tharggy’s tomb, while the Moon features three moons left, above and to the right of two crossed polearms (blades up). The Queen is imprinted with a small crown on a large golden star. Each Tharggy coin is of a standard size and weight.

The coins of Thybaj vary in size, with the silver and copper being larger and of equal size, and the gold and platinum being smaller (also of equal size to each other). The reverse of each features the image of masons building a stone wall, over the words “1 [name of coin].” The obverse varies from coin to coin. The Vrycoin features the rising Vrykarr Mountains, the Giant shows the body of a giant fallen on the battlefield amongst Dejay and Fhokki warriors, the Dothok features two hands clasped in friendship (each hand grasping the other’s wrist), and the Shajo shows a clay tablet over crossed axes.



THE YOUNG KINGDOMS

The free states and cities of the Young Kingdoms use coinage minted with platinum, gold, silver, copper and, rarely, electrum, tin or faience (glazed, colored earthenware or glass). Styles on both obverse and reverse, as well as size, vary by region.

The coins of Ek’Gakel feature the visage of Brond Epseln, the current ruler, on the obverse. The reverse varies from coin to coin. The Fanara, or “Nomad” as it is commonly called, features only the words “1 Fanara” in Kalamaran. The Merchant shows a wealthy merchant in a market stall, and the Chancellor displays a crown resting on the seat of an elegant throne. Gakite coins also vary in size, the largest being worth the least and the smallest worth the most.

Coins of the Kingdom of Ek’Kasel are of a standard size and weight, with the obverse featuring the visage of King Erasar I, the father of the current king. The reverse of each coin shows the image of a small catapult, above the words “1 [name of coin].”

Koraki coins feature a crossed sword and pike on the reverse, with the number “1” above and the words “[name of coin]” below. The obverse varies from coin to coin. The Raider displays a crossed dagger and mace, while the Soldier shows several light infantrymen in formation. The Crusader shows a heavy cavalryman on his horse, while the Trucecoin features a banner-wielding heavy infantryman. All Koraki coins are of a standard size and weight, including the “Caval,” an electrum coin worth 5 silver pieces. Like other Koraki coins, the Caval features a crossed sword and pike on the reverse. The obverse displays a marching crossbowman.

Unlike the coins of Ul-Karg, most Krangi coins are round, and of a standard size and weight. The obverse of each coin shows back portraits of Blacksoul (depicted as a powerful-looking hobgoblin) and the current king, Krokai-Marg. In some areas of Norga-Krangrel, such as Ashakulagh, it is acceptable to cut coins to make change. As such, it is not uncommon to be handed half of a coin when buying and selling in a Krangi marketplace. Some coins are cut randomly, but most take care to cut the portraits down the middle. The reverse of each coin features the symbol of Blacksoul – an eyeless raven gripping a bloody eye.

TABLE 1-1: COINAGE OF TELLENE

Brandobia	Copper	Silver	Gold	Platinum	Other
Cosdol	Minor	Flash	Rune	Blesen	-
Delnondrian (Islands)	uses Brandobian coinage				Kuasa
Eldor	Stone	Marine	Sovereign	Monarch	-
Mendarn	Rube	Gent	Lord	Dremin	-
Pel Brolenon	Slave	Challenger	Fist	Dominance	-
Kalamar	Copper	Silver	Gold	Platinum	Other
Basir	uses Kalamaran coinage				
Dodera	uses Kalamaran coinage				
Kalamar	Sesater	Denarus	Arus	Solidus	Galokar (2 sp)
Karasta (Dwarven)	Rebel	Patriot	Barrowcoin	Durgrum	-
O'Par	Sage	Kuwar	Royal	Ukadoran	-
Pekal	Copper	Seefarth	Victory	Kingspiece	-
Tarisato	uses Kalamaran coinage				
Tokis	uses Kalamaran coinage				
Reanaaria Bay	Copper	Silver	Gold	Platinum	Other
Baethel	Ally	Draah	Staatuir	-	-
Dynaj	Trooper	Kojen	Gilter	-	Kycho (5 gp)
Geanavue	Small	Rosaara	Glint	-	-
Giilia	Nightpiece	Shadow	Coldcoin	-	-
Saaniema	Liiraa	Poloj	Republic	-	-
Thygasha	Jyjan	Sandpiece	Sun	Prince	-
Xaarum	Single	Baron	Duke	-	-
Zoa	Spender	Guilders	Elder	Fleetcoin	-
Svimohzia	Copper	Silver	Gold	Platinum	Other
Ahznomahn	Cheap	Hawker	Anvim	Zova	-
Bronish	Tollpiece	Bard	Dragon	Vromlond	-
Meznamish	Sealcoin	Vhohm	Miznor	Mewzor	-
Ozhvinmish	Zarvim	Dancer	Champion	Sanovar	-
Ul-Karg (Kargi)	Bandit	Chieftain	Tuuakh	-	-
Vrandol	uses Mendarn coinage				
Zazahni	Onzar	Azhvar	Leshvim	Svohr	-
Wild Lands	Copper	Silver	Gold	Platinum	Other
Daruk	Miner	Mount	Tandar	Voray	Kovnor (1.5 cp)
Draska (Dwarven)	Anvil	Heir	King	Damburd	-
Fymar	Vorayl	Alikarr	Bull	-	-
Narr-Rytarr	Ranger	Blaze	Jormin	-	-
Paru'Bor	Peasant	Knight	Noble	Ragil	-
Shyff	Arkurr	Wright	Falkorr	Gulkarr	-
Shynabyth	Sotar	Loon	Bythen	Kylshar	-
Skarna	Yolk	Axe	Falvan	Norath	-
Slen	Painpiece	Scar	Biter	Kennwrot	-
Tharggy	Aylvar	Moon	Queen	-	-
Thybaj	Vrycoin	Giant	Dothok	Shajo	-
Young Kingdoms	Copper	Silver	Gold	Platinum	Other
Dijishy (Elos)	*	*	*	*	Danja (2 sp), Riji (5 cp)
EK'Gakel	Nomad	Merchant	Chancellor	-	-
EK'Kasel	Morita	Vanamar	Sakeran	Bolosa	-
Korak	Raider	Soldier	Crusader	Trucecoin	Caval (5 sp)
Miclenon	uses Eldoran coinage				
Norga-Krangrel (Krang)	Eye	Glory	Throne	-	Stirgga (5 sp)
P'Bapar	Foriba	Guard	Tower	Lanam	-
Prompeldia	Mark	Sliver	Goodpiece	Score	-
Shyta-na-Dobyoy	Cork	Tannic	Vintner	Zyeth	-

* see text

As gold is uncommon in Norga-Krangrel, only a few gold coins have been issued through the years. However, the Krangi also mint a bronze coin worth five silver pieces, known as the "stirgga." The Stirgga is slightly larger than other Krangi coins, though it carries the same markings.

Shyta-na-Dobyoy coins vary in size and weight, the largest being worth the most and the smallest worth the least. The obverse of each coin features a lush grapevine heady with grapes, while the reverse displays a bottle of wine, to the left and right of which is the number "1" and below which are the words "[name of coin]."

All P'Baparan coins are of a standard size and weight. The obverse features a portion of the city, while the reverse displays the

visage of Archduke E'Dos Kalanasi II above the words "1 [name of coin]."

When founded, the city of Prompeldia (then a colony of Eldor) used Eldoran coinage. Now, the obverse of all Prompeldian coins is imprinted with the visage of Gremply Slivers, the notorious mayor and most famous thief of the city. The silver piece is now known as the "sliver" in honor of Gremply. The reverse of each coin shows a haphazard pile of coins, gems and trinkets. The pile increases in size along with the increase in value of each coin.

The elven city of Ciloreal, like other elven cities, depends primarily on barter for trade. The cities of the Elos Desert (Alnarma, Dijishy and Shrogga-Pravaaz) also rely on barter for trade, as they have less access to precious metals for minting coins. Coins found in these cities usually come from other lands, though the city of Dijishy supplements these foreign coins with their "danja" and "riji." The danja is a round coin made of glazed and painted earthenware, almost twice the size of a standard coin. The danja is equal to two silver pieces (or four riji). The riji is a tin coin, of the same size as the danja, and is the monetary equivalent of five copper pieces.

The Eldoran colony of Miclenon still uses Eldoran coinage, its people showing little inclination to change. As a former colony of Meznamishii, Ehzhimahn still uses Meznamishii coinage, though they prefer to rely on the barter system or coins from other lands.

DEGREES OF CRAFTSMANSHIP

Most items on Tellene are of what is known as "normal" or "standard" quality. However, a character may also purchase items of greater or lesser quality.

Masterwork. The highest quality is known as "masterwork" quality. These items convey bonuses to their use through their exceptional craftsmanship, rather than through magical means. D&D players may consult the Craft skill in the *D&D Player's Handbook* for more information. (HackMaster players should refer to the italics at the end of this section.) Masterwork items are almost works of art in their own right. Masterwork weapons bestow a +1 enhancement bonus to attack rolls, masterwork suits of armor typically reduce armor check penalties by 1 and masterwork tools or other items give a +2 circumstance bonus to all related skill checks when using them. The bonuses given by multiple masterwork tools or other items do not stack.

Sovereign. The next highest quality above standard is known as "sovereign". Items of sovereign quality are prized for their combined strength and flexibility, but they are not the works of art that masterwork quality items are. The sages of Tellene debate whether the name comes from its allusion to royalty, or to the nickname for the civilized lands of Tellene – the Sovereign Lands. Creating a sovereign item works just like creating a masterwork item, but with a different price (+150 gp for a weapon, +75 gp for armor and +25 gp for a tool or other item) and DC. The DC depends upon the difficulty of the item created, as seen on Table 1-2: Craftmanship DCs. Sovereign weapons have a +1 bonus to damage rolls, sovereign armor is easier to put on and take off (reduce time required by two rounds) and sovereign tools or other items give a +1 circumstance bonus to all related skill checks when using them. The bonuses given by multiple sovereign tools or other items do not stack.

Standard. The prices for standard quality items on Tellene are located throughout this book. As with masterwork items, D&D players may consult the Craft skill in the *D&D Player's Handbook* for more information. (HackMaster players should refer to the italics at the end of this section.) When attempting to create a standard quality item, there are several Craft checks that must be

TABLE 1-2: CRAFTSMANSHIP DCs

Item	Craft	Shoddy DC	Inferior DC	Normal DC	Sovereign DC	Masterwork DC
Armor and shields	Armorsmith	3+AC bonus	7+AC bonus	10+AC bonus	15+AC bonus	20+AC bonus
Longbows and shortbows	Bowmaking	4	8	12	16	20
Composite bows	Bowmaking	9	12	15	18	20
Mighty bows	Bowmaking	9+2/Str bonus	12+2/Str bonus	15+2/Str bonus	18+2/Str bonus	20+2/Str bonus
Crossbows	Weaponsmithing	9	12	15	18	20
Simple weapons	Weaponsmithing	4	8	12	16	20
Martial weapons	Weaponsmithing	8	12	15	18	20
Exotic weapons	Weaponsmithing	9	13	18	19	20
Very simple items (wooden spoon)	Varies	2	4	5	12	20
Typical items (iron pot)	Varies	3	5	10	15	20
High-quality items (bell)	Varies	8	12	15	18	20
Complex or superior items (lock)	Varies	10	15	20	20	20

made. If these checks are failed, the crafter makes no progress and may even ruin the raw materials. Rather than attempt to create a good item and fail, unscrupulous crafters sometimes choose to create an “inferior” quality item instead.

Inferior. Creating an inferior item works just like creating a standard item, but with a different price (one-fourth of the listed price for a weapon, suit of armor, tool or other item) and DC. The DC depends upon the difficulty of the item created, as seen on Table 1-2: Craftmanship DCs. A finished inferior item is worth half as much as the standard version, though they are often falsely sold at full price. When creating such an item, the character should use the half price to determine raw material cost and time spent.

Naturally, there is a danger in buying inferior goods. Inferior weapons have a –2 penalty to attack rolls, inferior suits of armor receive a –2 penalty to AC and inferior tools or other items give a –2 penalty to all rolls made when using them. The flaws in these goods can be detected with a successful Appraise check, revealing their inferior nature. (The DM may allow characters experienced in the use of a particular weapon or type of armor to add their experience level to the Appraise check. For example, a fighter who is a master swordsman is harder to fool with an inferior longsword, even if he has no ranks in Appraise and an average or even low Intelligence.) There is a 2% chance (cumulative) that these inferior goods will fall apart each time they are used.

Shoddy. Below inferior goods are “shoddy” goods. These are the worst of them all. Creating a shoddy item works just like creating a standard item, but with a different price (one-fifth of the listed price for a weapon, suit of armor, tool or other item) and DC. The DC depends upon the difficulty of the item created, as seen on Table 1-2: Craftmanship DCs. A finished shoddy item is worth a quarter as much as the standard version though, like inferior goods, they are often sold at full price. When creating such an item, the character should use the quarter price to determine raw material cost and time spent.

There is an even greater danger in buying shoddy goods. Shoddy weapons have a –3 penalty to attack rolls, shoddy suits of armor receive a –3 penalty to AC and shoddy tools or other items give a –4 penalty to all rolls made when using them. The flaws in these goods can be detected with a successful Appraise check. There is a 10% chance (cumulative) that shoddy goods will break or fall apart each time they are used.

HackMaster: Craftmanship on Aldrazar. Note that variations in quality of craftmanship in HackMaster terms are discussed on page 142 of the GameMaster's Guide. The categories of quality are different from those discussed for Kalamar, as are the game effects. Weapon qualities are discussed on pages 124 and 204 of the HackMaster GMG and lock qualities on page 203. The GM may allow high-quality items and tools to result in game bonuses to certain actions. Tools may give as much as a +5% bonus on an

appropriate skill, but keep in mind that penalties for using items of lesser workmanship (as much as –20% to skills, –2 to hit, and so on) will always be greater than the bonuses from utilizing superior items.

INFLATION

Not even the world of Tellene is immune from the effects of economics. As adventurers travel through Tellene, they may find themselves subject to inflation (price increases) or deflation (price decreases). Inflation typically occurs when there is an increase in the amount of circulating coinage beyond the needs of trade. With this overabundance of coinage, the law of supply and demand takes over, and the value of money decreases.

This means that just because a dagger costs 2 gp in Lidereta today, does not mean that it might not cost 4 gp next week. Typically, though, prices tend to remain fairly stable over time, as sellers and buyers balance each other out. Minor inflation and deflation occurs from time to time, but a spiraling (up or down) economy is fortunately rare – at least, until the adventurers come to town.

A group of heroes, bringing sacks of silver, gold and platinum from a dragon's hoard can wreak unknowing havoc on a town's economy. Buying excessive amounts of goods and equipment, spending extra money in the taverns and brothels, and even donating large amounts of money to worthy causes (such as the stereotypical poor orphanage) is all part of the story of inflation. Imagine the looks on the surprised faces of the adventurers when they return to a town they visited only a month ago, and find that everything now costs three times as much as before.

One of the best examples of inflation on Tellene is the Shynabyth city of Rynoshok, whose economy is currently in shambles due to drought, crop failure, taxation and war. Now, the dwarves of nearby Draska, normally good traders with the humans, need more food than Shynabyth can afford to trade. Therefore, Rynoshok receives less armor and weapons in trade than before. Inflation is rampant in the city, and nobles hoard gold, making the problem worse. Trade goods sell for three to five times their normal price, and food might sell for up to 10 times its normal price. A Dungeon Master who wishes to introduce market fluctuation into his *KINGDOMS OF KALAMAR* (or indeed, any) campaign may use Table 1-3: Random Market Fluctuation. Note that the larger the city is, the less likely it is that prices will be radically affected.

TABLE 1-3: RANDOM MARKET FLUCTUATION

Roll d20	New Market Price
1-5	x1.25
6-10	x1.5
11-15	x1.75
16-17	x2
18-19	x3
20	x4

For a more realistic fluctuation of the markets, a DM should understand what events are occurring throughout the region. War

Chapter 1: In the Marketplace

will most likely increase the price of food, trade goods and weapons, while famine will increase the cost of food only. A trade embargo will most likely raise the cost of trade goods only, while a royal ban on magic and its practitioners will affect the cost of magic baubles and possibly even well known spell components.

TAXATION

All cities, regardless of type, owe allegiance to their ruler(s), pay taxes and supply men-at-arms in times of war. The person responsible for the collection of these taxes, as well as the balancing of the city ledger, is known as the bondmaster. In a feudal city, such as all the cities in the Kalamaran Empire, the collection of taxes is much more rigorous since the higher expectations of the king places greater financial demands on the lesser nobles. Also, because of the class structure of the society, all taxes are rigorously collected, often using brutal and heartless methods.

A free kingdom, city-state or city (such as Bronish), where the government consists of a king-appointed governing board or council, also collects taxes from its citizens. Appropriately enough, there is more free enterprise in a free city. Thus, unrecorded and untaxed monies are often passed under the table with the bondmaster looking the other way (for a personal reward). In many regions of Tellene, the Parish of the Prolific Coin has become an essential advisor to government on trade agreements, economic practices and tax collection. Most Profiteers take their duties very seriously, and it does not pay to attempt to bribe one (unless, of course, the bribe is appropriately high).

Taxes come from religious and secular tithes, import and export tariffs, river, road and gate tolls and other miscellaneous fees. Because of the expenses of maintaining buildings, streets and paying wages, taxes are steeper in the capital than in other cities in the country. City taxes, too, are usually steeper than those of a town. A traditional merchant's saying is "steep walls mean steep taxes," and most have found this to be true.

Some rulers, such as Duke Davrosil of Inolen, keep taxes light in order to encourage trade. Light taxes also discourage smuggling, since the gain for avoiding the taxes is also less. However, light taxes are the exception, rather than the rule.

Taxes in Imperial Kalamar and its holdings are extraordinarily heavy, as Emperor Kabori bleeds the nation to cover the active military presence inside the country and to prepare for his dreams of expansion. The government taxes every guild, every temple, every traveler, every mercenary group – anything it can.

Of course, with heavy taxes comes resistance. Black markets for untaxed goods are the most common type of resistance. Although the penalty for selling untaxed goods is often dungeon imprisonment or worse, every large town and city has an underground where anything can be purchased – for a price. Other forms of resistance include banditry, refusal to pay or even plots to overthrow the taxing ruler.

Aside from the typical highwayman, a less frequent (but no less dangerous) type of banditry occurs when local lords, looking for ways to increase the size of their own coffers in the face of heavy taxation, take to disguising their personal troops as bandits. They then raid their neighbor's lands or ambush merchants or affluent travelers. As a result, government soldiers are often sent to scour the countryside in search of these offenders. When these soldiers are corrupt, as they often are in Imperial Kalamar, they may take to waylaying passersby and forcing them to pay a small fee or suffer arrest. Some of these troops also receive kickbacks from the local lords, and thus, turn a blind eye to their illegal activities. Fortunately, this is the least common type of banditry.

Refusal to pay generally only works when the ruler also has something to lose. In Tokis, for example, the local lords who have been victimized by a horde of locusts have openly defied King Adoku by refusing to pay their taxes. The king has allowed this to continue because he knows that they have no crops to spare. If the lords paid their tithing, their serfs would starve and there would be no one to farm the land next year. Unfortunately, the lords whose crops were not devoured by locusts have been taxed mercilessly to make up for the shortage. Many of these lords talk of revolt, though the fear of drawing Emperor Kabori's ire has caused them to remain loyal thus far.

Only one city – Prompeldia, the City of Thieves – has abolished all taxes; goods may be imported and exported without paying even one mark (copper coin). In their place, however, Mayor Gremply Slivers established a protection racket. Instead of paying taxes, citizens that pay a fee based on their net worth are safe from robbery (at least, safe from government-sanctioned robbery). Merchants may pay to store their goods in government warehouses that are safe from theft. This fee is paid directly to Gremply, and any unauthorized thief caught stealing from one of his warehouses is likely to become one of his slaves (or simply disappear).

More information on taxation in the Sovereign Lands can be found in the individual entries listed in the *KINGDOMS OF KALAMAR campaign setting sourcebook*. All lands are likely to have taxes to relieve any citizens, or better yet those passing through, of "excess" wealth (or every last coin...). Fortunately, unless an adventurer is a property owner or merchant, his or her taxes are likely to be limited to tolls, transportation fees and religious tariffs (for clerics or those of a religious inclination).

TRADE

Even when compared with magic, monsters and religious fervor, the most powerful force on Tellene remains the same – trade. But two further forces also drive trade in the Sovereign Lands: convenience and desire. Convenience is the maxim of every prudent person – never attempt to make at home what will be cheaper to buy. Desire, on the other hand, relates to any item or service that is either required for the buyer's survival (such as food or weapons) or needed to improve the buyer's standard of living.

Brolenese merchants trade slaves to the Meznamers for gold and minerals. The Kargi offer ivory and rare spices as well as precious metals and gems of all varieties in exchange for these slaves. The wood and high elves of Cilorealon do not actively seek trade with humans, though they will trade with certain trusted humans who come to them. However, these elves are quite willing to visit remote demihuman settlements with their beautiful goods, asking for tools, foreign foods and cloth. The dwarven city of Draska, on the other hand, is tied by treaty and trade to the humans of Shynabyth. The dwarves export fine arms and armor and import cloth, leather, salt and a wide variety of foods.

Trading can even occur between land and sea-dwellers, such as the tribe of merfolk living near the coastal city of Ehzhimahn. The mermen trade coral, shellfish, mother-of-pearl, and sometimes even octopus ink or other monstrous by-products, for worked goods of precious metals (usually gold) and for colored glass jewelry. However, these are only a few examples of many. For details on trading in specific regions, see the *KINGDOMS OF KALAMAR campaign setting sourcebook*.

For the most part, merchants stick to a well-known land, river or sea route. These routes are usually better patrolled than other areas, but there is still the ever present danger of bandits, who know that all they have to do is secrete themselves along the road and wait.

There are many trade routes throughout Tellene, one being the Great Elos Road. Stretching from Alnarma to Prompeldia, the Great Elos Road runs the length of Whimdol Bay and almost half of the western Elos Bay. This route provides the cities along it with a constant supply of merchant caravans, who make a decent living simply traveling back and forth among short lengths of it. It also provides the rulers of these cities with the opportunity to collect additional taxes and tariffs. This and other trade routes can be found in the *KINGDOMS OF KALAMAR* Atlas.

Of course, goods transported from distant lands can tend to cost more than goods coming from the next town or village. For example, a baboon in the Wild Lands would sell for a great deal more than one in Svimohzia. One way to determine the new price is to establish a price increase by distance from the source of the commodity. Suggested cost increases can be seen on Table 1-4: Increasing Prices by Distance, though this may vary depending on each DM's individual campaign. If there is an overabundance of a trade good in one region (i.e. it can be obtained for a low cost), it may trade at standard prices even in remote regions simply because the initial cost of acquiring the items are so low.

However, trade is not necessarily stable and, like inflation, is subject to the interference of traveling adventurers. As a positive influence, these adventurers could retrieve the long-lost copy of the treaty signed between Emperor Kolokar of Kalamar and the Fhokki and Dejy chieftains at the famous meeting in the Shynako Hills in 74 I.R. Returning this treaty to Queen Defyn of Tharggy could end the war with Dodera, opening a whole new area of trade for the Tharggy people.

TABLE 1-4: INCREASING PRICES BY DISTANCE

Item	Increase*
Animal (standard domestic)	+1 sp
Animal (other)	+1 gp
Armor	+5 sp
Clothing	+1 sp
Concoctions	+3 sp
Food/Drink (perishable)	+5 sp
Food/Drink (non-perishable)	+1 sp
Musical Instruments	+2 sp
Tool	+5 cp
Weapon	+4 sp
Other	varies

* Cost Increase Per 10 Mile increment

The opposite could occur in other, even more fragile, areas. The economy of the city of Zenshahn is still reeling from the blood and destruction of the recent civil war, but peace is settling in. Since Duke Whanavi opened up peaceful relationships with some of the Vohven Jungle natives, new trade routes have allowed opportunities that did not exist before. The tribesmen are not all peaceful, however, and many of them do not appreciate the intrusion of the northerners. Oblivious PCs, simply exploring the jungle, could spoil everything if they intrude upon the wrong tribe – who might seize the opportunity to claim that Zenshahn is invading.

MARKETPLACE FRAUDS, SCAMS AND SWINDLES

Despite the fact that many marketplaces lie at the heart of their town or city, and are constantly patrolled by soldiers, the markets can still be a rather treacherous place to do business. This is especially true for strangers to the city, who may be regarded as prime targets by thieves and scam artists. The following are just a few of the pitfalls awaiting such unfortunates:

FLIPPING THE COIN

This scam is one reason it is unwise to shop alone in the marketplace. The buyer approaches a vendor and inquires about a commodity or item at the booth. The vendor, sizing up the buyer and surmising that he is easy prey, asks to see the buyer's hard coin before discussing business. He complains that too many people are wasting his time handling his wares and asking questions when they

actually have no gold to make the purchase. The buyer, eager to show that he is sincerely interested, produces his coin pouch and shows the vendor.

At this point, the vendor grabs the coin pouch and begins screaming for a guard (who are usually nearby anticipating the call for help – and their cut of the take). The guard quickly arrives and the vendor produces a handful of worthless lead coins that have been gilded with gold. The angry vendor points at the startled buyer and claims that he attempted to pass the worthless coins off as real gold.

The guards then roughly haul the buyer away, telling him he must stand before the judge. Feigning sympathy, the guard then makes it known that he will accept a bribe and release the buyer if he promises to leave the city.

GOING ONCE, GOING TWICE, SOLD!

The numerous stalls and shops in a city marketplace present the perfect opportunity for a crafty merchant to swindle customers. First, the merchant attempts to catch his customer using all the elegant language and sales talk at his command. When the PCs show interest and start bargaining, one or two other citizens in the crowd become interested and start bidding against the PCs. Of course, these new bidders are partners of the thieving merchant, attempting to drive up the price. The con artists have a natural instinct for this scam, and seem to know just when the PC is about to give up. Then they back out, claiming a lack of money, even while they congratulate the PC on his good fortune and falsely moan about how much they wanted the item.

If the PCs challenge the other bidders, they will present a large sack full of gold to prove their case. If the PCs are still skeptical, they will proceed to buy the item and leave. Their money is counterfeit, of course. Later, out of sight of prying eyes, they will return the item to the merchant in exchange for the return of their fake gold.

HERDING THE GOAT

This ploy is a favorite among freelance (non-guild members) thieves. Working in teams of five to ten men, they select a victim and “herd” him to a side alleyway where they subdue him and take anything of value. Such rogue gangs are just as likely to kill their victim as not. The key man selects the target, usually engaging him in conversation. The key man will claim he knows where a fantastic deal or a highly sought commodity is located and that he will lead the way. As the victim follows, the other team members stealthily move in from the both sides and the rear, surreptitiously boxing the victim in. Most often, the victim is not even aware of his predicament – innocently thinking the bodies pressing in around him are simply other buyers trying to make their way through the crowded plaza.

IN A HURRY

This simple, but less reliable, scam entails four thieves working together, and specifically targeting a group of three or more adventurers. One thief (a barbarian) pickpockets the nearest PC. If successful, he simply walks off with his prize. If he is noticed, he makes a commotion, then runs toward his allies (who act as if they do not know him). If the PCs chase the barbarian, the other three rogues attempt to pickpocket the PCs as they pass by (hopefully distracted by the barbarian who simply outruns his pursuers with his superior speed).

Chapter 1: In the Marketplace

MARKING THE RUBE

In some cities, new arrivals may be greeted by women and children at the city gates who pin a flower on their clothes. The stranger is told that the flower brings good luck and that it is a gift – though a tip is obviously expected. What the new arrival does not know is that he has just been marked as a stranger to the city, and will quickly be targeted by its darker elements. Strangers moving about the market with a flower pinned to their tunics will quickly find themselves the center of attention by beggars, thieves and worse. An alternative, less-used method of “marking the rube” is to use a child’s chalk-smear hands, as it playfully tugs on the adventurer’s clothing.

NOW YOU SEE IT...

This fraud is often used with the false bidding war (see “Going Once, Going Twice, Sold!”), but can be performed separately by the conniving merchant. This con is easiest with a small item, like a piece of jewelry, though a thief with fast hands could work the swindle with larger items as well.

First, the merchant attempts to catch his customer’s eye with a piece of jewelry set in a small wooden case. Once he has the PC’s attention, he uses his natural salesmanship and years of experience to convince them the object is worth having. If the PCs are suspicious, they are allowed, even encouraged, to examine the object. If they are convinced enough to purchase the object, the merchant temporarily closes the case and secretly pushes a hidden button on the case, flipping the insides over to reveal an identical, but fake item when the merchant reopens the case. The authentic jewelry remains in the case, which the merchant keeps.

PLEASE SIR, MAY I HAVE SOME MORE?

The streets of the city are a tough place to grow up. Realizing there is strength in numbers, many children have gathered into small gangs. They roam the streets in pairs or small groups, looking for prospects. Once they spot a likely target, they move in. They surround the adventurer with the kindest face and begin pulling on his or her clothing as they beg for coins and food. While the shouting and tugging distracts the target, the most nimble-fingered child picks his pockets.

If the target realizes he is being scammed, the children scatter in all directions. If caught, the pickpocket struggles wildly before giving up and bursting into tears. If the victim releases the child, even for an instant, he runs away at full speed.

With an appropriate amount of kindness and/or bribery, the PCs might be able to befriend the pickpocket, whose uncanny knowledge of the back alleys and underworld hot spots might be useful. Not all of these children are abandoned or orphaned, however. Many of them roam the marketplace, stealing with the encouragement and approval of their similarly immoral parents.

PULLING THE TAIL

Adventurers, particularly those in need of a new mount, should beware of these quite costly frauds. The first one works like this: a smiling, friendly-looking merchant offers to demonstrate the intelligence of his horses for a potential buyer. The buyer marvels at what he sees. When asked how old he is, the mount taps out the number of years with his left hoof. When asked to kneel, the horse obediently lowers himself to his belly so the rider can get on.

Of course, there is one trick the horse knows that the buyer is not told about. Once purchased, laden with goods, and out of the city, the mount inexplicably throws its rider and run as fast as it can to its owner’s farm outside the city. The merchant then sells any goods the mount may have brought back with him and places the animal up for sale again. He has several skilled slaves who are experts at

dying the mount’s hair and changing the animal’s appearance in case a previous owner shows up.

Another swindle horse sellers run is selling sick or diseased mounts. A dishonest wizard casts minor illusion (silent image, minor image, etc.) spells on such mounts, so that they fetch a top price. A short time after purchasing, the spell dissipates and the buyer may realize he has been duped.

HackMaster: In HackMaster terms, Phantasmal Force is the most popular spell for this scam. A ranger or druid who examines the animal closely can generally tell something is wrong, as can a character who makes a successful animal handling skill check (a Very Difficult task). Perpetrators of this scam in Garweeze World choose their marks carefully.

SLEIGHT OF HAND

Like the street urchins, adult pickpockets work in groups and carefully pick their victims. A character with flashy clothing and jewelry is an obvious mark, though any PCs distracted by the hustle and bustle of the marketplace can expect to leave the city somewhat poorer than when they arrived.

However, some accused pickpockets have an airtight defense – they do not have the items on them. The usual operation involves two or more thieves working together. The first thief “accidentally” bumps into the victim and deftly retrieves his catch at the same time. In moments he crosses paths with a compatriot, to whom he quickly transfers the goods.

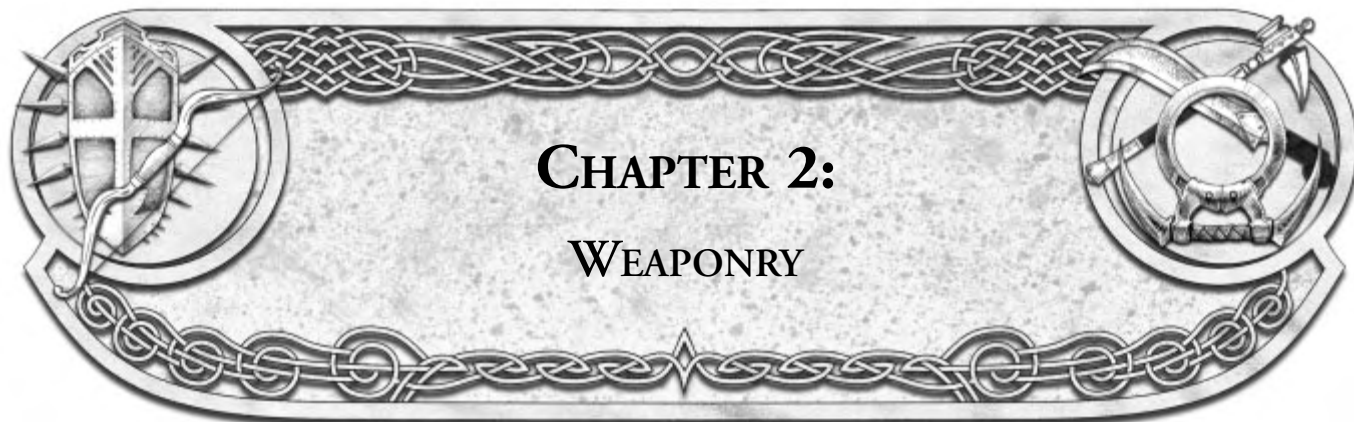
Even if the PC discovers he has been robbed, the thief does not have the goods on his person. The thieves can do the transfer of goods multiple times, so even if the PC notices the first transfer, he may not notice the next few switches.

MERCHANT GUILDS

A merchants’ guild is any group of merchants seeking to become wealthier and more powerful by banding together to control market pricing, influence tariffs, as well as to maintain a particular quality level. Some deal in legal items, some in illegal items and some in both. This definition does not include crafters’ guilds (who focus on selling one type of good or service), but only guilds composed of a variety of merchants. The largest merchants’ guild on Tellene is the Golden Alliance, a group of rich and influential merchants seeking to establish a monopoly on trade by destroying all other merchant guilds.

The Golden Alliance is also very active in politics and matters of state, using their power to freely transport and sell their wares without harassment – and very light or no taxation. The Golden Alliance has its own fleet of merchant and slave ships and has agreements with many pirates, and is the dominant merchants’ guild in Brandobia and Svimohzia. More information on the Golden Alliance can be found in the *KINGDOMS OF KALAMAR campaign setting sourcebook*.

Smaller merchant guilds can be found in various cities throughout the Sovereign Lands. These guilds may be honest merchants trying to make a decent living by banding together for mutual protection, or they may be corrupt. A typical example of a small, dishonest merchant’s is the “Plaza Five,” a group of five Thygashan merchants who have pooled their money and influence. It is rumored the Plaza Five have links with their local thieves’ guild, funneling stolen goods and monies back and forth. If a vendor refuses to yield to the Plaza Five’s control, they often disappear in the night, only to be found later outside the walls of Thygasha with a slashed throat. The Plaza Five forbid any vendors in the bazaar from selling certain spices, wines and other goods; markets that they jealously hold a monopoly on. From time to time, the Plaza Five also attempt to fix the prices on these or other commodities.



The elves and dwarves have known the use of advanced materials and weapon creation techniques for many generations. For obvious reasons, they were reluctant to share their knowledge with outsiders and carefully guarded their secrets for many hundreds of years. This changed when King Ali Inakas of Kalamar successfully implemented a trade agreement with dwarves of the Ka'Asa Mountains in (approximately) the year 5 I.R. (Imperial Reckoning). The Kalamarans traded foodstuffs and gold for bronze and began to manufacture armor and weapons out of it. A short time later this led to a sweep of the main continent of Tellene as the sons of Ali Inakas, Rulakan and Fulakar used the new material to dominate people everywhere they went. This much is well documented.

However, scholars debate over the development of bronze armor and weapons elsewhere in Tellene. There is evidence of more ancient human cultures in both the Khydoban and Elos deserts that suggests they had knowledge of metals such as bronze and iron before Inakas even took the throne. Furthermore, there is evidence that around this same time the Svimohzish people and Brandobians slowly began the use of bronze for armor and weapons. It is unknown whether the introduction of bronze into these cultures was a result of seafarers from Kalamar, a similar regional trade agreement with local demihumans or independent development. However, one thing is clear, no one else at the time put bronze to such effective use as the Kalamarans.

When Reanaarians encountered seafaring elves from another continent in the year 19 I.R., that visit likely gave them knowledge of iron that they began to use for shipbuilding, armor and weapons. They began to build large sailing ships around 45 I.R. and over the next one hundred or so years began to trade, possibly sharing the technology of iron with other human races. Thus by 159 I.R., many of the coastal human cities that were active in trade were slowly learning the use of iron (when it was available) in addition to bronze. The humans' short-lived Bronze Age (about 5 I.R. to 159 I.R.) was cut short by the introduction of new technology, steel. In 159 I.R., King Thedorus of Kalamar once again made a trade agreement with the dwarves of the Ka'Asas, this time in exchange for the secrets of producing high strength steel and the know-how to craft it into superior armor and weapons.

From this time forward, the use of iron and steel became more prevalent. Miznoh likely used iron as he conquered much of Svimohzia in 190 I.R., and steel was certainly used during the Brandobian civil war circa 225 I.R. Pirates who began to ply the waters of Reanaaria Bay around 229 I.R. used it and its use spread throughout the Young Kingdoms over the next 200 years. Use of iron and steel spread to the barbaric Wild Lands around 465 I.R. when the countries of Thybaj and Tharggy came of age and the Kingdom of Shynabyth entered an alliance with the dwarves of the

Byth Mountains. The Skarrns were exposed to iron and steel earlier from trade with Reanaarians.

In present day Tellene (563 I.R.), most inhabitants of the world at least know about iron and steel – even if they do not have the raw materials or know-how to craft their own. In this case, they will trade to get what they want.

The following categories of weapons include: hafted (axes, clubs, daggers, hammers, knives, maces and swords), miscellaneous, polearms and poleaxes, ranged (ammunition, bows, darts and slings), siege weapons, spears and lances. D&D players should note that certain weapons statistics may vary slightly from the listings in the *D&D Player's Handbook*. You may use the statistics in this book as setting-specific variations, or continue to use those listed in the *D&D Player's Handbook*. HackMaster players should consult pages 67-82 for HackMaster-specific tables and text.

HAFTED WEAPONS

Hafted is a general category of weapons that includes any weapon with a distinct, recognizable handle wielded upright in the hands. Axes, daggers, knives, clubs, hammers, maces and swords all belong in this category.

Some of the weapon descriptions may use some unfamiliar terms or familiar terms in new contexts. Below is a brief definition of these terms.

Blade: The blade is the length of metal that forms the slashing or piercing edge. It is located above the hilt and ends in the tip.

Back: On a single-edged weapon, the back is the dull side of the blade opposite the sharpened edge. A double-edged weapon has no back.

Butt: The butt of the weapon is the unsharpened end opposite the blade that lies at the end of a shaft or handle. This end rests on the ground when the weapon is not being wielded. This term is most commonly applied to spears and polearms, although the pommel is sometimes referred to as the "butt" of the sword.

Crossbar: The crossbar is a type of guard that consists of two horizontal bars located just above and on opposite sides of the handle. Each bar is separately called a quillon. The crossbar is part of what comprises a crossbar hilt.

Disc guard: This type of guard features a flat metal disc above the handle. This guard is part of what comprises a circle hilt.

Edge: The edge is the sharpened area of the blade. Swords, daggers and axes may have single or double edges. On an axe, double edges are allowed only if the axe has a double head - a blade on each opposite side.

Chapter 2: Weaponry

Foible: The foible is the light, weaker upper section of a sword or dagger, typically used for slashing.

Forged as One: One method of attaching the blade to the haft is simply to forge them as one piece. This provides excellent support but requires the blade and handle be forged from the same metal, which can make the weapon heavier.

Fuller: The fuller is a groove forged and ground into the center of a sword or dagger blade. The fuller helps to lighten the weapon's weight, as well as giving it strength and some flexibility. It is said that certain Brolenese blacksmiths have been experimenting with turning the fuller into a "blood channel" so that blood will flow easily off the blade.

Grip: Also known as the handle or haft, a grip may be made with, or covered by, a variety of materials. Leather, metal and wood remain the most common, with bone, horn and ivory following. The term grip refers to the part of the weapon's shaft designed to be gripped in the hand(s).

Guard: Guard (or hand guard or wrist guard) is the general name for any kind of guard that protects the hand. The guard is part of the hilt. Axes generally have no guard. Almost all guards are constructed from metal.

Handle: This is another name for the grip or haft.

Haft: Haft is another name for the handle or grip. The handle of an axe is most commonly referred to as the haft.

Hilt: The hilt is a general term for the area of a weapon that includes the pommel, handle (or grip or haft) and the guard. Specific types of hilts with specific combinations of these features include: namlyr, cup, sulvelva, stirrup, full basket, half basket and circle.

Pommel: The heavy, usually round end of a hilt, the pommel is a counterweight that balances the sword, dagger and occasionally the axe. Typically, pommels are made from iron and unadorned. In

blades with made with a tang, the pommel connects to the tang inside the handle. Not all swords, daggers and axes require a pommel, though all throwing versions do. A pommel is sometimes shaped to resemble a leaf, face or faceted jewel. It may also be gilded with gold or silver or inlaid with precious gems.

Prime: The prime is the heavy, strong lower section of a sword or dagger blade, typically used for parrying.

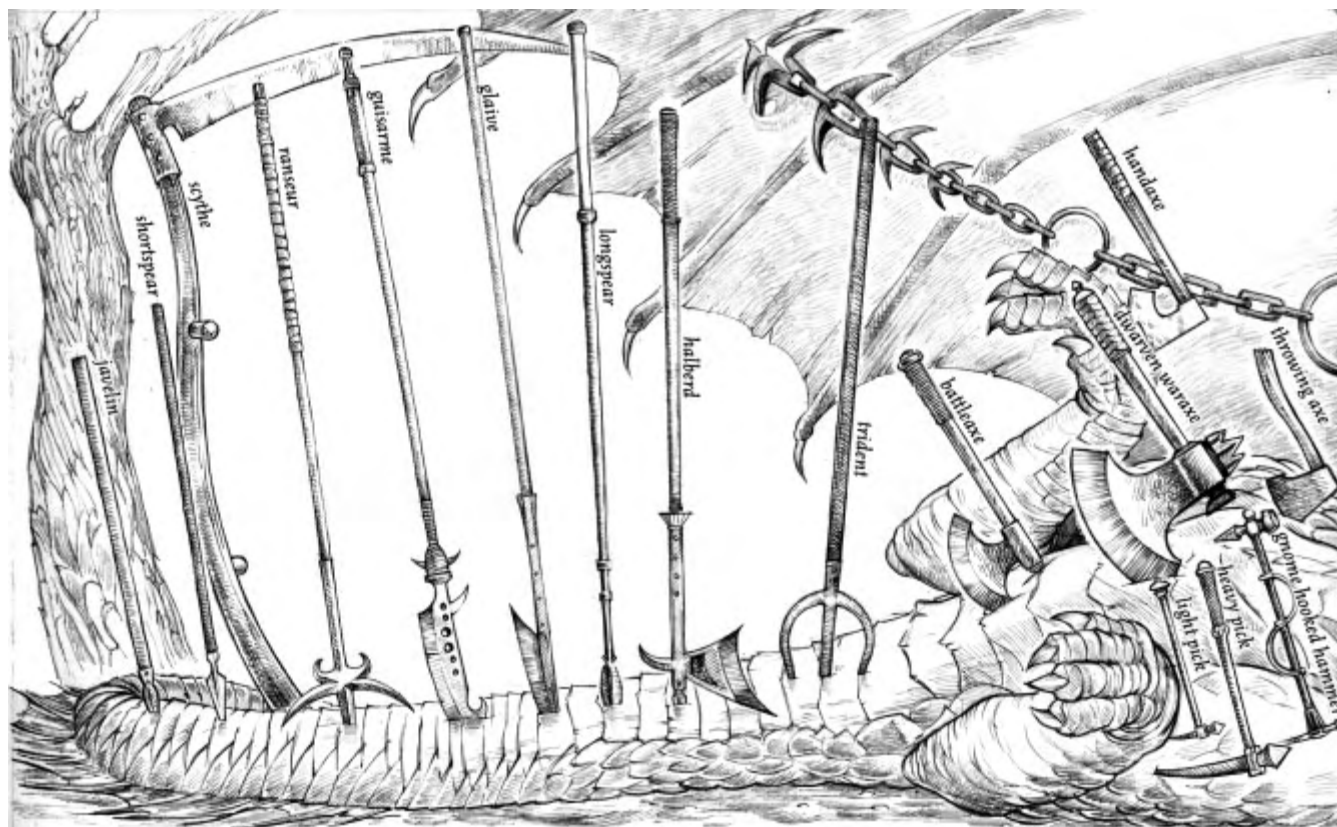
Quillon: The quillon is a straight or curved bar on the side of the hilt. Two straight quillons on opposite sides of the hilt form a crossbar. If curved, the quillons begin horizontal and curve towards the blade.

Ricasso: The ricasso is the flat, unsharpened portion of the blade just above the hilt. Inscriptions are sometimes placed there.

Riser: A riser is the opposite of the fuller. Rather than have a groove in the center of a blade for flexibility, a riser is a raised and reinforced section along the center of a blade to increase its rigidity.

Socketed: This method of attaching a blade to a hilt features a hollow, usually cylindrical opening in the bottom of the blade where the handle is inserted. A metal pin is pushed through a hole in the blade and a hole in the handle itself. Once all the way through, the pin is welded to the outside of the blade. Sometimes a strong glue or sap is used instead. This kind of attachment is most common for axes with both wooden and metal hafts. It is more secure than using a tang if the handle is long.

Tang: Another method of attaching the blade to the hilt, the tang is the narrow, unseen bottom of the blade that passes through a hollow handle and attaches to a pommel. This allows the handle it passes through to be made of any material. Tangs make for very sturdy weapons, as a tang must be broken from the pommel while still inside the handle before the weapon breaks. Most swords are made with tangs.



Tip: The tip is end of the blade opposite the hilt. Tips are necessary for piercing attacks. Few axes have tips, though if the upper edge of an axe blade is sharpened to come to a point above the primary cutting edge, it is sometimes referred to as such.

TYPES OF HILTS

Generally, only swords have specific types of hilts, though daggers may also have circle, crossbar or unguarded hilts. Axes usually have unguarded hilts, although a rare few are made with stirrup hilts as well. Details on mixing and matching sword blades and hilts can be found below, in the Weapon Accessories section.

Circle: A circle hilt has a flat, disc guard and very small or no pommel. The handle is often left uncovered as bare wood or metal, though usually ridged for a stronger grip.

Crossbar: The traditional hilt of a sword, the crossbar hilt features two quillons that make up a crossbar, and a large, often adorned pommel. The grip is usually metal and often padded in tight leather or cloth.

Cup: A cup hilt has a hollow semi-circular guard, open towards the wielder's hand. Most often found on fencing or practice swords, these hilts are not very good at parrying, since an opponent's tip is likely to slide right off the hilt and into one's body. Reverse cup hilts also exist.

Full Basket: The full basket hilt has a small disc guard and three one-inch wide metal strips, with 90° between the first and second and another 90° between the second and third. There is 180° between the first and third metal strip, leaving only one side of the hilt undefended. There is also a 1-inch strip horizontally connecting the other three strips. Overall, the hilt appears semi-spherical, with four "holes" between the strips. There is usually no pommel and the grip itself is smooth and unadorned, although the strips comprising the 'basket' may be engraved or inlaid.

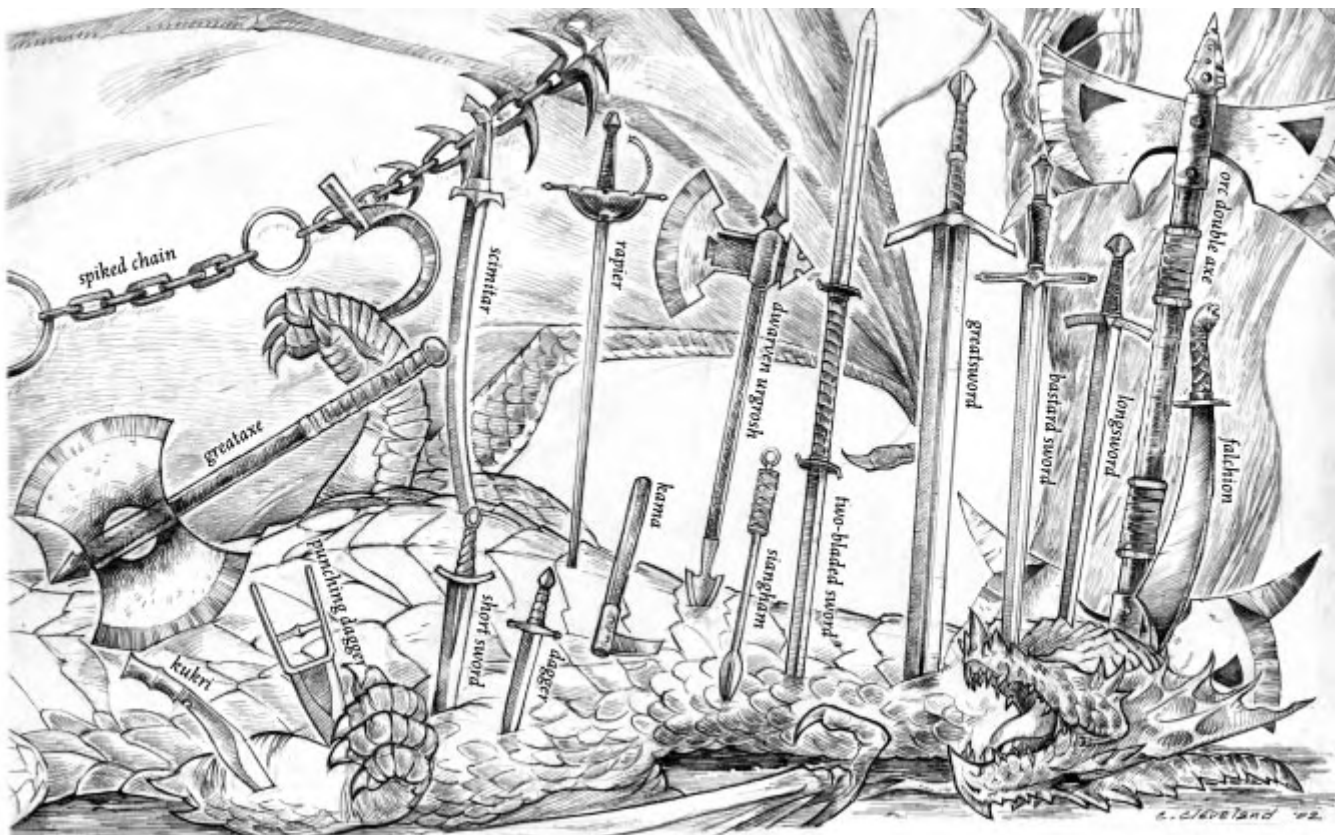
Half Basket: Half basket hilts have a large disc guard with a single one to two inch metal strip connecting the guard to the end of the handle. It has no pommel and a smooth and unpadded grip. Despite the name, the half basket is more a combination of a stirrup and circle hilt than a half-sized version of the full basket hilt. The half basket is often seen on cutlasses and similar swords.

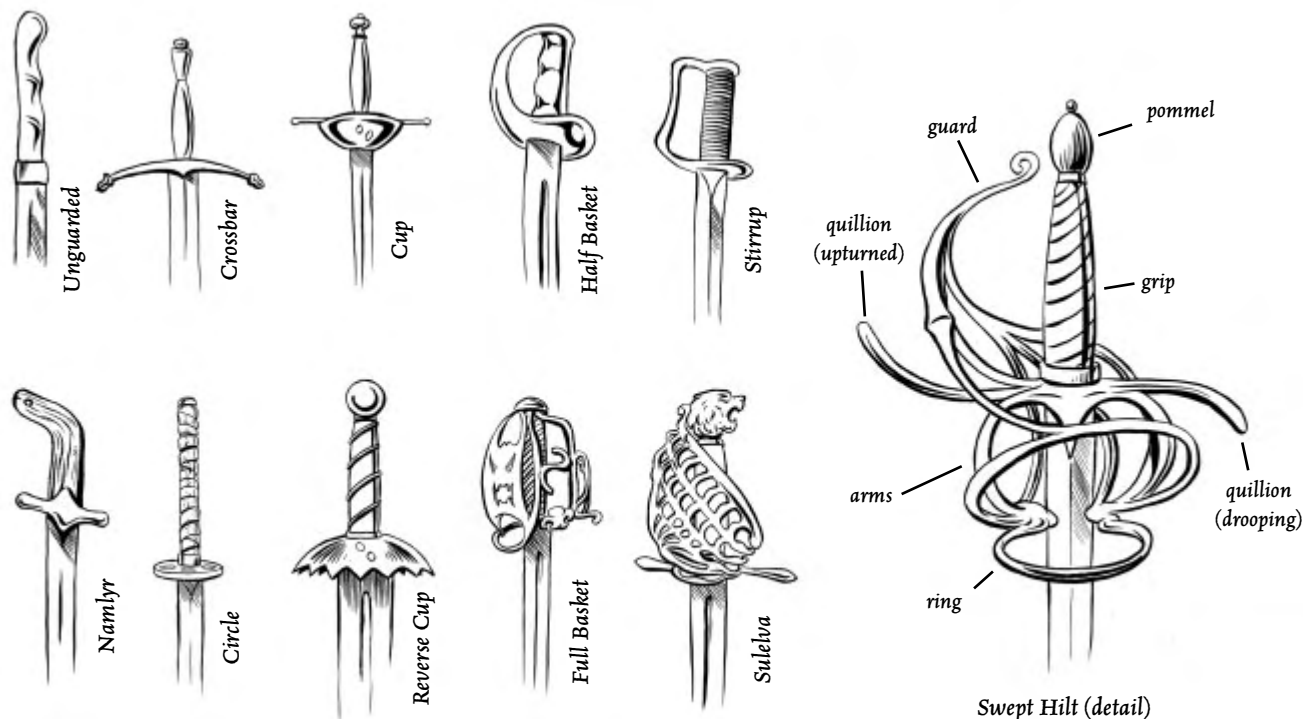
Namlyr: A namlyr hilt has a crossbar and no pommel. The grip is extra long, and the last three inches are bent at a right angle to the rest of the weapon. This bent end serves the same balancing purpose as a pommel. This style originates in the lands of the Khydoban Desert, though it has long since spread to other lands as well.

Padded: This is not a specific type of hilt at all, but is rather a quality other hilts can possess. A padded hilt has its grip wrapped in thick cloth or soft leather, which is permanently affixed by a bracket. Sometimes the guard is also padded if the hilt is a crossbar or circle type.

Rhagyr: This hilt may have either a small circle guard or no guard at all. The defining feature of a rhagyr grip is a second grip that juts out from the middle of the primary grip at a 45-degree angle away from the blade, like the grip of a pistol or a more extended version of the namlyr hilt. When used normally, this extra grip rests between two fingers and is somewhat awkward in normal swordplay. However, if the wielder holds this second grip, the sword or dagger becomes a very efficient thrusting weapon. More of the user's strength can be put behind a piercing attack when using a rhagyr grip. This grip seems to have originated in many areas, for the sages of Tellene violently disagree on who was the first to create it.

Sulelva: This fanciest of hilt designs has a large, carved pommel, a single cross bar on only one side of the grip, and a full "basket" on the other, often made of gold or other precious metal. The "basket" is comprised of many thin strips that wind in opposite directions toward and away from the single quillon. The overall appearance of





a sulelva is that of a coarse, gilded mesh. Though most often used in decorative or ceremonial swords, the sulelva hilt is still perfectly functional in combat and may often be seen in the duels of nobles. The sulelva hilt is said to be a high elf invention, though the Svimohz also claim the honor. Likely variants have their origins in both cultures.

Stirrup: This hilt has a small disc guard with a narrow strip of metal connecting the guard to the end of the hilt. The strip of metal leaves just enough room for humanoid fingers to wrap around the grip. The grip may or may not be metal and usually has no pommel. The primary difference between this hilt and the half basket hilt lies in the strip's narrowness and closeness to the grip.

Swept: This highly decorative hilt has multiple guards and "sweeping" metal effects (also known as vertical "arms" or horizontal "rings") designed to both protect the hand and show off the wealth of the wielder.

Unguarded: This weapon has no guard of any kind, though there usually is a pommel at the end of the weapon. The grip is often made of a different material, usually wood or a softer metal. Many axes have unguarded hilts.

AXES AND PICKS

Axes come in many varieties on Tellene, but the basic construction remains that of a flat, one or two-edged blade attached to a wooden handle commonly known as a haft. In the case of an axe, the entire blade is often referred to as the head. The head is typically affixed at 90° to the handle, with the cutting edge running parallel to the handle's length.

The pick is an extension of the basic axe shape, but is used as a piercing weapon rather than a chopping one. A pick is constructed of a heavy piercing spike known as a flue or fluke mounted on a wooden or metal haft. The pick might have more than one fluke, as well as a spike mounted on the top of the haft. The pick is most popular with knights and foot soldiers, and comes in two basic varieties: the heavy (footman's) pick and the light (horseman's) pick.

Racial and regional variations on both axes and picks are described below.

Adze: A carpenter's tool for shaping wood, the adze is shaped like an axe, except that the blade is set at a right-angle to the haft like a farmer's hoe. Adzes shape wood by chopping vertically instead of horizontally. The head of the adze is constructed of iron. Dejy and wood elves are the most likely to use the adze in combat, and often decorate the wooden handle with elaborate carvings. The adze is the most important tool of the Malavra (Dejy). With it, they fell trees, shape canoes and hew timbers for household furnishings, wooden spears and clubs.

Anamvho: A Svimohzish axe made of a wide blade connected to the wooden shaft with a flat tang. The shaft is often reinforced with thin bands of bronze.

Anarvozh: This battleaxe is found in Meznamish, along the Mewzhano Bay area of northern Svimohzia. The iron blade is attached to the wooden handle by a thin but sturdy cord binding.

Bajyf: This battleaxe is typically found on the eastern coast of Reanaaria Bay. Below the head, which is attached to the shaft with a tang and iron band, wide strips of iron extend down to reinforce the wooden shaft. The blade of a pick is also mounted on the shaft opposite the axe blade.

Battleaxe: This is a large axe that is sometimes double-bladed and is a favored melee weapon among those strong enough to wield it. Among the humanoids of Tellene, the battleaxe is often used by dwarves, as a smaller counterpart to the dwarven waraxe. As the dwarven saying goes: "A battleaxe for battle and waraxe for a war." The Dejy and Fhokki are the humans most likely to wield a battleaxe, though it is not an uncommon weapon in any land. It has also found a place in the hobgoblin nations.

Bearded: The bearded axe is a large two-handed axe favored by Fhokki warriors (predominantly the Hurrkal clan). The long wooden shaft makes the socketed iron head look deceptively small by comparison, but in the hands of a skilled warrior these axes have been known to take out a cocky adventurer with one stroke.

TABLE 2-1: AXES AND PICKS

Weapon	Region/User	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type*
Simple Weapon: Light Weapon								
Adze	Any	3 gp	1d3	1d4	x2	-	2 lb.	Slashing
Martial Weapons: Light Weapons								
Gurvorr	Fhokki	3 sp	1d4	1d6	x3	10 ft.	3 lb.	Slashing
Halannarai	Elf (Wood)	4 gp	1d4	1d6	x3	20 ft.	3 lb.	Slashing
Handaxe	Any	1 gp	1d4	1d6	x3	-	5 lb.	Slashing
Kodarji	Dejy (Khydoban)	2 gp	1d3	1d4	x2	-	2 lb.	Bludgeoning & Slashing
Meratemp	Gnome (Forest)	4 gp	1d4	1d6	x3	10 ft.	4 lb.	Slashing
Mizahniz	Svimohzish (any)	12 gp	1d3	1d4	x2	-	3 lb.	Slashing
Narkako	Dejy (Simay)	2 gp	1d3	1d4	x2	-	3 lb.	Bludgeoning & Slashing
Pick, light (horseman's)	Any	4 gp	1d3	1d4	x4	-	4 lb.	Piercing
Roshy	Dejy (Defohy)	5 gp	1d3	1d4	x3	-	4 lb.	Slashing
Thin	Kalamaran	6 gp	1d4	1d6	x2	-	3 lb.	Slashing
Throwing Axe	Any	8 gp	1d4	1d6	x2	10 ft.	4 lb.	Slashing
Martial Weapons: One-Handed Weapons								
Anamvho	Svimohzish (any)	5 gp	1d4	1d6	x2	-	3 lb.	Slashing
Anarvozh	Meznamishii	5 gp	1d4	1d6	x3	-	4 lb.	Slashing
Bajyf	Dejy (Khydoban)	8 gp	1d4	1d6	x3	-	4 lb.	Slashing
Battleaxe	Any	5 gp	1d6	1d8	x3	-	7 lb.	Slashing
Bearded War	Fhokki	4 gp	1d6	1d8	x3	-	3 lb.	Slashing
Broad	Kalamaran	6 gp	1d6	1d8	x2	-	5 lb.	Slashing
Celaegyn	Elf (High)	7 gp	1d4	1d6	x3	-	4 lb.	Slashing
Choyer	Dejy (Fitonshir)	5 gp	1d4	1d6	x2	-	3 lb.	Slashing
Dancren	Brandobian	4 gp	1d4	1d6	x3	-	4 lb.	Slashing
Darilu	Kalamaran	6 gp	1d4	1d6	x2	-	3 lb.	Slashing
Garko	Dejy (Simay)	4 gp	1d4	1d6	x2	-	3 lb.	Bludgeoning & Slashing
Grazgul-Roshkel	Hobgoblin (any)	5 gp	1d4	1d6	x3	-	4 lb.	Slashing
Halmedar	Elf (Wild)	5 gp	1d4	1d6	x3	-	4 lb.	Slashing
Jemhetar	Elf (Wild)	5 gp	1d4	1d6	x2	-	3 lb.	Slashing
Khoja	Dejy (Khydoban)	4 gp	1d4	1d6	x3	-	4 lb.	Slashing
Kujendo	Dejy (Evony)	6 gp	1d3	1d4	x2	-	3 lb.	Slashing
Lajanja	Dejy (Malavia)	3 sp	1d4	1d6	x2	-	3 lb.	Slashing
Lerumasoo	Reanaarian	5 gp	1d4	1d6	x3	-	4 lb.	Slashing
Ohanurahn	Svimohzish (any)	5 gp	1d4	1d6	x2	-	3 lb.	Slashing
Pick, heavy (footman's)	Any	8 gp	1d4	1d6	x4	-	6 lb.	Piercing
Pickaxe	Dwarf (any)	6 gp	1d4	1d6	x3	-	4 lb.	Piercing & Slashing
Roshadoran	Elf (Gray)	7 gp	1d4	1d6	x3	-	4 lb.	Piercing & Slashing
Shankako	Reanaaria Bay (Khydoban Desert)	6 gp	1d4	1d6	x3	-	4 lb.	Slashing
Shrojar	Fhokki	4 gp	1d4	1d6	x3	-	4 lb.	Slashing
Thrusting	Kalamaran	6 gp	1d3	1d4	x3	-	4 lb.	Piercing & Slashing
Visbarah	Halfling (Golden)	3 sp	1d4	1d6	x2	-	3 lb.	Bludgeoning & Piercing
Zarvalk	Dwarf (any)	10 gp	1d6	1d8	x2	-	5 lb.	Slashing
Martial Weapons: Two-Handed Weapons								
Bearded	Fhokki	8 gp	1d6	2d4	x3	-	5 lb.	Slashing
Byrko	Dejy (Simay)	6 gp	1d6	1d8	x3	-	4 lb.	Slashing
Filinako	Dejy (Malavia)	6 gp	1d6	2d4	x3	-	4 lb.	Slashing
Greataxe, Orc	Orc	20 gp	1d10	1d12	x3	-	20 lb.	Slashing
Joshaja	Dejy (Chors)	6 gp	1d6	2d4	x3	-	4 lb.	Slashing
Melarela	Elf (Wood)	5 gp	1d6	2d4	x3	-	4 lb.	Slashing
Norotan	Halfling (Lightfoot)	6 gp	1d6	1d8	x2	-	5 lb.	Piercing & Slashing
Pendar	Brandobian	6 gp	1d6	1d8	x2	-	5 lb.	Slashing
Sharak	Dejy (Elos)	8 gp	1d6	1d8	x3	-	6 lb.	Slashing
Wechony	Dejy (Khydoban)	10 gp	1d6	2d4	18-20/x2	-	4 lb.	Slashing
Wepiri	Dejy (Khydoban)	10 gp	1d6	2d4	19-20/x2	-	4 lb.	Slashing
Woodsmans	Any	8 gp	1d6	1d8	x2	-	5 lb.	Slashing
Yijenvi	Dejy (Ridijo)	9 gp	1d6	2d4	x3	-	4 lb.	Slashing
Exotic Weapons: One-Handed Weapon								
Elephant Axe	Svimohzish	20 gp	1d6	1d8	x2	-	5 lb.	Slashing
Exotic Weapons: Two-Handed Weapons								
Mattock	Any	10 gp	1d6	1d8	x2	-	12 lb.	Bludgeoning
Orc Double	Orc	60 gp	1d6/1d6	1d8/1d8	x3	-	25 lb.	Slashing
Waraxe, Dwarven	Dwarf (any)	25gp	1d8	1d10	x3	-	10 lb.	Slashing

* When two types are given, the weapon is both types.

Chapter 2: Weaponry

Bearded War: This light, one-handed Fhokki war axe can be used by a mounted rider or as a missile weapon. Like the bearded axe, it has a socketed iron head fitted to a wooden handle.

Broad: This type of war axe has a broad, almost straight edge and is common in many lands, but is seen most often in the Kalamaran Empire. Like most axes in Kalamar, the head is socketed and sits atop a wooden shaft, instead of being attached by a tang.

Byrko: A two-handed Simay (Dejy) weapon, it consists of one axe blade and one adze blade attached at the same end. Reeds are used to attach the stone heads to the wooden handle.

Celaegyn: An axe of the high elves, this axe is made of a standard steel head socketed and attached to a long wooden shaft. It is generally used only for protection against common animals that threaten elven travelers or settlements.

Choyer: This Fitonshir (Dejy) weapon appears almost identical to a normal woodsman's axe.

Dancren: The dancren is a Brandobian battleaxe made of a socketed steel head attached to a wooden handle. The blade extends down into a short point for use in ripping.

Darilu: This weapon is an axe-like Kalamaran tool used by legionnaires. It has a wooden shaft and a socketed steel head with a straight-edged blade.

Elephant: The unusual name of this Svimohzish two-handed axe refers to its function (hamstringing elephants) and not its shape. The semi-circular iron head is attached to the wooden shaft by means of an unusually long and thin tang.

Filinako: Most Malavla (Dejy) are familiar with this two-handed axe with a broad iron head fitted into a wooden handle by a tang. Opposite the blade is a thin point typically not used in combat. When using the filinako as a tool, the point is stuck in the ground, and objects to be cut are drawn across the blade. Because of the broad blade, the shaft is often reinforced with iron.

Garko: The garko is a unique, primitive, stone-headed Simay (Dejy) tool that consists of two stones attached to opposite sides of a haft with tree resin. One stone is blunt and the other stone is sharpened and set at 90 degrees to the haft, so this axe can be used as either a hammer or an adze.

Grazgul-Roshkel: This medium-sized battleaxe is primarily used by Kargi or Krangi combatants. It is constructed of a heavy iron head socketed to the wooden shaft. Opposite the head and attached to the socket is a piton-like spike.

Greataxe: The term greataxe refers to a large, heavy axe favored by Fhokki barbarians and hobgoblin warriors. The greataxe can be found in all areas of Tellene.

Greataxe, Orc: Known on Tellene as the "urárkha," this is the weapon of choice for those orcs of higher rank and for orc rangers. Constructed in a similar manner to the uraak (orc scimitar), these fearsome weapons can be used to smash through most forms of armor and even through shields. Officers wielding them have little regard for the safety of their own warriors that may be within the arc of their swing. Although rarely used by common okogn (orc warriors) because of the unique style needed to wield it effectively, the Orc Greataxe remains a cultural weapon and orc warriors of all types learn proficiency in its use.

Gurvorr: This Fhokki throwing axe is composed of a wooden haft, on which a socketed iron head is attached at an angle slightly greater than the standard, giving the axe a slightly "bent" look. This simple change greatly improves the axe's flight performance when hurled.

Halanarai: The halanari is a small wood elf throwing axe made of a short iron head attached by a tang to a very flat wooden handle. The wood elves often hold throwing contests to improve their skills and demonstrate their prowess with this weapon. Masters of the halanari can even pin an enemy's limb to a tree, or foot to the ground.

Halmedar: This wild elf battleaxe is made of a socketed iron head fitted onto a wooden shaft. The blade extends down into a short point for use in ripping.

Handaxe: Also commonly known as a hatchet, this small woodcutter's tool is used in forested regions by all races of Tellene. It has a socketed iron head attached to a wooden haft.

Jemhetar: This wild elf fighting adze has a stone head attached to a wooden shaft with tree resin. It is also lashed to the end of the haft by vines or cords. One end of the stone head is blunt, while the other is pick-like.

Joshaja: The Chors (Dejy) use this two-handed battleaxe. Though these axes vary widely in shape, they generally consist of a wooden shaft and a wide-bladed (quarter moon-shaped) iron head. Occasionally, there may be a spike fitted to the top of the shaft for thrusting and piercing attacks.

Khoja: Found in the ancient Dejy ruins in the Khydoban, the blade of this sacrificial axe appears more like a machete than a typical axe. Both the blade and the haft are made entirely of bronze, and often elaborately engraved.

Kodarji: This simple Dejy axe consists of a sharpened stone glued onto a sturdy bone or petrified wood handle. It can be found among the tribes ranging the edges of the Khydoban Desert.

Kujendo: The kujendo is an Evony (Dejy) fighting axe with a broad iron blade socketed to fit a short wooden handle.

Lajanja: A Malavla (Dejy) axe, the lajanja is constructed of a square, tanged blade fitted into a wooden handle and bound with reeds. The handgrip is almost twice as thick as the rest of the shaft, which is made of a lightweight, flexible wood.

Leumasoo: This small Reanaarese axe consists of a steel head socketed to fit a curved wooden handle.

Mattock: This is a tool for digging soil that resembles a device with two flat, blunt adze-like heads on each side of a thick shaft. It can be used as a weapon.

Melarela: The melarela is a two-handed wood elf battleaxe. It consists of a socketed iron head attached to a wooden shaft.

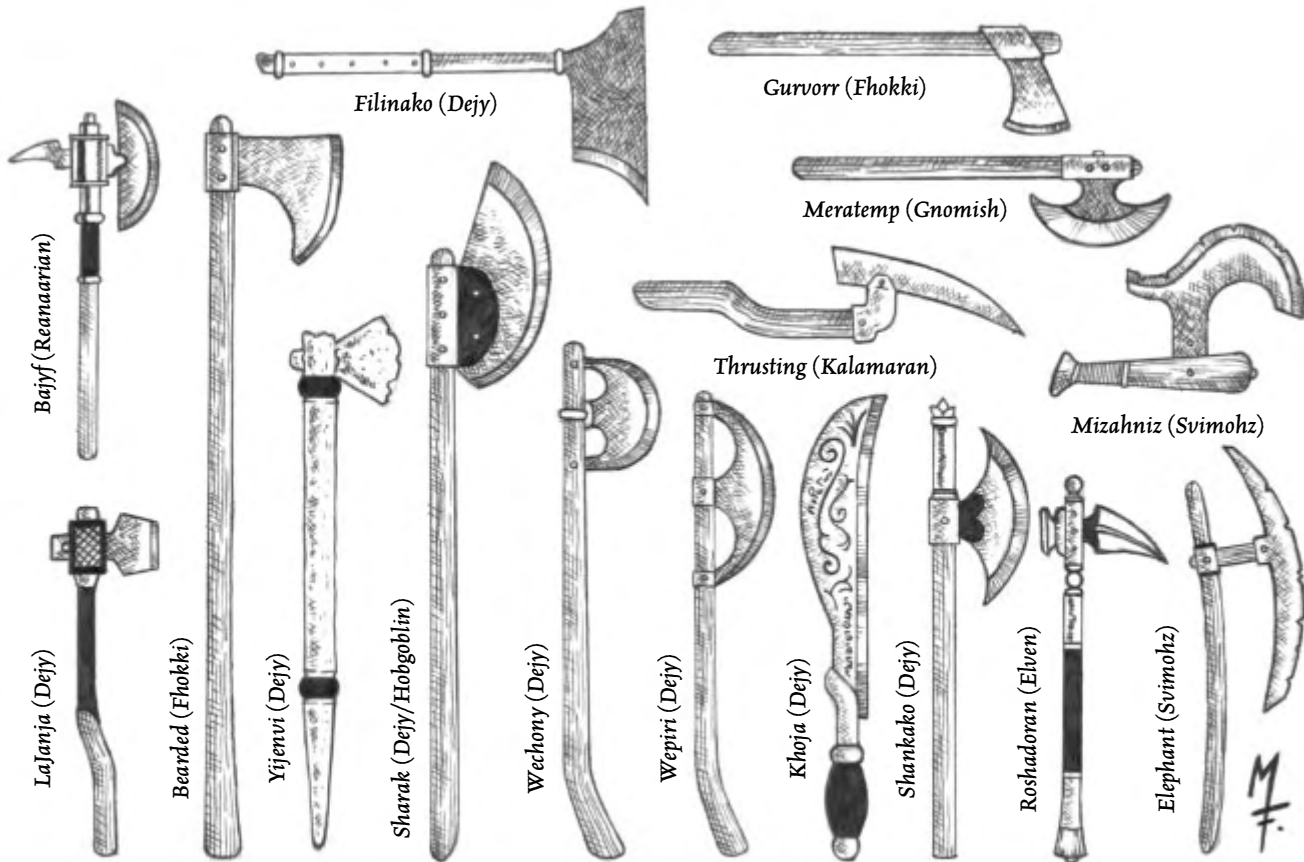
Meratemp: The forest gnomes favor this axe consisting of a socketed, semicircular iron blade attached to a short wooden handle. They are often thrown as a missile weapon.

Mizahniz: These Svimohzish axes are used for special rituals, and only rarely in combat. Generally, they are carried only as symbols of rank among the tribe. These axes consist of a curved and beaked steel head fitted into a club-like wooden handle by means of a large tang.

Narkako: This axe is only used by the Simay (Dejy), and is made of a small stone head attached to a wooden handle with the hardened sap of certain jungle plants.

Norotan: The norotan is a two-handed battleaxe when wielded by the lightfoot halflings who favor it, and has a socketed iron head attached to a wooden shaft. The blade is leaf-shaped, and the shaft is slightly bowed in the center. Larger races can use this one-handed.

Ohanurahn: This is a Svimohzish battleaxe used primarily by the Zashso, the inhabitants of Mez-Vowmi Isle and the far eastern tip



of Svimohzia. The triangular steel head is attached to the wooden handle by a short, narrow tang.

Orc Double: Known on Tellene as the ka'kha, this double axe is a double weapon, with a double-headed axe blade attached to both ends of a long haft. D&D players should be sure to apply the rules for double weapons (see Chapter 7: Equipment of the *D&D Player's Handbook*) when using this axe.

Pendar: This is a two-handed, double-bladed Brandobian battleaxe, mounted on a wooden haft.

Pick, Heavy (Footman's): The footman's pick consists of a short, beaked spike socketed to a wooden handle, and is designed to punch through armor.

Pick, Light (Horseman's): The horseman's pick is identical to the footman's pick, only smaller and less powerful.

Pickaxe: This axe is made of a socketed, hardened steel head with a straight-edged blade extending up into a point. This head is socketed to fit a slightly curved wooden shaft. A pickaxe is a common dwarven miner's weapon. It is also known as a miner's axe.

Roshadoran: This axe/pick is constructed primarily in the elven city of Doulathanorian. Both the blade and the haft are made of steel.

Roshy: A Defohy (Dejy) battleaxe, in appearance the roshy is similar to the standard woodman's axe. The head is often engraved and inlaid with gold or silver.

Shankako: This battleaxe is constructed with a tanged steel head attached by tang to a handle of ebony wood. The shaft is reinforced with iron bands, and both blade and shaft are often decorated with inlays of brass or silver. These axes are rarely seen outside of eastern Reanaaria Bay.

Sharak: This two-handed axe consists of a bronze, semi-circular head fitted onto the wooden shaft by means of a tang. The sharak is generally found in areas in and around the Elos Desert.

Shrojar: The shrojar is a Fhokki battleaxe made of a broad, socketed iron head fitted onto a wooden handle.

Thin: The thin axe is the common name for a Kalamaran axe made of a narrow, socketed head attached to a wooden handle. The blade is set at an angle slightly less than standard to enable the wielder to better pierce, rather than chop.

Throwing: Although even smaller axe than a hand axe, they are usually forged as one and thus are often heavier. Tellene-specific variations include the Fhokki's gurvorr, the wood elf's halnarai and the forest gnome's meratemp.

Thrusting: This Kalamaran axe consists of a curved wooden shaft, to which is fit a socketed steel axe head. This narrow blade extends up into a long point for use in thrusting/piercing attacks.

Visbarah: This is a golden halfling stone axe with a wooden handle, found only in the Lopoliri Mountains. The handle is carved and engraved to represent the head of a halfling or dinosaur, with the pointed stone blade being the tongue.

Waraxe, Dwarven: This is a larger version of the battleaxe used by many dwarven clans. The weapon has either a second axe blade or a large spike opposite the first blade.

Wechony: This is an axe with a narrow semi-circular head of copper or bronze, attached to a wooden shaft by three separate tangs. This narrow head makes it suitable for penetrating attacks against armored foes. The wechony is generally found along the eastern side of Reanaaria Bay, in and around the Khydoban Desert.

Chapter 2: Weaponry

Wepiri: Save for the wider blade, this axe is almost identical to the wechony. However, the wider head makes it less effective when penetrating armor. Like the wechony, this axe is generally found along the eastern side of Reanaaria Bay, in and around the Khydoban Desert.

Woodsmen's: Used by all races that live in wooded areas, the two-handed woodsmen's axe consists of a sturdy wooden shaft to which is a socketed sharp iron head is fitted. In fact, most war and carpentry axes are nothing more than (sometimes extreme) variations on this simple theme.

Yijenvi: This is a Ridijo (Dejy) fighting axe made of a tapering wood or bone handle, socketed with a rough bronze axe head.

Zarvalk: A small but sturdy all-steel Dwarven battleaxe.

BOWS AND BLOWGUNS

There are four standard types of bows found throughout the lands of Tellene. The first (and simplest) is a self bow, so-called because it is made from a single piece of wood. Due to their simple construction, self bows can be found wherever wood is available.

The second is a built bow – one made from multiple pieces of wood. Built bows are primarily found throughout the Wild Lands, or the island colonies of Eldor and Mendarn off the Brandobian coast.

Third is the backed bow, which is either a self or built bow made from a stiff, lower quality wood. To compensate for the poor wood quality, the bow is backed with a thin strip of sinew or fish bladder glue for greater resilience. This makes the backed bow the equivalent

of a self bow in regards to its damage, cost and so on. Backed bows are as common as self bows – perhaps moreso, for more varied types of wood can be used.

Finally, there is the composite bow, made of a laminated combination of wood, sinew, and horn or metal. Invented centuries ago in the lands around the eastern Reanaaria Bay, the composite bow is the favored weapon of the true archer. The composite bow has the greatest range of any of the four bow types. Composite bows are built with a recurve, which means that the bow remains bow-shaped even when unstrung.

Blowgun: Though some sages of Tellene argue that early Svimohzish natives were the creators of the blowgun, various human, elf and halfling races have also made the same claim. Regardless, it is certain that the Svimohz are the most frequent users of the blowgun. Typically used for hunting small and medium game animals, the blowgun is also an effective weapon in both warfare and for assassination. The small, funnel-like mouthpiece is commonly affixed to the side of the tube, to avoid inhaling the needle.

The Svimohz have used the blowgun in warfare since time immemorial, and construct different styles and types of blowguns for different uses. Standard blowguns are of plain wooden construction, and fitted with needles made of metal (for land) or bamboo or wood (for use over water). For ceremonies and rituals, these plain blowguns are put away and more ornate ones are brought forth. In the large and cultured cities, such as Zha-nehzmish, blowguns are often found concealed in walking canes.

To ensure an airtight fit in the tube, the end of a blowgun needle is typically dipped in sap or some other sticky substance, then fitted to lightweight plant fiber or paper cones. (There are called the

TABLE 2-2: BOWS AND BLOWGUNS

Weapon	Region/User	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type*
Simple Weapons: Ranged Weapons								
Crossbow, Dragon's Foot	Any	25 gp	1d6	1d8	19-20/x2	100 ft.	8 lb.	Piercing
Crossbow, Gnomish	Gnome (any)	40 gp	1d6	1d8	19-20/x2	90 ft.	7 lb.	Piercing
Crossbow, Heavy	Any	50 gp	1d8	1d10	19-20/x2	120 ft.	14 lb.	Piercing
Crossbow, Light	Any	35 gp	1d6	1d8	19-20/x2	80 ft.	7 lb.	Piercing
Martial Weapons: Ranged Weapons								
Longbow, Built	Any	85 gp	1d6	1d8	x3	105 ft.	3 lb.	Piercing
Longbow, Composite	Any	100 gp	1d6	1d8	x3	110 ft.	3 lb.	Piercing
Longbow, Daikyu	Unknown	125 gp	1d6	1d8	x3	115 ft.	3 lb.	Piercing
Longbow, Elven Composite	Elven	120 gp	1d6	1d8	x3	120 ft.	2 lb.	Piercing
Longbow, Fhokki	Fhokki	90 gp	1d6	1d8	x3	105 ft.	2 lb.	Piercing
Longbow, Glory Seeker	Kalamaran	115 gp	1d6	1d8	x3	105 ft.	3 lb.	Piercing
Longbow, Plated	Any	80 gp	1d6	1d8	x3	75 ft.	4 lb.	Piercing
Longbow, Svimohzish	Svimohzish	110 gp	1d6	1d8	x3	100 ft.	2 lb.	Piercing
Longbow, Tribal	Dejy (plains)	75 gp	1d6	1d8	x3	75 ft.	2 lb.	Piercing
Shortbow, Brandobian	Brandobian	35 gp	1d4	1d6	x3	100 ft.	2 lb.	Piercing
Shortbow, Built	Any	50 gp	1d4	1d6	x3	65 ft.	2 lb.	Piercing
Shortbow, Burning Red	Dejy (Elos)	40 gp	1d4	1d6	x3	75 ft.	1 lb.	Piercing
Shortbow, Composite	Any	75 gp	1d4	1d6	x3	70 ft.	2 lb.	Piercing
Shortbow, Giant Stinger	Reanaarian	50 gp	1d4	1d6	x3	100 ft.	1 lb.	Piercing
Shortbow, Hobgoblin	Hobgoblin	75 gp	1d4	1d6	x3	60 ft.	2 lb.	Piercing
Shortbow, Orc	Orc	20 gp	1d4	1d6	x3	40 ft.	3 lb.	Piercing
Shortbow, Paruvian	Paruvian/O'Paran	30 gp	1d4	1d6	x3	85 ft.	2 lb.	Piercing
Shortbow, Serpent	Dejy (Khydoban)	40 gp	1d4	1d6	x3	75 ft.	2 lb.	Piercing
Shortbow, Tribal	Dejy (plains)	35 gp	1d4	1d6	x3	45 ft.	1 lb.	Piercing
Exotic Weapons: Ranged Weapons								
Blowgun	Any	2 gp	1	1	x2	15 ft.	2 lb.	Piercing
Blowgun, War	Any	5 gp	1d4 (melee)	1d6 (melee)	x2	20 ft.	4 lb.	Piercing
Crossbow, Hand	Svimohzish	300 gp	1d3	1d4	19-20/x2	30 ft.	3 lb.	Piercing
Longbow, Halfling	Halfling	25 gp	1d4	1d6	x3	60 ft.	2 lb.	Piercing
Shortbow, Halfling	Halfling (any)	20 gp	1d3	1d4	x3	45 ft.	2 lb.	Piercing
Steelbow	Dwarven	110 gp	1d8	1d10	x3	45 ft.	6 lb.	Piercing
Stonebow	Any	15 gp	1d3	1d4	x3	15 ft.	2 lb.	Bludgeoning

“flight.”) The tip of this needle is coated with deadly poison, which is kept in a separate container and applied as necessary. Needles used by the Simay (Dejy) are barbed and scored, so that the tip breaks off when the needle is pulled out of the flesh.

Continental Dejy, such as the Defohy and Kakado tribes, also use blowguns constructed of wood or water reeds for hunting. The use of blowguns as a hobby is slowly spreading over Brandobia and Kalamar, with children using tiny stones or dried peas to wage miniature warfare against each other. Blowguns are rarely used by their parents, either in peacetime or during warfare. The only exception is along Reanaaria Bay, where the blowguns are used, but not nearly to such extent as the Svimohz or Dejy. The typical Reanaarese blowgun is made from two pieces of grooved hardwood, covered with decorated cloth or leather. The needles are slivers of wood, commonly tipped with metal, with paper flights. Fhokki also occasionally use blowguns, generally ones made of bronze with wooden mouthpieces. Their needles are wood with cotton flights. Unless otherwise specified, all blowguns have the same statistics.

Blowgun, War: This Svimohz two-handed blowgun uses poisoned darts, rather than needles. Made of wood or bamboo, the blowgun has an iron spearhead lashed to the end of the barrel with a cord, above the hole so as not to impede the progress of the dart. The blowgun’s darts are piercing weapons and the blowgun itself can also be used as a piercing weapon.

Crossbow, Dragon’s Foot: A dragon’s foot crossbow is a light crossbow, specifically designed to be used in conjunction with a dragon’s foot – this is a long metal lever with four prongs on one end (two long curved forks and two short hooks).

You load a dragon’s foot crossbow by placing the curved forks over the crossbow’s wood stock, while the two hooks grab the string. The crossbowman then puts his foot in the metal stirrup attached to the front of the crossbow, and presses the crossbow down while the bowstring is held by the “dragon’s foot”. Loading a dragon’s foot crossbow takes a full round (provoking an attack of opportunity for D&D characters). This extra loading time, as well as the extra weight of the metal stirrup, makes the dragon’s foot crossbow less popular than the standard crossbow, but also slightly cheaper. It also possesses a slightly greater range.

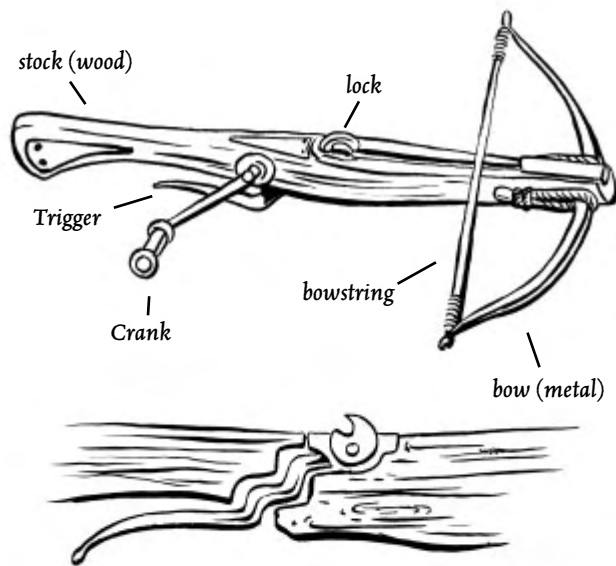
A dragon’s foot crossbow requires two hands to use, regardless of the user’s size. A dragon’s foot crossbow is fired by pulling a lever.

D&D characters may fire this weapon one-handed as a light crossbow, but with a –4 penalty to attack rolls. D&D players can find more information on light crossbows in Chapter 7: Equipment of the *D&D Player’s Handbook*.

Crossbow, Gnomish: A gnomish crossbow is a type of light crossbow that requires two hands to use. A gnomish crossbow is drawn back by turning a small, built-in crank. For D&D characters, loading a gnomish crossbow takes a move action, and provokes an attack of opportunity. Furthermore, D&D characters of Small size or larger may fire this weapon one-handed as a light crossbow, but with a –4 penalty to attack rolls. D&D players can find more information on light crossbows in Chapter 7: Equipment of the *D&D Player’s Handbook*.

Crossbow, Hand: This small, hand-held crossbow is less powerful than other crossbow, but easier to hide. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player’s Handbook*. HackMaster players can consult page 119 of the HackMaster Player’s Handbook.

Crossbow, Heavy: Heavy crossbows must be cocked with a cranequin (a simple winch or lever) that comes with the weapon. They require two hands to operate and take longer to load than



Crossbow Trigger Mechanism (cutaway view)
Squeezing the trigger turns the lock and releases the bowstring.



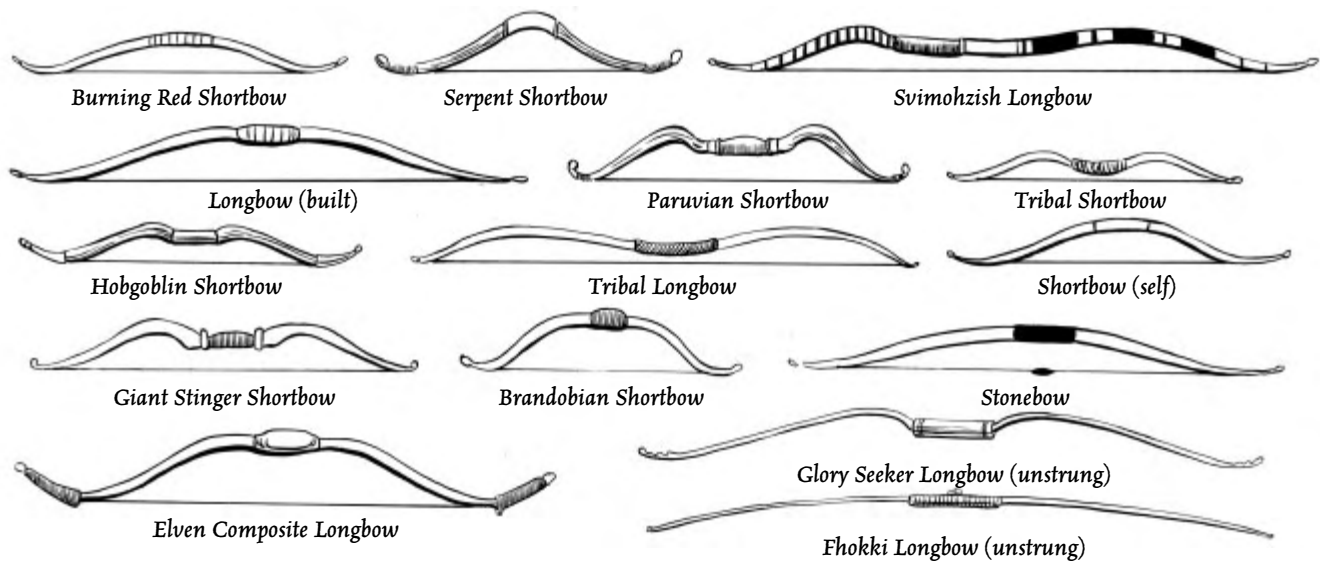
Loading a dragon’s-foot crossbow

smaller and lighter crossbows. D&D players may find more information on this weapon in Chapter 7: Equipment, of the *D&D Player’s Handbook*. HackMaster players can consult page 119 of the HackMaster Player’s Handbook.

Crossbow, Light: A light crossbow is drawn back by turning a small winch. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player’s Handbook*. HackMaster players can consult page 119 of the HackMaster Player’s Handbook.

Crossbow, Repeating: This crossbow can hold up to five bolts, and is reloaded by use of a simple lever that comes with the weapon. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player’s Handbook*.

Chapter 2: Weaponry



Dart: This small, javelin-shaped piece of metal has a weighted head. A dart is shorter than a small arrow, and is often fired by war blowguns. The statistics for a dart can be found in the *D&D Player's Handbook*.

Longbow: The longbow is the preferred weapon of most archers on Tellene. The longbow is especially deadly when used in large numbers, and is particularly effective in large battles when used by both infantry and dismounted cavalry (longbows are too big to use while mounted). For the human races, any self or backed bow over 5 1/2 feet tall can be called a longbow, though the Fhokki (when boasting of their great stature) state that the bow must be as tall as the archer to be regarded as a "true" longbow. Regardless of the size of the longbow, two hands are required to use it.

Certain cultures, like the Ozhvins, may have their own special requirements for a longbow. For an Ozhvinmishii longbow to be traditional, the bow must be wider at the arrow plate than any other location on the upper limb, the bow must have straight ends and arrow rests are not allowed – the arrow always rests on the forward finger when shooting. Ideally, a longbow is made of yew wood, though other tight-grained species of carefully chosen high-quality wood may be used. Examples of suitable wood include black locust, black walnut, chestnut, elm, hazel, hornbeam, laburnum, maple, rosewood, rowantree, whitebeam and wild cherry. HackMaster players can consult page 118 of the HackMaster Player's Handbook for more information on this weapon.

Longbow, Built: Like the standard longbow, this bow requires at least two hands to use it. However, a built longbow has a slightly greater range than a standard self longbow. Though usually slightly smaller, this bow is still too big to be used while mounted.

Longbow, Composite: Like the standard longbow, this bow requires at least two hands to use it. D&D characters can add their Strength modifier to the normal damage dealt by a composite longbow, provided that such a modifier equals +1 or greater. However, each additional plus increases the cost of the weapon by 100 gp. For example, a composite longbow that adds a +1 Strength bonus costs 200 gp, and adds only that +1 to damage, even if wielded by a character with a +5 Strength modifier. However, if a character has a Strength modifier is less than the bonus given by the bow, he or she suffers a -2 penalty to attack rolls with this weapon.

HackMaster players can consult page 118 of the HackMaster Player's Handbook for more information on this weapon.

Longbow, Daikyu: This mysterious longbow is rumored to come from far to the west, over the Brandobian Ocean.

Longbow, Elven Composite: This variant longbow was actually developed by the ancient dwellers of the Elos Desert. It is a lighter composite longbow just over 6 feet tall. As time passed, this particular style of longbow faded from human use, as humans branched out to experiment with new and different styles. With their extensive knowledge, the gray elves took the initial design and improved upon it – one of the rare occasions where the elves owe an idea to the humans. This longbow uses the same rules as the human composite longbow. Some call this the "great elven longbow".

Longbow, Fhokki: This Fhokki longbow is almost 7 feet tall, with wooden limbs and a grip of carved deer horn. Like the standard longbow, this bow requires at least two hands to use it. This bow is too big to be used while mounted.

Longbow, Glory Seeker: This Kalamaran built longbow is some 5 1/2 feet tall. Like the standard longbow, it requires at least two hands to use it. This bow is still too big to be used while mounted.

Longbow, Halfling: The halfling longbow is made for Small creatures. A halfling longbow is any self, built or backed longbow at least 3 feet tall but less than 4 1/2. Regardless of race, the wielder needs two hands to use it. Any character that is Medium or larger can use this bow while mounted.

Longbow, Plated: This is a practice longbow made of a stiff, readily available material such as bamboo or whalebone. Whatever the material, this bow is spanned by a thin chain on which is hung a series of iron plates. As these plates make a good deal of noise every time the bow is fired or moved, the plated longbow is generally unsuited for actual combat. However, the noise makes it very easy for the weapons master to hear when his students have stopped practicing. Like the standard longbow, it requires at least two hands to use. This bow is too big to be used while mounted.

Longbow, Svimohzish: This type of built longbow is found only on the island of Svimohzia. This longbow is almost 7 feet tall and its wooden curve features many painted bands of varying colors. This weapon is also known as an "azirmohn." Like the standard longbow, it requires at least two hands to use. This bow is too big to be used while mounted.

Longbow, Tribal: This general class of self longbows are some 5 1/2 feet long, and found among the various Deji tribes (Defohy, Fitonshir, Chors, Ridijo, Shan-Gyr, Chinotan, Anyth, Byth, Thondehe, Evony, Tharay and Narhino) that live throughout the

TABLE HM 2-2: MISSILE WEAPONS

Weapon	Cost	Weight	Type	Size	ROF	Range (yards)			Base Availability		
						S	M	L	Hi	Med	Low
Blowgun	2 gp	2 lb.	P	L	2		(by ammo)		90	85	80
Blowgun, War	5 gp	4 lb.	P	M	2		(by ammo)		70	50	30
Crossbow, Hand	300 gp	3 lb.	P	S	1	20	40	60	75	70	65
Crossbow, Dragon's Foot	25 gp	8 lb.	P	S	1		(as light crossbow)		75	70	65
Crossbow, Gnomish	40 gp	7 lb.	P	S	1		(as light crossbow)		90	85	80
Crossbow, Heavy	50 gp	14 lb.	P	M	1/2	80	160	240	80	75	70
Crossbow, Light	35 gp	7 lb.	P	M	1	60	120	180	55	40	25
Crossbow, Peashooter	350 gp	0.5 lb.	P	S	2	10	20	30	55	40	25
Long bow	75 gp	3 lb.	P	L	2		(by ammo)		90	85	80
Long bow, Built	85 gp	3 lb.	P	L	2		(by ammo)		70	50	30
Long bow, Composite	100 gp	3 lb.	P	L	2		(by ammo)		60	40	20
Long bow, Daikyu	125 gp	3 lb.	P	L	2	70	140	210	15	9	2
Long bow, Elven Composite	120 gp	2 lb.	P	L	2		(by ammo)		50	30	5
Long bow, Fhokki	90 gp	2 lb.	P	L	2		(by ammo)		40	20	10
Long bow, Glory Seeker	115 gp	3 lb.	P	L	2		(by ammo)		60	50	40
Long bow, Plated	80 gp	4 lb.	P	L	2		(by ammo)		55	45	25
Long bow, Svimohzish	110 gp	2 lb.	P	L	2		(by ammo)		40	30	20
Long bow, Tribal	75 gp	2 lb.	P	L	2		(by ammo)		65	45	25
Longbow, Halfling	25 gp	2 lb.	P	M	2	50	100	150	40	30	20
Short bow	30 gp	2 lb.	P	L	2	50	100	150	90	85	80
Short bow, Brandobian	35 gp	2 lb.	P	M	2	50	100	150	80	70	60
Short bow, Built	50 gp	2 lb.	P	M	2	50	100	150	80	60	40
Short bow, Burning Red	40 gp	1 lb.	P	M	2	50	100	150	60	30	10
Short bow, Composite	75 gp	2 lb.	P	L	2	50	100	150	80	75	70
Short bow, Giant Stinger	50 gp	1 lb.	P	M	2	50	100	150	65	45	25
Short bow, Hobgoblin	75 gp	2 lb.	P	M	2	50	100	150	60	30	5
Short bow, Orc	20 gp	3 lb.	P	M	2	50	100	150	65	40	20
Short bow, Paruvian	30 gp	2 lb.	P	M	2	50	100	150	60	50	40
Short bow, Serpent	40 gp	2 lb.	P	M	2	50	100	150	50	40	20
Short bow, Tribal	35 gp	1 lb.	P	M	2	50	100	150	50	40	10
Shortbow, Halfling	20 gp	2 lb.	P	S	2	50	100	150	70	50	30
Steelbow	110 gp	6 lb.	P	M	2	30	60	140	55	45	35
Stonebow	15 gp	2 lb.	P	L	2	10	30	50	55	35	15

north and the Wild Lands. Like the standard longbow, the tribal longbow requires at least two hands to use and are too big to be used while mounted.

Shortbow: A shortbow in general is any self or backed bow under 5 1/2 feet tall, although most are about 4 feet tall. A shortbow, like most other bows, requires two hands for use. Fortunately, it is often small enough to be used when mounted. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*. HackMaster players can consult page 118 of the HackMaster Player's Handbook. Tellene-specific variations are listed below.

Shortbow, Brandobian: This self shortbow is found in and around the lands of Brandobia. The Brandobian shortbow is just over 3 feet long, and two hands are required to use it. Any character that is Medium or larger can use this bow while mounted.

Shortbow, Built: Like the standard shortbow, this bow requires at least two hands to use it. However, a built shortbow has a slightly greater range than a standard self shortbow. Any character that is Medium or larger can use this bow while mounted.

Shortbow, Burning Red: This self shortbow is just under 4 feet long, requiring two hands to use it. This bow can be found in the hands of those Deji tribes (the Murs, Shanjens, Hasheri and the Yataks) who live in and around the Elos desert. This shortbow is always painted with an unusual red color from which it gets its name. Any character that is Medium or larger can use this bow while mounted.

Shortbow, Composite: Like the standard shortbow, at least two hands are required to use this bow. A composite shortbow can be used while mounted, provided that the wielder is of at least Small size. In D&D terms, this weapon works as a composite longbow (see above), but the cost for each additional bonus is only 75 gp instead of 100 gp. HackMaster players can consult page 118 of the HackMaster Player's Handbook for more information.

Shortbow, Giant Stinger: This Reanaarese version of a composite shortbow is some 4 1/2 feet tall. Like the standard shortbow, it requires at least two hands to use. A giant stinger shortbow can be used while mounted, provided that the wielder is of at least Small size.

Shortbow, Halfling: A halfling shortbow is any self, built or backed bow under 3 feet tall, although most are only about 2 feet tall. Regardless of the size of the shortbow, it requires two hands to use. Any character that is Small or larger can use this bow while mounted.

Shortbow, Hobgoblin: The hobgoblin variant on the shortbow is a horn-backed, metal-tipped bow just under 4 feet tall and weighing 2 pounds. The hobgoblin shortbow is found mostly in Ul-Karg and Norga-Krangrel. Like the standard shortbow, it requires at least two hands to use. A hobgoblin shortbow can be used while mounted, provided that the wielder is of at least Medium size.

Shortbow, Orc: For missile combat the orcs often use the orc shortbow ("nognoglut" in their language, meaning "stick launcher"). The nognoglut is used by skirmishers and other orcs forced into battle by their superiors. Massed ranks of archers are capable of firing volley after volley with this simple weapon. Constructed from

TABLE 2-3: AMMUNITION

Ammunition	Cost	Dmg Sm.	Dmg Med.	Range Critical	Inc (ft.)	Weight	Type
Simple Weapons: Ranged Weapons							
Crossbow bolt							
Hand (10)	1 gp	1d3	1d4	19-20/x2	30 ft.	-	Piercing
Hard silver jacketed**	+5 gp	+1	+1	19-20/x2	-20%	+1/2 lb.	Piercing
Heavy (10)	1 gp	1d8	1d10	19-20/x2	x1	1 lb.	Piercing
Light (10)	1 gp	1d6	1d8	19-20/x2	x1	1 lb.	Piercing
Needle (10)	2 gp	1d3	1d4	19-20/x2	-10%	-	Piercing
Silver jacketed	+2 gp	-	-	-	-10%	+1/2 lb.	Piercing
Thunder	10 gp	1	1	x2	x1	-	Bludgeoning
Dart	5 sp	1d3	1d4	x2	20 ft.	1/2 lb.	Piercing
Sling							
Sculpted shot	+2 sp	+1	+1	x2	+20%	-	Bludgeoning
Sling bullet (10)	1 sp	1d3	1d4	x2	50 ft.	1/2 lb.	Bludgeoning
Sling bullet, war (10)	2 sp	1d4	1d6	x2	30 ft.	3/4 lb.	Bludgeoning
Sling stone	-	1d3-1	1d4-1	x2	-	1/2 lb.	Bludgeoning
Martial Weapons: Ranged Weapons							
Longbow arrow							
Ball	1 gp	1d3	1d4	x3	-25%	-	Bludgeoning
Bird	1 gp	1d4	1d6	x2	-10%	-	Piercing
Common, Flight (12)	3 sp	1d4	1d6	x3	x1	*	Piercing
Common, Sheaf (6)	3 sp	1d6	1d8	x3	x1	*	Piercing
Flare	3 sp	1d2	1d3	x2	-15%	*	Piercing
Halfing longbow (20)*	1 gp	1d6	1d8	x3	x1	2 lb.	Piercing
Screecher	5 sp	1	1	x2	-20%	-	-
Splinter	2 sp	1d4 N	1d6 N	x3	x1	-	Bludgeoning
Svimohzish longbow	1 sp	1d6	1d8	x3	x1	-	Piercing
Tiger Claw	1 gp	1d6	1d8	19-20/x2	x1	-	Slashing
Shortbow arrow							
Ball	1 gp	1d3	1d4	x3	-25%	-	Bludgeoning
Bird	1 gp	1d4	1d6	x2	-10%	-	Piercing
Common (12)	3 sp	1d4	1d6	x3	x1	*	Piercing
Flare	3 sp	1d2	1d3	x2	-15%	*	Piercing
Halfing shortbow (20)*	1 gp	1d3	1d4	x3	x1	2 lb.	Piercing
Screecher	5 sp	-	1	x2	-20%	-	-
Splinter	2 sp	1d4 N	1d6 N	x3	x1	-	Bludgeoning
Tiger Claw	1 gp	1d4	1d6	19-20/x2	x1	-	Slashing
Stonebow Pellets (10)*	1 sp	1d3	1d4	x3	x1	4 lb.	Bludgeoning
Exotic Weapons: Ranged Weapons							
Blowgun							
Barbed dart	1 sp	1	1d2	x2	10 ft.	*	Piercing
Needles (20)	1 gp	-	1	x2	x1	-	Piercing
Darts, War Blowgun (10)	5 gp	1d3	1d4	x2	x1	1/2 lb.	Piercing
Bola	2 gp	1d3	1d4	x2	10 ft.	2 lb.	Bludgeoning
Daikyu longbow arrow							
Daikyu	1 sp	1d6	1d8	x3	x1	-	Piercing

* See description for special rules.
 ** A hard silver jacketed bolt adds 1 point of damage to the standard type.
 N Nonlethal damage.

animal horn or flexible wood, the bow is built as a single piece and is never found in composite form. The string is fashioned from animal or humanoid sinew and tied to the top and bottom of the bow. While not as powerful as its human equivalent, it can still fire arrows as far as 400 feet.

The arrows themselves use the same statistics as a normal arrow, although some tribes also make their arrows with heads that detach in the wound, making surgery necessary to remove the arrowhead.

Many orcs have recently begun adapting their bows to mount a short sword blade along the upper curve, turning the bow into a primitive slashing weapon as well as a missile weapon. Orc rangers have even been seen to use two blades, one fitted on either side of the handgrip.

Shortbow, Paruvian: This composite shortbow is just under 4 feet tall and weighs 2 pounds. The Paruvian shortbow is found primarily in Paru'Bor and O'Par. It requires at least two hands to use, and can be used while mounted, provided that the wielder is of at least Small size.

Shortbow, Serpent: This backed, self shortbow is some 3 1/2 feet tall. This weapon is found among the Deji tribes dwelling along the edges of the Khydoban Desert. The serpent shortbow is so named because of its resemblance to the desert snake known as the sidewinder. Like the standard shortbow, at least two hands are required to use it. A serpent shortbow can be used while mounted, provided that the wielder is of at least Medium size.

Shortbow, Tribal: The Deji tribes of the north and Wild Lands favor this self shortbow just over 3 feet tall. It is a common missile weapon among many tribes, including the Defohy, Fitonshir, Chors, Ridijo, Shan-Gyr, Chinotan, Anyth, Byth, Thondehe, Evony, Tharay and Narhino. Like the standard shortbow, it requires at least two hands to use. A tribal shortbow can be used while mounted, provided that the wielder is of at least Medium size.

Steelbow: This three-piece built longbow is partially made out of steel and is 5 1/2 feet tall. In a standard steelbow only the grip is steel, and the upper and lower limbs are wooden and screw into the metal grip. A recent, popular variant steelbow is made of a single piece of steel, with a grip of wood, horn, or ivory. Though many lands, specifically Kalamar, have experimented with steel to make bows, it was a dwarven mining clan living deep in the Elenon Mountains that finally managed to overcome the engineering problems. With an overabundance of precious metals, and a need to defend themselves against the fearsome monsters inhabiting the Elenons, the dwarves active minds happened upon this new solution. Though capable of inflicting massive damage, it does not have the range of a standard composite longbow, and is mostly used for close combat warfare. It requires at least two hands to use, and this bow is too big to be used while mounted.

Stonebow: Unlike the steelbow, a stonebow is not actually made of stone. Instead, it is a wooden self longbow with a tiny leather pouch securely attached to the midpoint of the bowstring. This allows the wielder of this 5 1/2 feet tall bow to shoot stones, pellets or balls that are placed in the pouch and drawn back. This bow cannot be used to shoot arrows. At least two hands are required to use it, and this bow is too big to be used while mounted.

AMMUNITION

Ball Arrow: The tip of this arrow is a solid round ball, and is designed to damage creatures that resist piercing weapons. Their tips are ungainly and cause erratic flight giving the user a -2 circumstance penalty to all attacks made with them. A ball arrow delivers damage as a bludgeoning weapon.

Bird Arrow: Bird arrows are meant to be swift so that they can strike birds on the wing. They are short and lightly fletched to reduce drag. Their tips are tiny to maintain balance. Bird arrows are terribly inaccurate by their nature, incurring a -2 circumstance penalty to all attacks made with them because of their awkwardness. On the other hand, a flying target gains neither dodge nor Dexterity bonuses to AC to avoid the arrow because it moves so quickly. However, the mere use of a bird arrow is not sufficient to allow a

TABLE HM 2-3: AMMUNITION

Weapon	Cost	Dmg			Range (yards)						Base Availability				
		Type	ROF	T	S	M	L	H	G	S	M	L	Hi	Med	Lo
Crossbow															
Quarrel, hand	1 gp	P	1	1d6	1d6-1	1d6-3	1d6-4	1	1	20	40	60	90	85	80
Quarrel, hard silver jack	50 gp	P	1	+1	+1	+1	+1	+1	+1	20	40	60	50	30	15
Quarrel, heavy	2 sp	P	1/2	1d6	1d8	2d4+1	3d4	3d4+1	4d4	80	160	240	90	85	80
Quarrel, light	1 sp	P	1	1d4	1d6	1d8	2d4+1	3d4	3d4+1	60	120	180	90	85	80
Quarrel, peashooter	1 gp	P	2	1d6-2	1d6-3	1d6-4	1	1	1	10	20	30	90	85	80
Quarrel, silver jacketed	25 gp	P	1	-	-	-	-	-	-	20	40	60	60	40	30
Bolt, Needle (1) *	2 sp	P	1	1d4	1d4-1	1d4-1	1d4-1	1d6-2	1d6-3	20	40	60	65	45	25
Bolt, Thunder (1) **	10 gp	C	1	1	1	1	1	1	1	20	40	60	40	20	5
Dart	5 sp	P	3	1d6	1d6-1	1d6-2	1d6-4	1	1	10	20	40	90	85	80
Sling	5 cp	-	1										95	90	85
Sling bullet	1 cp	C	1	1d6-1	1d6-1	1d6	1d6+1	1d6+1	1d6	50	100	200	95	95	95
Sling stone	-	C	1	1d6-1	1d6-1	1d6-1	1d6-1	1d6-2	1d6-3	40	80	160	95	95	95
Sling bullet, war	3 cp	C	1	1d6	1d6+1	1d6+2	1d8+1	1d8	1d6+1	30	60	90	75	50	20
Shot, Sculpted (1)	4 sp	C	1	1d6-1	1d6	1d6	1d6-1	1d6-2	1d6-3	+20%	+20%	+20%	70	40	10
Long bow															
Arrow, flight	3 sp/12	P	2	1d6	1d6	1d6	1d6	1d6	1d6	70	140	210	90	85	80
Arrow, sheaf	3 sp/6	P	2	1d8	1d8	1d8	1d8	1d8	1d8	50	100	170	85	80	75
Arrow, Ball (1)	1 gp	C	2	1d8	1d6	1d5	1d4	1d3	1d4-2	40	80	120	70	50	30
Arrow, Bird (1)	1 gp	P	2	1d6	1d6	1d6	1d6	1d6	1d6	60	120	180	75	65	45
Arrow, Screecher (1)	5 sp	C	2	1	1	1	1	1	1	60	120	180	70	50	25
Arrow, Splinter (1)	2 sp	C	2	1d6 S	1d6 S	1d6 S	1d6 S	1d6 S	1d6 S	50	100	170	75	55	35
Arrow, Tiger Claw (1)	1 gp	H	2	1d5	1d6	1d6+1	1d8	1d8+1	1d10	50	100	170	70	40	10
Flare arrow	3 sp	P	1	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3	30	60	120	75	45	15
Halfling Longbow Arrows (20)*	1 gp	P	2	1d6	1d6	1d6	1d6	1d6	1d6	40	80	150	60	30	5
Svimohzish longbow arrow	1 sp	P	2	1d10	2d4	1d8	1d6	1d6-1	1d4	60	120	200	65	40	20
Short bow															
Arrow, flight	3 sp/12	P	2	1d6	1d6	1d6	1d6	1d6	1d6	50	100	150	90	85	80
Arrow, Ball (1)	1 gp	C	2	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	38	75	112	70	50	30
Arrow, Bird (1)	1 gp	P	2	1d5	1d5	1d5	1d5	1d5	1d5	45	90	135	75	65	45
Arrow, Screecher (1)	5 sp	C	2	1	1	1	1	1	1	40	80	120	70	50	25
Arrow, Splinter (1)	2 sp	C	2	1d5 S	1d5 S	1d5 S	1d5 S	1d5 S	1d5 S	50	100	150	75	55	35
Arrow, Tiger Claw (1)	1 gp	H	2	1d6	1d6	1d6	1d6	1d6	1d6	50	100	150	70	40	10
Flare arrow	3 sp	P	1	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3	42	85	128	50	30	10
Halfling Shortbow Arrows (20)*	1 gp	P		1d4	1d4	1d4	1d4	1d4	1d4	50	100	150	70	30	10
Stonebow Pellets (10)*	1 sp	C	1	1d6-1	1d6-1	1d6-2	1d6-2	1d6-3	1d6-3	30	60	120	50	30	10
Daikyu			2										15	9	2
Daikyu arrow	1 sp	P	2	1d10	2d4	1d8	1d6	1d6-1	1d4	70	140	210	18	12	3
Blowgun			2							10	20	30	90	85	80
Barbed dart	1 sp	P	2	1d6-1	1d6-1	1d6-2	1d6-4	1	1	10	20	30	95	90	85
Needle	2 cp	P	2	1	1	1	1	1	1	10	20	30	95	90	85
Darts, War Blowgun (10)	5 gp	P	2	1d6-2	1d6-2	1d6-2	1d6-4	1d6-4	1	8	16	24	75	55	25

* injects target with loaded substance

** 1d4 sonic boom within a 5-foot radius, save vs. breath weapon for 1/2

sneak attack (although the attacker might still qualify for a sneak attack otherwise).

Bolts: Crossbow bolts come in wooden cases that hold up to 10 bolts. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Flare Arrow: This arrow is constructed with a special cone-like tip with tiny holes designed to slow its descent. The shaft burns slowly. The user must light the arrow before firing to use it properly. Most such arrows burn out 20-40 feet above the ground, though occasionally a burning arrow can ignite a conflagration. Though the light can be seen for some distance (depending on atmospheric conditions), it does not provide useful illumination beyond a five-foot radius.

If fired at an enemy, it inflicts only 1d3 points of damage and automatically breaks (whether it strikes or not). It is also very susceptible to fire.

Needle Bolt: The needle bolt has a special hollow head that injects a poison or other substance. When it strikes a victim, the

victim must make a Fortitude save or be affected by the contents. The bolt most commonly appears with hand crossbows, but recently has begun to be used with larger crossbows as well.

Screecher Arrow: This arrow is not used in combat. Its head is shaped like a whistle and when fired it emits a shrill, high-pitched shriek. It does 1 point of damage on a successful hit.

Sculpted Shot: These large lead sling bullets are carefully crafted and dimpled in a special pattern for greater speed, distance and accuracy. Some shots bear extravagant paintings, some of which are very artistic, while others are humorous or belligerent. The makers sometimes add signatures, scriptures or even insults for the intended target.

Since the sculpted shot takes several times longer to make than a common lump of lead, it costs more, but the pickiest slingers make frequent use of them for competition or in desperate situations.

Shuriken: Though primarily listed in the Miscellaneous section of this chapter, shurikens are listed here as a reminder that some D&D rules (crafting, drawing and so forth) treat them as ammuni-

Chapter 2: Weaponry

tion. D&D players may find more information on this in Chapter 7: Equipment of the *D&D Player's Handbook*.

Sling Bullets: These lead spheres come in a leather pouch of 10, and are much heavier than stones of the same size. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Sling Bullet, War: In many battles, slingers stand considerably closer to their targets. For this reason, some armies that frequently fight in close quarters have begun using these larger bullets with a lower range increment. While the difference in damage is negligible for a single bullet, a line of military slingers using war bullets can inflict significantly more casualties.

Splinter Arrow: This arrow is composed of several thin shafts lightly bound together by a blunt head. Upon impact, the tip inflicts a painful sting and the arrow shatters. It is primarily used for warnings and in duels. This arrow deals 1d6 points of nonlethal damage. They are awkward to shoot and the archer suffers a -2 circumstance penalty to his attack roll.

Tiger Claw Arrow: This broad head inflicts slashing damage instead of piercing. Its critical range changes from 20 to 19-20 and the multiplier is x2 instead of x3.

Thunder Bolt: Thunder bolts are the common weapons of the dwarves in the Legasa Peaks, but they can be found on both sides of the mountain range for a considerable distance.

The thunder bolt is a crossbow bolt of any size that has a small amount of the material used in a thunderstone placed behind the weapon's head. When it strikes a target, the impact detonates the mini-thunderstone, but the area of effect is small. The sonic attack deafens only the creature hit by the bolt, and the Fortitude save is DC 12 instead of DC 15. The bolt shatters on impact, and inflicts only 1 point of damage.

CLUBS

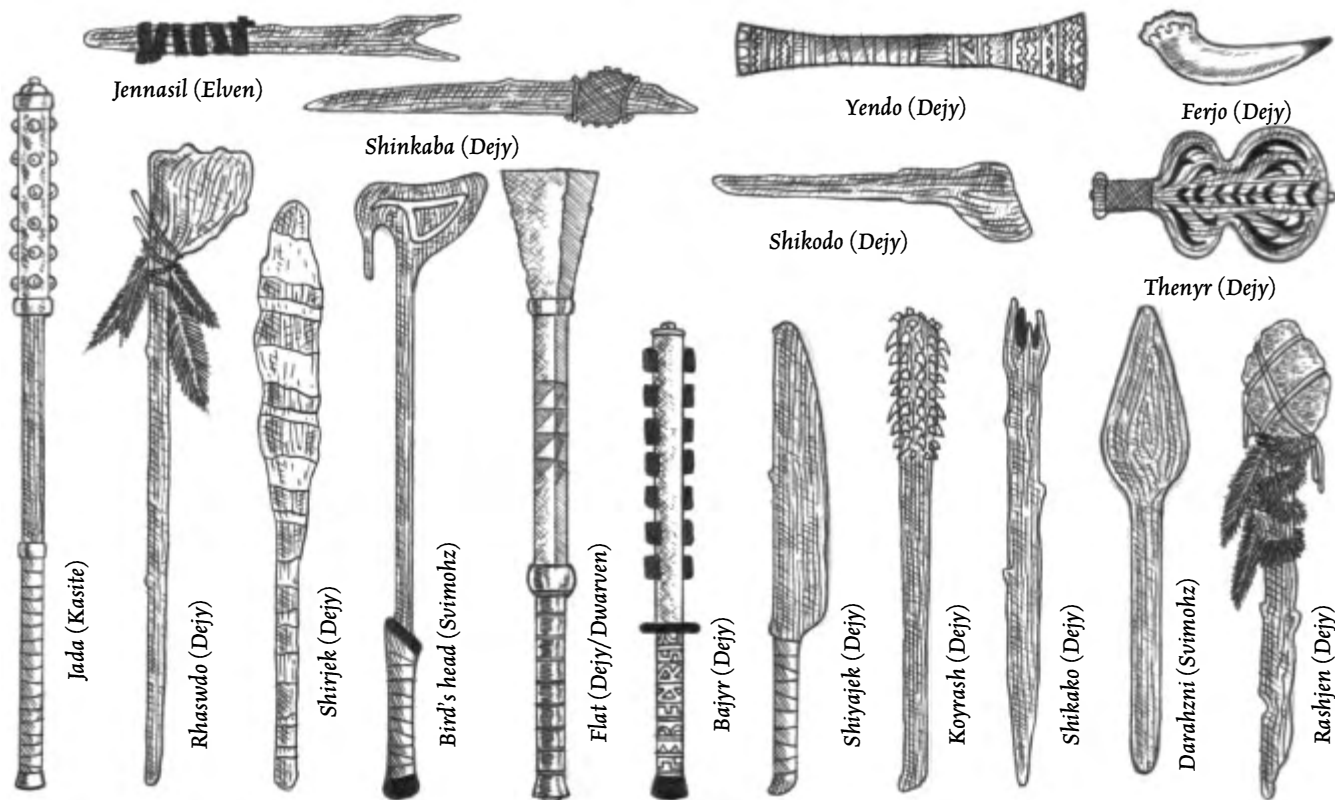
The universal weapon of most inhabitants of Tellene, the club is a very simple weapon. Most are stout wooden sticks, narrow at the grip and wider at the striking end. However, clubs can easily be improvised from chair legs, tree branches or any other blunt, stick-like object.

Other types of clubs include stone clubs, consisting of a wooden handle with an unsharpened stone head fitted to the haft by a band of animal hide. Sometimes attached to the haft of a club is a tassel of hair, either an animal's or a conquered enemy's.

Adanyr: This short wooden club is used by the Ridijo (Dejy). It is carved with an angled head, making the adanyr look as much like a boomerang as it does a club.

Aklys: Certain small Dejy tribes use this short club with an attached cord. The cord attaches to the weapon and to the wielder's arm so that he can retrieve the club quickly (a move-equivalent action) after throwing it. The aklys can be used in melee combat, as well. It is a simple weapon for melee combat, but an exotic weapon (requiring special training, i.e. an Exotic Weapon Proficiency feat) at range.

When using the aklys at range, the wielder can attempt to entangle a target rather than damage him. He suffers -4 penalty to his attack roll for this difficult maneuver, but if he hits, the victim must match or exceed the AC he hits with a Dexterity check. Such an entangled target suffers a -4 on attack rolls and AC and a -2 on saving throws. He can break the cord (break DC 23) or do 2 points of slashing damage to sever it, or spend a full round disentangling himself. The target can also grab the cord and use it to make a trip attack against the aklys wielder, though he does provoke an attack of opportunity from any characters that threaten his square.



Araminil: A short club with a tiny grip and a large head, the araminul is generally made of bone and found only in the hands of golden halflings dwelling in the Lopoliri Mountains. It is often used to bash the skulls of the dinosaurs of the region, though only those slow-moving or asleep.

Bajyr: This wooden club has a short grip and a long head fitted with stone “blades” around the edges, and is found within the Vohven Jungle.

Bird’s Head Club: This is a wooden, elaborately carved wood elf club with a large, pick-like head parallel to the shaft. The head is thought to resemble a bird’s head, or a leaf with a “stem” opposite the head. This club originates on the island of Svimohzia.

Borlarr: The mountain dwarves favor this fighting club with an axe-like head, often elaborately carved.

Chenavi: This wooden Thondehe (Dejy) club has a narrow shaft and a thick, bulbous head.

TABLE 2-4: CLUBS

Weapon	Region/User	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type*
Simple Weapons: Light Weapons								
Araminil	Halfling (Golden)	-	1d3	1d4	x2	15 ft.	1 lb.	Bludgeoning
Chenavi	Dejy (Thondehe)	-	1d3	1d4	x2	10 ft.	3 lb.	Bludgeoning
Cyreth	Elf (Dark)	12 gp	1d4	1d6	x2	10 ft.	4 lb.	Bludgeoning
Esdanor	Brandobian	-	1d3	1d4	x2	10 ft.	1 lb.	Bludgeoning
Ferjo	Dejy (Tharay)	1 gp	1d3	1d4	x2	10 ft.	1 lb.	Bludgeoning
Jennasil	Elf (Wild)	-	1d3	1d4	x2	20 ft.	2 lb.	Piercing & Bludgeoning
Jethda	Halfling (Lightfoot)	-	1d3	1d4	x2	10 ft.	2 lb.	Bludgeoning
Pig Stick	Halfling (any)	-	1d2 N	1d3 N	x2	-	1 lb.	Bludgeoning
Sap	Any	1 gp	1d4	1d6	x2	-	3 lb.	Bludgeoning
Shikodo	Dejy (Obakasek)	1 gp	1d3	1d4	x2	15 ft.	2 lb.	Bludgeoning
Thako	Dejy (Fitonshir)	-	1d3	1d4	x2	10 ft.	2 lb.	Bludgeoning
Xeazaar	Reanaarian	-	1d3	1d4	x2	10 ft.	3 lb.	Bludgeoning
Yendo	Dejy (Vohven)	-	1d3	1d4	x2	10 ft.	2 lb.	Bludgeoning
Simple Weapons: One-Handed Melee Weapons								
Adanyr	Dejy (Ridijo)	-	1d3	1d4	x2	10 ft.	2 lb.	Bludgeoning
Bajyr	Dejy (Vohven)	-	1d4	1d6	19-20/x2	-	4 lb.	Piercing & Bludgeoning
Borlarr	Dwarf (Mountain)	-	1d4	1d6	x2	10 ft.	2 lb.	Bludgeoning
Club, Simple Wooden	Any	-	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Darahzni	Meznamishii	-	1d4	1d6	19-20/x2	10 ft.	3 lb.	Bludgeoning
Darevish	Ahznomahnii	-	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Faergan	Gnome (Rock)	-	1d4	1d6	x2	-	3 lb.	Bludgeoning
Fyrkyr	Dejy (Evony)	-	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Girny	Dejy (Narhino)	-	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Goryen	Dejy (Simay)	-	1d6	2d4	x2	-	2 lb.	Bludgeoning
Jenyer	Dejy (Chinotan)	-	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Koyrash	Dejy (Simay)	2 gp	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Nelemarai	Elf (Gray)	-	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Piulnou	Gnome (Forest)	-	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Rashjen	Dejy (Narhino)	2 gp	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Shikako	Dejy (Obakasek)	2 gp	1d4	1d6	19-20/x2	10 ft.	3 lb.	Piercing & Bludgeoning
Shirjek	Dejy (Obakasek)	2 gp	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Shiyajak	Dejy (Obakasek)	-	1d4	1d6	x2	-	5 lb.	Bludgeoning
Thenshado	Dejy (Malavla)	-	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Thenyr	Dejy (Malavla)	-	1d4	1d6	x2	-	3 lb.	Bludgeoning
Truncheon	Any	-	1d3	1d4	x2	10 ft.	3 lb.	Bludgeoning
Yershar	Dejy (Chors)	4 gp	1d4	1d6	19-20/x2	10 ft.	3 lb.	Piercing & Bludgeoning
Simple Weapons: Two-Handed Weapons								
Flat	Dejy (Malavla)	-	1d8	1d10	19-20/x2	-	4 lb.	Bludgeoning
Harjor	Dejy (Byth)	-	1d4	1d6	x2	-	3 lb.	Bludgeoning
Jada	Kasite	-	1d6	1d8	19-20/x2	-	6 lb.	Bludgeoning
Pilemu	Kalamaran	-	1d8	1d10	x3	-	14 lb.	Bludgeoning
Telmarila	Elf (Wood)	-	1d6	1d8	19-20/x2	-	4 lb.	Piercing and Bludgeoning
Varshy	Dejy (Shan-Gyr)	-	1d6	1d8	x2	-	5 lb.	Bludgeoning
Martial Weapons: One-Handed Melee Weapons								
Bird’s Head	Svimohz	2 gp	1d4	1d6	19-20/x2	-	3 lb.	Piercing & Bludgeoning
Gulrayt	Gnome (Deep)	1 gp	1d4	1d6	19-20/x2	10 ft.	4 lb.	Piercing & Bludgeoning
Koyenja	Dejy (Simay)	-	1d4	1d6	19-20/x2	10 ft.	3 lb.	Piercing & Bludgeoning
Rhasedo	Dejy (Malavla)	-	1d4	1d6	x3	-	3 lb.	Bludgeoning
Shinkaba	Dejy (Obakasek)	2 gp	1d4	1d6	19-20/x2	10 ft.	3 lb.	Piercing & Bludgeoning
Martial Weapons: Two-Handed Melee Weapon								
Krangji War	Hobgoblin (Krangji)	5 gp	1d8	1d10	18-20/x2	-	10 lb.	Piercing & Bludgeoning
Exotic Weapon: Ranged Weapon								
Aklys	Dejy	10 gp	1d4	1d6	x2	10 ft.	5 lb.	Bludgeoning

* When two types are given, the weapon is both types. S = The weapon deals nonlethal damage.

Chapter 2: Weaponry

Cyreth: The cyreth is a club made of solid jade with an unusually thick head that is only carried by dark elves.

Darahzni: A wooden Meznamishii club, it has a large conical head, often shaped to resemble a dolphin, shark or other marine animal.

Darevish: This fish-shaped, wooden club with a slightly pointed head is used by the Mezh-Vowmi.

Esdanor: This wooden Brandobian club has a flattened head and round handle.

Faergan: The faergan is a wooden club favored by rock gnomes. It has a flat, spatula-like head.

Ferjo: This Tharay (Dejy) club is not much larger than a human hand and is made of bone or ivory. It tapers towards the head, rather than the handle, and resembles an animal's horn.

Flat: A wooden, elaborately carved club that consists of four flat sides and a large, sharpened four-sided head like an inverted pyramid. It is generally found on the Delnondrian islands off the Brandobian coast. Strangely, an almost identical version can also be found among the hill dwarves.

Fyrkyr: The Evony (Dejy)'s simple wooden club, it is widest in the center and tapers towards both ends.

Girny: This is a paddle-shaped wooden club, used by the Narhino (Dejy) tribe.

Goryen: This curved wooden club is used by the Simay (Dejy) and consists of a short grip and a long head fitted with the teeth of the club's victims.

Greatclub: This name describes a class of large, two-handed clubs studded with nails or spikes, and occasionally ringed with strips of iron.

Gulrayt: The deep gnomes craft this wooden club with two short iron spikes fitted to the head. The spikes are parallel to the rest of the shaft and point towards the tip for use in stabbing.

Harjor: The Byth (Dejy) favor this two-handed long wooden club. It has a squarish lower half and a rounded upper half.

Jada: This special two-handed wooden club has one end fitted with a socketed, studded iron head. It is said that this club was named after Queen Jada of Bet Kasel, who bloodily crushed the thieves' guilds of Bet Kasel in 545 I.R. It is generally found only in and around Ek'Kasel.

Jennasil: The jennasil is a wooden wild elf throwing club with a forked head and leather-wrapped grip. It is constructed with the hard wood of the laroleni tree.

Jenyer: This is a Chinotan (Dejy)'s thick wooden club with a square head and cylindrical handle.

Jethda: The jethda is a wooden lightfoot halfling club with a knotted wooden head carved like the head of a mace.

Koyenja: This long wooden club is commonly wielded by the Simay (Dejy). The koyenja has two bone or stone spikes set into the head slightly below the perpendicular. Plant resin or a cord is used to attach the spikes to the head.

Koyrash: The Simay (Dejy) also favor this thick wooden club whose head is fitted with sharpened human or humanoid teeth, although fish, reptiles or other mammals may also be used.

Krangi War Club: This specialized weapon is a large, intricately carved wooden club whose head resembles an oversized machete opposite a single curved spike.

Nelemarai: Gray elves use this thin wooden club with a rounded head.

Pig Stick: The pig stick is a tapered rod about 2 feet long that is made of light, flexible wood. Halfling farmers use this tool to keep their farm animals under control. The wielder can slap a target with a resounding whack that stings fiercely. In times of great need these tools serve as inexpensive, if clumsy, weapons. Pig sticks inflict only nonlethal damage. Halflings across Tellene use pig sticks when they can find no better weapons.

Pilemu: This two-handed wooden Kalamaran club is hollowed out and weighted with lead, particularly in the striking end.

Piulnou: Forest gnomes favor this type of club. Thin and wooden, the piulnou has a small, deeply-grooved head.

Rashjen: Like other stone clubs, this Narhino (Dejy) weapon has a stone head fitted to a wooden haft by a band of rawhide. A long tassel of animal hair is also attached to the head and wraps around the upper part of the haft.

Rhasedo: This long wooden club has a wide head that tapers towards the handle. The head is sharpened and semi-circular. Malavla (Dejy) warriors hang feathers from the head as a distraction, flicking them into the face of their opponent during combat.

Sap: A common weapon in small towns and large cities across Tellene, the sap is nothing more than a lead weight covered with leather. The sap is a favorite weapon of thieves, for it makes little to no noise and is easily concealed. It is also known as a blackjack or slung shot.

Shikako: This straight wooden club has two to four prongs carved out of the head and is wielded by the Obakasek (Dejy) tribes. The prongs are parallel to the shaft of the club, and point forward to be used for stabbing.

Shikodo: This wooden club is also typically found in the hands of Dejy within the Obakasek Jungle. It has a short head that protrudes out from the rest of the shaft.

Shinkaba: A wooden club with both ends carved to a point for use in stabbing, it is found only within the Obakasek Jungle. The upper end of this club is often decorated with deep, mesh-like grooves.

Shirjek: This roughly paddle-shaped club is carved from petrified wood. This club can be also found primarily within the Obakasek Jungle, where the Dejy who reside there carve and stain it so it will appear to be striped.

Shiyajak: The Obakasek Jungle is home to a variety of club designs, including this flat wooden club with a sharpened edge and narrow grip. The upper part of the club is twice as thick as the handle and hangs off of one side.

Telmarila: Wood elves carve these two-handed wooden clubs with intricate designs, and to points at both ends.

Thako: This is a small Fitonshir (Dejy) club carved from a single piece of red deer horn.

Thenshado: This Malavla (Dejy) whalebone club has a narrow, elaborately carved handle and one sharpened edge.

Thenyr: This is another kind of Malavlan (Dejy) club made of wood or whalebone. This particular weapon, however, is strangely shaped, possessing an hourglass shape resembling a fiddle. It is often intricately carved and/or painted.

Truncheon: This rounded wooden club is evenly weighted at both ends, and is also known as a cudgel.

Varshy: The varshy is a two-handed Shan-Gyr (Dejy)'s long wooden club that has a blunt head and slightly curved grip.

Xeazaar: This elaborately carved bone or wooden club is found in the lands around Reanaaria Bay. The grip is narrow with a pommel-like end, while the head is bulbous.

Yendo: This wooden club has a concave shaft and is fitted with a carved stone head. It is generally found only in the Vohven Jungle. The handle is wrapped in cane reeds or vines.

Yershar: Only a shaman of the Chors (Dejy) possesses this ironwood club. The head is often fitted with a round stone for extra bludgeoning power, or a stone spike for piercing attacks.

DAGGERS AND KNIVES

In its simplest form, a knife is a lightweight, single-edged piece of metal about 6 inches long, with a grip made of wood, horn or metal. A dagger is simply a double-edged knife. Most knives and daggers have either a crossbar hilt or no hilt at all. Many of the knives and daggers of Tellene are crafted to be as beautiful as they are dangerous, particularly those made in the well-populated areas. Even nobles and royalty are known to carry knives to defend their lands, homes and themselves. Though they may have an army in front of them, sometimes it just isn't enough, especially when faced with an assassin in a lonely castle corridor.

When appearing before a royal court, daggers often replace swords and other weapons, as few courts allow swords to be worn before their king. This allows a visitor to retain a weapon for personal protection, though of course the guards still carry swords (and often other weapons) for the protection of the regent.

Both knives and daggers are common secondary weapons throughout Tellene.

The following text lists the many varieties of knives and daggers to be found on Tellene. For a standard dagger, see the *D&D Player's Handbook*.

Aljelah: Lightfoot halflings use this broad, single-edged blade with a plain rhagyri grip. On a short chain attached to the scabbard are several grooming tools (combs, nail cleaners, etc.). This knife is also called the "cleaner" by halflings and less complimentary names by larger, coarser humanoids.

Amasila: This leaf-shaped wild elf dagger is carved from wood. It is worn fastened to the user's wrist with a cord.

Arumin: This curved, single-edged knife is favored by golden halflings. It can be used to eviscerate an opponent with short, upward ripping strikes.

Bayondri: The Thondehe (Dejy) have crafted this a single-edged knife with no guard. It is usually stored in a wooden sheath.

Bayonet: This long, thin-bladed dagger is designed to be mounted on a second weapon or item, such as a crossbow or a bard's musical instrument. When mounted in this fashion, the bayonet counts as a weapon of that size (for example, a bayonet mounted on a heavy crossbow is considered a Medium weapon).

Berayt: This rock gnome's dagger possesses a long, grooved blade decorated with silver inlays and a small guard.

Bill: The bill knife is shaped like a billhook, with a forward-facing semi-circular curved blade with the cutting edge on the inside. The handle is usually wood with no guard. Most of these weapons look like a bill (the pole arm) that has lost most of its haft. Ornate versions that closely resemble an exotic short sword exist, but they are rare.

The bill knife is especially popular in agricultural settlements, although it is common enough that anyone who needs a short blade may find one. Of all the non-humans, halflings use the bill knife most often. The bill knife, like other weapons with a forward curve, makes a poor missile weapon because of its imbalance. The bill knife is most commonly used in the Young Kingdoms and northern Kalamar.

Bobdkin: This thrusting dagger has a hilt and guard and is made entirely of steel.

Bolo: This is a heavy, single-edged Malavla (Dejy) knife with an elaborately decorated handle and scabbard. It is often confused with the rope-like weapon of a similar name (bola).

Bracelet Dagger: The bracelet dagger is a straight, double-edged blade attached to a crossbar hilt with a narrow tang and another special attachment. The scabbard attaches to a wrist bracelet so that the dagger may be strapped to the forearm and concealed by the



Jykni (Dejy)



Kidney Dagger (Brandobian)



Dirk (Brandobian)



Horn (Dejy/ Fhokki)



Fantail (Svimohz)



Forked Tongue (Svimohz)



Bracelet (Reanaarian)



Roshary (Dejy)



Eandarba (Dejy)



Kytodra (Reanaarian/Dejy)



Celaarau (Reanaarian)



Daran (Dejy)



Ralanu (Dejy)



Gorena (Dejy)



Forked Punching (Dejy)



Goredar (Dejy)

TABLE 2-5: DAGGERS AND KNIVES

Weapon	Region/User	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type*
Simple Weapons: Light Weapons								
Aljelah	Halfling (Lightfoot)	3 sp	1d3	1d4	19-20/x2	-	1 lb.	Slashing and Piercing
Amasila	Elf (Wild)	2 gp	1d3	1d4	x3	10 ft.	1 lb.	Piercing
Arumin	Halfling (Golden)	3 sp	1d3	1d4	19-20/x2	-	1 lb.	Slashing
Bajondri	Dejy (Thondehe)	2 gp	1d3	1d4	19-20/x2	10 ft.	2 lb.	Slashing and Piercing
Bayonet	Any	5 gp	1d3	1d4	X3	-	1 lb.	Piercing
Berayt	Gnome (Rock)	2 gp	1d3	1d4	x2	10 ft.	1 lb.	Slashing and Piercing
Bill	Any	2 gp	1d3	1d4	x2	10 ft.	1 lb.	Slashing and Piercing
Bodkin	Any	2 gp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Bolo	Dejy (Malavla)	2 gp	1d3	1d4	x2	-	1 lb.	Slashing
Bracelet	Dejy (Khydoban)	3 sp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Brovdelel	Mendarn	2 gp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Bruthal	Gnome (Forest)	2 gp	1d3	1d4	x2	20 ft.	1 lb.	Piercing
Butcher	Any	2 gp	1d3	1d4	x2	10 ft.	1 lb.	Slashing
Cansa	Gnome (Deep)	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Celaarlau	Reanaarian	2 gp	1d3	1d4	x2	10 ft.	1 lb.	Slashing and Piercing
Chekado	Dejy (Malavla)	3 sp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Chelora	Dejy (Malavla)	2 gp	1d3	1d4	19-20/x2	20 ft.	1 lb.	Slashing
Chevara	Dejy (Malavla)	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Slashing
Chosnyr	Dejy (Yatak)	2 gp	1d3	1d4	x2	10 ft.	1 lb.	Slashing and Piercing
Colinalei	Elf (Wild)	3 sp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Slashing
Culiraleen	Elf (High)	3 sp	1d4	1d6	19-20/x2	10 ft.	2 lb.	Slashing
Dagger	Any	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Piercing
Dagger, forked punching	Dejy (Khydoban)	4 gp	1d4	1d6	x3	-	2 lb.	Piercing
Dagger, guarded punching	Dejy (Khydoban)	23 sp	1d3	1d4	x3	-	2 lb.	Piercing
Dagger, parrying	Any	4 gp	1d3	1d4	18-20/x2	-	1 lb.	Piercing
Damak	Dwarf (Mountain)	3 sp	1d4	1d6	19-20/x2	10 ft.	2 lb.	Slashing and Piercing
Daran	Dejy (Khydoban)	3 sp	1d3	1d4	x2	10 ft.	1 lb.	Slashing and Piercing
Dirk	Any	2 gp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Durgrum	Dwarf (Stone)	3 sp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Durlven	Elf (Dark)	3 sp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Endarba	Dejy (Khydoban)	3 sp	1d4	1d6	19-20/x2	10 ft.	2 lb.	Slashing and Piercing
Enkako	Dejy (Defohy)	2 gp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Enshajen	Dejy (Fitonshir)	2 gp	1d4	1d6	x2	10 ft.	1 lb.	Slashing and Piercing
Faertam	Gnome (Forest)	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Fantail	Svimohzish	3 sp	1d3	1d4	19-20/x2	-	1 lb.	Slashing
Forakek	Dwarf (Hill)	4 gp	1d3	1d4	x2	10 ft.	1 lb.	Slashing and Piercing
Forked Tongue	Svimohzish	3 sp	1d3	1d4	19-20/x2	-	1 lb.	Slashing
Gonayl	Paruvian	2 gp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Goredar	Dejy (Khydoban)	3 sp	1d3	1d4	19-20/x2	20 ft.	2 lb.	Slashing and Piercing
Gorena	Dejy (Khydoban)	3 sp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Gyrnaj	Dejy (Khydoban)	3 sp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Hananerai	Elf (Gray)	3 sp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Henash	Dejy (Chinotan)	1 gp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Horn	Any	3 sp	1d3	1d4	x2	20 ft.	1 lb.	Piercing
Huralimar	Elf (Gray)	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Ilthamin	Eldoran	3 sp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Izhanaz	Ozhvinishii	3 sp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Jamahka	Dejy (Khydoban)	2 gp	1d3	1d4	x2	-	1 lb.	Slashing
Jomaralan	Elf (Gray)	2 gp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Jorajo	Dejy (Malavla)	2 gp	1d4	1d6	x2	10 ft.	2 lb.	Slashing and Piercing
Jykni	Dejy (Ridjio)	2 gp	1d3	1d4	19-20/x2	20 ft.	1 lb.	Slashing and Piercing
Jynjen	Dejy (Shan-Gyr)	2 gp	1d4	1d6	x2	10 ft.	1 lb.	Slashing and Piercing
Kapravan	Halfling (Lightfoot)	3 sp	1d3	1d4	x2	10 ft.	1 lb.	Slashing and Piercing
Kelukhar-Graz	Hobgoblin (Kargi)	2 gp	1d3	1d4	x3	10 ft.	1 lb.	Piercing
Khotharr	Slennish	2 gp	1d3	1d4	x2	-	1 lb.	Piercing
Khytodra	Dejy (Khydoban)	3 sp	1d4	1d6	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Kidney	Any	3 sp	1d3	1d4	x2	-	1 lb.	Piercing
Kingaz-Karkuul	Hobgoblin (Krangi)	2 gp	1d4	1d6	x2	10 ft.	1 lb.	Slashing and Piercing
Knife	Any	5 sp	1d3	1d4	19-20/x2	10 ft.	0.5 lb.	Slashing and Piercing
Knife, folding	Any	3 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Piercing or Slashing
Koeji	Dejy (Malavla)	2 gp	1d3	1d4	19-20/x2	20 ft.	1 lb.	Slashing and Piercing
Koyseth	Dejy (Defohy)	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Piercing
Kurj	Dejy (Murs)	3 sp	1d3	1d4	19-20/x2	20 ft.	1 lb.	Slashing
Kylahal	Dejy (Malavla)	2 gp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Lianorea	Reanaarian	4 gp	1d4	1d6	x3	10 ft.	1 lb.	Piercing
Main Gauche	Young Kingdoms	4 gp	1d3	1d4	x3	20 ft.	1 lb.	Piercing
Makkran-Darnatt	Hobgoblin (Krangi)	3 sp	1d4	1d6	19-20/x2	10 ft.	2 lb.	Slashing
Malcrenel	Cosdolite	2 gp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Mal'Ran	Tarisatan	3 sp	1d3	1d4	x2	-	1 lb.	Piercing

TABLE 2-5: DAGGERS AND KNIVES (CONTINUED)

Weapon	Region/User	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type*
Simple Weapons: Light Weapons (continued)								
Maraba	Kalamaran	3 sp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Melawerai	Elf (Wood)	3 sp	1d3	1d4	x2	-	1 lb.	Piercing
Melka	Dejy (Byth)	2 gp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Meramin	Halfling (Golden)	2 gp	1d3	1d4	x2	-	1 lb.	Piercing
Mundon	Pel Brolenese	2 gp	1d4	1d6	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Nagraz-Nakhaz	Hobgoblin (Krangi)	2 gp	1d4	1d6	x2	20 ft.	2 lb.	Slashing
Norn-Dar	Dejy (Tharay)	2 gp	1d3	1d4	x2	20 ft.	1 lb.	Piercing
Nrestam	Gnome (Rock)	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Nyja	Dejy (Simay)	2 gp	1d3	1d4	x3	10 ft.	1 lb.	Piercing
Ortakk	Torakki	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Pilora	Dejy (Malavla)	3 sp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
P'Lamaki	Tarisatan	2 gp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Rakknor	Tharggy	3 sp	1d4	1d6	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Ralanu	Dejy (Malavla)	3 sp	1d4	1d6	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Rautan	Dejy (Malavla)	3 sp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Rem'Sar	Kalamaran	2 gp	1d4	1d6	19-20/x2	10 ft.	2 lb.	Slashing and Piercing
Rikisha	Dejy (Narhino)	2 gp	1d4	1d6	x2	10 ft.	1 lb.	Piercing
Roshary	Dejy (Khydoban)	3 sp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Roundel	Any	2 gp	1d4	1d6	x2	-	1 lb.	Piercing
Sati'Dar	Kasite	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Satiri	Pekalese	2 gp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Selenirad	Elf (Wood)	3 sp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Slashing
Sharahznam	Zazahni	3 sp	1d4	1d6	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Sharatel	Elf (High)	3 sp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Shynevi	Dejy (Murs)	2 gp	1d3	1d4	19-20/x2	20 ft.	1 lb.	Slashing
Silkra-Brazog	Hobgoblin (Kargi)	4 gp	1d3	1d4	x2	-	1 lb.	Piercing
Sorka	Fhokki	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Sorykarra	Tharggy	2 gp	1d3	1d4	x3	10 ft.	1 lb.	Piercing
Stiletto	Young Kingdoms	2 gp	1d3	1d4	x2	-	1 lb.	Piercing
Stiletto, Bloodthorn		12 gp	1d2	1d3	x2	-	0.5 lb.	Piercing
Tak'Livek	Kalamaran	2 gp	1d4	1d6	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Thakylo	Dejy (Chors)	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Thinath	Dejy (Anyth)	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Tindrer	Gnome (Deep)	2 gp	1d4	1d6	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Triangular	Any	3 sp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Triple	Eldoran	6 gp	1d3	1d4	x2	-	1 lb.	Piercing
Tularelin	Elf (High)	3 sp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Urgad	Dwarf (Stone)	3 sp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Vaknaraz-Thal	Hobgoblin (Brindonwood)	4 gp	1d3	1d4	x2	20 ft.	1 lb.	Piercing
Vaovazaar	Reanaarian	2 gp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Venkyr	Dejy (Chinotan)	2 gp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Vijoran	Dejy (Khydoban)	1 gp	1d4	1d6	19-20/x2	10 ft.	2 lb.	Slashing
Weremar	Elf (Dark)	3 sp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Xaraiz	Reanaarian	2 gp	1d3	1d4	x2	-	1 lb.	Piercing
Yenkevi	Dejy (Shan-Gyr)	2 gp	1d3	1d4	x2	10 ft.	1 lb.	Piercing
Yulvaln	Brandobian	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Zarmeßk	Dwarf (Hill)	3 sp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Slashing and Piercing
Martial Weapons: Light Weapons								
Kukri	not on Tellene	8 gp	1d3	1d4	19-20/x2	-	2 lb.	Slashing
Tear Knife	Halfling (any)	2 sp	1d2	1d3	x2	-	-	Piercing
Exotic Weapons: Light Weapons								
Kori	Dejy (Tharay)	8 gp	1d3	1d4	18-20/x2	-	3 lb.	Slashing and Piercing

* When two types are given, the weapon is both types.

wearer's sleeves. The bracelet dagger is generally found on the eastern shore of Reanaaria Bay, though it has slowly begun to migrate to the western bank and beyond.

Brovdelel: This small Mendarn dagger is carried under the armpit.

Bruthal: Forest gnomes are often found with this small, intricately carved and engraved single-edged knife. These knives are also used for throwing, and are carried in small pockets on the scabbard of a sword.

Butcher: This large single-edged knife is some 10 to 12 inches long, including the wooden handle. The butcher knife is used for

cutting meat in preparation for cooking, and is used in all civilized areas of Tellene. The blade is two to three times as wide as the handle and may be straight or slightly curved, and with or without a point.

Cansa: This is a double-curved, double-edged deep gnome dagger.

Celaarlau: This heavy, curved Reanaarese knife possesses a large spur on the cutting edge and a roundommel.

Chekado: This slightly curved, single-edged knife with a namlyr hilt is one of several knives favored by the Malavla (Dejy).

Chapter 2: Weaponry

Chelora: This heavily curved, single-edged Malavla (Dejy) knife has a looping handle and knuckle guard. The blade curves in a crescent shape in a direction opposite that of the handle.

Chevara: Only monks of the Raiser from the island of Malavla use this double-sided, sickle-like dagger. While both sides are sharpened, one side is straight and serrated near the down-angled tip, while the other side is concave and not serrated.

Choshnyr: Yatak (Dejy) favor this single-edged, curved knife with a short, sword-like grip.

Colinalei: This short, single-edged wild elf knife has its grip set at a 30 degree angle to the blade edge.

Coliraleen: This sickle-shaped high elf knife has no guard.

Dagger, Forked Punching: This weapon resembles a normal punching dagger, except that where the punching dagger has one blade, this has two blades, each half the width of that of the standard punching dagger. This weapon originates in the lands of the Khydoban, but may now be found throughout much of the eastern half of Tellene.

Dagger, Guarded Punching: This is a normal punching dagger with an extra hand guard designed to protect the back of the wielder's hand.

Dagger, Parrying: This long, straight dagger features upturned quillons and a hand guard. Some parrying daggers are spring-loaded and designed to split into three blades at the simple push of a button. The parrying dagger is designed to parry an opponent's weapon and then break it, while its close relative, the main gauche dagger is best only for parrying.

Dagger, Punching: This straight, double-edged dagger has a unique handle design. The handle is composed of two parallel iron

bars connected by two perpendicular crossbars. One of the crossbars attaches in the middle of the side bars and the other attaches at the top of the side bars and is fastened to the blade. The wielder grips the middle crossbar, which functions as a handgrip, and uses the weapon in a punching motion to pierce armor, specifically chain mail. Most punching dagger designs are believed to originate in the Khydoban Desert.

Damak: This mountain dwarf's knife possesses a heavy, single-edged, crescent-shaped blade set at a 40 degree angle to the hilt.

Daran: This exotic, double-edged dagger is used by the Dejy in and around the Khydoban, and features a double-curved blade. The blade, hilt and guard are always forged as one single piece.

Dirk: This straight, single-edged Brandobian knife has a tapering, conical grip. The hilts are often decorated with thin iron strips. The dirk is a common weapon in the Sovereign Lands.

Durgrum: The stone dwarves use this straight-bladed knife with a reinforced tip for thrusting attacks.

Durlven: Dark elves forge this straight, heavy-bladed knife.

Endarba: This knife possesses a short, wide, single-edged blade set on a long narrow handle, making the weapon appear more like an axe than a knife. This ancient weapon, coming from the ruins of the Khydoban Desert, conceals an even smaller blade in the handle.

Enkako: This double-edged Defohy (Dejy) dagger features a narrow handle and a large round pommel.

Enshajen: Fitonshir (Dejy) favor this broad, single-edged knife.

Faertam: This small, single-edged, single-curved dagger is used by forest gnomes.

Fantail: This wide-tipped slashing dagger originates on Svimohzia. Its grip is half the size of a typical knife.



Chekado (Dejy)



Pilora (Dejy)



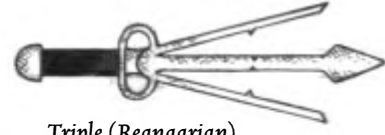
Chevara (Dejy)



Chelora (Dejy)



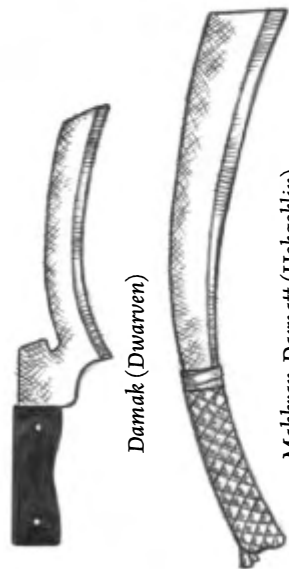
Norn-Dar (Dejy)



Triple (Reanaarian)



Amasila (Elven)



Damak (Dwarven)



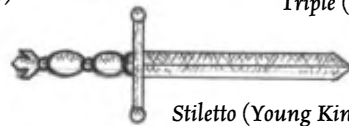
Maktran-Darmatt (Hobgoblin)



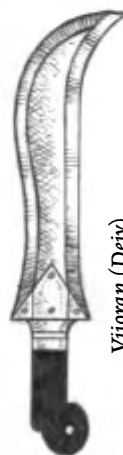
Jorojo (Dejy)



Kori (Dejy)



Stiletto (Young Kingdoms)



Vijoran (Dejy)



Main Gauche (Young Kingdoms)



Kylahal (Dejy)



Ravtan (Dejy)

Forakek: This thick, single-edged hill dwarf knife is similar to a small chopper in appearance, but lacks the serrated edge. The concave wooden hilt is almost always inlaid with brass or copper.

Forked Tongue: The forked tongue dagger is a variation on the fantail dagger. The tip is forked like a serpent's tongue and it splits 3 inches before the tip. It is most commonly found on the island of Svimohzia, where it originates.

Gonayl: This small single-edged Paruvian knife is often carried in the owner's boot top.

Goredar: This double-edged dagger was discovered in the ancient Khydoban ruins. The seashell-like grip of this weapon includes three sharp hooks that fit between the wielder's fingers. This allows the wielder to attack with either the blade or the hooks. However, this weapon is too small to be used as a double weapon.

Gorena: The gorena is a straight, double-edged dagger with a wide, flat crossbar guard. Just before the end of the grip and right above the pommel is another set of thinner bars that curves upward. The gorena originates in the lands of the Khydoban.

Gyrnaj: This curved knife has an edge on the concave side, and a horn or bone hilt. It is rumored to originate in the ruins of the Khydoban Desert.

Hanainerai: This single-edged knife's blade and hilt are inlaid with silver. Gray elves are fond of this knife, and often carry a writing implement in the scabbard along with it.

Henash: The Chinotan (Dejy) use this short, thin-bladed thrusting knife.

Horn: This is a curved, thrusting dagger made of carved animal horn, usually a deer's. Horn daggers are generally found in desert or arctic regions where there is little or no access to metal. They are most commonly used by Dejy or Fhokki.

Huralimar: This single-edged gray elf knife has a convex blade.

Ilthamin: The Eldoran manufacture this short, single-edged knife.

Izhanaz: The izhanaz is a broad, double-edged Ozhvnmishii dagger.

Jamahka: This curved dagger is specifically designed for slashing attacks.

Jomaralan: The gray elves decorate this double-edged dagger with arcane runes, and always wear it on their left side. One edge of the jomaralan is straight, while the other is double-curved. The handle is a rhagyr grip.

Jorajo: This Malavla (Dejy) knife features a heavy, irregularly shaped blade.

Jykni: The jykni is a double-edged, double-curved Ridijo (Dejy) dagger which features a fuller (deep groove) along the blade. It also has a wide pommel and attached knuckle guard.

Jynjen: This broad, single-edged Shan-Gyr blade has a curved handle and is sheathed in an elaborately decorated wooden scabbard.

Kapravan: This straight lightfoot halfling knife possesses a long, curved handle.

Kelukhar-Graz: Kargi warriors favor this large, single-edged, single-curved war knife. Its blade broadens as it draws away from the grip.

Khotharr: This small, triangular-sectioned Slennish blade is used for thrusting attacks.

Khytodra: This straight, double-edged dagger has an unusually wide blade at the hilt that comes to a needle-like point at the tip.

The khytodra is worn on the belt or the back and drawn with the left hand. It is typically found on the eastern shore of Reanaaria Bay.

Kidney Dagger: The kidney dagger has a heavy thrusting blade fixed to a wooden handle, and a thick hand guard formed by two forward-pointing crossbars. It is primarily found in Brandobia, though its use has spread to other lands as well.

Kingaz-Karkuul: Resembling a small chopper, this is a wide-bladed, single-edged Krangi knife with a wide guard.

Knife, Folding: This small knife's blade is attached to a hinge that allows it to be folded back into the handle. This gives the user a +2 circumstance bonus on Sleight of Hand checks, when attempting to conceal the knife on her person.

Koeji: This is a single-edged Malavlan (Dejy) knife with a rhagyr grip. When going into battle, the koeji is worn on the left side. In peacetime, or when expecting peaceful visitors, the koeji is worn on the right side.

Kori: The iron kori is burnished to a mirror-like sheen, and traditionally carried in a leather scabbard. Both hilt and blade form a continuous curve. The sharp edge of the blade is on the inside of the curve. The point is quite sharp as well and this Dejy weapon works equally well for piercing or slashing attacks. In the hands of an experienced wielder, the kori can be a most formidable weapon. Many a foolhardy Kalamaran adventurer armed with a massive longsword has been eliminated by a fast Tharay (Dejy) who suddenly crouches below the sword's reach and strikes upward, ripping the adventurer open in a single blow. In combat, this technique can also be very effective against the enemy's horses.

All koris come with two small knives kept in a small case attached to the sheath. These knives are very similar to the kori itself, but smaller and made of bronze.

Koyseth: This is a broad, slightly curved, single-edged Defohy (Dejy) knife.

Kukri: This heavy, curved dagger does not exist on Tellene. Characters wishing to use one should choose the kori, the closest relative to the kukri. (It is included only for completeness.) D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Kurj: This double-edged Murs (Dejy) dagger is shaped like a sickle.

Kylahal: The Malavla (Dejy) craft this double-edged dagger by attaching a large iron spearhead to a handle with no guard.

Lianorea: This is a straight, single-edged Reanaarese knife.

Main Gauche: This double-edged dagger is fitted with a triangular guard. This intricately detailed guard often has prongs with which to parry an opponent's blade. The main gauche is most effective as an off-hand weapon for users trained in wielding two weapons at once. The main gauche is most common among humans living in the Young Kingdoms.

Makkran-Darnatt: This is a large, curved, single-edged knife with a scimitar-like blade and a wooden grip reinforced by iron bands. This special knife is used solely by the Krangi, and only during executions, usually those of a political nature. A Krangi found wielding this knife as a personal weapon will certainly lose honor and be shunned among other hobgoblins.

Malcrenel: A pocket on a Cosdolite sword scabbard may hold this small single-edged knife.

Mal'Ran: This thin Tarisatan thrusting dagger is made entirely out of steel.

Chapter 2: Weaponry

Maraba: Kalamaran soldiers often carry this straight, double-edged dagger as a “back-up” weapon.

Melawerai: The wood elves have created this folding knife with a single-edged, leaf-shaped blade and a slightly curved handle. The blade can fold into the handle, making the entire knife no longer than 4 inches.

Melka: This double-edged dagger with a wooden handle is used by the Byth (Dejy).

Meramin: Golden halflings use this tiny thrusting knife.

Mundon: This single-edged, slightly curved Pel Brolenese knife has a guard that is wider than the grip.

Nagraz-Nakhaz: The Krangi carry this heavy, single-edged knife in a wooden scabbard.

Norn-Dar: This iron Tharay (Dejy) blade does not have a single flat blade, but rather three half-blades that form a triangular shape when viewed along the handle. The brass handle is always intricately carved to represent a predatory animal.

Nrestam: This double-edged, straight-bladed rock gnome's dagger possesses a thin handle that curves almost 90 degrees away from the blade.

Nyja: This thin-bladed dagger is used by the Simay (Dejy) only to deliver the killing blow to a dying or unconscious foe.

Ortakk: The Torakki use this knife with a straight blade and a bone or ivory handle, and sheath it in a decorated leather scabbard.

P'Lamaki: This is a short, single-edged Tarisatan knife.

Pilora: This heavy, single-edged, double-curved knife is another favored by the Malavla (Dejy).

Rakknor: This long, straight, double-edged Tharggy dagger has a handle made of horn inlaid with silver.

Ralanu: This is a curved, double-edged Malavla (Dejy) dagger with a rhagyr grip.

Rautan: This short, single-edged knife has a long and elaborately carved wooden handle. It is generally found on the Delnondrian Islands off the Brandobian coast.

Rem'Sar: This sickle-shaped, double-edged dagger is used exclusively by Kalamaran gladiators.

Rikisha: Narhino (Dejy) use this curved, single-edged knife.

Roshary: This double-bladed dagger has one curved blade at each end of the grip. The roshary originates in the ruins of the Khydoban Desert. It is too small to be used as a double weapon.

Roundel: This common thrusting dagger has a flat triangular blade. Its guard and pommel are composed of two parallel discs.

Sati'Dar: This single-edged Kasite knife is worn hidden in the wielder's sleeve.

Satiri: The Pekalese favor this double-edged iron dagger. The satiri is always carried in a sheath, and custom dictates that it is only unsheathed when in use.

Selenirad: This straight-edged wood elf knife possesses a curved hilt and is worn in a wooden sheath.

Sharahznam: This is a double-edged Zazahni dagger with one serrated edge.

Sharatel: This leaf-shaped, double-edged high elf dagger is worn on a cord around the neck.

Shynevi: The Murs (Dejy) craft this double-edged dagger with a sickle-shaped blade.

Silkra-Brazog: Only Kargi leaders possess this small, slightly curved, single or double-edged dagger. The silkra-brazog ornamental dagger is used solely to commit ritual suicide.

Sorkka: This straight, double-edged Fhokki dagger features a blade and hilt that are often richly decorated and engraved.

Sorykarra: This thin Tharggy knife has a single-edged steel blade and a heavy ivory or horn hilt. It is designed specifically to penetrate armor.

Stiletto: This thrusting dagger has a crossbar hilt and blade forged from a single piece of iron. It can be found in most lands, but is most common in the Young Kingdoms.

Tak'Livek: This steel Kalamaran dagger has a broad, tapering double-edged blade.

Tear Knife: Halflings use this curiously shaped knife. The blade of the tear knife is shaped as a flat teardrop, with the pointed end curved sharply towards the grip. It has a razor edge on both sides. Its design makes them excellent throwing weapons and takes advantage of the halfling racial bonus with such weapons.

Tear knives are easy to conceal and are thus popular with halfling rogues, especially burglars. Their sharp edges are also useful for cutting strings, straps and thin rope. Due to the dangers of a stray nick (and perhaps on moral principles), halflings never poison these knives.

Thakylo: This Chors (Dejy) dagger features a curved, double-edged blade. They are worn on a cord around the neck, and are always elaborately decorated and inlaid with precious metals.

Thinath: Anyth (Dejy) wear this wedge-shaped dagger.

Tindrer: The heavy, single-edged deep gnome knife known as the tindrer has a straight-backed blade that curves slightly upward on the sharpened side.

Triangular: This dagger is named because of its broad and thick triangular head.

Triple: The triple dagger is a spring-operated parrying dagger. When a button on the hilt is pressed, what appears to be a single blade splits into three blades of almost equal size. When closed, it functions exactly as a normal dagger. This weapon is said to originate in Eldor, though it can be found throughout continental Tellene.

Tularelin: This is a double-edged, elaborately decorated high elf dagger.

Urgad: Stone dwarves use this straight, single-edged, thin knife with no guard.

Vaknaraz-Thal: This double-edged dagger is used by the hobgoblin tribes of the Brindonwood. The blade is made from chiseled quartz and glued with tree resin to a wooden handle.

Vaovazaar: This single-edged Reanaarese knife has no guard and comes with an elaborately decorated hilt and scabbard.

Venkyr: This is a short, single-curved, thin-bladed Chinotan (Dejy) knife.

Vijoran: The vijoran is a broad-bladed, double-edged dagger with a straight, intricately decorated hilt. The tip of the blade curves 90 degrees away. It is generally found in and around the Khydoban Desert. It is worn by thrusting the blade into a belt, and never in a scabbard.

Weremar: This heavy, double-edged, single-curved piercing knife is carried by dark elves.

Xaraiz: Similar to a bracelet dagger, this thin-bladed Reanaarese thrusting knife with a cross-shaped hilt is also sometimes worn in a scabbard strapped to the wrist.

Yenkevi: The Shan-Gyr (Dejy) use this straight-bladed, double-edged iron dagger.

Yulvaln: This single-edged Brandobian dagger has a broad blade.

Zarmek: This hill dwarf dagger features a slightly double-curved steel blade and a rhagyr grip.

FLAILS AND WHIPS

Ball and Chain: This simple flail consists of a smooth iron ball attached to a wooden handle by a short chain. Unlike many flails, the ball is not spiked or studded in any way. The ball and chain follows the same rules as the heavy flail.

Bullwhip: A bullwhip is a special whip composed of 8 to 16 strips of leather woven around a smaller whip of 4 to 8 strips of leather. The whip extends 25 feet, and the last 6 inches, sometimes specially hardened, are known as the popper. The popper is the part of the whip that can deal damage when the whip is “cracked”.

The handle for a bullwhip varies, but is usually either made of wood or cane, and is typically wrapped in leather but sometimes left bare. Though normally used only to herd animals, the bullwhip can also be used in combat. When used to attack, however, the wielder must whip it backwards first before he can crack it forward to strike opponents in front of him. Companions of any whip wielder should always be wary of their marching order (those less than 10 feet or so behind the wielder suffer a normal attack, using the wielder’s attack roll and their normal Armor Class). D&D players should further consult the standard whip rules in Chapter 7: Equipment of the Player’s Handbook, as these also apply.

Cat O’ Nine Tails: This particularly vicious Brolesese weapon consists of a wooden handle to which nine short leather thongs are

attached. Each thong is knotted at the end and fitted with a spike or jagged piece of iron that does normal, not nonlethal, damage.

Chonevi: The Malavla (Dejy) favor this whip constructed of a long, cylindrical wooden handle attached to a short whip made of leather or hair. At the end of the whip is a large knot.

D&D players should note the following: A chonevi whip deals nonlethal damage, and no damage to any creature with even a +1 armor bonus or at least a +3 natural armor bonus. A chonevi gives a +1 bonus to the wielder’s attack rolls when attempting to disarm an enemy (including the opposed attack roll to avoid being disarmed if the wielder fails to disarm his enemy). This weapon cannot be used to make trip attacks.

Enshoyen: The enshoyen is a whip made of leather or cord that is bound to the side of a wooden handle, usually with tight cord. It is typically found in and around the city of Thygasha, on the eastern side of Reanaaria Bay.

D&D players should note the following: An enshoyen whip deals nonlethal damage, and no damage to any creature with even a +1 armor bonus or at least a +3 natural armor bonus. An enshoyen gives a +1 bonus to the wielder’s attack rolls when attempting to disarm an enemy (including the opposed attack roll to avoid being disarmed if the wielder fails to disarm his enemy). This weapon cannot be used to make trip attacks.

Falada: This Malavla (Dejy) flail is composed of two wooden rods attached together by a short chain. One rod is sharpened and is half the length of the other rod. D&D players should further consult the heavy flail rules in Chapter 7: Equipment of the Player’s Handbook, as these also apply.

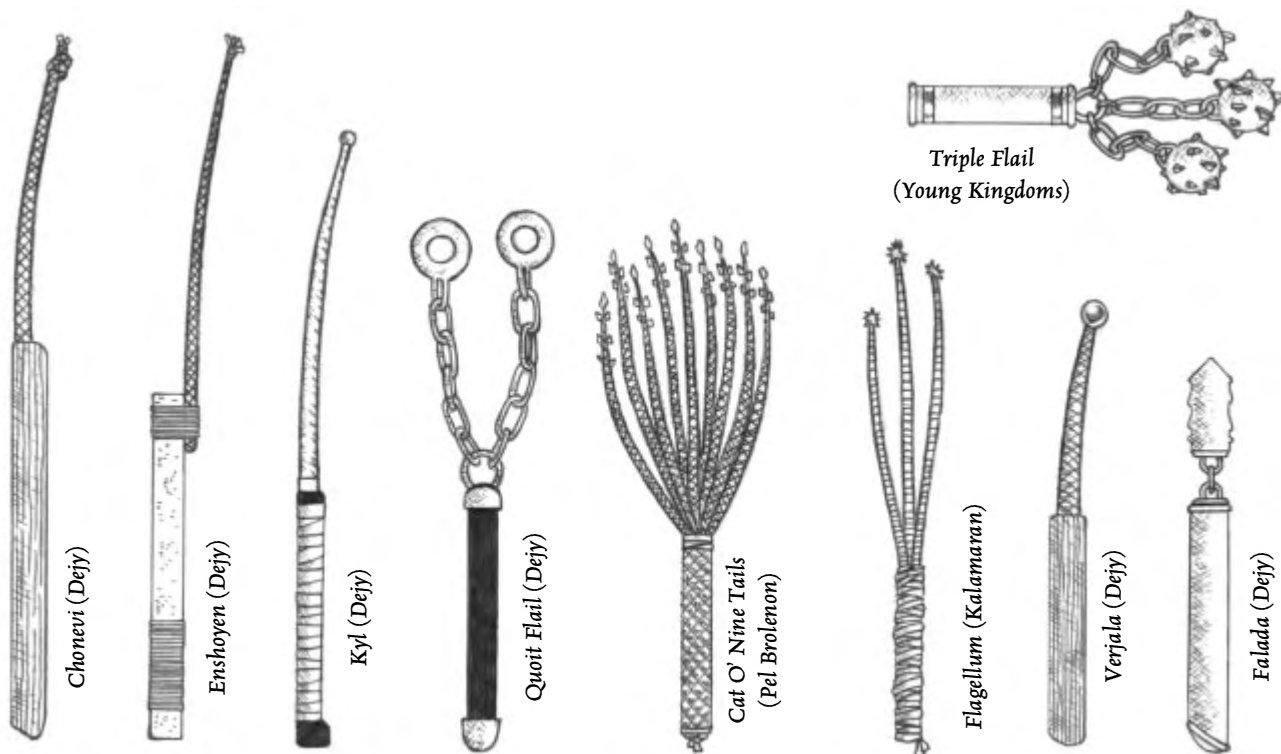
Flagellum: This three-pronged Kalamaran whip features a wooden handle. At the end of each prong, a leather ball is knotted.

D&D players should note the following: A flagellum deals nonlethal damage, and no damage to any creature with a +2 armor bonus or at least a +4 natural armor bonus. This weapon cannot be used to make trip attacks or disarm an enemy.

TABLE 2-6: FLAILS AND WHIPS

Weapon	Region/User	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type*
Martial Weapons: One-Handed Weapons								
Cat O Nine Tails	Pel Brolesese	2 gp	1d2	1d3	x2	-	3 lb.	Slashing
Chonevi	Dejy (Malavla)	2 gp	1 N	1d2 N	x2	-	3 lb.	Bludgeoning
Enshoyen	Dejy (Khydoban)	2 gp	1 N	1d2 N	x2	-	3 lb.	Slashing
Flagellum	Kalamaran	10 gp	1d4 N	1d6 N	x2	-	2 lb.	Bludgeoning
Flail, Light (Horseman’s)	Any	8 gp	1d6	1d8	x2	-	5 lb.	Bludgeoning
Kyl	Dejy (Malavla)	3 sp	1 N	1d2 N	x2	-	2 lb.	Slashing
Mace and Chain	Kalamaran	10 gp	1d4	1d6	19-20/x2	-	5 lb.	Bludgeoning
Scourge	Slennish	10 gp	1d3	1d4	x3	-	2 lb.	Slashing
Martial Weapons: Two-Handed Weapons								
Ball and Chain	Elven	6 gp	1d4	1d6	x2	-	4 lb.	Bludgeoning
Flail, Heavy (Footman’s)	Any	15 gp	1d8	1d10	19-20/x2	-	20 lb.	Bludgeoning
Flail, Hex	Kalamaran	15 gp	1d6	2d4	x2	-	6 lb.	Bludgeoning
Grumli	Dwarven	10 gp	1d6	1d8	x2	-	4 lb.	Bludgeoning
Venjala	Dejy (Malavla)	5 gp	1d6	1d8	x2	-	2 lb.	Bludgeoning
Exotic Weapons: One-Handed Weapons								
Bullwhip	Any	4 gp	1d3 N	1d4 N	x2	25 ft.	3 lb.	Slashing and Bludgeoning
Whip	Any	1 gp	1 N	1d2 N	x2	15 ft.*	2 lb.	Slashing
Exotic Weapons: Two-Handed Weapons								
Falada	Dejy (Malavla)	15 gp	1d3	1d4	x2	-	2 lb.	Bludgeoning
Flail, Quoit	Dejy (Khydoban)	20 gp	1d6	1d8	x2	-	3 lb.	Bludgeoning
Flail, Triple	Koraki	20 gp	1d6	2d4	19-20/x2	-	5 lb.	Bludgeoning
Kulshy	Dejy (Malavla)	5 gp	1d4	1d6	19-20/x2	-	3 lb.	Bludgeoning

* When two types are given, the weapon is both types.
N The weapon does nonlethal damage.



Flail, Dire: The dire flail is a two-headed flail made of a long wooden handle with a spiked ball attached to each end via a short chain. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Flail, Heavy (Footman's): This damaging flail has a thick wooden handle reinforced by iron bands. The head is generally a large spiked ball of iron attached to the handle by a thick chain of few links. Some heavy flails are fitted with hooks to keep the head from swinging while the wielder was marching. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Flail, Light (Horseman's): The light flail features a handle, chain and head all about half the size of the heavy flail. Otherwise, the light flail follows the same rules as the heavy flail. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Flail, Hex: The hex flail is a type of Kalamaran triple flail. It consists of a long wooden handle with an iron ring attached. Three short chains are attached to the ring and each end in an unspiked iron head. These three heads are not plain spheres, but are forged as regular geometric shapes such as octahedrons, dodecahedrons and icosahedrons. The hex flail follows the same rules as the heavy flail.

Flail, Quoit: This unique flail has a wooden handle and two heavy flat rings, or quoits, attached to the handle by large chains. The quoit flail is typically found along the eastern coast of Reanaaria Bay. It follows the same rules as the heavy flail.

Flail, Triple: This steel, three-headed light flail is similar to the hex flail, but has small spiked heads on the end of each chain. It requires skill not to injure oneself when using it. They are generally found in and around the lands of Korak. The triple flail follows the same rules as the heavy flail.

Grumli: This dwarven flail consists of a spiked ball attached to a wooden handle by a short chain. The grumli follows the same rules as the heavy flail.

Kulshy: This light but two-handed Malavla (Dejy) flail is made of three wooden sticks. The center stick is attached to the other two by short chains. Two hands are required to wield the weapon effectively. The kulshy follows the same rules as the heavy flail.

Kyl: Malavla (Dejy) construct this whip of leather fitted to a short, leather-wrapped wooden handle. At the end of the whip is a large knot.

D&D players should note that the kyl follows the same rules as the whip in Chapter 7: Equipment of the *D&D Player's Handbook*, but gives only a +1 bonus on opposed attack rolls to disarm. Also, a kyl cannot be used to make trip attacks.

Mace and chain: At first glance, this weapon appears similar to the ball and chain. However, the mace and chain consists of an iron or steel ball covered with protrusions or even spikes and connected by a chain to an iron handle. The chain is rarely more than about 10-12 inches long, so the gruesome device can be used in close quarters. It follows the same rules as the flail when used to disarm or trip opponents.

Nunchaku: The nunchaku is a two-handed flail, constructed of two short wooden sticks joined together with a short chain. If chain is unavailable, rope or leather may also be used. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Nunchaku, Halfling: This is a smaller, less powerful version of the nunchaku.

Scourge: This special kind of leather whip has one or more leather straps attached to a leather wrapped wooden handle. Like a cat o' nine tails, pieces of iron, glass, stone and other sharp objects are imbedded into the strap(s). This gives the scourge the ability to rip flesh and muscle from the bones, even to the extent of exposing internal organs. In Kalamaran tradition, the number of lashes given with a scourge to a traitor or spy should number at least twenty-nine. This number was established long ago, during the interrogation of Fhokki spies in the year 29 I.R. (one lash for each year since the Kingdom of Kalamar was established).

A scourge deals actual, not nonlethal damage. This weapon cannot be used to make trip attacks or disarm an enemy.

Venjala: This Malavla (Dejy) flail is composed of a wooden handle attached to a short, very thick and stiff leather thong. To the end of the thong is fastened a small, plain iron ball. The venjala follows the same rules as the heavy flail.

Whip: The standard whip is 15 feet long, and consists of one or two soft leather strips twisted together, often with a knot or hardened tip at the end. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

HAMMERS AND MACES

Common weapons across Tellene, both hammers and maces typically consist of a wooden or metal haft topped with a head of metal or stone. Some maces are completely made of metal, and are thus quite heavy and difficult to break. If owned by a person of wealth or noble birth, a hammer or mace will always be decorated with inlays, flanges or studs. Among dwarves, warhammers are popular for duels of honor.

Flanges are thin, upraised metal protrusions found on metal mace heads. They generally run the length of the head and peak across its center. There are usually four, six or eight flanges on a mace head.

Amellaran: This is an all-steel gray elf mace with a round head. The amellaran resembles the gnomish mace, but has no hilt or pommel and a thicker shaft.

Baando: The baando is an all-steel mace with a padded stirrup hilt and an intricately engraved eight-flanged head. It is typically found in the eastern Reanaaria Bay region, around Zoa. It is said that the baando is based upon a mace of the ancient Khydoban cities.

Bear Claw: This small mace sees widespread use among gnomes and halflings, although a few elves also copy its design for their own larger versions. The mace's head is knobbed and shaped to resemble

a bear's claw. Additional spikes and paint sometimes accentuate the similarity. The bear claw usually has a short handle; a slightly longer one with a leather thong on the hilt end serves as the mounted version. The statistics are identical.

Formerly very popular among nomadic non-humans, the bear claw still sees use as a cheap weapon in times when large numbers of people must be armed quickly.

Dagger Mace: This all-steel Kalamaran mace has its head forged to resemble a human hand holding a dagger. It can function as a mace or a short pick.

Dazurk-Razkamel: The Kargi use this warhammer with a wooden haft and a steel, mallet-shaped head opposite a short point.

Dazurr-Razgamel: The dazurr-razgamel is a wooden-handled Krangi mace with a padded hilt and a cylindrical iron head twice as thick as the shaft. Around the head are four short, triangular spikes.

Disk: The disk mace has a wooden handle and a conical iron head that widens away from the hilt. It is so named because when viewed from the top, it appears as an iron disk with a central wooden peg. Only gnomes and halflings commonly use the disk mace.

D'Kelon: This all-steel Kalamaran mace has a padded stirrup hilt and a six-flanged head.

Doulathan Warhammer: This enormous warhammer has a wooden haft with a large but narrow pick-like steel head and is also fitted with a short point for thrusting.

Fist: This all-steel Brandobian mace has a head forged to look like a clenched human fist.

Gnomish: The gnomish mace has a smooth head and a thin steel handle with a small iron ball at the pommel serving as a counterweight. The head is solid iron and capable of inflicting murderous damage while the grip is small enough to be comfortable for small folk.

Gnomes sometimes call this weapon a "blind beholder." While the majority of gnomish warriors are trained in the use of it, most

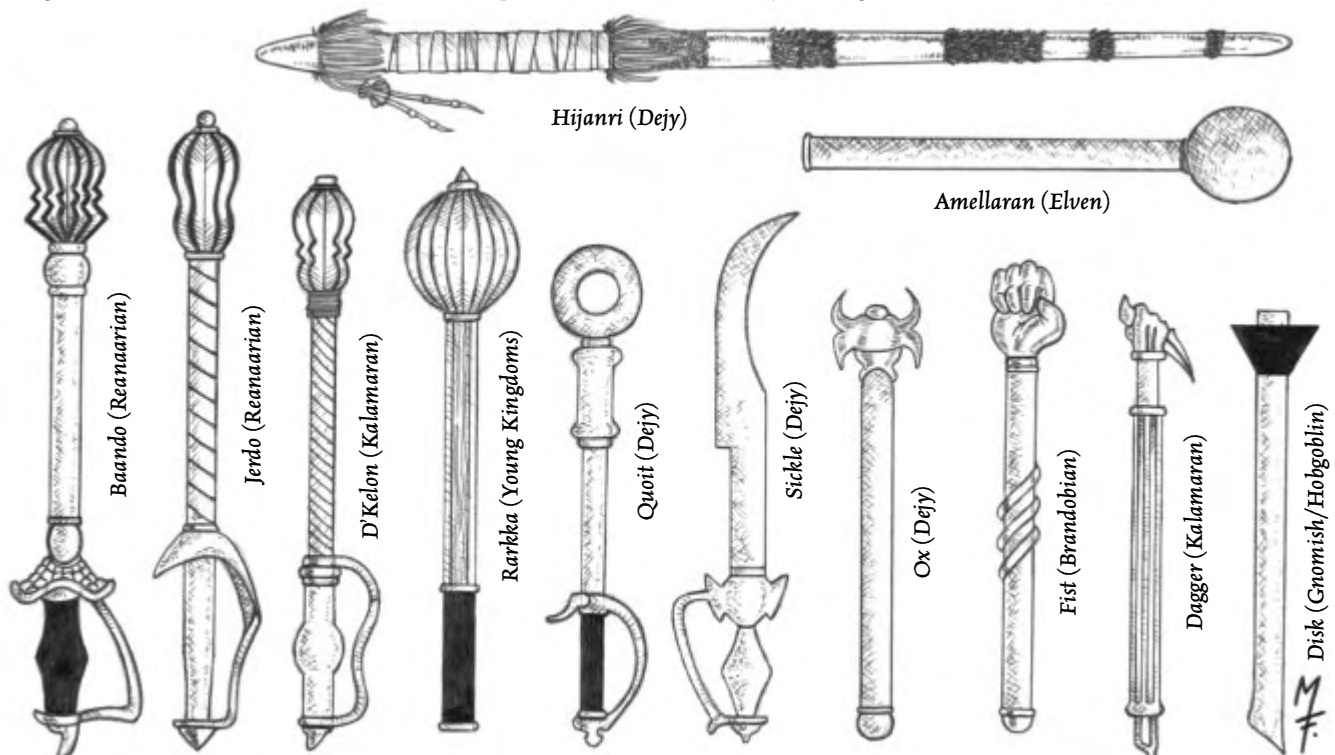


TABLE 2-7: HAMMERS AND MACES

Weapon	Region/User	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type*
Simple Weapons: Light Weapon								
Disk Mace	Halfling (any)	4 gp	1d3	1d4	x2	-	1 lb.	Bludgeoning
Simple Weapons: One-Handed Weapons								
Baando	Dejy (Khydoban)	7 gp	1d6	1d8	x2	-	7 lb.	Bludgeoning
Bear Claw	Gnome/Halfling	4 gp	1d3	1d4	x2	-	3 lb.	Bludgeoning
Dagger Mace	Kalamaran	6 gp	1d6	1d8	19-20/x2	-	5 lb.	Bludgeoning and Piercing
Dazurr-Razgamel	Hobgoblin (Kurangi)	8 gp	1d6	1d8	x2	-	4 lb.	Bludgeoning
D'Kelon	Kalamaran	9 gp	1d4	1d6	x2	-	6 lb.	Bludgeoning
Fist Mace	Brandobian	6 gp	1d4	1d6	x2	-	6 lb.	Bludgeoning
Gnomish Mace	Gnome (Any)	6 gp	1d3	1d4	x3	-	7 lb.	Bludgeoning
Grosifel	Gnome (Deep)	7 gp	1d4	1d6	x2	-	3 lb.	Bludgeoning
Guvreta	Halfling (Lightfoot)	6 gp	1d4	1d6	x2	-	3 lb.	Bludgeoning
Hammer, Armorer's	Any	2 gp	1d4	1d6	x2	-	4 lb.	Bludgeoning
Hammer, Blacksmith's	Any	2 gp	1d4	1d6	x2	-	8 lb.	Bludgeoning
Hammer, Carpenter's	Any	2 gp	1d3	1d4	x2	-	3 lb.	Bludgeoning
Jendo	Dejy (Khydoban)	6 gp	1d6	1d8	x2	-	4 lb.	Bludgeoning
Korderum	Dwarf (Mountain)	8 gp	1d4	1d6	x2	-	4 lb.	Bludgeoning
Mace, light (horseman's)	Any	5 gp	1d4	1d6	x2	-	6 lb.	Bludgeoning
Mallet, wooden	Any	3 cp	1d3	1d4	x2	-	1 lb.	Bludgeoning
Morningstar	Any	8 gp	1d6	1d8	x2	-	8 lb.	Bludgeoning and Piercing
Ox Mace	Dejy (Khydoban)	10 gp	1d6	1d8	x2	-	4 lb.	Bludgeoning
Quadrelle Mace	Any	12 gp	1d4	1d6	x2	-	3 lb.	Bludgeoning
Quoit Mace	Dejy (Khydoban)	10 gp	1d4	1d6	x2	-	4 lb.	Bludgeoning
Rarkka	Paruvian	8 gp	1d6	1d8	x2	-	4 lb.	Bludgeoning
Selvimar	Pel Brolenese	10 gp	1d4	1d6	x2	-	3 lb.	Bludgeoning
Shakesh	Dejy (Shan-Gyr)	8 gp	1d6	1d8	x2	-	4 lb.	Bludgeoning
Sickle Mace	Dejy (Khydoban)	9 gp	1d6	1d8	19-20/x2	-	4 lb.	Bludgeoning and Slashing
Thija	Dejy (Simay)	5 gp	1d4	1d6	x2	-	3 lb.	Bludgeoning
Tuleelin	Elf (High)	12 gp	1d6	1d8	x2	-	5 lb.	Bludgeoning
Vashy	Dejy (Defohy)	5 gp	1d6	1d8	x2	-	4 lb.	Bludgeoning
Simple Weapons: Two-Handed Weapons								
Hijanvi	Dejy (Malavla)	9 gp	1d6	1d8	x2	-	4 lb.	Bludgeoning
Mace, heavy (footman's)	Any	12 gp	1d6	1d8	x2	-	12 lb.	Bludgeoning
Sledge	Any	1 gp	1d6	1d8	x2	-	10 lb.	Bludgeoning
Martial Weapons: Light Weapon								
Hammer, light (horseman's)	Any (dwarves)	1 gp	1d3	1d4	x2	20 ft.	2 lb	Bludgeoning
Martial Weapons: One-Handed Weapons								
Amellaran	Elf (Gray)	18 gp	1d6	1d8	x2	-	6 lb.	Bludgeoning
Dazurk-Razkamel	Hobgoblin (Kargi)	10 gp	1d6	1d8	x2	-	4 lb.	Bludgeoning
Doulathan Warhammer	Elf (Gray)	15 gp	1d6	2d4	x2	-	6 lb.	Bludgeoning and Piercing
Hammer, heavy (footman's)	Any	12 gp	1d4	1d6	x2	-	5 lb.	Bludgeoning
Har'Lime!	Kalamaran	14 gp	1d4	1d6	x2	-	3 lb.	Bludgeoning and Slashing
Pony Club	Gnome/Halfling	5 sp	1d4 N	1d6 N	x3	-	5 lb.	Bludgeoning
Warhammer	Any	25 gp	1d6	1d8	x3	-	5 lb.	Bludgeoning and Piercing
Martial Weapons: Two-Handed Weapons								
Maul	Any	12 gp	1d6	1d8	x2	-	9 lb.	Bludgeoning
Exotic Weapons: One-Handed Weapon								
Nelzuk	Dwarf (Hill)	24 gp	1d6	1d8	19-20/x2	-	5 lb.	Bludgeoning and Piercing
Exotic Weapons: Two-Handed Weapon								
Hammer, Gnome Hooked	Gnome	20 gp	1d4/1d3	1d6/1d4	x3/x4	-	6 lb.	Bludgeoning and Piercing

*Used 1-handed while mounted, 2-handed on foot. ** When two types are given, the weapon is both types.

prefer their trusty picks. The gnomish mace is most commonly wielded by gnomish clerics of the Founder.

Grosifel: A variation on the standard quadrelle mace, this deep gnome mace is small, all steel and has a four-flanged head.

Guvreta: Lightfoot halflings carry this all-steel mace with a small, elaborate, many-flanged head.

Hammer, Armorer's: This commoner's hammer has a wooden shaft with a iron mallet on each end. The design incorporates two heads, one with a flat surface and one rounded.

Hammer, Blacksmith's: This is a smith's heavy hammer with a simple rectangular head similar to a sledge, but it can be wielded in one hand.

Hammer, Carpenter's: This is primarily a carpenter's tool for removing nails. It consists of a wooden handle with a iron head that has one flat and one claw-like side.

Hammer, Gnome Hooked: The gnome hooked hammer is a double weapon, allowing you to strike with either end. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Hammer, Heavy: This iron hammer has a short shaft, and its head is flat on one side and has a spike on the other. A heavy hammer is too heavy for throwing.

Hammer, Light: An iron weapon used primarily by mounted fighters, its head consists of a flat bludgeoning side and a side with a spike. The light hammer can also be mounted on a shorter shaft for a footman's use.

Har'Limel: This Kalamaran war hammer features a pick-like steel head to which is attached a short, spear-like point for thrusting attacks. Steel bands often reinforce the wooden haft.

Hijanvi: This unusual mace is a long bamboo shaft fitted with an iron head not much wider than the haft. The haft is bound with strips of leather below the head, which is often decorated with strings of beads, feathers or sea shells. The hijanvi can only be used with two hands and is primarily found on the Delnondrian Islands to the west of Brandobia, among the Malavla (Dejy).

Jendo: The jendo is an all-steel mace with a large stirrup hilt and a six-flanged head. Like the baando, the jendo is thought to be based upon a mace originating somewhere in the mysterious Khydoban Desert. The jendo is primarily manufactured in Zoa.

Korderum: This is an all-steel mountain dwarf mace with a cubic head. The head has a short, triangular point on each face.

Mace, Heavy (Footman's): This common weapon is a two-handed, all-iron mace about two and a half feet long with a many-flanged head.

Mace, Light (Horseman's): This is a one-handed, all-iron mace about one and a half feet long, with a leather strap at the bottom of the handle. Like the heavy footman's mace, the head is many-flanged. The horseman's mace is sometimes known as the "knight's mace."

Mallet, Wooden: A wooden mallet is a short hammer with a large, rectangular wooden head. It is less likely than harder metal hammers to damage certain surfaces.

Maul: This two-handed tool features a wooden haft and a thick, mallet-shaped head made of many compressed pieces of leather. Like the wooden mallet, it is useful for working on surfaces that might be damaged by a wooden or metal hammer.

Morningstar: This mace is comprised of a metal or wooden haft topped by a many-spiked iron ball. The morningstar is known by bloodthirsty clerics as a "holy water sprinkler."

Nelzuk: This hill dwarf warhammer has a wooden handle and a steel head, one side of which is hammer-like and another that resembles a short pike. The shaft is often reinforced with vertical steel strips.

Ox: A small oxen-shaped head adorns this all-bronze mace. It is constructed so that the oxen's "nostrils" whistle when the mace is swung. The ox mace is found primarily among the peoples of eastern Reanaaria Bay, particularly in Dynaj.

Pony Club: This steel-headed hammer serves as a mounted weapon for the rare occasions that the short folk ride into battle. The pony club is a two-headed hammer set on a handle about 2 feet long, with a small vertical ring about halfway down. The rider uses the ring to strap the weapon to their saddle in case he loses his grip while mounted.

Halflings claim credit for this innovation and they are the most common users, but gnomes also use the pony club. Despite its size, halflings and gnomes can use it one-handed from the back of a moving mount while being partially supported by the saddle. When on foot the weapon requires two hands.

Quadrelle: The quadrelle is an all-iron mace with a four-flanged head and a padded hilt. The quadrelle mace is a standard mace found across Tellene.

Quoit: This all-steel mace has a thin stirrup hilt and a head composed of a heavy, flat steel ring. The quoit mace was first found among the ruins of the ancient Dejy kingdom in the Khydoban.

Rarkka: This all-iron mace features a many-flanged head and is found in and around Paru'Bor.

Selvimar: The Pel Brolenese favor this mace with a wooden haft fitted to a thicker, cylindrical wooden head studded with nails.

Shakesh: This all-iron Shan-Gyr (Dejy) mace is composed of an eight-flanged, pear-shaped head and a long haft.

Sickle Mace: Unrelated to the farming implement, this is an all-iron mace with an elaborate stirrup hilt and a head that resembles a curved, sickle-like blade. One edge of the "blade" is sharpened, while the other is thick and dull. The sickle mace is a favored weapon of druids. It is said to originate in the lands of the Elos Desert, but can be found in many areas of Tellene.

Sledge: This is a heavy wooden or stone mallet fastened to the end of a wooden handle. It is typically used for driving nails or spikes into larger wooden objects, or crushing stone to remove or expose ore.

Thija: The Simay (Dejy) craft this mace composed of a stone head bound to a wooden handle with vine or cord.

Tuleelin: This is a wooden hafted high elf mace with a steel head resembling a teardrop.

Vashy: The vashy is a wooden hafted Defohy (Dejy) mace with an iron, eight-flanged head.

Warhammer: This one-handed weapon can have either a wooden or iron haft and has a large double-sided, iron hammer head.

MISCELLANEOUS WEAPONS

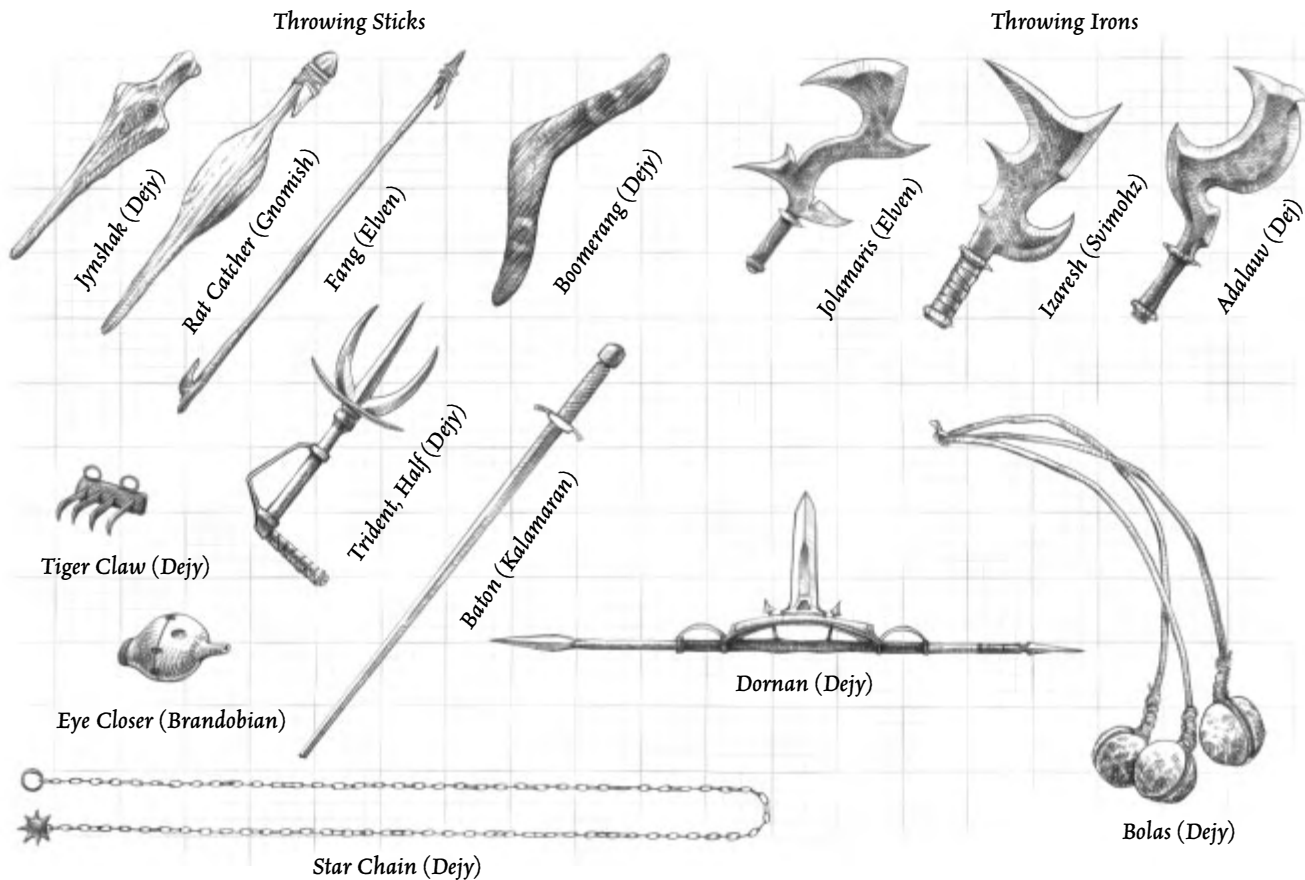
This listing of miscellaneous weapons contains specific types of weapons that are unusual in their design or use, and do not easily fit into the other categories. Many miscellaneous weapons are either chain or rope weapons and have special properties and forms of attack unavailable to other weapons. These are listed in the descriptions.

Alivazoor: This weapon is a long rope attached to an iron grapple. Though typically used for climbing (as a 10-foot long grappling hook), the alivazoor may also be used to entangle an opponent. The weapon must be wielded with both hands to be effective. It is a favorite weapon of Reanaarian rogues, being both a reach and a double weapon.

D&D players should note that the alivazoor also uses the same rules as a dire flail, plus the following: As a reach weapon, the alivazoor can strike opponents 10 feet away, and can be used against an adjacent opponent. Of course, in this instance it cannot be used as a double weapon.

Awl: This small, hand-held tool is similar in appearance to an icepick. It is used for boring small holes in leather or wood. As a last resort, it may also be used as a weapon.

Baton: This blunt, wand-like practice sword is made of ash wood or whalebone and frequently used in tournaments and friendly competitions. These competitions are only for squires and young knights who hope to show off their skills for more mature knights and nobles. A baton can only deal nonlethal damage.



Bola: Primarily a Deji weapon, the bola consists of three long leather straps with a leather sack attached to each end. Inside each sack is a heavy round weight of stone or iron. The bola is thrown by spinning the weapon around the head, then throwing it low to wrap around the legs of the victim, the weight of the balls cinching the straps tightly around the legs. With its 10-foot length, and a skilled thrower, the bola can be a very effective weapon. Other variations include throwing the bola to bind the enemy's arms at his sides, crushing or strangling the windpipe, or wrapping the bola around the head to crush the skull. Northern Fhokki versions are lighter, for use against small birds and game animals.

D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Boomerang: Except for its special design that allows it to return to the thrower (a full round action), a boomerang is simply another type of throwing stick (see below). It is most common in the hands of Deji residing in and around the Obakasek Jungle. The boomerang's thrower must make a ranged attack roll against AC 12 to catch the weapon when it returns.

Brass Knuckles: This simple weapon is a heavy piece of bronze with four holes through which the wielder slips his fingers. It is also known as a "face bruiser." This weapon allows the wearer to deal normal damage rather than nonlethal damage with unarmed strikes. Cost and weight given in the table are for a single hand only. Your opponent cannot use a disarm action to disarm you of brass knuckles.

Chain, Single-Spiked: The Malavla (Deji) wield this parrying chain with a T-shaped handle on one end and a sharp iron spike on the other.

D&D players should note that the single-spiked chain uses the same rules as the standard spiked chain in Chapter 7: Equipment of

the *D&D Player's Handbook*, but gives only a +1 bonus on opposed attack rolls to disarm.

Chain, Spiked: D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Chain, Star: The star chain is a 5 to 10 foot long Malavla (Deji) chain whip. One end is a ring, and on the other is attached a weighted, star-shaped slashing blade. The star chain is most effective against unarmored opponents.

D&D players should note that the star chain uses the same rules as the standard spiked chain in Chapter 7: Equipment of the *D&D Player's Handbook*, but gives only a +1 bonus on opposed attack rolls to disarm.

Chain, Weighted: The weighted chain is a weapon with a sickle-like blade attached to a short shaft. At the other end of the shaft is a long chain with a weighted end.

D&D players should note that the weighted chain uses the same rules as the standard spiked chain in Chapter 7: Equipment of the *D&D Player's Handbook*, but gives only a +1 bonus on opposed attack rolls to disarm.

Chakram: The chakram is a flat steel ring with a sharpened edge, some 5 to 12 inches in diameter and of varying thickness. The chakram may be thrown or hurled like a discus. Some skilled throwers twirl the blunt inside edge around a finger to gain velocity, and then withdraw at the right instant. The Deji favor this method, as it is surprisingly accurate with some practice. This ancient weapon is said to originate in the unfathomable Khydoban Desert.

D&D players should note that the chakram also follows the same rules as the shuriken in Chapter 7: Equipment of the *D&D Player's Handbook*.

Cherodo: A cherodo is a set of “brass” knuckles made of horn or bone, with a set of four small, triangular spikes above the knuckles where the fist impacts the opponent. When using these, the wielder throws glancing, slashing punches in order to do the most damage. Each side of the cherodo also has a small spike, typically used by slamming one’s fist down on the victim’s head. They are generally found in and around the Khydoban Desert.

The cost and weight seen in the table are for a single hand only. D&D players should note that the cherodo follows the same armed attack and disarm rules as the spiked gauntlet in Chapter 7: Equipment of the *D&D Player’s Handbook*.

Claws, Iron Cat: These iron palm guards were developed in the ancient Elos Desert cities, and are now used in many areas of Tellene. These guards also have spikes on the palm for climbing. This gives a +1 circumstance bonus on Climb checks, but does not stack with the check from a climber’s kit.

The cost and weight seen in the table are for a single hand only. D&D players should note that the iron cat claws follow the same armed attack and disarm rules as the spiked gauntlet in Chapter 7: Equipment of the *D&D Player’s Handbook*.

A monk using the claws can strike with his unarmed base attack, including his more favorable number of attacks per round, along with other applicable attack modifiers.

HackMaster: On very smooth surfaces where almost no nooks and crannies exist, these iron cat claws (sometimes seen as clawed gloves) add nothing to the thief’s chance to climb walls. For smooth/cracked surfaces, claws add +5% to the climb walls chance, clawed boots (see Chapter 7: Tools, Gear and Equipment) also add +5%, and the two together add +10%. For any other type of surface, claws add +10%, clawed boots add +10%, and the combination adds +20% to the chance to climb walls successfully. Neither alters rates of movement.

The use of claws reduces the chance to move silently by -5%, the use of clawed boots by -10%, and the combination by -15% if the thief attempts to move silently during his climb (such as trying to evade detection by guards atop a parapet).

Iron cat claws can also be used as melee weapons (and require no weapon proficiency for a character of the thief group). A successful hit inflicts 1 point of damage in addition to that normally delivered by a fist blow. All damage is real.

Coup Stick: Only young Kakado (Dejy) warriors use this purposefully bent wooden spear. For each enemy the stick touches in battle, the warrior “counts coup.” The more coup a warrior has, the more he is respected in his tribe.

Dornan: This ancient parrying weapon is found in the ruins of the Khydoban Desert. The dornan resembles two opposite facing short spears attached to a buckler. Affixed to the buckler itself is a double-edged blade slightly shorter than a short sword.

The dornan is a double weapon, allowing you to strike with either spear end or the bladed buckler. D&D players should note that the dornan can be used as if two-weapon fighting with a one-handed weapon and a light weapon (see Chapter 8: Combat, Two-Weapon Fighting in the *D&D Player’s Handbook*). Each spearhead is a piercing weapon, and the buckler blade is used as a slashing weapon. The narrow buckler also gives the wielder a +1 bonus to his Armor Class, so long as he only attacks with one end of the dornan per round.

Elemental Wheel: This flat steel ring possesses three curved, three-pronged, spikes. These “flames” are set at the north, east and west points of the compass, with the wheel gripped at the south

point. Each wheel is forged as a single piece. Some are decorated with tassels or ribbons on either side of the grip. This unusual weapon originated long ago in the ancient Dejy cities of the Elos Desert.

Eye Closer: This small, hollow box-like device is a most unusual weapon. One end of the box is fitted with a mouthpiece and the opposite side ends in a short tube. The eye closer can be opened and filled with any number of powders (poisons, dust or ground glass, for example). These powders are then blown into the eyes of an opponent to cause temporary or permanent blindness (See Chapter 9: Concoctions).

Faakeiraa: This rare weapon comes only from the eastern Reanaaria Bay region, and simply consists of a pair of animal horns fastened together to point in opposite directions. The horns typically come from deer, though other animals’ horns may be used. Steel spikes are occasionally added to the tips.

Fan, Metal: Lightfoot halfling use small iron fans to keep themselves cool during the hot summer months. These small, hand-held iron fans can also be used as a somewhat effective bludgeoning weapon when closed. In dangerous areas, some halfling fans are sharpened or have extra spikes for protection.

Fang: This is simply a thin, straight iron bar, at the ends of which are two short, sharp hooks. The hooks curve back towards the handle.

Flesh Grabber: These tiny iron pincers are held in the hand and used to grab and tear an opponent’s flesh, particularly the groin or neck.

Frying Pan: In a pinch, an iron cooking pan or skillet can be made into an emergency weapon. They are most commonly used in this way in tavern fights or kitchen brawls, for no self-respecting warrior would carry one about the countryside as a weapon.

Full Moon: This large iron ring has a short handle on one side. The handle is an iron bar attached at each end to the ring via short, vertical iron bars to form a square shaped handle. Fitted to each outside corner of the handle are two curved blades, giving the handle the overall appearance of a crescent moon. Both the blades and the ring are sharpened. A monk using a full moon fights with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers.

Gaff: This large, barbed hook is most commonly used for landing fish, but can also be used as a weapon. Because of its shape, it can be used to make trip attacks, or be dropped during your own trip attack to avoid being tripped by an opponent. Some pirates attach these hooks to their severed hands, but these hand-fitted gaffs cannot make trip attacks.

Garrote: A garrote is simply a narrow string or wire held at each end and used to choke a victim. Using a garrote is widely considered dishonorable and evil.

To be effective, the target must have exposed neck flesh (and need to breathe to live; a garrote is useless against undead or constructs). The wielder of the garrote must make a successful attack roll against the target, using a called shot to the neck. This is not a touch attack.

Since the victim has little or no warning, he cannot catch a breath before suffering the effects of the attack. Also, properly used the garrote actually crushes the windpipe. The victim must make a Constitution check against DC 10 the first round. Each round thereafter, the DC increases by 1. When he fails his Con check, he begins to suffocate. That round, he drops to 0 hit points. The next round, he falls to -1 hit points and is dying. The round after that, he dies.

TABLE 2-8: MISCELLANEOUS WEAPONS

Weapon	Region/User	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type*
Simple Weapons: Unarmed Attacks								
Unarmed Strike	Any	-	1d2 N	1d3 N	x2	-	-	Bludgeoning
Gauntlet		2 gp	1d2	1d3	x2	-	1 lb.	Bludgeoning
Simple Weapons: Light Weapons								
Awl	Any	1 sp	1d3	1d4	x2	-	-	Piercing
Brass Knuckles	Any	7 sp	*	*	*	-	1/2 lb.	Bludgeoning
Cherodo	Dejy (Khydoban)	2 gp	1d3	1d4	x2	-	1/2 lb.	Bludgeoning
Gauntlet, Spiked	Dejy	5 gp	1d3	1d4	x2	-	4 lb.	Piercing
Limb-breakers	Kalamaran	9 sp	1d4	1d6	x3	-	1 lb.	Bludgeoning
Sewing needle	Any	5 sp	-	1	x2	-	* lb.	Piercing
Tiger Claw	Dejy (Khydoban)	2 gp	1d3	1d4	x2	-	1 lb.	Slashing
Simple Weapons: One-Handed Weapons								
Coup Stick	Dejy (Chors)	4 sp	1d3	1d4	x2	-	2 lb.	Bludgeoning
Frying Pan	Any	2 sp	1d6	1d8	x2	-	4 lb.	Bludgeoning
Shears	Any	5 sp	1d3	1d4	x2	-	1 lb.	Piercing
Torch	Any	1 cp	1d2	1d3	x2	10 ft.	1 lb.	Bludgeoning
Simple Weapons: Two-Handed Weapons								
Garrote	Any	4 sp	*	*	-	-	0 lb.	Slashing
Quarterstaff	Any	-	1d4	1d6	x2	-	4 lb.	Bludgeoning
Rake	Any	4 cp	1d3	1d4	x2	-	4 lb.	Bludgeoning and Piercing
Slath++	Dejy (Byth)	6 gp	1d4/1d4	1d6/1d6	x2	-	4 lb.	Bludgeoning
Simple Weapons: Ranged Weapons								
Hurled rock	Any	-	1d2	1d3	x2	20 ft.	0.1 lb.	Bludgeoning
Hurled tankard, empty	Any	-	1d2	1d3	x2	10 ft.	2 lb.	Bludgeoning
Hurled tankard, full	Any	-	1d3	1d4	x2	10 ft.	3 lb.	Bludgeoning
Sling	Any	5 cp	1d3	1d4	x2	50 ft.	0 lb.	Bludgeoning
Martial Weapons: Light Weapons								
Shield, Light	Any	3 or 9 gp	1d2	1d3	x2	-	5 lb.	Bludgeoning
Spiked armor	Kalamaran	+50 gp	1d4	1d6	x2	-	+10 lb.	Piercing
Spiked Shield, Light	Any	+10 gp	1d3	1d4	x2	-	+5 lb.	Piercing
Martial Weapons: One-Handed Weapons								
Baton	Any	5 gp	1d3	1d4 S	x2	-	2 lb.	Bludgeoning
Sickle	Any	6 sp	1d4	1d6	x2	-	3 lb.	Slashing
Trident	Coastal	15 gp	1d6	1d8	x2	10 ft.	4 lb.	Piercing
Martial Weapons: Two-Handed Weapons								
Gaff	Any	3 gp	1d4	1d6	x2	-	5 lb.	Piercing or Slashing
Quarterstaff, Bladed	Reanaarian	15 gp	1d4/1d4	1d6/1d6	x2/x3	-	4 lb.	Slashing and Bludgeoning
Exotic Weapons: Light Weapons								
Claws, Iron Cat	Any	4 gp	1d3	1d4	x2	-	2 lb.	Piercing
Elemental Wheel	Dejy (ancient Elos)	2 gp	1d3	1d4	x3	-	1 lb.	Slashing
Faakeiraa	Dejy (Khydoban)	10 gp	1d3/1d3	1d4/1d4	x2	-	1 lb.	Piercing
Fan, Metal	Halfling (Lightfoot)	2 gp	1d3	1d4	x2	-	2 lb.	Bludgeoning
Flesh Grabber	Dejy (Malavla)	7 sp	1d3	1d4	x2	-	1/2 lb.	*
Kama	Brandobian	2 gp	1d4	1d6	x2	-	2 lb.	Slashing
Sai	Any	1 gp	1d3	1d4	x2	10 ft.	1 lb.	Bludgeoning
Siangham	Svimohz	3 gp	1d4	1d6	x2	-	1 lb.	Piercing
Exotic Weapons: One-Handed Weapons								
Alivazoor++^	Reanaarian	8 gp	1d2/1d2	1d3/1d3	x2	-	1 lb.	Slashing and Bludgeoning
Dornan++	Dejy (Khydoban)	15 gp	1d4/1d6	1d6/1d8	19-20/x2	-	6 lb.	Slashing and Piercing
Eye Closer	Brandobian	10 gp	*	*	*	*	1 lb.	*
Fang	Elf (Wild)	4 gp	1d2/1d2	1d3/1d3	x2	-	2 lb.	Slashing
Gunderz	Dwarf (any)	20 gp	1d4	1d6	x2	-	6 lb.	Bludgeoning
Horn Shield	Dejy (Khydoban)	15 gp	1d4/1d4	1d6/1d6	x2	-	10 lb.	Bludgeoning
Jolatra++^	Dejy (Malavla)	2 gp	1d3	1d4	x2	-	1 lb.	Slashing
Lantern Shield	Kalamaran	80 gp	1d6	1d8	19-20/x2	-	30 lb.	Slashing and Piercing
Trident, Half	Dejy (Malavla)	20 gp	1d6	1d8	x2	-	4 lb.	Piercing
Exotic Weapons: Two-Handed Weapons								
Bow Blade, Orc	Orc	10 gp	1d3	1d4	x2	-	1/2 lb.	Slashing
Bow Blade, Orc Double	Orc	20 gp	1d3/1d3	1d4/1d4	x2	-	1 lb.	Slashing
Full Moon	Dejy (Chinotan)	20 gp	1d4	1d6	x3	-	6 lb.	Slashing
Chain, Spiked	Dejy	25 gp	1d6	2d4	x2	-	10 lb.	Piercing
Chain, Single-Spiked^	Dejy (Malavla)	10 gp	1d4	1d6	x2	-	9 lb.	Piercing
Chain, Star^	Dejy (Malavla)	15 gp	1d4	1d6	x2	-	8 lb.	Slashing
Chain, Weighted^	Any	12 gp	1d3	1d4	x2	-	7 lb.	Bludgeoning
Grudomel++^	Pel Brolenese	15 gp	1d4	1d6	x2	-	5 lb.	Bludgeoning
Loraneia++^	Elf (High)	15 gp	1d4 N/1d3	1d6 N/1d4	x2	-	3 lb.	Slashing and Bludgeoning

TABLE 2-8: MISCELLANEOUS WEAPONS (CONTINUED)

Weapon	Region/User	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type*
Exotic Weapons: Two-Handed Weapons (continued)								
Malakbar	Hobgoblin (any)	60 gp	1d6/1d8	1d8/1d10	x2/x3	-	20 lb.	Bludgeoning, Slashing & Piercing
Nishy++	Dejy (Chinotan)	60 gp	1d6/1d6	1d8/1d8	x3	-	10 lb.	Slashing and Piercing
Sharnath++^	Dejy (Khydoban)	18 gp	1d3/1d2 N	1d4/1d3 N	x2	-	2 lb.	Bludgeoning and Piercing
Shinado++	Dejy (Thondehe)	8 gp	1d4/1d3	1d6/1d4	x2	10 ft.*	4 lb.	Bludgeoning and Piercing
Sword Shield++	Any	50 gp	1d6	1d8	x2	-	20 lb.	Slashing and Piercing
Thenjani++^	Dejy (Chinotan)	6 gp	1d4/1d4	1d6/1d6	x2	-	4 lb.	Bludgeoning
Urgrosh, Dwarven	Dwarf (any)	50 gp	1d6/1d4	1d8/1d6	x3	-	15 lb.	Slashing/Piercing
Exotic Weapons: Ranged Weapons								
Bola++^	Dejy (Kakado)	10 gp	1d4/1d4	1d6/1d6	x2	10 ft.	5 lb.	*
Boomerang	Dejy (Obakasek)	2 gp	1d3	1d4	x2	20 ft.	2 lb.	Bludgeoning
Chakram	Dejy (Khydoban)	4 gp	1d3	1d4	x3	20 ft.	2 lb.	Slashing
Lariat	Any	5 sp	*	*	*	10 ft.*	2 lb.	*
Net	Coastal	20 gp	-	-	-	10 ft.	6 lb.	-
Shuriken	Svimohz	1gp	1	1d2	x2	-	1/2 lb.	Piercing
Staff-Sling++	Kalamaran	4 gp	1d3/1d4	1d4/1d6	x2/x2	60 ft.	3 lb.	Bludgeoning
Tambourine of Death	Any	50 gp	1d4	1d6	19-20/x2	10 ft.	1 lb.	Slashing
Throwing Irons	Any	4 gp	1d4	1d6	19-20/x2	10 ft.	1 lb.	Piercing
Throwing Sticks	Any	1 gp	1d3 N	1d4 N	x2	10 ft.	1 lb.	Bludgeoning

* See description for special rules. ** When two types are listed, the weapon is both types. N The weapon deals nonlethal damage. ^ Reach weapon.

Gauntlet: These iron gloves protect the hands and allow greater damage with unarmed strikes. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Gauntlet, Spiked: These are identical to normal gauntlets with the exception of a large spike above each knuckles of the gauntlet. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Grudomel: This two-handed iron chain features weighted mace-like ends, and is used to parry or entangle an opponent. The grudomel is often found in and around Pel Brolenon.

D&D players should note that the grudomel also uses the same rules as a dire flail, plus the following: As a reach weapon, the grudomel can strike opponents 10 feet away, and can be used against an adjacent opponent. Of course, in this instance it cannot be used as a double weapon. Furthermore, you can use the Weapon Finesse feat (see Chapter 5: Feats in the *D&D Player's Handbook*) with this weapon.

Gundurz: This steel dwarven smoking pipe does not appear to be a weapon at all. In the hands of an accomplished welder, however, the pipe can be used to bludgeon opponents and even to parry sword attacks.

Horn Shield: This small round shield is made of leather, and has four small spikes attached to the front of the shield. On opposite sides along the edge of the shield, a pair of long, curving antelope horns point out in different directions. These horns allow the shield to also be used as a parrying weapon.

Jolatru: The Malavla (Dejy) use this weapon consisting of a long, thin leather cord with a flat, arrowhead-shaped blade attached at one end. The jolatru is swung rapidly over the head, slashing anyone who ventures too close. The jolatru can also be thrown in a sling-like manner, but it is primarily used to practice balance and accuracy, and rarely in actual combat.

D&D players should note that the jolatru uses the same rules as the standard spiked chain in Chapter 7: Equipment of the *D&D Player's Handbook*, but gives no bonus on opposed attack rolls to disarm.

Kama: This is a short wooden haft topped with a socketed, sickle-like blade. The difference between this and a real sickle is that this haft is only fist-sized and the blade is correspondingly much smaller.

D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Lantern Shield: The lantern shield is a Reanaarese shield weapon, consisting of a round buckler to which is attached any number of offensive weapons. There is a gauntlet attached to the inside of the shield, where a sword blade is typically attached and grasped. The lantern shield is always fitted with at least one long blade or spike to use as a thrusting weapon. Small spears are often attached as well. Fencers sometimes fit small hooks to the front and back so a small lantern can be attached (to temporarily blind opponents), while adventurers sometimes use these lanterns for exploring dungeons and other underground areas.

Lasso/Lariat: This is just another name for a long rope with a noose on the end. These are typically used to entangle or ensnare farm animals, but may be used in combat as well.

D&D players should note that the lasso uses the same rules as the net in Chapter 7: Equipment of the *D&D Player's Handbook*. However, where a net must be folded, a lasso or lariat must be coiled.

Limb-breakers: Also known as "malerus" in Kalamaran, limb-breakers are knotted thongs or bands of leather weighted with lead or iron. Gladiators wrap the limb-breaker around their hands to make their blows more powerful. It is rare to encounter one of these weapons outside the hands of a gladiator.

The cost and weight seen in the table are for a single hand only. D&D players should note that the limb-breakers follow the same armed attack and disarm rules as the spiked gauntlet in Chapter 7: Equipment of the *D&D Player's Handbook*.

Loraneia: This weapon is a single-edged iron sickle with a hand guard halfway up the shaft. An iron chain is attached to the other end. This chain is held in the opposite hand and swung to unbalance or entangle an opponent. The loraneia must be wielded with both hands to be effective.

D&D players should note that the loraneia also uses the same rules as a dire flail, plus the following: As a reach weapon, the loraneia can strike opponents 10 feet away, and can be used against

Chapter 2: Weaponry

an adjacent opponent. Of course, in this instance it cannot be used as a double weapon. Furthermore, you can use the Weapon Finesse feat (see Chapter 5: Feats in the *D&D Player's Handbook*) with this weapon.

Malakbar: A malakbar is a combination of a halberd and a heavy mace. The wielder holds the weapon above his head, swinging with the mace end first and then spinning the halberd end down on an opponent. The mace end can bludgeon an opponent, but serves mostly as a counterbalance for the halberd's blade. Originally designed by hobgoblin craftsmen, now this weapon sometimes sees use in other lands.

The malakbar requires an Exotic Weapon Proficiency feat and even then, the user may only use one of the attack modes in a round unless his base attack bonus allows a second attack (+6 or higher) or he has the Two-Weapon Fighting feat.

Net: Nets used for combat on Tellene have a trailing rope and small barbs attached throughout the net's weave. The fighting net is generally only found in coastal areas, particularly in Reanaaria Bay. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Nishy: The nishy is a wooden Chinotan (Dejy) staff with a sharp, hooked blade on one end. Slightly less than halfway up the shaft is a hand guard formed by two semicircular blades connected by a crossbar. The nishy is a double weapon, allowing you to strike with either the end or the guard.

D&D players should note that the nishy can be used as if two-weapon fighting with a one-handed weapon and a light weapon (see Chapter 8: Combat, Two-Weapon Fighting in the *D&D Player's Handbook*). Of course, when using the nishy in one hand, it cannot be used as a double weapon.

Quarterstaff: This is simply a long wooden staff with smooth, blunt ends. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*. Quarterstaff variations found in this book include the bladed quarterstaff and the Byth (Dejy) slath.

Quarterstaff, Bladed: This appears to be a normal two-handed wooden staff but it has a removable end that hides a thin double-edged blade. A bladed quarterstaff is a double weapon.

The bladed quarterstaff's blunt head is a bludgeoning weapon, while the blade is a long slashing weapon. Either head may be used as the primary weapon head. Otherwise, D&D players should note that the bladed quarterstaff uses the same rules as the quarterstaff from Chapter 7: Equipment of the *D&D Player's Handbook*.

Rake: A rake is similar to a pitchfork except with lighter, smaller and more numerous tines used for gathering small debris such as leaves. Rakes may be wooden, metal or a combination of both. The statistics listed here and in the tools chapter are for a wooden rake with an iron-tined head.

Sai: This main force in this trident-like monk weapon is a blunted, central steel rod approximately 16 inches long. On either side of the blade there are two prongs that serve as wrist guards, and give a +4 bonus to disarm an opponent. D&D players may see the *D&D Player's Handbook* for more information.

Sewing Needle: While the needle's primary use is for creating garments and textiles, in desperate situations it can serve as a makeshift weapon. A successful hit does but one point of damage, but it can be useful for distraction.

Sharnath: The sharnath consists of a rope connecting an iron ring to a forked, double-edged knife. Like the loraneia, this weapon is used to unbalance or entangle an opponent, but may also be used as

a grappling hook. The sharnath must be wielded with both hands to be effective. The sharnath is generally found in and around the Khydoban Desert. The sharnath's iron ring is a bludgeoning weapon that deals 1d3 points of nonlethal damage, while the blade is a slashing weapon dealing 1d4 points of damage. Either end may be used as the primary weapon.

D&D players should note that the sharnath uses the same rules as the dire flail from Chapter 7: Equipment if the *D&D Player's Handbook*, plus the following: As a reach weapon, the sharnath can strike opponents 10 feet away, and can be used against an adjacent opponent. Of course, in this instance it cannot be used as a double weapon. Furthermore, you can use the Weapon Finesse feat (see Chapter 5: Feats in the *D&D Player's Handbook*) with this weapon.

Shears: These large iron scissors are used for cutting, although they often have a pointed tip. Shears are typically found in the hands of shepherds during wooling season.

Shinado: This two-handed, double-edged spear comes with a heavy chain attached to the blunt end. It is generally found among the Thondehe (Dejy) inhabiting the eastern Legasa Peaks.

The shinado is a double weapon, allowing you to strike with the spear end or use the chain to entangle your opponent. D&D players should note that the shinado uses the same rules as the dire flail from Chapter 7: Equipment if the *D&D Player's Handbook*, but gives no bonus on opposed attack rolls to disarm or avoid being disarmed.

Shuriken: These are small, 2 to 3 inch flat pieces of iron that are usually star-shaped. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Siangham: This monk favorite is a small piercing or slashing weapon resembling a metal arrow with a wooden knob at the end for gripping. The siangham is not well balanced enough to serve as an effective throwing weapon. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Sickle: This is a strengthened farmer's sickle. A small golden sickle is the divine focus for clerics of the Harvester. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Slath: This is a decorated wooden, two-handed quarterstaff used by the Byth (Dejy). D&D players should note that the slath uses the same rules as the quarterstaff from Chapter 7: Equipment of the *D&D Player's Handbook*.

Sling: A sling is nothing more than a small leather strap that is used to hurl lead bullets, and is favored by halflings and druids. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Staff-Sling: The staff-sling is a wooden staff just over 3 feet long, to one end of which a small leather pocket is attached with thongs.

D&D players should note that the staff-sling can be used as a double weapon, exactly like the quarterstaff from Chapter 7: Equipment of the *D&D Player's Handbook*. However, the attached leather thong and pocket can be used as a sling when the weapon is not being used as a quarterstaff.

Strike, Unarmed: A character can also deal nonlethal damage by using their head, hands, feet and other body parts, instead of a weapon. D&D monk player characters often use this in conjunction with the Improved Unarmed Strike and Weapon Finesse feats (see Chapter 5: Feats in the *D&D Player's Handbook*).

Sword Shield: This 4-foot tall, two-handed steel parrying shield has a long staff attached to its back to serve as a grip; this staff is bladed or spiked on opposite sides. These blades extend out past the edge of the shield, allowing the wielder to also use the shield for piercing or slashing attacks, and even use the shield as a double weapon.

D&D players should note that the sword shield can be used as if two-weapon fighting with a one-handed weapon and a light weapon (see Chapter 8: Combat, Two-Weapon Fighting in the *D&D Player's Handbook*). Of course, when using the sword shield in one hand, it cannot be used as a double weapon. The sword shield grants AC as a large steel shield.

Talon Staff: Certain clerical types (especially during plagues) use this device to transport the fallen bodies of their victims. The split (Y-shaped) tips of the staff slip under a prone victim's armpits so that they can be easily dragged. They often fit the bottom with a spike so as to make a primitive spear. This cumbersome spear cannot be set to receive a charge.

Tambourine of Death: A perfect ranged weapon for the Basiran dancer who wants to launch an attack on an unsuspecting victim, this tambourine is not only aerodynamic, but its metal miniature cymbals are razor sharp. The tambourine is used in close quarters, and some dancers have one in each hand, which they can then throw at a target.

Some circles of Basiran dancers frown on this weapon, citing that a performance should be just that: a performance, not an occasion to assassinate someone. Basiran dancers of more lax ethics, particularly evil ones, see no problem with using them.

Thenjani: This two-handed whipping chain is not constructed as a typical chain. Rather, it consists of iron bars connected to each

other by two small links. The chain must be wielded with both hands to be effective.

D&D players should note that the thenjani can be used as if two-weapon fighting with a one-handed weapon and a light weapon (see Chapter 8: Combat, Two-Weapon Fighting in the *D&D Player's Handbook*). Of course, when using the thenjani in one hand, it cannot be used as a double weapon. Otherwise, the thenjani uses the same rules as the standard spiked chain in Chapter 7: Equipment of the *D&D Player's Handbook*.

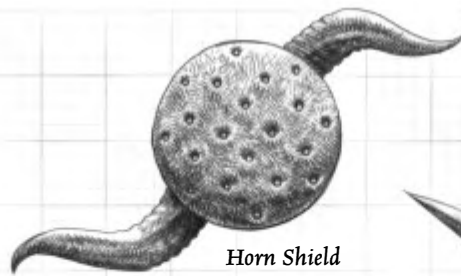
Throwing Irons: These are primarily Svimohzish steel weapons with multiple blades, forks and barbs. Many different varieties exist, but the basic shape is that of a flat piece of steel with a small handle that has many sharpened protrusions. The irons are usually not shaped to represent anything specific, only to have as many sharp edges as possible. To increase accuracy, throwing irons are thrown horizontally. Types of throwing irons include the "adalauv" of the Malavla (Dejy), the Meznamishii "izaresh" and the wood elf "jolamaris."

Throwing Sticks: Used throughout the lands of Tellene, throwing sticks are the oldest missile weapons of all. However, recent throwing sticks are not simple rough branches or sticks, but carved and balanced weapons used for hunting small game. Two specific types of throwing sticks are the "jynshak" of the Obakasek (Dejy) and the gnomish "rat catcher."

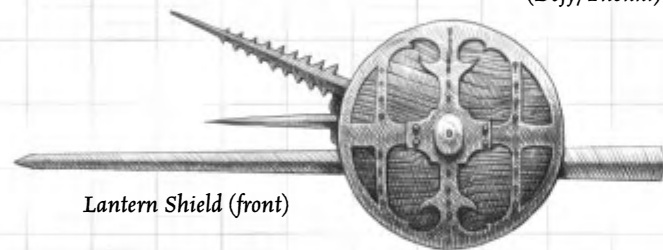
Tiger Claw: The tiger claw is an iron bar about 4 inches long to which are attached two to three curved and occasionally serrated blades. The tiger claw is worn by placing the pinky and forefinger through the ring attached to each end of the bar, and grasping the bar in the hand. The blades point forward and rest between the fingers. Rogues favor the tiger claw for its ease of concealment. The



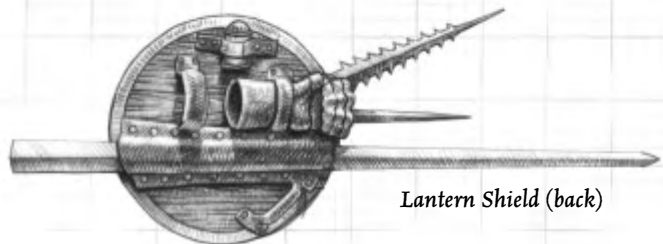
Full Moon



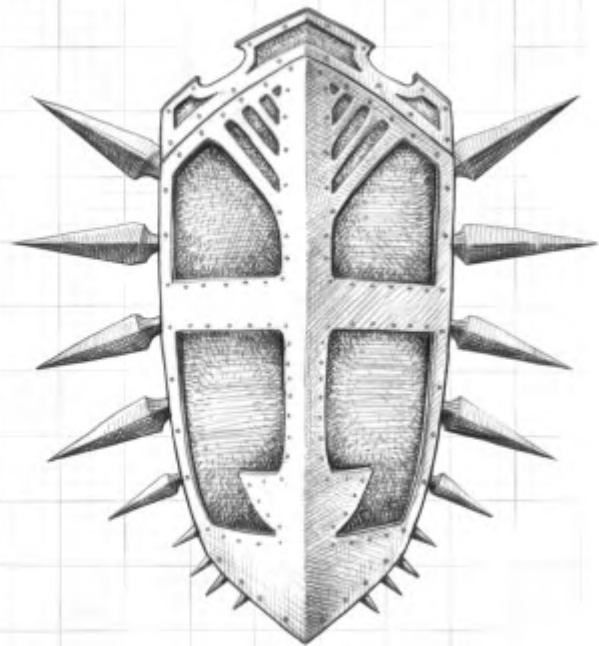
Horn Shield
(Dejy/Fhokki)



Lantern Shield (front)



Lantern Shield (back)



Sword Shield

Chapter 2: Weaponry

tiger claw is most often found with the Dejoy tribes around the Khydoban Desert.

The cost and weight seen in the table are for a single hand only. D&D players should note that the tiger claw follows the same armed attack and disarm rules as the spiked gauntlet in Chapter 7: Equipment of the *D&D Player's Handbook*.

Torch: A torch can serve as a makeshift club, but it is not terribly effective for any type of sustained use. A Medium creature's torch inflicts 1d3 points of bludgeoning damage but can also light flammable materials such as cloth and hair. This fire deals 1d3 points of burning damage to a flammable victim. There is a 50% chance that a torch is extinguished when it strikes a target, whether it ignites its target or not.

Trident: The trident is a three-tined piercing and parrying weapon. Some Reanaarese variations of the trident have a hand guard and a five-tined head, with only the three inner tines sharpened. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Trident, Half: This smaller version of the normal trident originated on the island of Malavla. It features a leather wrapped rhagyr grip. The half trident cannot be used as a ranged weapon, but can be set against a charge in the same manner as the standard trident.

Urgrosh: A dwarven spear-axe. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

POLEARMS AND POLEAXES

In general, a polearm is a long, wooden shaft with a blade mounted on the far end. Though some polearms may seem to more

closely resemble a spear (and vice versa), the main difference is in how it is wielded. Polearms are held in the hands and used to keep an opponent at a distance, and their primary edge is usually a slashing edge such as an axe. They are never thrown. Spears are primarily piercing weapons, and most are designed to be thrown if necessary. Polearms longer than 12 feet with small or no slashing blades are referred to as pikes. Bludgeoning staff weapons of long reach are also classified as polearms.

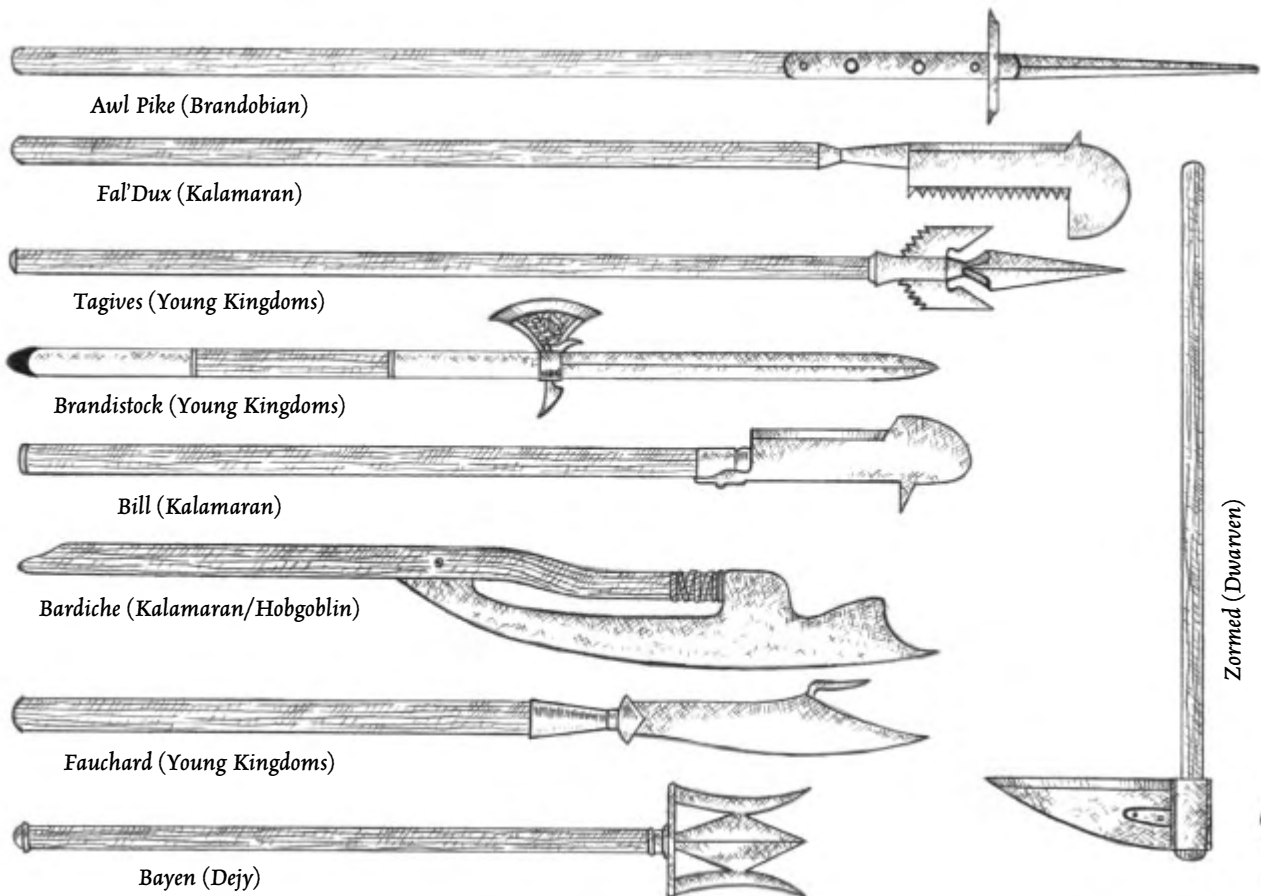
A poleaxe is a specific type of polearm, and typically has a long wooden staff with an axe head on one end, exactly as a polearm. However, opposite the axe blade is a small hammerhead, and a single steel spike tops the staff. A circle guard (called a roundel on polearms) is used to keep the wielder's hands from sliding onto the blade and is often found halfway up the staff. The roundel can also be helpful in parrying other polearms.

D&D players should note the following: Unless otherwise noted, a polearm or poleaxe has reach to strike an opponent 10 feet away, but cannot be used against an adjacent foe. Furthermore, some weapons also note that they may be used to make trip attacks. You may find more information on this maneuver in Chapter 8: Combat, Tripping with a Weapon, in the *D&D Player's Handbook*.

Amessa: Gray elves use this polearm with a long, narrow blade. Right at the base of this blade are two squarish, single-edged, forward-thrusting side blades.

Amoth: This gray elf polearm possesses a long, double-edged blade on one end. At the base of the blade are two curved, single-edged side blades. These secondary blades can be used to make trip attacks.

Awl Pike: This Brandobian polearm is composed of a long wooden shaft with a thin, rectangular spike on one end. Between the spike and the shaft is a small roundel. D&D players should note



that this weapon can be set against a charge with a ready action, to deal double damage.

Balunen: This Malavla (Dejy) polearm is composed of a wooden staff with a large, curved, falchion-like blade mounted on the end. Just below the blade is a roundel for extra hand protection.

Balani: The balani is an intricately carved wooden Malavla (Dejy) staff. It has no metal blade on the end. Instead, in Malavla tradition, the head of the balani is always carved to resemble a man sticking out his sharpened tongue at the opponent.

Baleny: This wooden Malavla (Dejy) staff is topped with a slightly curved, single-edged blade.

Balevi: The Malavla (Dejy) use this weapon composed of a wide, curved single-edged blade attached to the side of a pointed wooden staff. A groove along the length of the staff enables the wielder to determine where the blade's edge is without looking.

Bardiche: This Kalamaran military polearm is constructed with a large, curved blade attached to the staff by two tangs. The blade is typically 5 feet long, half the total length of the polearm. This is also a common polearm of the Krangi.

Baresh: This two-handed Malavla (Dejy) weapon consists of a 4-foot long wooden staff with two crescent-shaped blades, one on each end of the staff facing out. On the reverse side of each blade are two small curved hooks that point opposite from the edges of the larger blades. The baresh is not wielded like the standard polearm; it is more often used in close quarters melee combat.

D&D players should note that a baresh is a double weapon, and can be used as if two-weapon fighting with a one-handed weapon and a light weapon (see Chapter 8: Combat, Two-Weapon Fighting in the *D&D Player's Handbook*). Of course, when using the baresh in one hand, it cannot be used as a double weapon.

Bayen: The Malavla (Dejy) use this polearm with a triangular blade set between two smaller, slightly curved blades.

Beaked Axe: This polearm is topped with a short spike, below which is a curved blade attached opposite a hooked "beak." This hook can be used to make trip attacks. The beaked axe is generally found in the northern areas of Drhokker.

Bill: This Kalamaran polearm is composed of a wooden shaft, one end of which holds a hooked blade opposite a small spike. This spike can be used to make trip attacks.

Bill-Guisarme: This combination weapon consists of a 7 to 8-foot long shaft topped by a heavy cleaving blade opposite a thick spike, with a hook or spike at the end. This hook or spike can be used to make trip attacks. Once popular with some Kalamaran soldiers, now it is most common in Korak and Norga-Krangrel.

Brandestock: This two-handed polearm comes with a wide, curved axe blade attached opposite a small, slightly curved hook. Concealed in the wooden shaft is a very long double-edged blade, which can be released by removing a small pin in the end of the shaft. If one swings this end outward, the blade slides out and a second pin locks it into place when fully extended.

The hook can be used to make trip attacks. The brandestock is often found in and around the militocracy of Korak.

Dolkesh: The Evony (Dejy) wield this polearm with a broad, curved blade opposite a projecting spike. Between the tanged head and wooden shaft is a roundel.

Dolnyr: This polearm is also of Evony (Dejy) design and is constructed with a pointed wooden staff and a reinforced iron head with two curved hooks. It has no attached blade, but these hooks can be used to make trip attacks.

Dragon Axe: The Fhokki use this polearm that features a pointed wooden shaft, on one end of which is a wide, curved blade opposite a hook. The blade is often engraved with images of dragons, with the hook serving as the tail. This hook can be used to make trip attacks.

Dragon Spoon: This polearm has a long, slightly wavy wooden shaft topped with a double-edged, triangular blade set between two smaller points. It is generally found in the lands of Drhokker. The origin of this weapon's unusual name is unknown. D&D players should note that this weapon can be set against a charge with a ready action, to deal double damage.

Fal'Dux: This Kalamaran polearm possesses a blade with rounded tip and a serrated edge opposite a small spike.

Fan'Mer: This 15-foot long Kalamaran pike, topped with a small, leaf-shaped blade.

Fauchard: This polearm comes with a long, curved, pointed blade opposite a tiny curved hook. This hook can be used to make trip attacks. The point of the blade can be used in thrusting attacks. The fauchard is an old weapon, typically found in the western area of Ek'Kasel.

Fauchard-Fork: This variant on the fauchard has the same curved blade opposite a forked double hook. These hooks can be used to make trip attacks. Like the fauchard, the fauchard-fork is also typically found in the western area of Ek'Kasel.

Feather Staff: This long, hollow, two-handed high elf weapon features three thin blades concealed inside a plain-looking staff. By rapidly swinging the head of the shaft downwards, the blades slide up and out, automatically locking into place until released. No one who closely examines this weapon will fail to find the blades, but raiding parties who thought they were attacking defenseless elfen travelers have sometimes paid the price for ignorance.

Fus'Cina: This three-tined Kalamaran weapon is similar to a trident in appearance, but comes with barbed tips. These tips will tear any flesh they are pulled through. D&D players should note that this weapon can be set against a charge with a ready action, to deal double damage.

Galmor: The galmor is a three-tined rock gnome weapon similar to a pitchfork or trident. Here the three tines are set on the corners of a triangle perpendicular to the shaft, rather than having them in one flat plane. Also, the tines are less than 6 inches long, much shorter than those of a pitchfork or trident. D&D players should note that this weapon can be set against a charge with a ready action, to deal double damage.

Galrast: This two-handed gnomish infantry weapon is composed of a long spike and a short blade attached to a wooden handle. Halfway down the weapon, at the base of the blade, a roundel is placed for extra hand protection. D&D players should note that this weapon can be set against a charge with a ready action, to deal double damage.

Glaive: This prototypical polearm consists of a long wooden shaft topped with a curved, single-edged blade. It is thought to be one of the oldest examples of a polearm, and most modern polearms owe something to its basic design. Glaives can be found across Tellene. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*. HackMaster players can refer to page 120 in the HackMaster Player's Handbook.

Gofren: This Brandobian example of a poleaxe is constructed as the standard poleaxe, except for making the popular substitution of a hook for the hammerhead. It has a long staff topped with a short spike, below which is an axe-bladed head attached opposite the hook. This hook can be used to make trip attacks.

TABLE 2-9: POLEARMS AND POLEAXES

Weapon	Region/User	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type*
Simple Weapons: Two-Handed Weapons								
Pitchfork	Any	15 cp	1d6	1d8	x2	-	7 lb.	Piercing
Rijar++	Dejy (Elos)	4 gp	1d4/1d4	1d6/1d6	x2	-	3 lb.	Bludgeoning
Spade	Any	2 gp	1d4	1d6	x2	-	8 lb.	Bludgeoning
Martial Weapons: Two-Handed Weapons								
Amessa	Elf (Gray)	14 gp	1d6	2d4	x3	-	5 lb.	Piercing
Amoth	Elf (Gray)	12 gp	1d6	2d4	x3	-	6 lb.	Piercing
Awl Pike	Brandobian	10 gp	1d6	2d4	x3	-	6 lb.	Piercing
Balanan	Dejy (Malavla)	12 gp	1d6	2d4	x4	-	4 lb.	Slashing & Piercing
Balani	Dejy (Malavla)	10 gp	1d4	1d6	x2	-	2 lb.	Bludgeoning
Baleny	Dejy (Malavla)	9 gp	1d6	1d8	x3	-	4 lb.	Slashing
Balevi	Dejy (Malavla)	12 gp	1d6	2d4	x4	-	5 lb.	Slashing & Piercing
Bardiche	Kalamaran	14 gp	1d8	1d10	x3	-	7 lb.	Slashing & Piercing
Baresh++	Dejy (Malavla)	10 gp	1d6/1d6	2d4/2d4	x4	-	5 lb.	Slashing and Piercing
Bayen	Dejy (Malavla)	8 gp	1d6	2d4	x4	-	5 lb.	Slashing and Piercing
Beaked Axe	Fhokki	12 gp	1d6	2d4	x4	-	6 lb.	Slashing and Piercing
Bec de corbin	Kalamaran	8 gp	1d6	2d4	x3	-	10 lb.	Piercing & Bludgeoning
Bill	Kalamaran	10 gp	1d6	2d4	x3	-	6 lb.	Slashing
Bill-guisarme	Kalamaran	7 gp	1d6	1d8	x3	-	15 lb.	Slashing & Piercing
Brandestoc	Koraki	9 gp	1d6/1d6	1d8/1d8	x3	-	4 lb.	Slashing & Piercing
Dolkesh	Dejy (Evony)	8 gp	1d6	2d4	x4	-	5 lb.	Slashing & Piercing
Dolnyr	Dejy (Evony)	6 gp	1d6	1d8	x2	-	4 lb.	Bludgeoning
Dragon Axe	Fhokki	12 gp	1d6/1d3	2d4/1d4	x3	-	5 lb.	Slashing
Dragon Spoon	Drhokkeran	12 gp	1d6	2d4	x3	-	6 lb.	Piercing
Fal'Dux	Kalamaran	10 gp	1d6	1d8	x3	-	6 lb.	Slashing & Piercing
Fan'Mer	Kalamaran	10 gp	1d8	1d10	x3	-	13 lb.	Piercing
Fauchard	Kasite	9 gp	1d6	1d8	x3	-	6 lb.	Slashing & Piercing
Fauchard-Fork	Kasite	8 gp	1d6	2d4	x3	-	6 lb.	Slashing & Piercing
Feather Staff	Elf (High)	12 gp	1d6	2d4	x3	-	6 lb.	Slashing & Piercing
Fus'Cina	Kalamaran	10 gp	1d6	1d8	x2	-	5 lb.	Piercing
Galmor	Gnome (Rock)	10 gp	1d6	2d4	x2	-	3 lb.	Piercing
Galrast	Gnome (any)	6 gp	1d6	1d8	x3	-	4 lb.	Piercing
Glaive	Kalamar	6 gp	1d8	1d10	x3	-	8 lb.	Slashing
Glaive-guisarme	Kalamar	10 gp	1d8	1d10	x3	-	10 lb.	Slashing & Piercing
Gofren	Brandobian	10 gp	1d6	1d8	x3	-	5 lb.	Slashing
Grondar-Thul-Vakh	Hobgoblin (Krangi)	15 gp	1d8	1d10	x4	-	6 lb.	Slashing & Piercing
Guisarme	Any	5 gp	1d6	2d4	x3	-	8 lb.	Slashing
Guisarme-voulge	Any	8 gp	1d6	2d4	x3	-	15 lb.	Slashing & Piercing
Halberd	Any	10 gp	1d8	1d10	x3	-	15 lb.	Slashing & Piercing
Halberd, Crescent	Dejy (Khydoban)	8 gp	1d8	1d10	x3	-	15 lb.	Slashing & Piercing
Halberd, Sabre	Fhokki	16 gp	1d8	1d10	x4	-	7 lb.	Slashing & Piercing
Half-Moon	Dejy (Chinotan)	14 gp	1d6	1d8	x3	-	5 lb.	Slashing
Half-Moon, Elven	Elf (Wood)	12 gp	1d6	1d8	x3	-	5 lb.	Slashing
Hedfren	Brandobian	12 gp	1d6	2d4	x4	-	6 lb.	Slashing & Piercing
Hoe	Any	8 sp	1d4	1d6	x2	-	3 lb.	Slashing & Bludgeoning
Hook fauchard	Any	10 gp	1d6	1d8	x3	-	8 lb.	Slashing & Piercing
Janves	Koraki	10 gp	1d6	2d4	x4	-	6 lb.	Slashing & Piercing
Jedfren	Brandobian	10 gp	1d6	2d4	x4	-	7 lb.	Slashing & Piercing
Jorosh	Dejy (Chors)	12 gp	1d6	2d4	x2	-	6 lb.	Bludgeoning
Kadany	Dejy (Thondehe)	10 gp	1d6	1d8	19-20/x2	-	5 lb.	Piercing & Bludgeoning
Kalamaran Fork	Kalamaran	15 gp	1d6	2d4	x3	-	5 lb.	Piercing
Kolshy	Dejy (Defohy)	12 gp	1d3/1d4	1d4/1d6	x2	-	4 lb.	Bludgeoning
Kur'Roc	Kalamaran	15 gp	1d6	2d4	x4	-	6 lb.	Slashing & Piercing
Lanvedo	Koraki	13 gp	1d6	1d8	x3	-	5 lb.	Piercing
Launaroo	Reanaarian	15 gp	1d6	2d4	x4	-	4 lb.	Slashing & Piercing
Lucerne Hammer	Gakite	10 gp	1d8	1d10	x4	-	8 lb.	Slashing & Piercing
Malfren	Brandobian	12 gp	1d6/1d4	1d8/1d6	x3	-	7 lb.	Bludgeoning
Mausaano	Reanaarian	12 gp	1d8/1d4	1d10/1d6	x3	-	15 lb.	Piercing or Bludgeoning
Mauvootir	Reanaarian	15 gp	1d6	1d8	x2	10 ft.	4 lb.	Piercing
Military fork	Any	5 gp	1d4	1d6	x3	-	7 lb.	Piercing
Monamasho	Svimohzish	15 gp	1d6	2d4	x3	-	5 lb.	Slashing & Piercing
Nythjen	Dejy (Khydoban)	16 gp	1d6/1d3	2d4/1d4	x4	-	6 lb.	Slashing & Piercing
Partisan	Kalamaran	10 gp	1d6	2d4	x3	-	8 lb.	Piercing
Pike	Any	11 gp	1d8	1d10	x3	-	11 lb.	Piercing
Plancon	Kasite	16 gp	1d6	2d4	x3	-	6 lb.	Piercing
Poleaxe	Any	15 gp	1d6	2d4	x3	-	6 lb.	Slashing
Pozetli	Dejy (Vohven)	14 gp	1d6	2d4	x3	-	4 lb.	Piercing
Ranseur	Any	6 gp	1d6	2d4	x3	-	7 lb.	Piercing

TABLE 2-9: POLEARMS AND POLEAXES (CONTINUED)

Weapon	Region/User	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type*
Martial Weapons: Two-Handed Weapons (continued)								
Rishko	Dejy (Elos)	12 gp	1d8	1d10	x3	-	9 lb.	Piercing
Scaling Fork	Reanaarian	15 gp	1d6	1d8	x2	-	5 lb.	Piercing
Scythe	Any	18 gp	1d6	2d4	x4	-	10 lb.	Piercing or slashing
Shagrakk-Brogatu	Hobgoblin (Kargi)	18 gp	1d6	1d8	x3	-	5 lb.	Piercing
Shomozh	Svimohzish	12 gp	1d6	2d4	x3	-	5 lb.	Piercing
Shovimzar	Svimohzish	12 gp	1d6/1d6	1d8/1d8	x2	-	4 lb.	Piercing/Bludgeoning
Shrolka	Tharggy	13 gp	1d6	1d8	x3	-	5 lb.	Piercing
Spari	Halfling (any)	10 gp	1d6	1d8	x3	-	5 lb.	Piercing
Spetum	Any	5 gp	1d6	2d4	x3	-	7 lb.	Piercing
Tagives	Koraki	12 gp	1d6	2d4	x3	-	6 lb.	Piercing
Ulmed	Dwarf (Hill)	18 gp	1d6	2d4	x2	-	6 lb.	Slashing
Vamsho	Svimohzish	15 gp	1d6	2d4	x4	-	4 lb.	Slashing & Piercing
Voulge	Hobgoblin (Krangji)	14 gp	1d8	1d10	x4	-	6 lb.	Slashing & Piercing
Wheznar	Svimohzish	12 gp	1d4	1d6	x2	-	4 lb.	Bludgeoning
Zorred	Dwarf (Hill)	15 gp	1d6	1d8	x3	-	6 lb.	Slashing & Piercing
Exotic Weapons: Two-Handed Weapons								
Mancatcher	Kalamaran	25 gp	1 N	1d2 N	x2	-	6 lb.	Bludgeoning
Ulbarek	Dwarf (Mountain)	30 gp	1d4/1d3	1d6/1d4	x2	-	5 lb.	Bludgeoning

** When two types are given, the weapon is both types.

Grondar-Thul-Vakh: This Krangi variant on the halberd is made with a thin, double-edged, multi-hooked blade mounted on one end of a wooden shaft. This weapon can be used to make trip attacks.

Guisarme: The guisarme has a long staff with a large curved and hooked blade aligned along the shaft. Just below the head are four short drooping spikes used to make trip attacks. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*. HackMaster players can refer to page 120 in the HackMaster Player's Handbook.

Halberd: This 10 to 12 foot wooden staff usually has a spike on the end. Just below the spike is a reinforced axe-like blade opposite a small hook. This weapon can be used to make trip attacks. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*. HackMaster players can refer to page 120 in the HackMaster Player's Handbook.

Halberd, Crescent: The crescent halberd is identical to a standard halberd, except its axe-blade is larger and crescent-shaped. It also is frequently tipped with a spear point for readying against charges. This cruel device is a favored weapon in and around the Khydoban desert.

Halberd, Sabre: The sabre halberd is made up of a wooden staff with a long, sabre-like blade attached to one end instead of a spike. Just below this blade is the usual axe blade of a halberd. This variant is most often found in the northern lands.

Half Moon: The Chinotan (Dejy) favor this polearm topped with a small crescent-shaped blade. The blade is attached at the end of a wooden shaft so that both tips of the crescent point away from the handle, towards the opponent. The blade is sharpened on both inner and outer edges.

Half Moon, Elven: This wood elf polearm is composed of a wide, crescent-shaped blade. Unlike the Chinotan (Dejy) weapon, the single-edged blade is attached to the shaft so that one tip of the crescent points towards the wielder. The wood elves claim to have first used crescent shaped blades on polearms.

Hedfren: This Brandobian weapon is identical to a halberd, save that there are two hooks opposite the blade, rather than one. These hooks can be used to make trip attacks.

Hoe: This farming tool's primary purpose is digging up weeds and loosening the soil. Its squarish, angled blade is attached to a wooden staff at a right angle perpendicular to the staff. If the blade is sufficiently sharp, the hoe can be used in combat as a type of polearm. Only farmers forced into military service wield hoes, those either drafted into a peasant army or defending their village.

Janves: This polearm is constructed from a wooden shaft topped with a wide, single-edged blade similar in appearance to a butcher knife. The janves is most often found in the western Young Kingdoms.

Jedfren: This Brandobian polearm comes with a hook opposite a slightly curved, single-edged blade. This hook can be used to make trip attacks.

Kadany: The kadany has a pointed wooden staff, the top fourth of which is covered with at least two dozen small barbed hooks. The end of the staff has three large forward-facing prongs like a trident, and several other prongs pointing in other directions. These hooks can be used to make trip attacks. These are often found among the Thondehe (Dejy) tribe.

Jorosh: This two-handed, wooden Chors (Dejy) staff gradually becomes thicker towards its tip. This thick upper half is also shod with iron strips. There is sometimes a hook at the tip, but other times it is left bare. There is no blade or cutting edge on a jorosh.

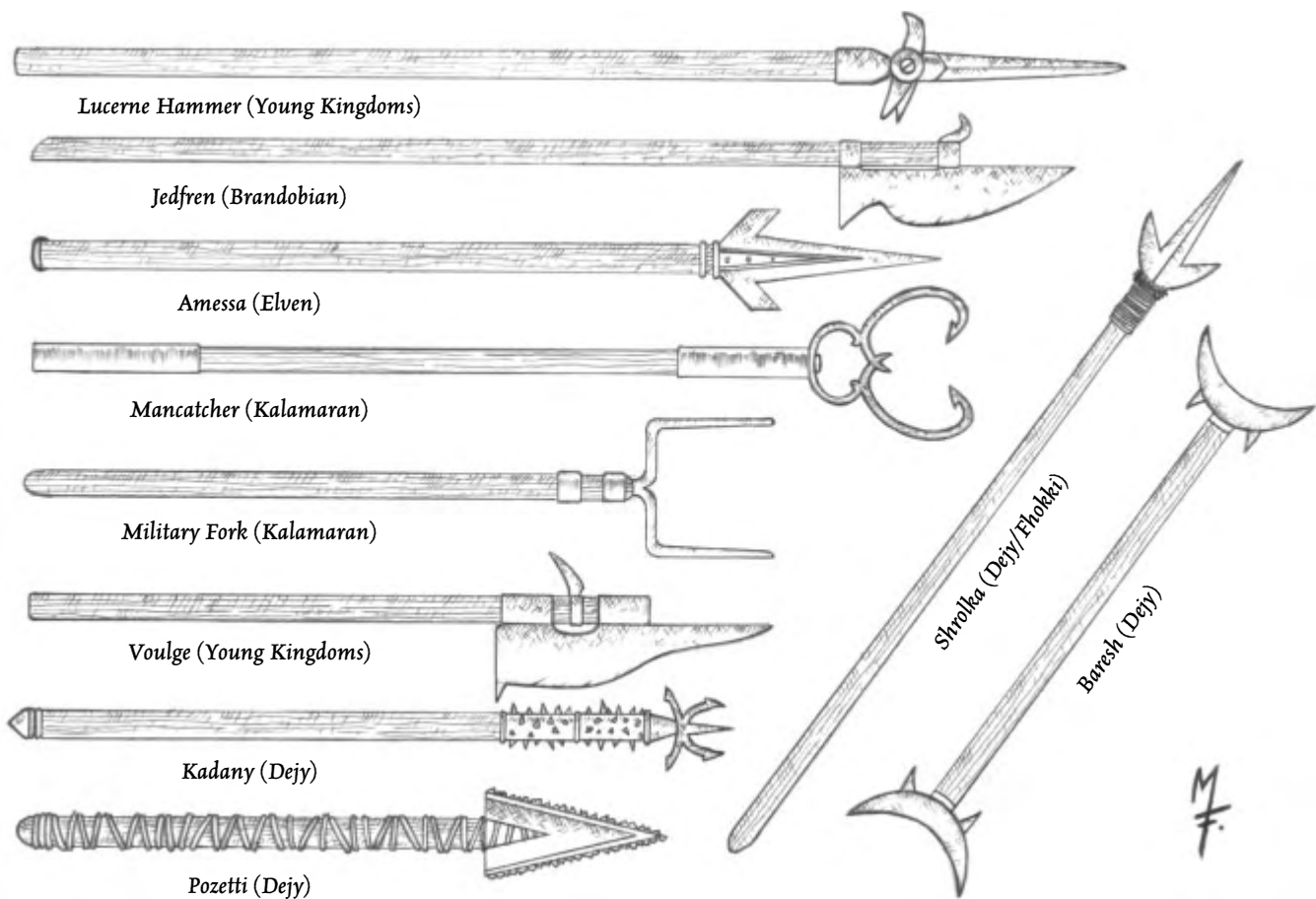
Kolshy: The Defohy (Dejy) use this wooden staff with many small iron rings attached to one end. This weapon has no sharp edges and is used to bludgeon opponents from a distance.

Kur'Roc: This Kalamaran polearm comes topped with a short spike, below which is a hooked and curved blade opposite another small hook. This hook can be used to make trip attacks.

Laivedo: The Laivedo polearm has a wide, double-edged blade attached to its end. It is most popular in and around Korak. D&D players should note that this weapon can be set against a charge with a ready action, to deal double damage.

Launaroo: This Reanaarese weapon is composed of a wooden staff with a crescent-shaped, double-edged blade mounted on one end. It is similar to the half moon, but the blade is larger and double-edged.

Chapter 2: Weaponry



Lucerne Hammer: This polearm features a narrow double-bladed spike on the end. Between the spike and the wooden shaft is a small hammer attached opposite a double-pronged hook. This hook can be used to make trip attacks. The lucerne hammer is most often found in the lands of Ek'Gakel.

Malfren: This long wooden Brandobian staff 10 to 15 feet in length, has its top third bound with iron strips. It serves to dismount opposing cavalry for footmen.

Mancatcher: This forked Kalamaran polearm has two unsharpened spring blades designed to encircle and grasp the neck of a fleeing opponent. If used in warfare, the mancatcher can be used to unseat a mounted opponent. A successful attack roll indicates that the opponent is grasped or unseated. The mancatcher can also be used to make trip attacks.

Mausaano: This Reanaarese pike is some 18 feet long and topped with a small, leaf-shaped blade. The other end of the pike is weighted with a blunt, mace-like head. Like all polearms and other reach weapons, this weapon cannot attack an adjacent opponent directly. However, it is balanced such that the iron mace head can also be used, with a -4 penalty to the attack roll. It may not under any circumstances function as a double weapon; it must use one attack mode or the other each round.

Mauvootir: This Reanaarese polearm is similar in appearance to a trident, though the three tines are perfectly straight. This means the two tines on the sides do not point directly forward, but each out at a slight angle. Also, the central tine has two barbs on its tip, while the outer tines have one barb only. D&D players should note that this weapon can be set against a charge with a ready action, to deal double damage.

Military Fork: This simple Kalamaran polearm resembles a two-tined pitchfork, only with a more flat and square-shaped head.

Monamasho: The Svimohzish craft this polearm topped with a short, slightly curved, tanged blade. Just below the blade is a roundel. Due to the shorter blade, the monamasho is slightly less effective than the vamsho, the other common Svimohzish polearm.

Nythjen: The nythjen is a polearm composed of a pointed wooden shaft reinforced with a short steel spike. Below the spike is a hook-shaped blade opposite a smaller hook. This hook can be used to make trip attacks. Halfway down the shaft, a roundel is added for extra protection. The nythjen is often found along the eastern coast of Reanaaria Bay.

Pike: This 15-foot long polearm generally has a small diamond-shaped steel head. The pike is the traditional footman's weapon used against horsemen, and almost always used in large infantry groups, only rarely in single combat. Brandobians in particular outfit all their footmen with pikes. Unfortunately for the Eldoran footmen, Lathlanian elves have become adept at first eliminating the pikemen with arrows or missile fire, before charging in on cavalry. Elven versions of the pike are more intricately carved, and have leaf-shaped heads.

Pitchfork: This wooden staff has three round iron tines on one end. The tines are slightly curved in a semi-circle, with all three passing below the plane of the handle and then ending even with it. A pitchfork is used primarily as a farming tool for moving hay, and only called into combat when a farmer is forced to defend his land. Peasant mobs also employ them frequently. D&D players should note that this weapon can be set against a charge with a ready action, to deal double damage.

Plancon: This polearm is composed of a 5-foot long spike attached to the end of a 5-foot long wooden staff. This weapon was developed and is exclusively used in the small kingdom of Ek'Kasel. D&D players should note that this weapon can be set against a charge with a ready action, to deal double damage.

Pozetli: The Vohven (Dejy) favor this polearm with a triangular wooden head with stone chips imbedded to produce a serrated, slashing edge.

Ranseur: The ranseur is a thin spearhead mounted on an 8-foot shaft. Two small pitchfork or crescent-like tines project out from the base of the main blade, to aid in trapping a weapon or punching through armor. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*. HackMaster players can refer to page 121 in the HackMaster Player's Handbook.

Rijar: The rijar is a two-handed wooden staff covered in leather or cloth, originating in the ancient cities of the Elos. The rijar is used only as a bludgeoning weapon, and is also a double weapon. D&D players should note that the rijar can be used as if two-weapon fighting with a one-handed weapon and a light weapon (see Chapter 8: Combat, Two-Weapon Fighting in the *D&D Player's Handbook*). Of course, when using the rijar in one hand, it cannot be used as a double weapon.

Rishko: This 13-foot long pike is topped with a small, leaf-shaped blade. The rishko originated in the ancient cities of the Elos, and may now be found in most areas of Tellene.

Scaling Fork: This Reanaarese military fork is identical to the standard military fork except for a small hook projecting out from between the two tines. Though primarily used for assistance in scaling walls, this hook can be used to make trip attacks.

Scythe: Though similar to the farming tool, this scythe is slightly less curved, and is balanced and strengthened for combat. This design allows for forceful piercing attacks with the sharp point and brutal slashing attacks with the blade edge. The scythe is the standard weapon wielded by clerics of the Harvester of Souls. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Shagrakk-Brogatu: The Kargi favor this polearm composed of a pointed wooden staff with a flat double-edged spike protruding from the side. Twelve inches below this spike are two single-edged blades, one set on the same side as the spike and the other on the opposite. The gives the head the overall appearance of an upside down letter "T". These secondary blades can be used to make trip attacks. The head is fitted into the wooden shaft with a tang.

Shomozh: This rare Svimohzish polearm has a three-pronged head, the central prong being larger and double-edged. The smaller prongs are dulled.

Shovimzar: This is a two-handed, pointed wooden staff, to one end of which is attached an iron ring. The pointed end deals piercing damage, while the ring can make a bludgeoning attack. This may not be used as a double weapon, but the wielder can choose to attack with either end each round.

Shrolka: This polearm has a narrow, double-edged blade at one end. At the base of the blade are two thick, upward curving points. The shrolka is generally found among the Dejy and Fhokki inhabitants in and around Tharggy.

Spade/Shovel: This two-handed farming tool generally has a short wooden shaft and a wide, dull blade. The blade is typically iron and concave. Its primary purpose is to dig holes in the ground, but desperate farmers (or angry farmer's wives) sometimes employ it as a weapon.

Spari: This halfling pike is only 8 feet long and features a small, leaf-shaped head, below which is a crossbar. One quillon droops towards the handle, while the other points up toward the blade.

Tagives: The tagives polearm comes with a triangular, double-edged blade flanked by two smaller, forward-pointing blades. The back edge of the side blades is usually serrated. It is typically found in Korak. D&D players should note that this weapon can be set against a charge with a ready action, to deal double damage.

Ulbarek: This thick, hollow mountain dwarf staff hides a small iron ball (attached to a chain) inside its otherwise plain exterior. With a downward swing of the 7 to 10 foot staff, the ball flies out.

Because this weapon may be used to entangle opponent's legs, the wielder may make trip attacks with it. D&D characters wielding an ulbarek receive a +1 bonus to opposed attack rolls to disarm (and to avoid disarmament).

Ulmed: Hill dwarves use this poleaxe. On one end of the staff is a small wooden knob that functions as the hammer, while the opposite has a small axe affixed. Unlike many poleaxes, the axe head is generally thought of as the secondary weapon.

Vamsho: This popular Svimohzish polearm has a long, slightly curved, tanged blade on one end. Just below the blade is a roundel.

Voulge: The voulge is a polearm topped with by a broad axe-like blade and has a protruding single spike on the top. Opposite the blade is a small, curved hook. This hook can be used to make trip attacks. Voulges are often found in the Young Kingdoms.

Wheznar: This long wooden staff curves into a hook-shape at one end. On this hook, several long feathers are attached. These are flicked into the face of an opponent as a distraction. The hook can be used to make trip attacks. The wheznar is most often found on the island of Svimohzia, though its use has spread to Dejy on the mainland.

Zormed: This hill dwarf polearm has a straight, tapering single-edged blade similar to a scythe.

SIEGE WEAPONS

Ballista: This is a siege military engine in the form of a crossbow, and launches heavy, thick bolt-like missiles against the enemy. Invented by the Reanaarians, they now see common use in the Kalamaran Empire. D&D players may find more information on this weapon in the Siege Engines section of Chapter 3: Adventures in the *D&D Dungeon Master's Guide*.

Ballista, Erne's Beak: This Zoan ballista fires man-sized bolts that, its creator boasts, can split a smaller boat in half, or doom a galley to a new dock among the rays and flounders. The erne's beak ballista was invented by Captain Liamar Bloodsword, a fierce warrior and natural seaman. This weapon can only be found on the newest galleons in the Zoan navy. Aside from its statistics, it loads

TABLE 2-10: SIEGE WEAPONS

Weapon	Cost	Damage	Critical	Range Inc (ft.)	Min. Crew
Ballista	500 gp	6d6	-	200 ft. (100 ft. min)	4
Ballista, Erne's Beak	950 gp	5d6	x3	100 ft.	2
Catapult, Heavy	800 gp	4d6	-	150 ft. (100 ft. min)	2
Catapult, Light	550 gp	3d8	19-20	120 ft.	1
Infernal Machine	400 gp	2d6	x3	100 ft.	2
Onager	500 gp	2d6	-	140 ft. (100 ft. min)	2
Ram	1,000 gp	3d6+	-	-	10
Siege Tower	2,000 gp	-	-	-	20
Trebuchet	1,200 gp	6d6	-	250 ft. (125 ft. min)	5
Trebuchet, Kalamaran	3,000 gp	10d6	-	175 ft. (100 ft. min)	12

Chapter 2: Weaponry

and fires as a ballista (See Chapter 13: Travel and Transportation for details on the Erne's Beak galleon, the only ship that so far possesses this weapon).

Catapult, Heavy: This powerful siege engine is used to throw boulders or other large items. D&D players may find more information on this weapon in the Siege Engines section of Chapter 3: Adventures in the *D&D Dungeon Master's Guide*.

Catapult, Light: This smaller, lighter version of the heavy catapult operates in the same manner as its larger kin. D&D players may find more information on this weapon in the Siege Engines section of Chapter 3: Adventures in the *D&D Dungeon Master's Guide*.

Infernal Machine: The infernal machine is a type of javelin-throwing siege engine, known in Kalamar as the "satamer." It is simply constructed from a wooden frame within which several (12 maximum) javelins or light spears are placed. A taut wooden or stiff leather mat is then drawn back or raised above the frame. When released, the mat strikes the blunt end of the javelins, propelling them at the enemy.

D&D players should note that the infernal machine is essentially a Huge immovable javelin-throwing device, and may refer to page 113 of the *D&D Player's Handbook* for aiming penalties due to the weapon's size. Reloading an infernal machine takes five full-round actions for a single Medium or smaller creature.

Onager: First invented by the Kalamaran Empire, the onager is a siege engine appearing somewhat like a ballista, but designed to hurl heavy stones instead of arrows. The onager is often used against approaching warriors as an "anti-personnel" weapon.

D&D players should note that the onager is similar to a Gargantuan stonebow, and may refer to page 113 of the *D&D Player's Handbook* for aiming penalties due to the weapon's size.

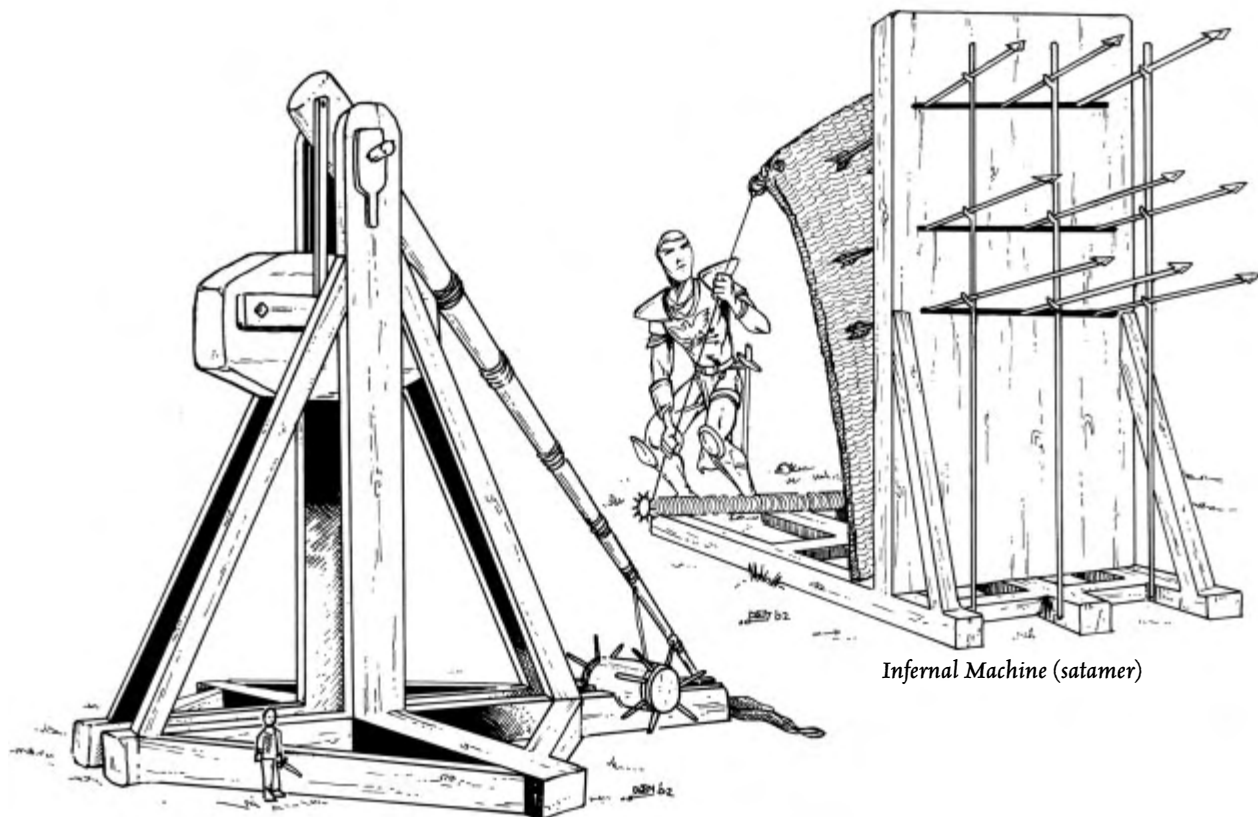
Reloading an onager takes two full-round actions for a single Medium or smaller creature.

Ram: In its simplest form, the battering ram is nothing more than a tree trunk with its branches removed. In general, however, these tree trunks are carved to a point, with plain iron or decorated wooden tips. Wooden handles are socketed and inserted, typically five on each side. These handles then support a movable, roofed platform covered with water soaked hides to protect the crew from missiles and fire.

Siege Tower: A siege tower is a large wooden tower with one-foot thick walls. Like the battering ram, it is covered with water-soaked hides before going into battle. The siege tower is rolled or wheeled against a wall to allow attackers to scale the tower or parapet. This way, they can reach the top of the opposing wall under cover from enemy fire. If the opposing wall has a moat around it, the moat must first be filled before the tower can be wheeled up. D&D players may find more information on this weapon in the Siege Engines section of Chapter 3: Adventures in the *D&D Dungeon Master's Guide*.

Trebuchet: The trebuchet is a larger, more powerful variation of the catapult weighing approximately 5,000 pounds. Like the catapult, it hurls stones, but with a seesaw-like counterweight instead of a winch and twisted ropes. Also, rather than using a spoon-shaped wooden hurler, the stone is held in a sling, like the onager. The average size of a trebuchet stone is 50 to 70 pounds.

D&D players should note that the trebuchet follows the same attack rules as the heavy catapult in the Siege Engines section of Chapter 3: Adventures in the *D&D Dungeon Master's Guide*. The loading rules are also identical, with the following changes: replace the DC 15 Strength check with a DC 20 Strength check, and note that it takes five full-round actions to reaim.



Infernal Machine (satamer)

Kalamaran Trebuchet (balaron)

Trebuchet, Kalamaran: This trebuchet (also known as a “balaron”) is a truly massive, more powerful version of the standard trebuchet. It weighs approximately 20,000 pounds. They are built directly on the spot they are to be used, and cannot be re-aimed or moved without serious magical assistance. The average size of a Kalamaran trebuchet stone is 400 to 500 pounds. They are primarily used to knock down castle walls. They are quite accurate and will eventually break through almost any wall, since they repeatedly strike the same area.

D&D players should note that the Kalamaran trebuchet follows the same attack rules as the heavy catapult in the Siege Engines section of Chapter 3: Adventures in the *D&D Dungeon Master's Guide*. The loading rules are also identical, with the following changes: replace the DC 15 Strength check with a DC 30 Strength check, and note that it takes ten full-round actions to reload.

SPEARS AND LANCES

A spear is the oldest type of staff weapon on Tellene. Most spears have long, flat, leaf-shaped or triangular heads and range anywhere from 5 to 9 feet in length. D&D players should note that spears can be set against a charge with a ready action, to deal double damage.

Along with spears come lances, a long spear-like weapon generally used only in jousts and tournaments, the soldiers of Tellene finding it fairly impractical on the battlefield. Lances often come with vamplates, a metal or leather guard designed to protect the hand and arm.

Alhanam: This is a short wooden shaft topped with a socketed steel head. It is generally found on the eastern side of Reanaaria Bay, on the fringes of the Khydoban Desert.

Amafar: The amafar is a wooden horseman's lance topped with a socketed, forked steel head. This weapon can be found along the southeastern edge of Reanaaria Bay.

Amarahn: The Svimohzish use this all-steel spear with a pyramidal head rather than a flat one.

Amarchi: This spear has a long wooden shaft topped with a tanged steel head. The blunt end of the amarchi is fitted with a spike, making this a double weapon. This weapon can be found along the southeastern edge of Reanaaria Bay.

D&D players should note that the amarchi is a double weapon, and can be used as if two-weapon fighting with a one-handed weapon and a light weapon (see Chapter 8: Combat, Two-Weapon Fighting in the *D&D Player's Handbook*). Of course, when using the amarchi in one hand, it cannot be used as a double weapon.

Amarian: The amarian is a wood elf spear with a wooden shaft and a very wide, socketed, leaf-shaped blade.

Ardak: This wooden Fhokki spear comes with a barbed iron head on a slender wooden shaft.

Baladan: This wooden Malavla (Dejy) shaft is topped with a tanged iron head. A feather or hair tassel is often attached to the blunt end.

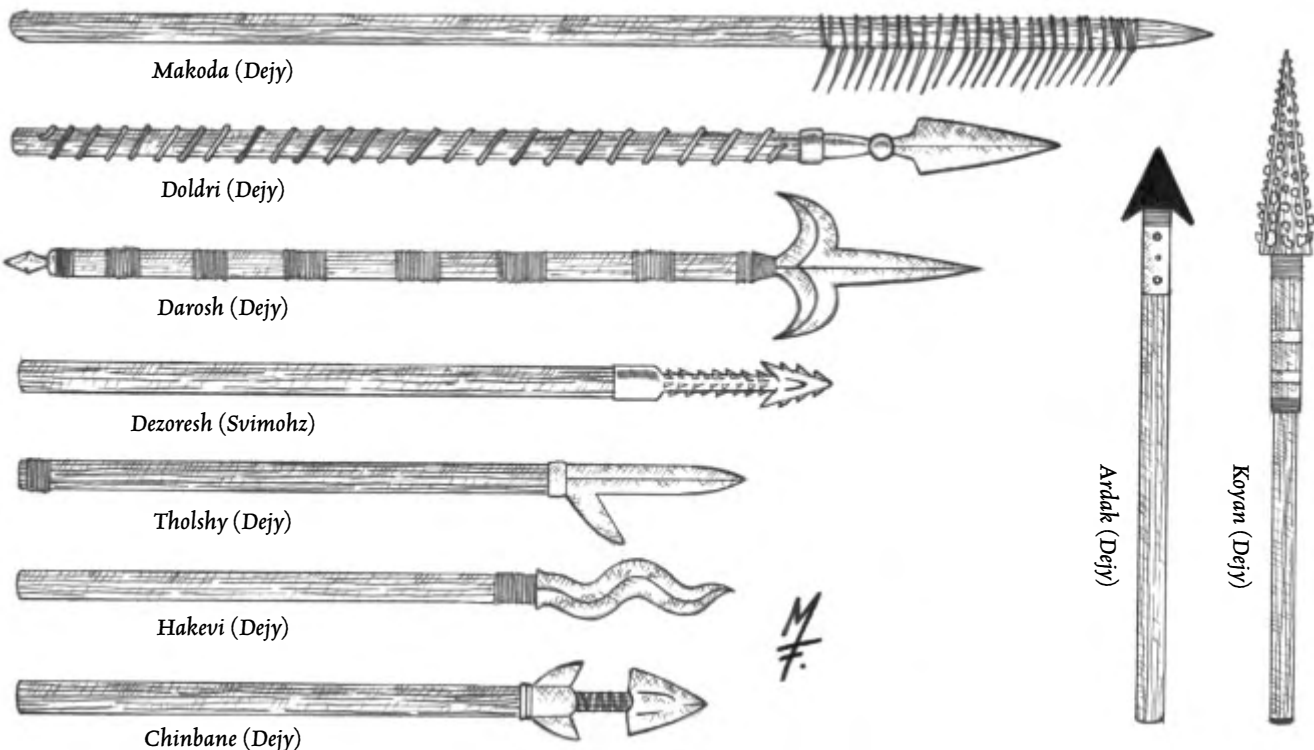
Banarak: While gnomes are not generally renowned for their horse-riding skills, they still occasionally find themselves participating in jousts. The banarak is a gnomish lance painted with elaborate scenes of jousting or hunting. The head of the lance is deliberately weakened so that it splinters on contact.

Bijani: This spear is constructed of stiff reeds, and has a wooden head bound by cord to one end. It is generally found in and around the Obakasek Jungle.

Bilar: This short wooden Dejy spear features a highly sharpened end for piercing, and is most often used in close melee. It is primarily wielded by the tribes of the Obakasek Jungle.

B'Rar: The b'rar is a thin Kalamaran spear with a wide, leaf-shaped, socketed steel head. Just below the head, a crossbar is placed to prevent the victim from running up the spear to attack the wielder.

Bulivak: This spear has a wooden shaft that the Malavla (Dejy) top with a broad-bladed, tanged bronze head.





Bulja: The Malavla (Dejy) use this pointed, wooden spear for close combat.

Buljyr: This pointed wooden Malavla (Dejy) spear is lightweight and usually thrown.

Cazandi: Golden halflings have this name for their simple wooden spear with one sharpened end.

Celdarn: This Brandobian throwing spear is composed simply of a pointed head nailed to a wooden staff. A leather loop is nailed to the center of the spear to assist in holding and throwing. The celdarn is found almost exclusively in northern Cosdol.

Chinbane: The chinbane consists of a wooden shaft with a two-part iron head attached to one end. Just below the arrowhead-shaped tip, on each side, is a barb pointing forwards towards the head. With these barbs, the spear cannot be pulled or pushed out

of the victim without repeating the damage. This weapon originates in the ancient ruins of the Elos Desert, and can now be found in many areas of Tellene.

Colurarel: This is a wooden gray elf spear topped with a tanged steel head.

Coronal: A coronal is not a type of lance, but rather a shape the head of a lance can be made into. A lance with a coronal ends with three blunted tips for jousting instead of one point sharpened for mortal combat. The multiple tips further reduce the damage of the attack by spreading the point of impact. Using a coronal on a lance reduces the damage by one die type. If the die type is already a d4, the coronal lance does 1d4 nonlethal damage instead of actual damage.

Damonesh: This is a short bamboo shaft fitted with a tanged wooden head. The damonesh is a common weapon among nomadic Svimohz.

Darosh: The Byth (Dejy) use this wooden spear topped with a double-edged, tanged bronze head. Just below the head, on each side, is a set of side blades affixed at a right angle to the head.

Dezonesh: This wooden spear is fitted with a long, barbed, socketed steel head and used primarily by the Zazahnni. Below the tip, but above the pin of the socket, are multiple small barbs set in various directions so that the spear cannot be pushed or pulled out of the victim without repeating the damage.

Dezoran: This is a wooden Mez-Vowmii spear topped with a socketed, iron leaf-shaped head. Below the head, the shaft is fitted with animal fur and reinforced with three or four steel bands. The butt of the shaft is also fitted with a steel cap.

Dezorozh: This is a wooden Ahznomahnii spear is topped with a long, barbed iron head.

Doldri: This unique looking spear consists of a wooden shaft shod covered with a continuous spiral of iron strips. On one end, a double-edged, socketed iron head is attached. The other end is fitted with a heavy iron butt, serving as a counterweight. The doldri is generally found in the hands of the Tharay (Dejy).

Dovar: This simple spear used in the Obakasek Jungle usually has an obsidian tip attached to a wooden shaft by means of specially treated vines.

Emelaaw: This thin wooden shaft is topped with a bronze head. The emelaaw is typically found only in the northern Reanaaria Bay area.

Emelain: Reanaarians use this hunting javelin with a tanged bronze head. A leather thong, used in both holding and throwing, is attached to the center of the shaft.

Falarika: This Kalamaran spear is composed of a wooden shaft and a socketed, long steel head. Just below the head, a round weight is fitted to increase weight and hopefully the damage. This weight can be made of any steel, but is typically made of lead.

Fondak: The Fhokki use this wooden lance fitted with a socketed iron head.

Gasum: This is a thin, pointed iron Kalamaran spear.

Gnunognog: For missile combat the orcs often use a javelin (“gnunognog” in their language, meaning “throwing stick”). Their javelin is little more than a reasonably straight branch cut to size and fitted with a crudely molded metal head. The javelin is used to soften up targets before a charge.

Gramduk: Hill dwarves favor this parrying weapon made of a short steel spear topped with a tanged, diamond-shaped steel blade. A hand guard and grip is mounted halfway down the shaft. A thrusting dagger is concealed in the butt.

Hakevi: The Malavla (Dejy) use this name for their spear made of a wooden shaft topped with a tanged, double-curved, double-edged iron head.

Haklena: This bamboo Malavla (Dejy) spear is topped with a tanged, diamond-shaped wooden head.

Hakodri: This wooden Malavla (Dejy) spear is fitted with a tanged iron head.

Harpoon: This spear has a wooden or iron shaft with a wide, socketed iron head. On one side of the head, a large protruding hook curves back towards the handle. Harpoons are primarily used for hunting large-sized and greater sea life, primarily whales. Harpoons can be found in any coastal region on Tellene. Anyone

found carrying a harpoon in or around the city of Baneta (City of the Whale) is subject to persecution and possibly arrest.

If you inflict damage on your opponent, the harpoon may lodge in the victim if the victim fails a Reflex saving throw (DC 10 + damage you inflicted). If attached to a trailing rope that you control (make an opposed Strength check), the harpooned creature can only move within the limits that the rope (30-foot long) allows. If the harpooned creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or lose the spell. The harpooned creature can pull the harpoon from its wound if it has two free hands and takes a full-round action to do so, but in so doing it takes damage equal to the initial damage the harpoon dealt. For example, if you hit a creature with a harpoon and deal 8 points of damage, and the creature removes the harpoon, it takes another 8 points of damage.

Harpoon, light: This lighter type of harpoon is used to hunt Medium-sized or smaller sea life, primarily fish and seals.

Hilmahni: This is a very simple wooden Svimohzish spear with a long, pointed head.

Hilzorahn: The hilzorahn is a more complicated wooden Svimohzish spear. Below the point are multiple wooden barbs set in random directions so that the spear cannot be pushed or pulled out of a victim without repeating the damage.

Hulesi: This wooden wild elf spear features a sharp stone head glued to one end of a smooth stick with tree resin or sap.

Itnani: The itnani is a wooden spear with a double-edged, intricately engraved, socketed steel head. The staff itself is typically painted with many colored bands representing the favored colors of the wielder or his tribe. It is generally found among the Dejy who live on the eastern coast of Reanaaria Bay.

Jak'Lum: This compact Kalamaran javelin comes with a diamond-shaped steel head. Though just over 6 feet long, the jak'lum is thin enough to be carried in a quiver or in a pocket of a sword's scabbard.

Jallesi: A tanged iron head tops the stout wooden shaft on this favored weapon of the wild elves.

Javelin: The javelin is a throwing spear with a socketed metal head. Javelins are most often used by the peoples of Reanaaria Bay. Regional javelin found in this section include the Kalamaran jak'lum. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Jora: A pointed wooden Simay (Dejy) spear, the jora has its point blackened and hardened by fire.

Jornarr: This pointed wooden spear has four to eight barbs on one side of the point. It is generally found in and around southern Skarrna.

Juranni: This wooden lightfoot halfling spear has a tanged steel head. The shaft of the juranni is wrapped with strips of cane for gripping power.

Jurin: This wooden lightfoot halfling javelin possesses a diamond-shaped steel head. Like the jak'lum, the jurin is light enough to be carried in a quiver or in a pocket of a sword's scabbard.

Jynkor: This wooden lance with a tanged iron head. Typically found among the Kakado (Dejy) and in and around Ek'Gakel.

Jynsharek: The Dejy tribes of the Obakasek Jungle craft many spears, including this one topped with a socketed, many-barbed wooden head.

Kajani: This wooden spear has a sharpened stone lashed to one end. It is most often used by Dejy tribes of the Obakasek Jungle.

TABLE 2-11: SPEARS AND LANCES

Weapon	Region/User	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type*
Simple Weapons: One-Handed Weapons								
Alhanam	Dejy (Khydoban)	3 sp	1d6	1d8	x2	20 ft.	5 lb.	Piercing
Baladan	Dejy (Malavla)	3 sp	1d4	1d6	x3	20 ft.	4 lb.	Piercing
Bijani	Dejy (Obakasek)	2 gp	1d4	1d6	x3	20 ft.	3 lb.	Piercing
Bulja	Dejy (Malavla)	4 gp	1d4	1d6	x3	-	2 lb.	Piercing
Buljyr	Dejy (Malavla)	4 gp	1d4	1d6	x2	30 ft.	1 lb.	Piercing
Cazandi	Halfling (Golden)	3 sp	1d4	1d6	x3	20 ft.	2 lb.	Piercing
Celdarn	Brandobian	5 gp	1d4	1d6	x2	30 ft.	2 lb.	Piercing
Chinbane	Dejy (Elos)	4 gp	1d6	1d8	x2	20 ft.	4 lb.	Piercing
Colurarel	Elf (Gray)	5 gp	1d4	1d6	x3	20 ft.	3 lb.	Piercing
Damonesh	Svimohzish	5 gp	1d4	1d6	x3	20 ft.	1 lb.	Piercing
Dezorozh	Svimohzish	5 gp	1d4	1d6	x3	20 ft.	3 lb.	Piercing
Dovar	Dejy (Obakasek)	2 gp	1d4	1d6	x3	20 ft.	3 lb.	Piercing
Emelaaw	Reanaarian	4 gp	1d4	1d6	x3	20 ft.	3 lb.	Piercing
Hakevi	Dejy (Malavla)	3 sp	1d4	1d6	x3	-	3 lb.	Piercing
Jalessi	Elf (Wild)	5 gp	1d4	1d6	x3	20 ft.	5 lb.	Piercing
Juranni	Halfling (Lightfoot)	4 gp	1d4	1d6	x2	20 ft.	2 lb.	Piercing
Koyro	Dejy (Obakasek)	2 gp	1d4	1d6	x3	20 ft.	3 lb.	Piercing
Koyrun	Dejy (Obakasek)	1 gp	1d4	1d6	x3	20 ft.	4 lb.	Piercing
Makona	Dejy (Obakasek)	2 gp	1d4	1d6	x3	20 ft.	3 lb.	Piercing
Manstok	Fhokki	4 gp	1d4	1d6	x3	-	3 lb.	Piercing
Mozawhom	Svimohzish	5 gp	1d4	1d6	x3	30 ft.	4 lb.	Piercing
Nurani	Dejy (Obakasek)	2 gp	1d4	1d6	x3	20 ft.	3 lb.	Piercing
Sanon	Kalamaran	5 gp	1d4	1d6	x2	20 ft.	2 lb.	Piercing
Shawhom	Svimohzish	5 gp	1d4	1d6	x3	20 ft.	3 lb.	Piercing
Shiligis	Dejy (Malavla)	4 gp	1d4	1d6	x3	30 ft.	2 lb.	Piercing
Shortspear	Any	8 sp	1d6	1d8	x3	20 ft.	5 lb.	Piercing
Spiculum	Tarisatan	4 gp	1d4	1d6	x3	20 ft.	3 lb.	Piercing
Telgul	Gnome (Rock)	3 sp	1d4	1d6	x3	20 ft.	2 lb.	Piercing
Thavash	Dejy (Malavla)	5 gp	1d4	1d6	x3	20 ft.	3 lb.	Piercing
Simple Weapons: Two-Handed Weapons								
Ardak	Fhokki	3 sp	1d4	1d6	x3	20 ft.	4 lb.	Piercing
Bilar	Dejy (Obakasek)	2 gp	1d4	1d6	x3	20 ft.	2 lb.	Piercing
B'Rar	Kalamaran	5 gp	1d4	1d6	x3	-	5 lb.	Piercing
Bulivak	Dejy (Malavla)	4 gp	1d4	1d6	x3	-	4 lb.	Piercing
Falarika	Kalamaran	5 gp	1d6	1d8	x2	10 ft.	4 lb.	Piercing
Fondak	Fhokki	4 gp	1d4	1d6	x3	-	5 lb.	Piercing
Nangohl	Meznamishii	5 gp	1d6	1d8	x2	20 ft.	3 lb.	Piercing
Theldak	Fhokki	3 sp	1d6	1d8	x2	10 ft.	4 lb.	Piercing
Simple Weapons: Ranged Weapons								
Gnunognog	Orc	5 sp	1d4	1d6	x2	40 ft.	3 lb.	Piercing
Jurin	Halfling (Lightfoot)	4 gp	1d4	1d6	x2	30 ft.	2 lb.	Piercing
Pilum, Thin	Kalamaran	4 gp	1d4	1d6	x3	40	4 lb.	Piercing
Martial Weapons: One-Handed Weapons								
Amafar	Dejy (Khydoban)	10 gp	1d4	1d6	x3	-	5 lb.	Piercing
Amarahn	Svimohzish	5 gp	1d6	1d8	x2	20 ft.	6 lb.	Piercing
Banarak	Gnome (any)	8 gp	1d3 N	1d4 N	x2	-	5 lb.	Bludgeoning
Coronal lance, heavy horse	Any	15 gp	1d4	1d6	x3	-	15 lb.	Bludgeoning
Coronal lance, light horse	Any	6 gp	1d3	1d4	x3	-	5 lb.	Bludgeoning
Coronal lance, medium horse	Any	10 gp	1d3	1d4	x3	-	10 lb.	Bludgeoning
Dezoran	Svimohzish	5 gp	1d4	1d6	x3	20 ft.	4 lb.	Piercing
Gasum	Kalamaran	5 gp	1d6	1d8	x2	20 ft.	4 lb.	Piercing
Gramduk	Dwarf (Hill)	6 gp	1d4	1d6	x3	-	5 lb.	Piercing
Haklena	Dejy (Malavla)	4 gp	1d4	1d6	x3	-	4 lb.	Piercing
Hakodri	Dejy (Malavla)	4 gp	1d4	1d6	x3	20 ft.	4 lb.	Piercing
Harpoon, light	Any	3 sp	1d4	1d6	x3	20 ft.	5 lb.	Piercing
Hulessi	Elf (Wild)	4 gp	1d4	1d6	x3	20 ft.	5 lb.	Piercing
Itnani	Dejy (Khydoban)	5 gp	1d4	1d6	x3	20 ft.	3 lb.	Piercing
Jora	Dejy (Simay)	2 gp	1d4	1d6	x3	20 ft.	3 lb.	Piercing
Jynkor	Gakite	5 gp	1d4	1d6	x3	-	4 lb.	Piercing
Kajani	Dejy (Obakasek)	2 gp	1d4	1d6	x3	20 ft.	4 lb.	Piercing
Koyan	Dejy (Obakasek)	2 gp	1d4	1d6	x3	20 ft.	3 lb.	Piercing
Lenheria	Elf (High)	5 gp	1d4	1d6	x3	20 ft.	4 lb.	Piercing
Manthok	Fhokki	3 sp	1d4	1d6	x3	-	3 lb.	Piercing
Mehelevi	Elf (any)	5 gp	1d4	1d6	x3	-	4 lb.	Piercing
Monawhom	Svimohzish	5 gp	1d4	1d6	x3	20 ft.	4 lb.	Piercing
Nathdo	Dejy (Obakasek)	1 gp	1d4	1d6	x3	20 ft.	4 lb.	Piercing
Noygyr	Dejy (Obakasek)	1 gp	1d4	1d6	x3	20 ft.	3 lb.	Piercing

TABLE 2-11: SPEARS AND LANCES (CONTINUED)

Weapon	Region/User	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type*
Martial Weapons: One-Handed Weapons (Continued)								
Shankrat	Dejy (Malavla)	3 sp	1d4	1d6	x3	20 ft.	4 lb.	Piercing
Thendo	Dejy (plains)	2 gp	1d4	1d6	x3	20 ft.	4 lb.	Piercing
Vanlaaw	Reanaarian	5 gp	1d6	1d8	x2	20 ft.	4 lb.	Piercing
Wardar	Dejy (Khydoban)	4 gp	1d4	1d6	x3	20 ft.	4 lb.	Piercing
Wardo	Dejy (Khydoban)	4 gp	1d4	1d6	x3	20 ft.	4 lb.	Piercing
Martial Weapons: Two-Handed Weapons								
Amarchi++	Dejy (Khydoban)	3 sp	1d6	1d8	x2	20 ft.	6 lb.	Piercing
Darosh	Dejy (Byth)	2 gp	1d6	1d8	x2	20 ft.	5 lb.	Piercing
Dezonesth	Svimohzish	5 gp	1d6	1d8	x2	20 ft.	4 lb.	Piercing
Doldri	Dejy (Tharay)	3 sp	1d6	1d8	x3	-	7 lb.	Piercing
Hilmahni	Svimohzish	5 gp	1d6	1d8	x2	-	4 lb.	Piercing
Hilzorahn	Svimohzish	5 gp	1d4	1d6	x3	20 ft.	4 lb.	Piercing
Jornarr	Skarnnid	4 gp	1d4	1d6	x3	-	4 lb.	Piercing
Jynsharek	Dejy (Obakasek)	3 sp	1d6	1d8	x2	-	6 lb.	Piercing
Karjen	Dejy (Torakki/Slennish)	3 sp	1d4	1d6	x3	20 ft.	5 lb.	Piercing
Konus	Kalamaran	4 gp	1d4	1d6	x3	-	5 lb.	Piercing
Lance, Brandobian	Brandobian	4 gp	1d4	1d6	x3	-	3 lb.	Piercing
Lance, heavy horse	Any	15 gp	1d6	1d8	x3	-	15 lb.	Piercing
Lance, jousting	Any	20 gp	1d4 N	1d6 N	x3	-	20 lb.	Bludgeoning
Lance, light horse	Any	6 gp	1d4	1d6	x3	-	5 lb.	Piercing
Lance, medium horse	Any	10 gp	1d4	1d6	x3	-	10 lb.	Piercing
Longspear	Any	1 gp	1d6	1d8	x3	-	8 lb.	Piercing
Lomduk	Dwarf (Mountain)	5 gp	1d4	1d6	x3	-	5 lb.	Piercing
Makoda	Dejy (Obakasek)	2 gp	1d6	1d8	x3	-	7 lb.	Piercing
Makora	Dejy (Obakasek)	3 sp	1d6	1d8	x3	-	6 lb.	Piercing
Okona	Dejy (Obakasek)	2 gp	1d4	1d6	x3	20 ft.	4 lb.	Piercing
Paralyzer	Dejy (Malavla)	5 gp	1d6	1d8	x2	-	3 lb.	Piercing
Patuk-Gron-Mabuk	Hobgoblin (Kargi)	5 gp	1d4	1d6	x3	10	6 lb.	Piercing
Pijani	Dejy (Obakasek)	1 gp	1d4	1d6	x3	10	4 lb.	Piercing
P'Vari	Pekalese	4 gp	1d4	1d6	x3	-	4 lb.	Piercing
Rykkorr	Torakki	2 gp	1d4	1d6	x3	10	4 lb.	Piercing
Sagom++	Kalamaran	10 gp	1d6	1d8	x2	-	6 lb.	Piercing
Shankoh	Dejy (Malavla)	3 sp	1d4	1d6	x3	20 ft.	4 lb.	Piercing
Sibora	Dejy (Simay)	1 gp	1d4	1d6	x3	-	4 lb.	Piercing
Sikora	Dejy (Simay)	1 gp	1d4	1d6	x3	10	5 lb.	Piercing
Sin'Nas	Doderan	5 gp	1d4	1d6	x3	20 ft.	4 lb.	Piercing
Sol'Ferum	Kalamaran	5 gp	1d4	1d6	x3	20 ft.	4 lb.	Piercing
Talduke	Dwarf (any)	5 gp	1d6	1d8	x2	-	5 lb.	Piercing
Telani	Gnome (Rock)	4 gp	1d6	1d8	x2	-	5 lb.	Piercing
Thancho	Dejy (Malavla)	3 sp	1d4	1d6	x3	20 ft.	4 lb.	Piercing
Tharosh	Dejy (Malavla)	3 sp	1d4	1d6	x3	-	4 lb.	Piercing
Tholshy	Dejy (Thondehe)	2 gp	1d4	1d6	x3	20 ft.	5 lb.	Piercing
Vilsharek	Dejy (Obakasek)	2 gp	1d4	1d6	x3	-	5 lb.	Piercing
Wahimm	Dejy (Khydoban)	10 gp	1d6	1d8	x3	-	8 lb.	Piercing
Warsang	Dejy (Khydoban)	4 gp	1d4	1d6	x3	-	6 lb.	Piercing
Martial Weapons: Ranged Weapons								
Emelain	Reanaarian	5 gp	1d4	1d6	x3	30 ft.	3 lb.	Piercing
Jak'Lum	Kalamaran	5 gp	1d4	1d6	x3	30 ft.	2 lb.	Piercing
Javelin	Any	5 sp	1d4	1d6	x2	30 ft.	2 lb.	Piercing
Pilum	Kalamaran	5 gp	1d4	1d6	x3	30 ft.	5 lb.	Piercing
Exotic Weapons: One-Handed Weapons								
Harpoon	Any	10 gp	1d8	1d10	x2	15 ft.	11 lb.	Piercing
Amarian	Elf (Wood)	5 gp	1d6	1d8	x2	20 ft.	4 lb.	Piercing

** When two types are given, the weapon is both types. ++ Double weapon.

Karjen: The karjen is a wooden spear fitted to a socketed bronze head. This is a common weapon of Fhokki and Dejy residing in and around Torakk.

Konus: This long wooden staff is topped with a short steel tip. The konus is used primarily by the Kalamaran cavalry.

Koyan: The Dejy tribes of the Obakasek Jungle have also created this wooden spear with a grooved, pointed conical head. Within the grooves are glued many sharpened stone chips.

Koyro: The koyro is a roughly carved, pointed wooden spear. It is considered a crude weapon by most master spearmen of the Obakasek Jungle tribes, useful only for training.

Koyrun: The koyrun is a somewhat more refined version of the koyro, incorporating a bronze tip over the sharp wooden point. Once common to the warriors of many tribes, it is now considered outdated, but still a viable weapon.

Lance, Brandobian: This light wooden Brandobian lance is topped with a small socketed steel head.

Chapter 2: Weaponry

Lance, Heavy: This horseman's spear is typically made of ash or another hardwood and used only when jousting. The tip of the lance is covered with a sharp iron tip, and the lance itself is anywhere from 10 to 14 feet in length. A metal or leather guard known as a vamplate protects the arm and hand.

Lance, Jousting: This heavy horse lance has a blunted tip to reduce the chance of serious, permanent injury. It deals nonlethal damage and though the jousting lance is used typically only in jousts, not all jousts use such blunted lances.

Lance, Light: This shorter horseman's spear is typically made of ash or another hardwood and used in jousting competitions. The tip of the lance is covered with a sharp iron tip, and the total lance is generally around 9 feet in length. A metal or leather guard known as a vamplate protects the hand.

Lance, Medium: This is a slightly larger version of the light horse lance.

Lenheria: The lenheria is a high elf spear with a wooden shaft and a tanged wooden head.

Lomduk: This wooden mountain dwarf spear features a wide, tanged, double-barbed blade.

Longspear: This is a longer version of a normal spear, with reach up to 10 feet away. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Makoda: This long wooden spear, used by Deji tribes of the Obakasek Jungle, possesses a row of two dozen needle-like bronze barbs down one side.

Makona: This particular spear, also of the Obakasek Jungle, is wooden and has a pointed end with many small wooden barbs lashed to the head.

Makora: This long wooden spear has a many-barbed head. The barbs face towards the handle and are carved directly from the wood of Obakasek Jungle trees.

Manstok: This simple sharpened wooden staff is generally used only in the northern lands where there is less access to martial weapons.

Manthok: The manthok is a wooden Fhokki spear topped with a tanged, leaf-shaped iron head. On each side of the "leaf" are several thin iron barbs that point back towards the handle.

Mehelevi: This elven wooden spear consists of a leaf-shaped iron head lashed to the tip of a long staff. In times of war, this is the spear most commonly produced by all of the surface elf cities.

Monawhom: The monawhom is a wooden Svimohzish spear topped with a tanged, barbed head. Below the head are multiple barbs set in various directions so that the spear cannot be pushed or pulled out of the victim without repeating the damage.

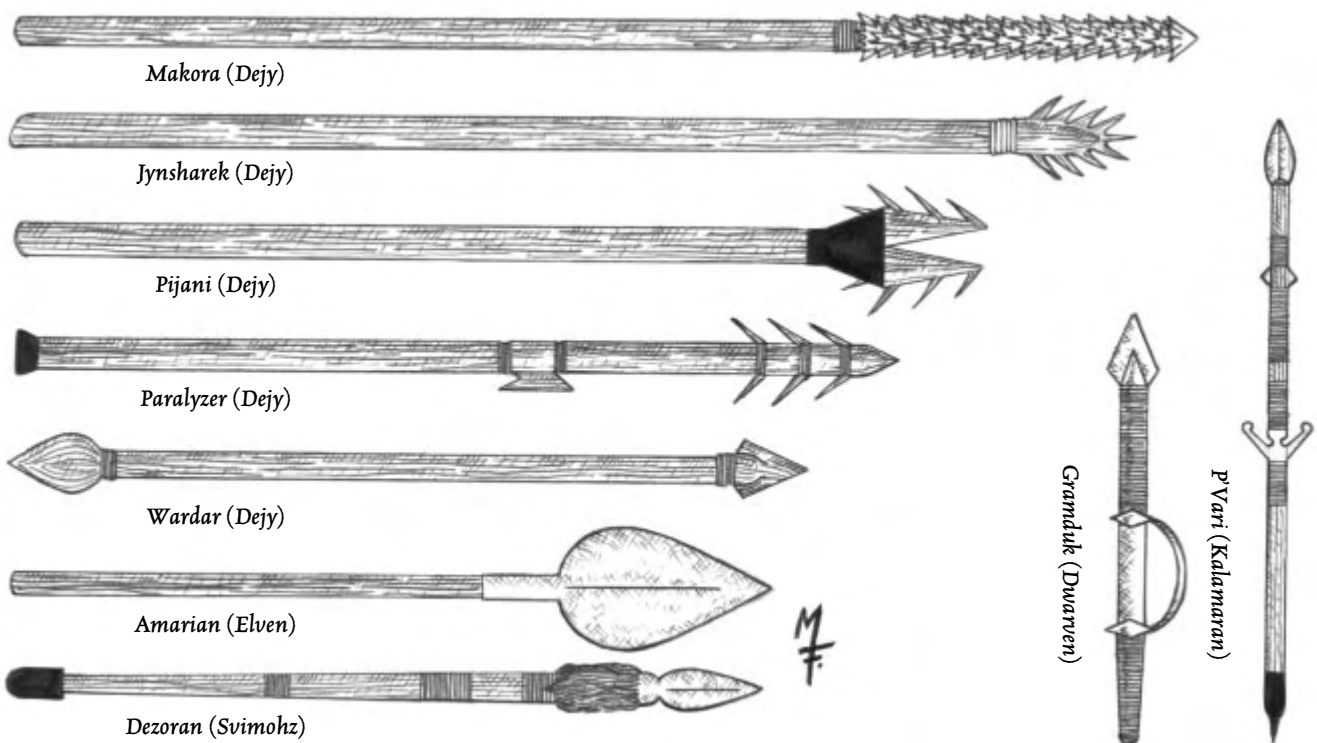
Mozawhom: The mozawhom is a Svimohzish throwing spear with a barbed steel head. Its design is based on the monawhom. The head is attached to the wooden shaft by means of a tang. Once considered a weapon of assassination, this spear has lost that connotation.

Nangohl: This pointed, wooden Meznamishii spear has many rows of small barbs near the tip.

Nathdo: This pointed wooden spear is lined with five to ten sharpened stone chips on one side of the point. The Deji tribes of the Obakasek Jungle craft this weapon. Each nathdo must be carved by the wielder, who also chooses the stone chips and glues them on. Many are inscribed with family names and every effort is made to retrieve them after a battle.

Noygyr: This is yet another pointed wooden spear used by Deji tribes of the Obakasek Jungle. Below the point are multiple wooden barbs set in various directions so that the spear cannot be pushed or pulled out of the victim without repeating the damage. While similar to the makora, the barbs are larger, randomly oriented and often lashed to the head rather than carved.

Nurani: This wooden spear, common among the Deji tribes of the Obakasek Jungle, is topped with a socketed wooden head. Most



Dejy seem to prefer stone tips or unsocketed heads carved directly from the staff, but the nurani is slowly growing in popularity.

Okona: This is a simple pointed, wooden spear. After carving, Dejy tribes of the Obakasek Jungle slowly rotate the spear over a fire until the tip is blackened and hardened.

Paralyzer: This aptly named weapon is a thick, pointed wooden spear with three double-barbed iron bands near the tip. The barbs are angled back towards the handle. Almost halfway down the shaft is a short, socketed, double-edged blade. Once an opponent is impaled by the spear, it cannot be removed without repeating the damage.

Patuk-Gron-Mabuk: The patuk-gron-mabuk is a hobgoblin spear made from bamboo and socketed with a iron head. It is found primarily along the southern coast of Ul-Karg.

Pijani: This thick wooden spear, used by Dejy tribes of the Obakasek Jungle, features a forked head. Each of the wide tines comprising the fork have three to six barbs running along the outside edge.

Pilum: This light Kalamaran weapon is composed of a wooden shaft and a long steel head with a pyramidal point. It is the primary throwing spear used in Kalamar.

Pilum, Thin: This thinner version of the Kalamaran pilum usually has an additional barbed point.

P'Vari: This steel Pekalese spear comes topped with a double-edged, tanged blade. The butt end of the spear is also pointed. Halfway up the shaft is a steel crossbar guard made of two drooping quillons.

Rykkorr: This spear consists of a tanged, trident-like head mounted on a wooden shaft. It is found throughout the lands of Torakk.

Sagom: The sagom is a short wooden Kalamaran spear with socketed iron heads fitted to both ends of the shaft. The iron heads are sharpened to a needle-like point.

D&D players should note that the sagom is a double weapon, and can be used as if two-weapon fighting with a one-handed weapon and a light weapon (see Chapter 8: Combat, Two-Weapon Fighting in the *D&D Player's Handbook*). Of course, when using the sagom in one hand, it cannot be used as a double weapon.

Sanon: This basic wooden Kalamaran spear has a tanged steel head.

Shankat: The shankrat is a wooden Malavla (Dejy) spear topped with a leaf-shaped, tanged iron blade.

Shankoh: This wooden Malavla (Dejy) spear features an iron head lashed to one end with cord.

Shawhom: This pointed wooden spear has a barbed head. Rather than making bronze or wooden barbs, the two large barbs are made of sharpened animal spine and inserted in to the wood. This spear design is most often found along the coast between the Sea of the Dead and the Khydoban Desert in metal-poor towns and villages.

Shiligis: This is a simple Malavla (Dejy) spear carved from a light wood. In battle, these spears are thrown first from a distance, saving the better, metal-headed spears for closer attacks.

Shortspear: This is a smaller version of a normal spear, usually 3 to 4 feet long. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Sibora: This long wooden staff has a needle-like bone point. It is generally made only by the Simay (Dejy).

Sikora: The Simay (Dejy) also construct this wooden spear with a stone head. The head is glued to the shaft with plant resin and then lashed with vine or cord for extra stability.

Sin'Nas: This is an intricately engraved wooden spear fitted with a socketed steel head. They are typically found in and around Dodera and are often family heirlooms, only used in battle as a last resort.

Sol'Ferum: This Kalamaran spear is made entirely of iron and fitted with a barbed head.

Spear: This is a common spear, some 5 to 9 feet long, that is not necessarily specific to any race or region. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Spiculum: The spiculum is a thin, pointed wooden spear. Cheap to make in large quantity, the spiculum is found in the hands of poorer soldiers in and around Tarisato.

Talduk: Talduk is the dwarven name for a long, polished, pointed wooden spear.

Telani: Rock gnomes manufacture this long wooden spear with a large, barbed wooden head that comes to a sharp point. Both shaft and head are carved from a single piece of wood.

Telgul: This wooden rock gnome spear is fitted with a socketed iron head.

Thancho: The thancho spear is constructed by the Malavla (Dejy) out of a wooden shaft and a tanged iron head.

Tharosh: A more elaborate and expensive Malavla (Dejy) spear is the tharosh. Its polished wooden shaft comes with a spiked butt and is topped with a tanged, double-curved, double-edged blade.

Thavash: This particular wooden Malavla (Dejy) spear features a tanged, diamond-shaped head.

Theldak: The Fhokki theldak is a wooden spear topped with a heavy, barbed head.

Thendo: This is a general name for any wooden spear that possesses a barbed bone head. This simple spear weapon is used by many Dejy tribes in the Wild Lands, and the head may be carved from deer, bear or even human bones.

Tholshy: This wooden Thondehe (Dejy) spear comes topped with a double-edged steel blade. On one side of the blade, a second, smaller blade sticks out at an 80-degree angle. The unusual, asymmetric design tends to stabilize the spear in flight.

Vanlaaw: This Reanaarese fishing harpoon features a detachable, highly barbed steel head fitted to one end with a loose tang. When a nearby sea creature is impaled, the barbed head stays in the flesh but the shaft detaches so that the wielder can keep it in his hands. A thin cord is attached to the tang to help reel in the creature. This is often used by Reanaarian fisherman on their boats out in the bay. They lure large fish to the surface by dumping entrails in the water, and then impale them.

Vilsharek: This heavy wooden spear, wielded by Dejy residing within the Obakasek Jungle, has a very broad head. Both head and shaft are carved from a single piece of wood, and the weapon can only be wielded in two hands.

Wahimm: This primitive wooden lance features a long, thin, socketed iron head. The butt of the wahimm is capped with iron. These caps help keep the lance upright at night, when it is stored by sticking the butt end into the soft ground. This weapon is generally found with the Dejy tribes in and around the Arajyd Hills.

Chapter 2: Weaponry

Wardar: This wooden spear has a pointed, leaf-shaped butt and a socketed steel head. The wardar is often found along the eastern coast of Reanaaria Bay.

Wardo: This basic spear is wooden and topped with a small, socketed iron head.

Warsang: This heavy, all-steel lance comes with a long, diamond-shaped head. They are most commonly found in and around the city of Zoa.

SWORDS

A sword is a long, usually pointed and tapered, metal blade ranging from 3 to 6 feet (or more) in length. The sword blade can be used for piercing and slashing, with the flat of the blade being used as a tool for reprimanding or knighting. The sword is the primary weapon of most fighters. Though it appears to be a fairly simple weapon, each section of the sword has a specific name and purpose (listed at the beginning of this chapter).

All of the following swords are used one-handed unless noted otherwise.

Adarosh: This is a Fitonshir (Dejy) sword whose blade and crossbar hilt are both forged of a single piece of bronze. The blade is single-edged except at the tip, where it is double-edged. The adarosh is worn as a sign of mourning, and it is considered dishonorable to use this weapon in combat. The only exception is when avenging the death of a loved one.

Antler Sword: This sword has a double-edged iron blade that grows slightly narrower towards the point. Attached to the pommel is a thin crossbar whose curved quillons point away from the grip and give this weapon its name. The antler sword is generally found among elves of the northern lands.

Aselika: This high elven steel sword comes with a padded hilt. From midpoint to tip, the aselika is curved and double-edged, while the lower half is straight and single-edged only.

Backsword: This is a wide, heavy single-edged steel blade, reminiscent of a cross between a scimitar and a broadsword with a half basket hilt. The backsword is curved near the tip to increase the amount of damage dealt by slashing or thrusting attacks. As sailors and pirates favor the backsword, it is generally found in coastal regions, particularly Reanaaria Bay.

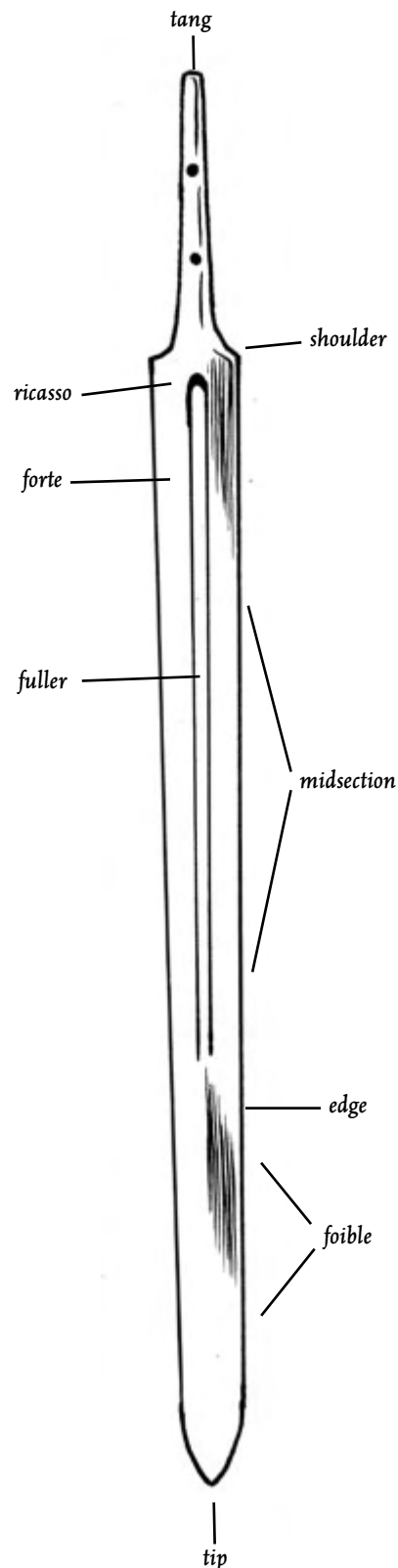
Bastard: This common sword is a longsword with a straight, double-edged blade that is generally between 44 and 50 inches long. The bastard sword has a plain crossbar hilt and an extended grip that allows it to be wielded either one- or two-handed. The bastard sword is also known as a "hand and a half sword." Other swords referred to as "hand and a half" are variations on the bastard sword, and can be found throughout Tellene.

D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Beheading: Named for its primary function, this long, two-handed sword has a slightly curved, single-edged blade. It also has a long, unguarded hilt that runs half the length of the entire sword. At the end of the hilt is a ring-shaped pommel. It is sometimes serrated on the dull side.

Bent Paladin: The "bent paladin" sword is so named for three reasons. First, it is a sword with a deeply curved, single-edged blade and a bone or horn namlyr hilt. The blade is double-edged only at the tip. The oppositely curved blade and hilt give it a "bent" look. Second, the pommel is crafted into a shape symbolizing the wielder's primary deity. For example, a paladin of the Bear, would have the

The parts of a sword blade



pommel carved to resemble an acorn. In this instance, both the blade and the scabbard would also be intricately engraved with flowing, vine-like designs intended to remind the viewer of nature. The third reason and the most remembered, is the story of the fallen paladin Sel'Mar who used such a blade and took it into his head that all of Bet Kalamar's children were actually masquerading demons who must be "cleansed."

Bevelia: This lightly curved, single-edged iron wood elf blade features a small crossbar fitted into its wooden handle.

Boar: This steel "hand and a half" hunting sword is used by Kalamaran nobility. The boar sword's blade is separated into two sections: the shaft and the head. While the shaft's cross-section is diamond-shaped to protect against the impact of a running boar, the head is flat, double-edged and leaf-shaped for thrusting attacks.

D&D players should note that this sword follows the same rules as the bastard sword in Chapter 7: Equipment of the *D&D Player's Handbook*.

Bograz-Akkel: This Krangi variant of the split-tipped sword boasts a curved, single-edged blade with a forked, double-edged tip and a swept stirrup hilt.

Borelka: This long and thin thrusting sword possesses a blade with a diamond-shaped cross section and no cutting edge, similar to that of a foil. The borelka has a stirrup hilt, and gray elves often carry it with no scabbard.

Borfast: This is a small, thin forest gnome thrusting sword with a half-basket hilt and drooping quillons.

Broadsword: The typical broadsword is a double-edged, straight steel blade some 30 to 42 inches long, weighing only 3 to 4 pounds, and attached to a hilt and pommel. The broadsword is light enough to be used for extended periods without tiring the wielder, but heavy enough to deliver powerful blows damage as well. The blade of the broadsword is 2 to 3 inches wide at the base, and tapers gently to a point at the tip. The broadsword has a full basket (or less often a *sulelva*) hilt. It is common in all steel-producing regions of Tellene and found occasionally in other regions.

Camishmor: This single-edged sword has a small, circular guard and a plain black scabbard. The blade is double-edged only at the tip. These rare swords originate in the distant past of the Elos Desert. The name "camishmor" is said to be a Brandobian corruption of the true pronunciation.

Canfort: This sword has a curved, single-edged broad blade and a curved stirrup hilt. In gnomish tradition, the sword and scabbard are never decorated or engraved.

Carp's Tongue: The carp's tongue is a straight, double-edged Reanaarese blade with an unguarded hilt and a disc-shaped pommel. Its blade narrows dramatically near the tip. The hilt is sometimes painted as a fish, with the pommel serving as its tail.

Caterum: This bronze sword is a straight-bladed, double-edged blade with an unguarded hilt. Golden halflings always carve the pommel of this sword to resemble a common mammal's head.

Chopper: The chopper is a shorter version of the machete. It has a heavy, short blade with a single edge and often has a serrated back. Recent versions have a sharpened tip on the forward edge, allowing for some thrusting ability. Older choppers have a tip that curves away from the edge.

Widely used by non-human archers, crossbowmen and slingers, the chopper is considered a light weapon. Among non-humans, this weapon serves as a basic, commonly available sword. While it does not have an especially sharp edge, the blade is both sturdy and durable. This weapon can survive years of use and abuse that would

destroy a prettier, flashier weapon. Originally developed to remove foliage in Fulakar's Tarisato/Obakasek campaign, trade choppers have found their way into Svimohzia as well.

Claymore: This large, two-handed sword comes with a straight, double-edged blade 50 to 72 inches long. The crossbar hilt is some 18 to 21 inches long and its straight quillons slant towards the tip. In general, the claymore weighs only 6 or 7 pounds, though some versions may weigh as much as 10 pounds.

Colbren: The Eldoran use this single-edged sword with a slightly curved steel blade and a steel crossbar hilt.

Colnester: This Mendarn sword features a steel, sabre-like single-edged blade and a stirrup hilt.

Cotanen: This is a slightly curved, single-edged steel blade with a small, circular guard. The cotanen (as it is incorrectly called) is a foreign weapon that originally comes from the Elos Desert ruins, but is now being made in Cosolen and the surrounding area. The name "cotanen" is said to be a Brandobian corruption of the true pronunciation.

Cutlass: Long associated with the ocean, the cutlass is a shorter iron sword with a curved, single-edged blade and a half basket hilt. The tip of the cutlass is double-edged. Ship crewmen who need a powerful weapon to wield in the confined spaces below decks favor the weapon. The cutlass is light and thin enough to be carried without interfering with swimming or rope climbing. With skill and experience, a man of only average strength can lop off an enemy's limb with a cutlass, but its lack of reach requires him to get uncomfortably close to his opponent.

Damrik: A mountain dwarf favorite, this is a straight-bladed, double-edged sword with a broad blade and a crossbar hilt. Scabbards for the damrik are always made of leather, and usually decorated with gilt or inlays of precious metals.

Daranit: This is a straight-bladed, double-edged rock gnome short sword with a stirrup hilt.

Dastmar: Deep gnomes favor a single-edged, curved blade with an unguarded wooden hilt that is carried in a wooden scabbard. Known as the dastmar, wealthy gnomes often decorate the blade, hilt and scabbard of their sword with intricate engravings and inlays of silver or gold.

Debren: This deeply curved, single-edged Koraki blade has its sharpened edge on the concave side, rather than traditional convex side. The debren has a broad flat tip and a crossbar hilt with another, shorter crossbar serving as the pommel.

Deshko: This unusual sword is elaborately engraved and possesses a broad, double-edged blade with an unpointed tip. Some two-thirds of the prime section of the blade and one-third of the foible section are reinforced with steel and highly decorated. However, this reinforcement also dulls the edge in those sections. The sword has a half basket hilt and a spiked pommel. The deshko is generally found along the southeastern shore of Reanaaria Bay.

Dueling Sword: The dueling sword is an ancient dwarven weapon with a design dating back to the earliest iron swords. The blade is wide and thin, with a single cutting edge and a dull, rounded tip. The weapon has a long, straight crossbar guard and an overextended tang jutting past a handle made of ornamental stone. It is normally wielded with two hands.

The dueling sword sees almost no use in the present day. The only exceptions are when it is worn as a ceremonial weapon or for extremely formal, ritual duels on rare occasions. Many older dwarven homes have a dueling sword tucked away as a family heirloom. Certain orders of knighthood or royal dwarven families

TABLE 2-12: SWORDS

Weapon	Region/User	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type*
Simple Weapons: Light Weapon								
Chopper	Kalamaran	15 gp	1d3	1d4	x3	-	3 lb.	Slashing
Martial Weapons: Light Weapons								
Borfast	Gnome (Forest)	8 gp	1d4	1d6	19-20/x2	-	1 lb.	Piercing
Camishmor	Any	11 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Colbren	Eldoran	10 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Halfling Death	Halfling (any)	14 gp	1d4	1d6	19-20/x2	-	1 lb.	Slashing & Piercing
Jorarek	Dejy (Chinotan)	12 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Khensh	Dejy (Khydoban)	9 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Leaf Blade	Elf (any)	10 gp	1d4	1d6	19-20/x2	-	2 lb.	Piercing
Naaneari	Reanaarian	15 gp	1d4	1d6	x2	-	2 lb.	Piercing
Rosh	Dejy (Byth)	8 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing
Ruji	Dejy (Evony)	8 gp	1d4	1d6	19-20/x2	-	1 lb.	Slashing & Piercing
Sanabal	Gnome (Forest)	10 gp	1d4	1d6	19-20/x2	-	1 lb.	Slashing & Piercing
Shinth	Dejy (Anyth)	9 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Shirosh	Dejy (Byth)	8 gp	1d4	1d6	19-20/x2	-	1 lb.	Slashing & Piercing
Short Sword	Any	10 gp	1d4	1d6	19-20/x2	-	3 lb.	Slashing & Piercing
Small	Gnome (any)	12 gp	1d4	1d6	19-20/x2	-	2 lb.	Piercing
Surtean	Halfling (Golden)	12 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Thondi	Dejy (Defohy)	10 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Wagisashin	Brandobian	10 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Xoolaar	Reanaarian	10 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Martial Weapons: One-Handed Weapons								
Adarosh	Dejy (Fitonshir)	20 gp	1d6	1d8	19-20/x2	-	2 lb.	Slashing & Piercing
Antler	Elf (any)	12 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Aselika	Elf (High)	10 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Backsword	Any	12 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Bent Paladin	Any	18 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Bevelia	Elf (Wood)	18 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Boar Sword	Kalamaran	45 gp	1d6	2d4	x2	-	4 lb.	Piercing
Bograz-Akkel	Hobgoblin (Krangji)	22 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Borelka	Elf (Gray)	25 gp	1d6	2d4	x2	-	2 lb.	Piercing
Broadsword	Any	20 gp	1d6	1d8	19-20/x2	-	4 lb.	Slashing & Piercing
Canfort	Gnome (any)	15 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing
Carp's Tongue	Reanaarian	20 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Caterum	Halfling (Golden)	15 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Colnester	Mendarn	18 gp	1d6	1d8	x2	-	2 lb.	Slashing & Piercing
Cotanen	Brandobian	24 gp	1d6	2d4	18-20/x2	-	3 lb.	Slashing & Piercing
Cutlass	any	12 gp	1d6	1d8	x2	-	2 lb.	Slashing
Damrik	Dwarf (Mountain)	30 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Daranit	Gnome (Rock)	15 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Dastmar	Gnome (Deep)	15 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Debren	Koraki	15 gp	1d6	1d8	x2	-	3 lb.	Slashing
Deshko	Dejy (Khydoban)	25 gp	1d6	2d4	x2	-	3 lb.	Slashing
Durellen	Elf (Drow)	25 gp	1d6	2d4	18-20/x2	-	3 lb.	Slashing
Dvortha	Skarrnid	20 gp	1d6	2d4	18-20/x2	-	3 lb.	Slashing & Piercing
Eldril	Brandobian	30 gp	1d6	2d4	18-20/x2	-	3 lb.	Slashing & Piercing
Emanesh	Meznamishii	15 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Fargrum	Dwarf (Hill)	20 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Fish Spined	Dejy (Khydoban)	14 gp	1d6	1d8	19-20/x2	-	2 lb.	Slashing
Foil	any	15 gp	1d3 N	1d4 N	x2	-	2 lb.	Bludgeoning
Fonsha	Slennish	5 gp	1d6	1d8	19-20/x2	-	2 lb.	Slashing
Formar	Dwarf (Stone)	16 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Fulzek	Dwarf (Stone)	50 gp	1d6	2d4	19-20/x2	-	3 lb.	Slashing & Piercing
Geoceo	Zoan	18 gp	1d6	1d8	x2	-	3 lb.	Slashing
Gimzek	Dwarf (any)	15 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Gokira	Basiran	30 gp	1d6	2d4	18-20/x2	-	3 lb.	Slashing & Piercing
Gundmar	Dwarf (any)	18 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Heselevai	Elf (Wood)	15 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Hurrazaar	Reanaarian	45 gp	1d6	2d4	x2	-	2 lb.	Piercing
Huuramau	Reanaarian	18 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Inoyen	Dejy (Narhino)	15 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Jesasila	Elf (Wood)	18 gp	1d6	1d8	x2	-	2 lb.	Slashing & Piercing
Jordenvi	Dejy (Thondehe)	13 gp	1d6	1d8	19-20/x2	-	2 lb.	Slashing
Jor-Hath	Dejy (Shan-Gyr)	12 gp	1d6	1d8	x2	-	2 lb.	Slashing & Piercing

TABLE 2-12: SWORDS (CONTINUED)

Weapon	Region/User	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type*
Martial Weapons: One-Handed Weapons (continued)								
Jorjani	Dejy (Defohy)	12 gp	1d6	1d8	x2	-	2 lb.	Slashing & Piercing
Joryen	Dejy (varies)	14 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Jyrna	Dejy (Khydoban)	16 gp	1d6	1d8	19-20/x2	-	2 lb.	Slashing & Piercing
Kirago	Kalamaran	15 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Korsha	Dejy (Chors)	18 gp	1d6	1d8	18-20/x2	-	2 lb.	Slashing & Piercing
Ku'Oro	Kalamaran	10 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Kurzek	Dwarf (Mountain)	35 gp	1d6	2d4	18-20/x2	-	3 lb.	Slashing & Piercing
Lelarssa	Elf (Wild)	18 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Longsword	Any	15 gp	1d6	1d8	19-20/x2	-	4 lb.	Slashing & Piercing
Lulam	Gnome (Rock)	16 gp	1d6	1d8	19-20/x2	-	2 lb.	Slashing & Piercing
Makk-Nagazh	Hobgoblin (Krangi)	30 gp	1d6	2d4	18-20/x2	-	3 lb.	Slashing & Piercing
Makkul-Darz	Hobgoblin (Krangi)	25 gp	1d6	2d4	18-20/x2	-	4 lb.	Slashing & Piercing
Malaran	Halfling (Lightfoot)	10 gp	1d4	1d6	19-20/x2	-	1 lb.	Piercing
Mehelia	Elf (Wood)	18 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Mravrosh-Tukhar	Hobgoblin (Kargi)	17 gp	1d6	1d8	x2	-	2 lb.	Slashing & Piercing
Nar'Rinu	Doderan	45 gp	1d6	2d4	18-20/x2	-	3 lb.	Slashing & Piercing
Ninjoton	Brandobian	20 gp	1d6	2d4	18-20/x2	-	3 lb.	Slashing & Piercing
Nohar	Halfling (Lightfoot)	10 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Nyrsha	Dejy (Simay)	15 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Olaverian	Elf (High)	18 gp	1d6	1d8	19-20/x2	-	4 lb.	Slashing & Piercing
Ongar	Dwarf (Hill)	20 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Ordo	Dejy (Simay)	14 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Pag'Ran	Kalamaran	15 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Patukk-Thul	Hobgoblin (any)	18 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Pekino	Kalamaran	15 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Raneti	Dejy (Yatak)	18 gp	1d6	1d8	x2	-	3 lb.	Slashing
Rapier	Reanaarian	30 gp	1d4	1d6	18-20/x2	-	3 lb.	Piercing
Rapier, Elven	Elf (any)	30 gp	1d4	1d6	18-20/x2	-	3 lb.	Piercing
Riko	Dejy (Khydoban)	20 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Ronshar	Dejy (Khydoban)	30 gp	1d6	2d4	x2	-	4 lb.	Slashing
Rulakan	Kalamaran	15 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Ruvmahzni	Ahznomahnii	15 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Rynkor	Fhokki	14 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Sabre	any	10 gp	1d4	1d6	x2	-	4 lb.	Slashing & Piercing
Sabre, Dwarven	Dwarf (any)	18 gp	1d6	1d8	19-20/x2	-	5 lb.	Slashing & Piercing
Sabre, Goose-Feather	Any	15 gp	1d6	1d8	19-20/x2	-	2 lb.	Slashing & Piercing
Sarilu	Elf (Wild)	16 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Sarlan	Halfling (Golden)	18 gp	1d6	1d8	x2	-	3 lb.	Slashing
Scimitar	Any	15 gp	1d4	1d6	18-20/x2	-	4 lb.	Slashing & Piercing
Scimitar, Orc	Orc	10 gp	1d4	1d6	19-20/x2	-	4 lb.	Slashing
Selavelor	Elf (High)	16 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Selroven	Brandobian	10 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Shamashno	Zazahni	15 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Silgrom-Rurgazh	Hobgoblin (any)	20 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Slanji	Dejy (Elos)	14 gp	1d6	1d8	x2	-	3 lb.	Slashing
Solshay	Dejy (Tharay)	14 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing
Split-tipped	Dejy (Khydoban)	16 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing
Stovokkor	Torakki	13 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Sulamir	Basiran	15 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Talon	Gnome (any)	16 gp	1d6	1d8	x2	-	2 lb.	Slashing & Piercing
Thak-Rash	Dejy (Shan-Gyr)	18 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Tharaja	Dejy (Khydoban)	15 gp	1d6	1d8	x2	-	2 lb.	Slashing & Piercing
Theji	Dejy (Khydoban)	15 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing
Thel	Dwarf (Stone)	18 gp	1d6	1d8	19-20/x2	-	2 lb.	Slashing & Piercing
Theshen	Dejy (Khydoban)	14 gp	1d6	1d8	19-20/x2	-	2 lb.	Slashing & Piercing
Tonaran	Elf (Gray)	19 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Toren	Elf (Dark)	20 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Tuck	Halfling (Lightfoot)	15 gp	1d6	1d8	x2	-	2 lb.	Piercing
Ultamorl	Elf (Wild)	18 gp	1d6	1d8	19-20/x2	-	2 lb.	Slashing & Piercing
Vashkovi	Basiran	16 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Whenzor	Svimohzish	15 gp	1d6	1d8	x2	-	2 lb.	Slashing & Piercing
Yelevari	Dejy (Malavla)	18 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing
Yenada	Shanjen (Dejy)	16 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing
Zhulurresh	Zazahni	15 gp	1d6	1d8	19-20/x2	-	2 lb.	Slashing & Piercing

TABLE 2-12: SWORDS (CONTINUED)

Weapon	Region/User	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type*
Martial Weapons: Two-Handed Weapons								
Bastard Sword	Any	25 gp	1d6	1d8	19-20/x2	-	5 lb.	Slashing
Beheading	Any	25 gp	1d8	1d10	x3	-	5 lb.	Slashing & Piercing
Claymore	Any	22 gp	1d8	1d10	19-20/x2	-	6 lb.	Slashing & Piercing
Cotanen	Brandobian	24 gp	1d6	2d4	18-20/x2	-	3 lb.	Slashing & Piercing
Dueling Sword	Dwarf (any)	10 gp	1d6	1d8	19-20/x2	-	6 lb.	Slashing
Executioner's Sword	Fhokki	60 gp	1d6	1d8	x3	-	5 lb.	Slashing
Falchion	Svimohzish	75 gp	1d6	2d4	18-20/x2	-	8 lb.	Slashing
Flamberge	Brandobian	30 gp	1d8	1d10	19-20/x2	-	7 lb.	Slashing & Piercing
Greatsword	Any	50 gp	1d10	2d6	19-20/x2	-	15 lb.	Slashing
Handochin	Brandobian	35 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Kargi Blood	Hobgoblin (Kargi)	50 gp	1d6	2d4	19-20/x2	-	5 lb.	Slashing
Korli	Dwarf (Mountain)	50 gp	1d6	2d4	18-20/x2	-	5 lb.	Slashing & Piercing
Nodochin		30 gp	1d8	1d10	19-20/x2	-	6 lb.	Slashing & Piercing
Randrel	Cosdolite	24 gp	1d8	1d10	19-20/x2	-	7 lb.	Slashing & Piercing
Shrokkor		24 gp	1d8	1d10	19-20/x2	-	14 lb.	Slashing & Piercing
Sorula	Tharggy	35 gp	1d10	2d6	19-20/x2	-	3 lb.	Slashing & Piercing
Toshin	Brandobian	35 gp	1d6	2d4	18-20/x2	-	3 lb.	Slashing & Piercing
Vanami	Kalamaran	24 gp	1d6	2d4	18-20/x2	-	3 lb.	Slashing & Piercing
Vassnyr	Dejy (Khydoban)	24 gp	1d6	2d4	18-20/x2	-	3 lb.	Slashing & Piercing
Worl	Elf (Dark)	35 gp	1d6	2d4	18-20/x2	-	3 lb.	Slashing & Piercing
Zomburd	Dwarf (Hill)	20 gp	1d6	1d8	19-20/x2	-	5 lb.	Slashing & Piercing
Exotic Weapons: One-Handed Weapons								
Bastard sword	Any	25 gp	1d6	1d8	19-20/x2	-	5 lb.	Slashing
Bastard Sword	Any	25 gp	1d6	1d8	19-20/x2	-	5 lb.	Slashing
Boar	Kalamaran	45 gp	1d6	2d4	x2	-	4 lb.	Piercing
Executioner's	Fhokki	60 gp	1d6	1d8	x3	-	5 lb.	Slashing
Handochin	Brandobian	35 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Khopesh	Dejy (Khydoban)	40 gp	1d6	1d8	x2	-	3 lb.	Slashing
Scorpion Tail	Dejy (Khydoban)	60 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing
Sickle-sword	Dejy (Khydoban)	25 gp	1d6	1d8	x2	-	3 lb.	Slashing
Tessarel	Dejy (Khydoban)	55 gp	1d6	2d4	18-20/x2	-	5 lb.	Slashing & Piercing
Exotic Weapons: Two-Handed Weapon								
Two-bladed	Any	100 gp	1d6/1d6	1d8/1d8	19-20/x2	-	10 lb.	Slashing

** When two types are given, the weapon is both types.

still make use of the dueling sword, especially in Karasta and the Malachite Heights.

Durellen: This drow elf's straight-bladed sword features a padded half basket hilt and spiked pommel. From the midpoint of the blade up to the tip, the durellen is double-edged, while from the midpoint of the blade down to the hilt, the durellen is only single-edged. In some instances, the blade of the durellen will be lightly serrated.

Dvortha: This elaborately decorated Skarnid sword has a curved single-edged blade, padded crossbar hilt and spiked pommel. The blade is double-edged only at the tip.

Eldril: This Brandobian sword is slightly curved, single-edged, and highly decorated, with a padded half basket hilt.

Emanesh: The emanesh is a steel, thin-bladed double-edged Meznamishii sword whose crossbar hilt has drooping quillons.

Executioner's Sword: This large iron Fhokki bastard sword, or "hand and a half" sword, is used in battle as often as it is used for its implied purpose. The executioner's sword is composed of a flat, straight, double-edged blade with a blunt tip and a straight crossbar hilt. D&D players should note that this sword follows the same rules as the bastard sword in Chapter 7: Equipment of the *D&D Player's Handbook*.

Falchion: This is a short, broad-bladed iron Svimohzish sword with a single scimitar-like cutting edge. Only the tip of the falchion is double-edged. The falchion is a heavy, two-handed weapon.

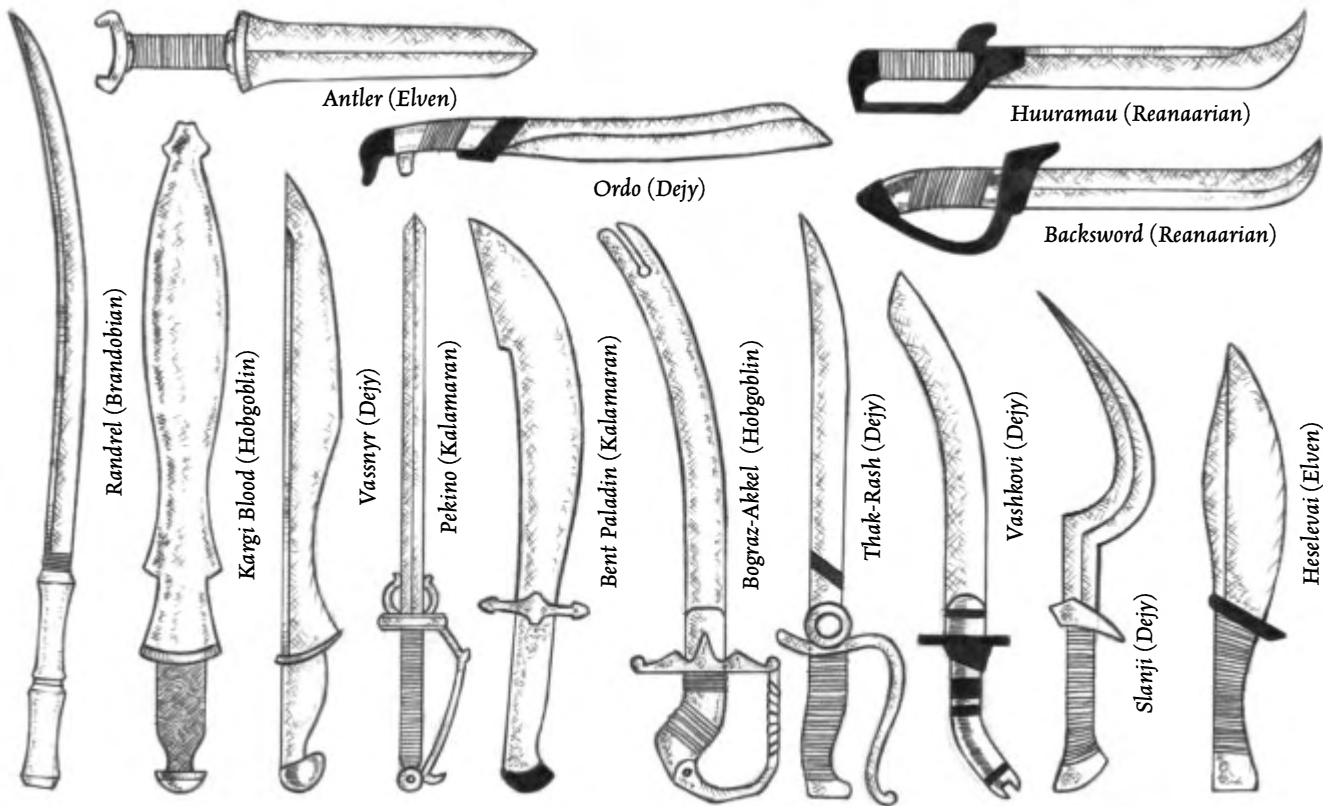
D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Fargrum: This straight, single-edged hill dwarf sword features drooping quillons on a namlyr hilt. The blade of the fargrum is double-edged at the tip only. Both blade and scabbard are elaborately decorated with gilt, or inlaid with gold or silver.

Fish Spined: This bronze sword possesses many short, 1 to 2 inch side blades perpendicular to the main blade like large serrations. This gives the sword the overall appearance of a partial fish skeleton. The hilt is unguarded, though the "spines" of the sword function like many rows of crossbars. The fish spined sword originates along the southern coastline of the Khydoban desert.

Flamberge: This two-handed, double-edged steel Brandobian sword features a wavy blade that oscillates in width between 2 and 4 inches. Just below the blade and several inches above the crossbar hilt are two small, curved spikes that serve as a second, miniature crossbar.

Foil: The foil is a long, straight fencing weapon with a thin, dull blade guarded by a cup hilt. As the dull blade is useless for slashing, and the blunted tip is useless for piercing, the foil is used only to demonstrate skill with the sword. On occasion, cunning opponents have secretly attached a "flower of death," a sharp iron point, to the tip of the foil, giving it some piercing power. All Slenish foils are forged with the flower attached. The damage roll for these Slenish foils is treated as actual damage rather than nonlethal damage.



Fonsha: This single-edged Slennish sword with a straight blade and an angled hilt is worn in a wooden scabbard. Halfway down the grip, instead of between blade and grip as usual, is a circular hand guard.

Formar: This broad-bladed, double-edged stone dwarf sword has a circle hilt.

Fulzek: The fulzek is a heavy stone dwarf's sword with a highly decorated single-edged blade, a padded hilt and a spiked pommel. The tip of the fulzek is double-edged for piercing.

Gauntlet: This unique sword is not a specific type of sword at all, although the blade is usually long and double-edged. Gauntlet swords include any sword whose blade has been permanently fixed to an arm gauntlet and have no separate hilt, guard or pommel. Within the gauntlet is a stout iron bar that the wielder grips to keep the sword in hand. The gauntlet sword, like many other weapons, is said to have originated in the ancient ruins of the Khydoban Desert. Having a sword crafted into a gauntlet sword adds 4 lbs to the weight of the weapon, costs an additional 60 gp (and adds 4 to weapon's speed factor in HackMaster).

Geoco: This single-edged Reanaarese sword, generally found in the area around the city of Zoa, is crafted with a curved blade and half basket hilt. Both hilt and blade are forged as a single piece of steel. The blade of the geoco is double-edged at the tip.

Gimzek: This dwarven sword has a single-edged, curved and forked steel blade and an unguarded wooden hilt.

Gladius: See Ku'oro.

Gokira: Some Basirans favor this curved, single-edged sword with a padded stirrup hilt. The steel blade of the gokira is often intricately engraved and inlaid.

Greatsword: A large, powerful sword found amongst many differing races and regions. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Gundmar: The gundmar is a steel, single-edged, highly decorated dwarven sword with a slightly curved blade. It also has a spiked pommel and a half basket hilt.

Halfling Death: This double-edged short sword is light and features an unguarded hilt. This weapon gets its name from its primary wielders – halfling assassins. Traditionally, this blade is carried under the armpit in a special scabbard.

Handochin: This rare “hand and a half” sword originates in the Elos Desert ruins. The handochin has a small, roughly circular guard and a wooden scabbard. The blade is mostly single-edged, only being double-edged at the tip.

D&D players should note that this sword follows the same rules as the bastard sword in Chapter 7: Equipment of the *D&D Player's Handbook*.

Heselevat: This wide wood elf sword has a double-edged, leaf-shaped blade. The pommel of the wooden hilt is shaped as a crossbar, and the upper part of the hilt has one quillon.

Hurraaar: This Reanaarese thrusting sword features a tapering steel blade with a square cross-section and a swept hilt.

Huuramau: This heavy, curved single-edged Reanaarese sword comes with a stirrup hilt. Wearing a steel, bejeweled huuramau is a popular symbol of wealth among the members of the Captain's Table of Thirteen. The tip of the huuramau is double-edged and curves away from the hilt.

Inoyen: This bronze, straight-bladed Narhino (Dejy) sword features an angled, unguarded bronze hilt.

Jesasila: The wood elves use this straight-bladed, single-edged iron sword with an unguarded wooden hilt.

Jorarek: The jorarek is an iron single-edged Chinotan (Dejy) sword with an unguarded wooden hilt. Its blade is reminiscent of a butcher's knife.

Chapter 2: Weaponry

Jordenvi: This iron, straight-bladed, single-edged Thondehe (Dejy) sword features an unguarded wooden hilt. The back of the blade is slightly curved like a machete.

Jorjani: Favored by the Defohy (Dejy), this curved, single-edged sword possesses a broad slashing point and an unguarded wooden hilt with a widely forked pommel.

Jor-Hath: The Shan-Gyr (Dejy) use this curved, broad-bladed, single-edged sword. This iron sword has an unguarded wooden hilt and a slightly forked pommel.

Joryen: This bronze Dejy sword features a double-edged blade and an unguarded, plain wooden hilt. The joryen is found among many Dejy tribes in central Tellene.

Jyrna: This single-edged sword has a straight steel blade and an unguarded namlyr hilt of ivory inlaid with silver. The blade is double-edged only at the tip. Originating in the ancient Khydoban Desert, the jyrna was once the fashionable sword among the wealthy of Zoa. Now, however, it has lost its privileged connotations and is simply another weapon.

Kargi Blood: This is a common, heavy two-handed Kargi sword with an iron, double-curved, double-edged blade and an unguarded hilt. The blade's shape is reminiscent of a fish.

Katana: See cotanen.

Khensh: This double-edged weapon is unique in appearance; the shape of the blade is forged with a combination of straight and wavy patterns. Many khensh blades have waves near the hilt or near the tip, while some have waves along the entire length of the blade. The number of "waves" on the blade is always odd, generally averaging around seven, although there can be as few as three or as many as 15. Blades with 11 or more waves are very uncommon. The shape of the blade allows it to penetrate between bones, as well as inflict larger wounds upon its victim.

The size of the khensh varies between that of a knife and a short-sword, and correspondingly its weight can vary between a few ounces and a few pounds. There are two types of blades, depending upon the smith and region where the weapon is forged. The first type is constructed from many pure iron strips forged together, while the second type is made from alternating layers of iron with meteoric iron containing about three percent nickel. The blade is then "twisted" the appropriate number of times, welded and etched with patterns using a mixture of lime juice and arsenic.

Khopesh: This bronze sword is straight from the midpoint of the blade down to the hilt, but is curved like a scimitar from the midpoint up to the tip. The upper half of this single-edged blade is forged next to the lower half, not above it. The khopesh has an unguarded hilt and is thought to originate in the mysterious past of the Khydoban Desert.

Kirago: This slightly curved, single-edged Kalamaran sword has a full basket hilt and an additional crossbar with short, downturned quillons.

Korli: This two-handed, steel mountain dwarf short sword features a straight, double-edged blade and two large, upturned side blades that serve as a hand guard. It has a carved wooden handle.

Korsha: The Chors (Dejy) use this thin, single-edged sword whose blade is double-edged only at the tip. The hilt of the korsha is a half-crossbar, leaving the back of the hand unguarded.

Ku'Oro: This short, double-edged sword is of Kalamaran design, originally developed for iron but now made only with steel. The blade of the ku'oro is short but heavy, and is designed for thrusting and slashing in melee combat. The Kalamarans quickly modified the ku'oro into the longer pag'ran (see below). The hilt of the ku'oro

is wooden and unguarded. The ku'oro is always carried in a sheath on the right side of the body.

Kurzek: This curved mountain dwarf sword features a broad, single-edged blade and a crossbar hilt with a stirrup-like knuckle guard. The steel blade of the kurzek is double-edged at the tip.

Leaf Blade: The leaf blade is a short sword with a wide blade at the guard that grows slightly wider before tapering to a sharp point after 2 feet. It either has no guard or a small wooden circle guard, although if unguarded the wooden handle might instead be padded with a covering of leather or hemp.

Elves use these weapons with great frequency, and those who fight orcs or hobgoblins prefer this quick, lightweight weapon to the human-designed short sword.

Lelarsa: This wild elf's bronze sword has a double-edged, leaf-shaped blade and an unguarded hilt.

Longsword: This archetypal name can apply to a great variety of straight, double-edged swords with flat blades. A proper longsword also has a straight crossbar hilt and a round pommel. The longsword is the preferred weapon of many paladins, particularly those who worship The True.

D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Lulam: The rock gnomes favor this sword with a slightly curved, single-edged blade and an unguarded, wooden namlyr hilt.

Makk-Nagazh: This slightly curved, single-edged Krangi blade possesses a namlyr handle and a stirrup hand guard. There also is a crossbar formed by two drooping quillons. The blade is double-edged only at the tip.

Makkul-Darz: This steel two-handed Krangi sword has a single-edged blade and a rough circle hilt.

Malaran: The favored weapon of many lightfoot halfling foot soldiers, the malaran is a thin, thrusting short sword with a crossbar hilt. Between the pommel and the rest of the hilt is a small crossbar half the size of the upper one.

Mehelia: This lightly curved wood elf sword has a deeply grooved, single-edged blade and an unguarded hilt. The tip is double-edged for piercing.

Mravrosh-Tukhar: The Kargi use this single-edged sword with a curved steel blade fitted into a wooden hilt and carried in a flat wooden scabbard. The pommel is often pointed and slightly curved to resemble a raven's beak.

Naaneari: This light, flexible Reanaarese fencing sword has an unusual blade. The naaneari blade is thick and triangular for almost 8 inches from the hilt, then narrows to a sharp, flat section that continues to the tip. The stirrup hilt is generally very elaborate.

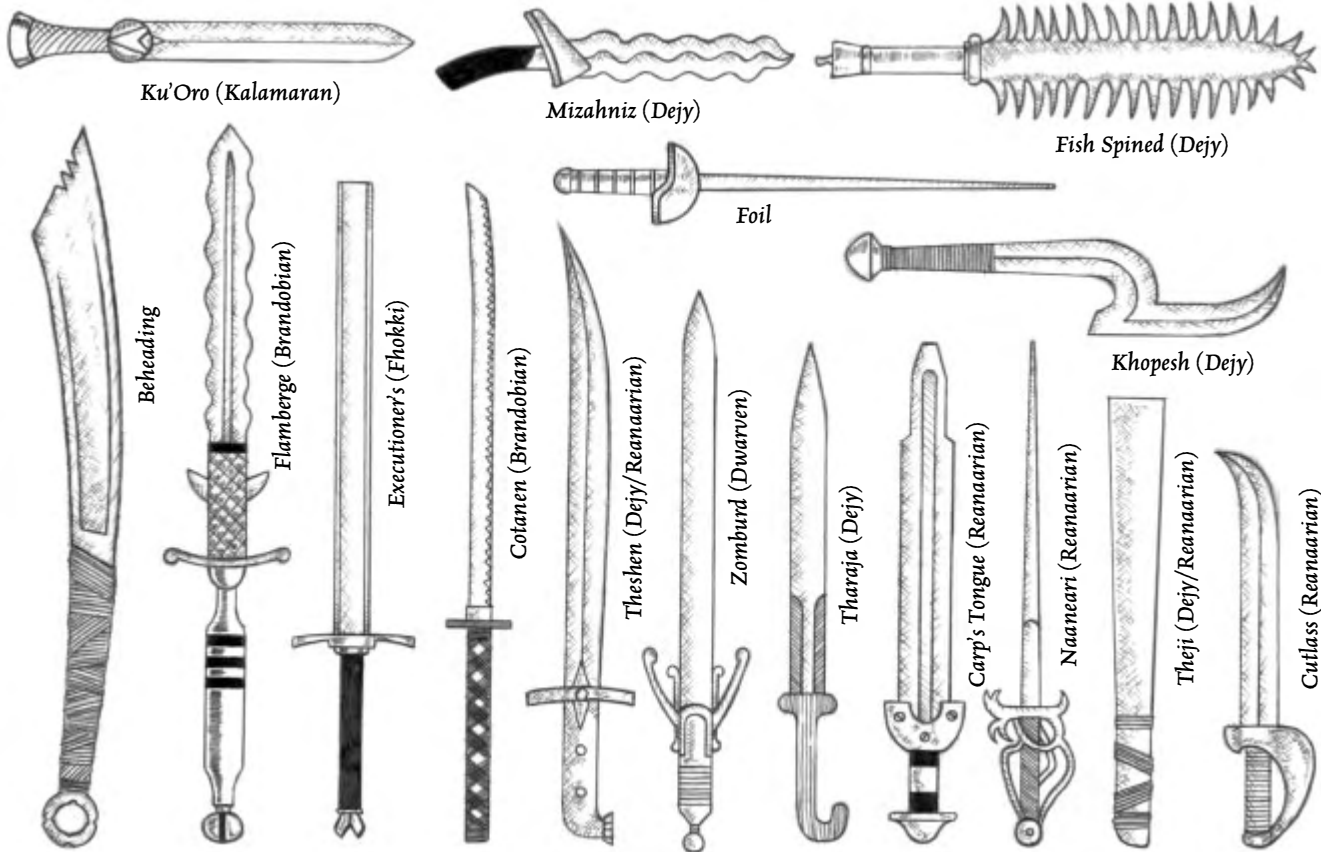
Nar'Rinu: The Doderans favor this sword with a single-edged blade, a broad curved tip, a well-padded half basket hilt and a spiked pommel. This spike serves as an arm guard normally, and an extension of the grip when wielded two-handed. The blade is double-edged at the tip.

Ninja To: See ninjoton.

Ninjoton: This slightly curved, single-edged blade has a circle hilt and a large extended grip. The ninjoton is rumored to originate in the ancient ruins of the Elos Desert. The name "ninjoton" is a Brandobian corruption of the true pronunciation.

Nodachi: See Nodachin.

Nodochin: This foreign sword is two-handed, single-edged and possesses a circle hilt. Like the ninjoton and cotanen, the nodochin



is new to Brandobia, and as usual, the Brandobians have “adapted” its name into their own language.

Nohar: Lightfoot halflings use this straight, double-edged iron blade with a bronze crossbar hilt and ring-shaped pommel.

Nyrsha: Simay (Dejy) decorate this slightly curved, single-edged bronze blade with a tassel of human or humanoid hair. It has a bronze crossbar and a wooden hilt. The nyrsha is double-edged at the tip and worn in a scabbard of red-stained wood.

Olaverian: This straight, double-edged high elf sword features an elaborate suleva hilt.

Ongar: The ongar is a slightly curved, single-edged hill dwarf sword with a half basket hilt and a reinforced back edge. The blade is double-edged only near the tip.

Ordo: This slightly curved, single-edged bronze sword of the Simay (Dejy) is fitted to an unguarded wooden or horn hilt by means of a tang. One side of the pommel is elongated, and is occasionally decorated with braids of human or humanoid hair. The wooden scabbard is wrapped with cane.

Pag’Ran: This double-edged steel sword has an unguarded hilt. The pag’ran is the traditional cavalry sword of the Kalamaran officer, and is the template for many similar swords. The Kalamaran footsoldier also wields a similar, much shorter sword called the ku’oro.

Patukk-Thul: Hobgoblins of all nations use this curved, single-edged sword with a stirrup hilt, a half basket knuckle guard and a disc-shaped pommel.

Pekino: This steel Kalamaran sword has a long, thin blade and stirrup hilt. One edge of the blade is sharpened from hilt to tip, while the other edge is only sharpened from the mid-point up to the tip. The Kalamarans call this a “cut and thrust” sword.

Randrel: This long, curved, single-edged, two-handed sword is found mainly in Cosdol. The randrel has an extended, unguarded wooden hilt resembling a piece of a bamboo shaft, but is made out of regular wood.

Raneti: The raneti is an iron sword with a blunt tip and a broad, curved single-edged blade similar to a machete. This Yatak (Dejy) weapon has a knuckle guard that partially resembles a half-basket hilt, though it is attached only at the pommel. Due to this unusual attachment, this guard does not protect against swords that might come sliding down the blade towards the wielder’s hand.

Rapier: This single-edged, slightly curved sword has a half basket hilt and a round pommel. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player’s Handbook*.

Rapier, Elven: The elven rapier is similar to the standard rapier in appearance, but both blade and hilt are intricately inscribed with gray elf designs.

Riko: This short sword has a straight single-edged blade and a crossbar hilt. The weapon also has a broad pommel that can be used as a crutch for smaller races. The blade is double-edged near the tip.

Ronshar: This broad, curved sword comes from ruins in the Khydoban Desert. The ronshar has an unguarded, inlaid brass hilt and a single-edged bronze blade. The blade is straight for two-thirds of its length, and sickle-shaped for the last third.

Rosh: The rosh is a broad-bladed, single-edged iron sword with a plain, unguarded hilt. Byth (Dejy) tradition dictates that one must carry this blade only in a leather scabbard.

Ruji: The Evony (Dejy) use this short, straight-bladed single-edged sword with an unguarded namlyr horn hilt. They often decorate this sword by binding tufts of animal hair to the hilt, and the wooden scabbard is often wrapped with cane.

Chapter 2: Weaponry

Rulakan: The rulakan is a slightly curved, single-edged bronze Kalamaran sword with a crossbar hilt with drooping quillons. The blade is double-edged only at the tip. This particular sword is named after Rulakan, one of Kalamar's early princes and protector of the southern border. The drooping quillons are said to symbolize Rulakan's supposed sadness over his allegedly treacherous wife Lelana. Since the introduction of steel weaponry, this bronze sword is generally only worn ceremonially or presented as a gift.

Ruvmahzni: This single-edged Ahznomahnii sword is fitted with a crossbar hilt and a forked wooden pommel. However, the ruvmahzni's best known feature is its scabbard. This scabbard is constructed from two slightly concave pieces of wood lashed together with thin cord, allowing the sword to be easily drawn by grabbing the hilt and slicing the blade through the cord between the two wooden pieces. This allows the wearer to keep his sword sheathed in circumstances where a drawn sword might be viewed as offensive, but an attack still might be forthcoming.

Rynkor: Fhokki favor this lightly curved, single-edged blade with an unguarded wooden hilt and a wooden scabbard covered in deeply stained leather. The blade is double-edged only at the tip.

Sabre: This thin, curved blade is designed for cavalry charges. The saber is primarily a piercing weapon, but can also deliver moderate slashing damage.

Sabre, Dwarven: The dwarven sabre is a well-balanced steel sword with a single-edged, slightly curved blade and a small crossbar hilt with round pommel. The scabbard is strengthened by reinforced suspension rings. The interior of the scabbard is wooden, to keep the sabre sharp. This avoids metal to metal contact when drawing and sheathing it.

Sanabal: This thin-bladed, double-edged forest gnome sword has a wooden crossbar hilt.

Sarilu: Like many wild elf swords, this has a leaf-shaped, double-edged blade. This particular sword is made from bronze and

features an unguarded hilt. Drooping quillons also hang down from the otherwise undecorated pommel.

Sarlan: This curved, single-edged iron sword is forged with a broad tip and a short, thick crossbar hilt. Typically, golden halflings carry this weapon unsheathed in their belts.

Scimitar: This single-edged sword has a crossbar hilt and a broad, curved blade. This sword is ideal for fast slash attacks by both infantry and horsemen. Dedicated cavalry may favor a sabre, but many that fight both from horseback and on the ground prefer the versatility of this weapon. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

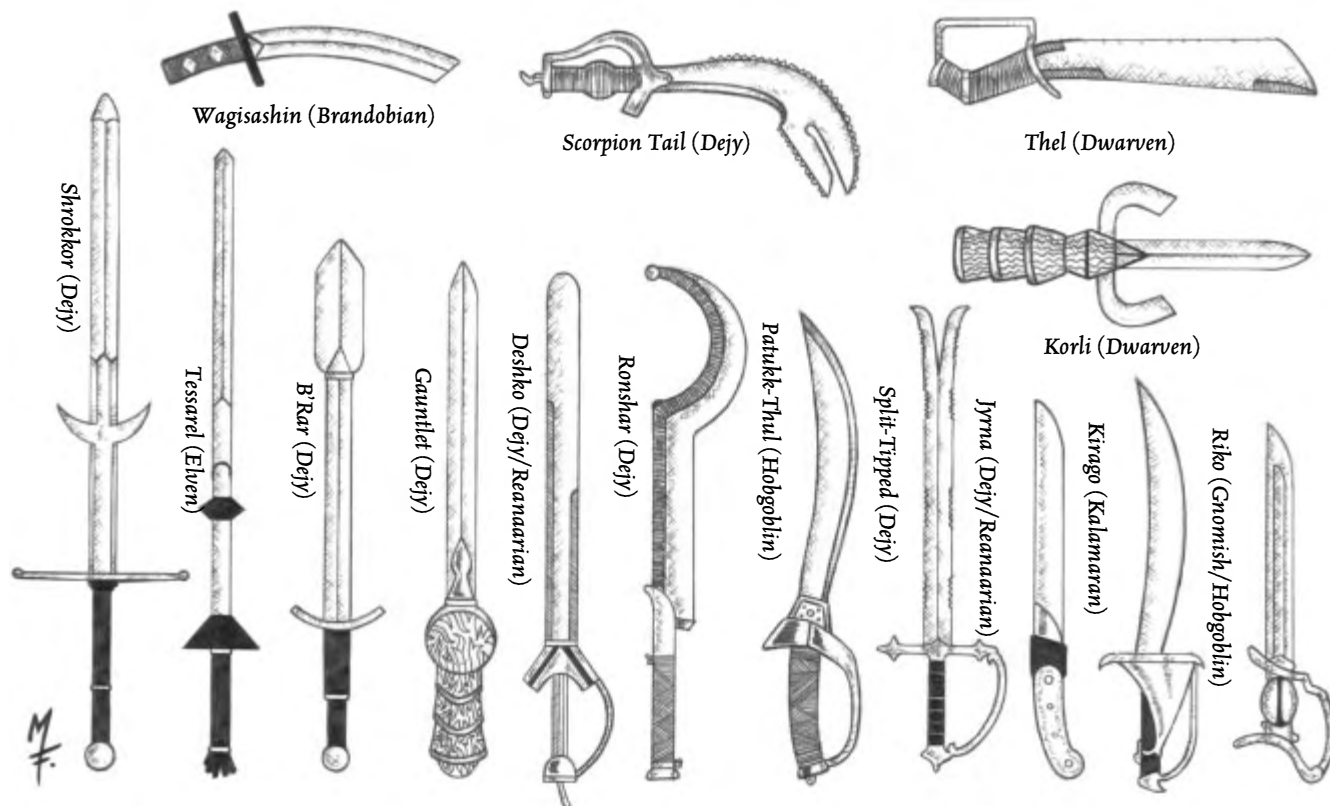
Scimitar, Orc: The standard orc weapon of war is the orc scimitar or "uraak" (literally, "curved blade"). Lightweight, deadly, and just small enough to be wielded in one-hand, orcs prefer this weapon to all others when engaged in melee. These weapons are forged in the standard orc style. Molten metal is poured straight into molds and then an edge is hammered onto them after they have cooled. Sharpening is simply a matter of running the blade along a rotating stone wheel, which accounts for the chips and scratches common on even new blades. Regardless of their crude manufacture, these semi-serrated blades have a tendency to tear flesh rather than cut, leaving vicious wounds on their opponents.

Scorpion Tail: Deji tribes of the Khydoban Desert wield this bronze single-edged sword with a serrated blade, a thick stirrup hilt and a spiked pommel. Two-thirds of the blade's length above the hilt, the blade curves sharply, forks and becomes double-edged.

Selavelor: This double-edged high elf's sword has a crossbar hilt.

Selroven: This Brandobian sword is composed of a lightly curved, single-edged steel blade whose backswept quillons from the crossbar hilt are gilded and highly decorated.

Shamashno: Zazahnii favor this single-edged sword with a slight namlyr hilt and a curved, scimitar-like steel blade.



Shinth: This curved, single-edged Anyth (Dejy) iron sword features an unguarded horn hilt and a primitive tang to fit the blade into the horn.

Shirosh: The shirosh is an iron, single-edged, double-curved Byth (Dejy) sword with a tanged, unguarded red deer horn hilt.

Short Sword: The only universal characteristic of a shortsword is a short double-edged flat blade. Many different designs and styles are generically referred to as short swords. The shortsword is most often used by the smaller races or as an off-hand weapon by larger characters. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Shrokkor: The shrokkor is a heavy, two-handed, double-edged sword with long, straight quillons and a ricasso that is slightly longer than normal. It is typically found in and around Thybaj and has two small blades attached to the main one in the shape of a crescent.

Sickle-sword: The sickle-sword is an ancient bronze fighting sword from the lands of the Khydoban. By current standards, the sickle-sword is unwieldy and of limited application; however, its shape and weight still give it a punishing slash attack. Almost no one makes sickle-swords now except curious blacksmiths and village craftsmen, although sometimes ancient sickle-swords are discovered in decent condition, and some magical ones are rumored to exist. The bronze sickle-sword began losing its popularity when iron was introduced to the region.

Silgrom-Rurgazh: This single-edged hobgoblin sword is forged with a curved tip, half basket hilt and a spiked pommel.

Slanji: The slanji is a deeply curved, double-edged bronze blade with a diamond-shaped cross-section and an unguarded hilt. The shape of the blade makes it much easier for the wielder to maneuver a slashing attack around a shield, but makes it useless for most piercing attacks. The slanji is most often found in and around the Elos Desert.

Small Sword: The so-called "small sword" is a dull-edged gnomish short sword with a hollow, triangular blade and a cup hilt crossed with a stirrup hand guard. The small sword is only used as a thrusting weapon, and it was from this gnomish design that the fencing foil developed. The small sword was once popular among Kalamaran and Brandobian noblewomen as a fashion accessory.

Solshay: The Tharay (Dejy) wield this bronze sword with an elaborately engraved, curved blade. The blade is double-edged from the midpoint up to the tip, and single-edged from the midpoint down to the drooping horn or bone crossbar hilt.

Sorula: From the land of Tharggy comes this two-handed, straight-bladed sword with a padded half basket hilt. The upper half of the sorula is double-edged, while the lower half is only single-edged.

Spatha: See pag'ran.

Split-tipped: This straight, bronze sword is rumored to come from ruins deep within the Khydoban Desert. The split-tipped sword has a serrated double-edged blade, a stirrup hilt and a disc-shaped pommel. Its name comes from its forked tip that splits 2 inches before the end of the blade. The entire blade resembles a serpent's tongue.

Stovokkor: This is a durable, double-edged iron Torakki sword with a plain wooden hilt and small crossbars.

Sulamir: This light Basiran cut-and-thrust sword features a flexible blade, double-edged only near the tip. From just below this tip to the half basket hilt, the blade is left unsharpened.

Surtean: Golden halflings wield this double-edged iron sword with an unguarded metal hilt. The hilt is wrapped in hide and the sword is carried in a leather scabbard worn on the back.

Talon Sword: This double-edged gnomish blade has a tiny crossbar hilt and a pommel made of two curved spikes.

Tashi: See toshin.

Tessarel: This is an elaborate "hand and a half" high elf sword with a long, engraved double-edged steel blade and a conical circle hilt. The pommel of the tessarel is a small, flat disc to which several fringes of expensive cloth or silk are attached. It is said that despite its now exclusive use by the elves, the tessarel in fact originated in the ruins of the Khydoban, but so far the elves have neither confirmed nor denied this rumor.

D&D players should note that this sword follows the same rules as the bastard sword in Chapter 7: Equipment of the *D&D Player's Handbook*.

Thak-Rash: The thak-rash is a single-edged, slightly curved iron blade whose handle, quillons and pommel are sometimes carved to resemble a monster's head. The Shan-Gyr (Dejy) decorate the hilts with silver or gold; bronze is sometimes used if the wielder is poor or the region lacks other metals. The scabbard is made of carved horn or wood, and both sword and scabbard are often elaborately decorated with jewels or other ornamental designs. Because of the precious metals used in its decoration, the thak-rash is generally only wielded by the chief of the tribe.

Tharaja: This ancient sword from the ruins of the Khydoban comes with a double-edged blade and an unguarded namlyr hilt. Its blade is spade-shaped, narrow at the hilt and then suddenly wide in the middle, and then gradually tapering to a point.

Theji: This single-edged sword possesses a thick and heavy lower section, a square tip and an unguarded wooden or ivory hilt. It is carried in a wooden scabbard and generally found in the area around Thygasha.

Thel: Stone dwarves craft this straight, single-edged iron sword. The hilt is unique and composed of an iron stirrup guard set on a carved bone namlyr grip. Sometimes the hilt is also inlaid with precious metals. On the back of the blade, an upturned brass quillon hangs above the hilt.

Theshen: This steel sword features a mostly straight blade, short quillons and a namlyr hilt. The blade is single-edged except for the tip. Originating in the lands of the Khydoban, the theshen is now primarily found in and around Zoa.

Thondi: The Defohy (Dejy) use this light, straight-bladed, double-edged iron sword with a crossbar hilt and drooping quillons.

Tonaran: The tonaran is a lightly curved, single-edged gray elf steel sword. It has a reinforced back edge and a namlyr hilt with extended quillons.

Toren: This is a dark elf sword with a curved, highly decorated single-edged blade and a padded, half basket hilt. The blade of the toren is double-edged near the tip.

Toshin: The toshin is a foreign two-handed sword almost identical to the cotanen (a large, curved, single-edged sword with a circle hilt), except that it is always worn thrust into a belt with the edge down. Like the cotanen, the mispronounced toshin also comes to Brandobia from the ancient ruins of the Elos Desert.

Tuck: This lightfoot halfling thrusting sword is made with a diamond-sectioned blade and a swept hilt.

Two-bladed: This unusual sword consists of a long unguarded hilt with two double-edged swords attached, one on each opposite

Chapter 2: Weaponry

side. This is a difficult weapon to store and carry, as it is over 6 feet long and requires two scabbards when transported. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Ultamorl: Wild elves wield this leaf-shaped, double-edged bronze sword with an unguarded hilt. Just above the pommel, the grip of the ultamorl is also fitted with a small crossbar.

Vanami: This straight, single-edged steel Kalamaran sword is intricately engraved and features silver and gold inlays. The stirrup hilt is padded, and the back of the blade is strengthened with supports. It is meant to be used with two hands.

Vashkovi: This is a curved, single-edged Basiran dancer's iron sword with a disc guard above a namlyr hilt, a forked wooden pommel and a decoratively painted wooden scabbard.

Vassnyr: The vassnyr is a double-curved blade with an unguarded hilt and a straight back from the ancient Khydoban. The blade is double-edged only near the tip, while the rest of it is single-edged. It is properly wielded with two hands.

Wagisashin: Originating in the dusty Elos Desert, the sword is often highly decorated both in blade and hilt. Its short, curved, single-edged blade comes with a small circle hilt. The name "wagisashin" is said to be a Brandobian corruption of the true pronunciation.

Wakizashi: See wagisashin.

Whenzor: This curved, single-edged steel sword is found on Svimohzia. The unguarded, angled wooden hilt has a cane-wrapped grip.

Worl: This dark elf sword features a serrated double-edged blade, padded half basket hilt and spiked pommel, with hilt long enough for two hands. The blade is also wavy, although not to the same degree as a khensh. The tip of the worl is leaf-shaped.

Xoolaar: This single-edged iron Reanaarese sword features a crossbar hilt and a round pommel.

Yelevari: Malavla (Dejy) wield this bronze sword with a single-edged, sickle-shaped blade and a crossbar hilt.

Yenada: This straight, double-edged bronze sword is forged with an unguarded hilt. The Shanjen (Dejy) traditionally only wear this weapon on the left side.

Zhulurresh: This straight, single-edged sword of Zazahnii origin is often inlaid with silver or gold. The zhulurresh has an unguarded horn hilt and a round pommel.

Zomburd: Hill dwarves manufacture this two-handed, double-edged sword with a crossbar hilt and upswept, beaded quillons.

SPECIAL MATERIALS

On Tellene, bone, stone and wooden weapons are primarily wielded by primitives and savage jungle tribes, such as those in the Obakasek and Vohven Jungle. Where wood is rare, such as in the Elos and Khydoban deserts, bone, stone and bronze often takes its place. Most Dejy and Fhokki tribes and nomads also use bronze, along with iron and stone.

In other lands, the use of bronze weapons is now more affectation or tradition, having been surpassed by iron and steel. Steel weapons are most predominant in Brandobia, the current and former Kalamaran Empire, Svimohzia and Zoa. Where there is less knowledge or mastery of steel-making, iron is the most common metal for forging weapons.

For weapons that make use of metal blades or other damage inflicting surfaces, the selection of materials other than iron can affect various aspects of the weapon properties as shown in Table 2-13: Weapon Material Modifiers. For example, a heavy (iron) mace deals 1d8 damage and weighs 12 pounds. However, a heavy (bronze) mace would deal 1d8-1 damage, though its weight would not change. Crafting a normally wooden item with bronze would raise its bonuses and double its weight. A standard bird's head (wood) club does 1d6 damage and weighs 3 pounds, but a bird's head (bronze) club deals 1d6+1 damage and weighs 6 pounds.

The weapons listed in this chapter already have these numbers factored in based on their stated material – the player or DM does not need to apply these additional bonuses or penalties to these standard weapons. Only apply the modifiers seen on Table 2-1: Weapon Material Modifiers if the players craft, find or purchase one of these unusual weapons. (Note that if a weapon description does not specify what it is made of, it can generally be assumed to be iron.)

D&D players also have the option to make special weapons from such materials as adamantine, darkwood and mithral as found in the Special Materials section of Chapter 7: Magic Items in the *D&D Dungeon Master's Guide*.

CRAFTING VARIANT HILTS

Though they have no effect on the weapon's main statistics, a stylish character may choose to have a weapon crafted with a non-standard hilt. This is unusual, but it can be done. (A hilt cannot be changed after the weapon is already completed.) Adding a non-standard hilt adds +2 to the Craft DC to construct this weapon.

Adding a non-standard hilt also increases the market price of the weapon by one-third of the standard price. For example, suppose that Izvan, a Svimohz fighter, wishes to craft a longsword with a sulevla hilt. Normally, a longsword has a Craft DC of 15 and a market price of 15 gp. This special longsword would now have a Craft DC of 17 and a market price of 20 gp.

WEAPON ACCESSORIES

MAINTENANCE MATERIALS

Just as a wizard must gather spell components and memorize his spellbooks to be of much use, so must a fighter maintain his weapons. Weapons must be polished, sharpened and coated with a light oil to protect them from the elements. The weights and costs for these items can be found in Table 2-14: Weapon Maintenance Tools.

Weapons must be maintained at least once per month to keep them in proper working order. Otherwise, the weapon's wielder suffers a –1 penalty to his attack and damage rolls per month of the weapon's neglect. A weapon that is stored in a protective container or relatively inert environment and not used may go without maintenance for much longer periods of time and still remain in good condition. Maintaining a weapon takes only five minutes per size class (5 minutes for a Tiny weapon, 10 minutes for Small weapons, 15 minutes for Medium weapons and 20 minutes for Large weapons).

The DM and players should decide whether or not their characters perform this maintenance as part of their normal routine, without role-playing it out. Details on armor maintenance can be found in Chapter 3: Armor, Shields and Barding.

Garweeze Wurd (HackMaster)

In the realm of the Gawds of Twilight Last, people and creatures from many realms and planes have brought all of these weapons with them. Thus, any of the weapons described herein can be found on Garweeze Wurd. Because of the nature of trans-dimensional transitory computations, far beyond the comprehension of those without gawdlike intelligence, certain fundamental laws of existence are differently defined in that realm. For one thing, it is known that it is easier for outsiders to reach Garweeze Wurd than to leave it. In fact, some travelers find it impossible to return to their places of origin, though a certain type of laid-back scholar suggests that this may be because, once there, they simply don't want to leave.

Statistics for each weapon are presented here in HackMaster format, grouped according to type for convenience. There is no need to repeat the descriptions of all the weapons above. However, the varied functioning of Garweeze Wurd does require that some weapons do get another look.

Aklys: This is a short studded or spiked club attached to a cord so that the wielder can draw it back after throwing the weapon. Many designs include a hook that allows the attacker to knock the defender off balanced when used in melee. When a wielder strikes a ranged hit with the weapon, 5% of the time the weapon entangles the target instead of damaging him. A Medium or smaller target will be dismounted or jerked to his knees or side (if not bipedal), at the wielder's option. If the target is greater than Man-sized, the action might well jerk the aklys thrower to his knees (if he fails a Strength check by more than 5). The length of the thong or cord connected to the wielder depends on his preference. An entangled target may spend a round disentangling himself from aklys and cord, break it (with a successful Strength check) or severing it (with 2 or more points of hacking damage).

Bill: Because the wielder's hand is very close to the blade, he faces a 5% chance of taking 1d3 points of damage on any critical hit, as he involuntarily scrapes his fingers across the edge.

Bola: A target entangled by the bola must make a successful Strength check to break free. If he fails, the bola holds firm and the victim must wait until his first attack the next round to make another attempt.

A successful called shot to the arms forces a -2 penalty to the target's Strength check. With a called shot to the legs, the victim cannot move. If moving before he is hit that round, he must also make a Dexterity check with a -3 penalty or fall down. A called shot to a character's neck may strangle the target. In this case, the bola inflicts 2d4 points of strangulation damage each round it remains wrapped around his neck. Note that characters wearing a closed-face or great helm will not be strangled by this attack.

Removing an entangled bola takes an entire round of effort for another character. The victim of the bola attack must have his hands free and be able to reach the rope to untangle himself if he wishes to spend a full round disengaging. (Not that if his arms are entangled, his hands will not be free.) Otherwise, he needs to use an attack to make a Strength check (one per round).

Brass Knuckles: Various types of brass knuckles make punching damage "real." Damage rolls for brass knuckles still do not penetrate, however.

Garrote: A garrote is used to choke a victim to death and is generally used to strike from behind. Surprise provides a +3 attack roll bonus; no surprise provides a -3 penalty. Using the garrote from the front incurs an additional -2 penalty, while attacking from behind allows the normal +2 bonus. Holding the

victim in the garrote for a number of consecutive rounds equal to his Constitution divided by three kills the victim. A successful attack with a garrote is considered a wrestling hold and may be broken as per the standard wrestling rules (see PHB p 135). Essentially, one may break the hold by a throw, gouge, the help of another person, or the successful use of a weapon against the garrote wielder.

When wielding the cord in this fashion, it has a speed factor of 2 and inflicts 1d6-2 points of damage each round. The weapon is useless against creatures larger than Man-sized, and against creatures that do not breathe or have no neck.

Flare Arrow: The arrow inflicts only 1d6-3 points of damage and makes saving throws against fire at -6.

Lasso/Lariat: The lasso does no damage, but can bind the target. The attacker gains a +4 to hit a foe already bound by a lasso. If the holder of the lasso takes no other actions, he can deny the target his Dexterity bonus to AC.

The wielder makes a normal attack roll to bind the target. He may make a called shot to specially bind a certain body part. A target must make a Strength check with a -4 penalty to his Strength to break free, or spend two full rounds removing it. A lasso cannot bind a target larger than size L or smaller than size S. The GM may give exceptionally strong creatures a bonus to break out of the lasso.

Mancatcher: This weapon can be used to unseat a mounted opponent. A successful attack roll indicates that the target is grasped or unseated. A target unseated from a horse in this manner suffers 1d5 points of damage from the fall. Once grasped, the victim may try to break free by making a successful bend bars roll.

The wielder can also use this weapon to make trip attacks as described on page 106 of the Combatant's Guide to Slaughtering Foes without the normal -2 to-hit penalty.

Maul: This device can be difficult to use in melee. On a roll of 2, the wielder actually strikes a creature adjacent to him (regardless of AC), usually an ally.

Net: Using this weapon, the wielder makes a called shot to the torso of his opponent. If successful, he has ensnared his enemy. The victim cannot cast spells, attack, or actively defends himself (he loses Dex bonus to AC). He may make a Strength check with a -4 penalty to his Strength to break free. A net cannot entangle a creature smaller than size S or larger than size L.

Nunchaku: Monks like this weapon, and are its primary users.

Sling Bullet, War: Thought to be a modern development, recently versions of these have been found in ancient ruins.

Staff-sling: This is primarily a sling. When used in melee, reduce the damage by 2 points.

Talon Staff: Plague zealots favor this Y-tipped staff.

Torch: If the wielder of a torch misses his melee target, he must make a Dexterity check. If he fails, he may light his clothing. The cloth must make a saving throw versus normal fire or catch fire. Until extinguished, he suffers 1d4 points of damage per round.

Furthermore, when fighting with a lit torch, on a successful hit the torch must make a successful saving throw versus crushing blow (as thin wood), or else it is extinguished.

Two-bladed Sword: Treat the wielder of a two-bladed sword as if he wields two weapons. Many warriors use it solely because they think they look cool doing so.

Details for maintaining weapons (and armor) can be found in the HackMaster GMG on page 201.

TABLE 2-13: WEAPON MATERIAL MODIFIERS

Material	Damage Modifier	Attack Modifier	Weight Modifier
Wood, bone, horn or stone	-2	-2	x 1/2
Bronze	-1	-1	0
Iron	0	0	0
Steel	+1	0	0

TABLE 2-14: WEAPON MAINTENANCE TOOLS

Tool	Cost	Weight (lb.)
Oil, wood (pint)	1 cp	1
Polish, metal (pint)	2 cp	1
Whetstone	2 cp	1

TABLE 2-15: SCABBARD PRICES

Scabbard	Cost	Weight
Curved	x1.5	x1
Decorated, engraved	x2	x1
Decorated, gilt	x3	x1
Decorated, gems	x4	x1
Leather	1 gp	1 lb.
Metal	2 gp	4 lb.
Wooden	4 sp	3 lb.
Wrapped	8 sp	2 lb.

GMG TABLE 16E: MAINTENANCE MATERIALS COST

Material	HM Cost	HM Weight	Base Availability		
			Hi	Med	Low
Armor Oil (leathers)	5 cp	0.1 lb.	99	95	90
Armor Oil (metals)	1 sp	0.1 lb.	98	94	80
Shield/Weapon oil (wood)	1 cp	0.1 lb.	99	95	90
Weapon polish (metals)	2 cp	0.1 lb.	99	96	92
Maintenance tools	2 cp	0.5 lb.	96	94	92

SCABBARDS

Only daggers, knives, swords and some miscellaneous weapons are carried in scabbards. When buying one of these weapons in the marketplace, a leather scabbard is almost always included in the price. However, scabbards may also be purchased individually as well. See Table 2-15: Scabbard Prices for details.

Scabbards on Tellene may be made of leather, metal, wood or some other material. Leather scabbards are the most common, because they remove the possibility of the sword dulling its edge on its own scabbard. The basic types of scabbards are listed below.

Curved: This term refers to any curved or otherwise unusual scabbard. A falchion, kukri or scimitar would all need curved scabbards. Curved scabbards usually have two rings on one side. These rings are attached to the wearer's belt or other strap.

Decorated: A decorated scabbard simply refers to any type of scabbard that is heavily carved, engraved, inlaid with precious gems or metals and so on. The listed price for a decorated scabbard is in addition to the price for the standard version. Decorated scabbards are common among many elves and other wealthy humans and humanoids.

False Scabbard: Characters can employ stout scabbards that are slightly longer than the swords that fit into them, leaving an extra length of scabbard at the end. This separate, hollow compartment is often used to store a blade of Tiny size or less, and can be accessed via a sliding panel. (The additional length grants another character an additional +2 bonus to Search checks, but only when he or she actively searching the scabbard.) Technically, this means the scabbard is not actually "false," though it need not carry a weapon.

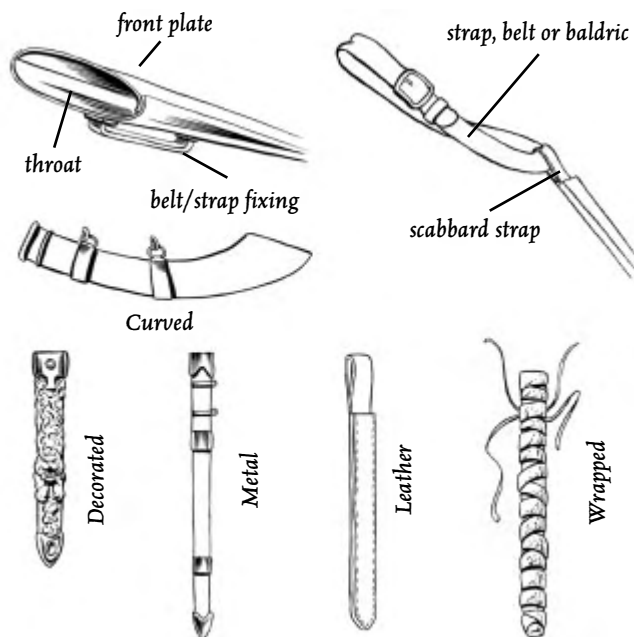
This hollow compartment can also be used to conceal other things besides blades, either to smuggle them in (poisons, maps, etc.) or out (small gems and such) of a guarded area.

Leather: This scabbard consists of two or more pieces of leather sewn together. Nomadic Deji and Fhokki almost always use this scabbard, though it is common to the rest of Tellene as well. A leather scabbard usually has a leather strap on the top so they can be attached to a belt or other strap.

Metal: Any scabbard made with a significant amount of metal is known as a metal scabbard. These could be a combination of metal over wood, metal over leather, or "lined" metal. Lined metal scabbards are constructed with two or more metal plates. Before being joined together, the inside of the scabbard is lined with cloth (often velvet) to protect the blade. Metal scabbards are most common among dwarves, Brandobians and Kalamarans, though they are not quite uncommon in other areas. Metal scabbards have a riveted loop, or fixing, on the back so they can be worn on a belt or other strap.

Wooden: A wooden scabbard is similar to a leather scabbard, but is made of two pieces of wood joined together by rivets or glue. This scabbard is most common on the island of Svimohzia, the Obakasek peninsula and the Delnondrian islands. Wooden scabbards have a metal fixing on the back so they can be worn on a belt or other strap.

Wrapped: A "wrapped" scabbard consists of leather or thick cloth strips soaked in a glue-like adhesive. In constructing this scabbard, the strips are tightly wrapped around a sword (usually an old, dulled one) or a sword-shaped piece of wood identical to that of the sword for which the scabbard is intended. Shortly after the wrapping is complete, the sword base is pulled out, and the adhesive dries, keeping the strips together in a solid scabbard. Wrapped scabbards are worn by tying them to a strap or belt.



Large Weapons

HM TABLE E1: GIANT WEAPONS

Item	Cost	Weight	Size	Damage Type	Speed Factor	Damage vs			Base Availability		
						S	M	L	Hi	Med	Low
Battle axe, Huge	100 gp	56 lbs.	H	H	2	4d4	4d4	4d4	na	na	na
Bow											
Composite long bow, Gigantic	—	48 lbs.	G	—	—	Δ	Δ	Δ	na	na	na
Club, Gigantic	—	48 lbs.	G	C	-1	4d8	6d4	6d4-6 ¹	na	na	na
Club, Huge	—	24 lbs.	H	C	-1	2d8	2d6	2d6-2 ¹	na	na	na
Crossbow											
Heavy crossbow, Huge	—	112 lbs.	H	—	—	Δ	Δ	Δ	na	na	na
Light crossbow, Huge	—	56 lbs.	H	—	—	Δ	Δ	Δ	na	na	na
Dagger, Huge	35 gp	8 lbs.	L	P	—	2d6	2d6-2 ¹	2d6-4 ¹	na	na	na
Footman's Flail, Huge	—	120 lbs.	H	C	2	2d6	2d6+2	4d4	na	na	na
Footman's Mace, Huge	250 gp	80 lbs.	H	C	2	2d8	2d6+2	2d6	na	na	na
Hand or throwing axe, Huge	20 gp	40 lbs.	H	H	-1	2d8	2d6	2d6-2 ¹	na	na	na
Hurled Tankard (giant-sized), Full ³	—	24 lbs.	L	C	—	2d6	2d6-2 ¹	2d6-4 ¹	na	na	na
Hurled Tankard (giant-sized), Empty	—	16 lbs.	L	C	—	2d6-2 ¹	2d6-4 ¹	2d6-6 ¹	na	na	na
Javelin, Huge	8 gp	16 lbs.	H	P	—	2d6	2d6	2d6	na	na	na
Spear, Huge ²	15 gp	40 lbs.	H	P	1	2d6-2 ¹	2d6	2d8	na	na	na
Sword											
Long sword, Gigantic	—	64 lbs.	G	H	0	3d6	3d10	3d12	na	na	na
Long sword, Huge	250 gp	32 lbs.	H	H	0	2d6	2d8	2d12	na	na	na
Two-handed sword, Huge	—	120 lbs.	G	H	5	2d6-2 ¹	2d10	6d6	na	na	na

Δ The damage for these missile weapons is dependent upon the ammo used. They are detailed on Table E2: Giant Weapons: Ammo.

1 Extra points subtracted from these weapons is divided by the number of dice used to compute damage with a minimum of 1 h.p. per die (For example, a giant strikes a halfling with a huge spear and rolls a "1" and a "5" on the dice for damage. Damage is 5 h.p. since 1 point is subtracted from each die but the "1" cannot be lowered further.)

2 This weapon inflicts double damage when firmly set to receive a charge.

3 If a hurled tankard (full) hits its target, the target must save vs. breath weapon at +2 or be blinded for 1d4-2 rounds.

Note: These weapons are designed as analogues of their human-sized namesakes. A huge javelin is properly weighted for flight and is not simply a big spear. Some of these weapons could potentially be employed two-handed by a size L player character (e.g a Half-Ogre).

HM TABLE E2: GIANT WEAPONS: AMMO

Item	Cost	Weight	Size	Damage Type	Speed Factor	Damage			Base Availability		
						S	M	L	Hi	Med	Low
Bow											
Arrow, Flight, Gigantic	—	2 lbs.	L	P	—	3d6	3d6	3d6	na	na	na
Arrow, Sheaf, Gigantic	—	2 lbs.	L	P	—	3d8	3d8	3d8	na	na	na
Crossbow											
Quarrel, Heavy, Huge	—	1 lb.	L	P	—	2d8	4d4+2	6d4	na	na	na
Quarrel, Light, Huge	—	1 lb.	L	P	—	2d6	2d8	4d4+2	na	na	na

In HackMaster, creatures larger than man-sized are not limited to using standard sized weaponry. Giants in particular make use of oversized weaponry that allows for their full damage bonus (most human sized weapons would place a cap on their damage bonus).

This page presents an assortment of weapons commonly employed by larger foes. Creatures one size category below any weapon's size may employ it, albeit it two-handed. Missile weapons, however, may only be used by creatures equal to or surpassing the weapon's size.

Prices are listed for certain weapons should Half-Ogre players seek to have one crafted for them. Though costly to make, these large weapons have a negligible resale value.

HM TABLE E3: GIANT MISSILE WEAPON RANGES

Weapon	ROF	Range (yards)		
		S	M	L
Comp. long bow, flight arrow, Gigantic	2	90	170	300
Comp. long bow, sheaf arrow, Gigantic	2	60	120	250
Club, Huge	1	15	30	45
Dagger, Huge	2	15	30	45
Heavy crossbow, Huge	1/2	110	220	340
Light crossbow, Huge	1	85	170	250
Hand axe, Huge	1	15	30	45
Javelin, Huge	1	30	60	90
Spear, Huge	1	15	30	45

"ROF" is the rate of fire (how many shots that weapon can fire off in one round.) This is independent of the number of melee attacks a character can make in a round. Size "L" creatures employing Huge crossbows reduce their "ROF" by half. Each range category (Short, Medium, or Long) includes attacks from distances equal to or less than the given range. Thus, a huge heavy crossbow fired at a target 115 yards away uses the medium range modifier. The attack roll modifiers for range are -2 for medium range and -5 for long range.

HM TABLE PHB 9T (PG 118-119) AND CG 6i: WEAPONS (PLUS NEW)

Weapon	Cost	Weight (lbs.)	Dmg Size	Speed Type	Factor	T	Damage vs.					Base Availability		
							S	M	L	H	G	Hi	Med	Low
Axes and Picks														
Adze	3 gp	2 lb.	T	H	-2	1d6-2	1d6-3	1d6-4	1	1	1	80	65	50
Anamvho	5 gp	3 lb.	M	H	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	65	45	25
Anarvozh	5 gp	4 lb.	M	H	-1	1	1d6-4	1d6-2	1d6	1d8	1d10	60	40	20
Bajyf	8 gp	4 lb.	M	H	-1	1d6-3	1d6-2	1d6-1	1d6	1d8	1d10	60	45	30
Battleaxe	5 gp	7 lb.	M	H	2	2d4	2d4	2d4	2d4	2d4	2d4	90	85	80
Bearded	8 gp	5 lb.	L	H	4	2d3	2d4	2d4	2d5	2d5	2d6	80	60	40
Bearded War	4 gp	3 lb.	M	H	1	1d4	1d5	1d6	1d6+1	1d8	1d10	85	70	55
Broad	6 gp	5 lb.	M	H	0	1d5	1d6	1d8	1d12	1d12+1	2d8	90	80	70
Byrko	6 gp	4 lb.	L	H	8	1d4	1d5	1d8	1d12	2d8	2d10	65	40	15
Celaegyn	7 gp	4 lb.	M	H	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	50	40	30
Choyer	5 gp	3 lb.	M	H	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	75	55	35
Dancren	4 gp	4 lb.	M	H	-1	1d6-3	1d6-2	1d6-1	1d6	1d8	1d10	80	60	40
Darilu	6 gp	3 lb.	M	H	-1	1d6-3	1d6-2	1d6-1	1d6	1d8	1d10	65	45	25
Elephant	20 gp	5 lb.	M	H	-1	1d3	1d4	1d4	1d6	1d8	1d8	50	30	10
Filinako	6 gp	4 lb.	L	H	5	1d6	1d8	2d4	1d10	1d12	2d6	50	35	20
Garko	4 gp	3 lb.	M	C/P	1	1d8	1d10	1d8	1d6	1d5	1d4	70	60	50
Grazgul-Roshkel	5 gp	4 lb.	M	H	2	1d4+1	1d6	1d6+1	2d4	1d8+1	2d4+1	60	40	20
Greataxe, Orc	20 gp	20 lb.	L	H	6	1d4	1d6	2d4	2d6	3d4	2d8	45	40	35
Gurvorr	3 sp	3 lb.	M	H	1	1d4	1d5	1d6	1d8	1d10	1d8	75	65	55
Halanarai	4 gp	3 lb.	M	H	2	1d4+1	1d6	1d6+1	2d4	1d8+1	2d4+1	70	60	50
Halmedar	5 gp	4 lb.	M	H	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	60	45	30
Handaxe	1 gp	5 lb.	S	H	-1	1d10	1d8	1d6	1d6-1	1d6-2	1d6-3	95	90	85
Jemhetar	5 gp	3 lb.	M	H	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	70	55	40
Joshaja	6 gp	4 lb.	L	H	5	1d6-1	1d6	1d8+1	1d12	2d8	2d12	70	50	35
Khoja	4 gp	4 lb.	M	H	2	1d4+1	1d6	1d6+1	2d4	1d8+1	2d4+1	75	55	45
Kodarji	2 gp	2 lb.	S	C/P	-1	1d8-1	1d6	1d5	1d4	1d4	1d3	60	50	40
Kujendo	6 gp	3 lb.	S	H	-4	1d6-1	1d6-1	1d6-2	1d6-4	1d6-4	1d6-5	70	50	35
Lajanja	3 sp	3 lb.	M	H	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	75	55	35
Lerumasoo	5 gp	4 lb.	M	H	0	1d8	1d8	1d8	1d8	1d8	1d8	80	60	40
Mattock	12 gp	12 lb.	L	C	4	2d6	2d8	2d8	2d6	2d6	2d4	55	65	75
Melarela	5 gp	4 lb.	L	H	5	1d6	1d6	1d8	1d10	1d12	2d6	60	45	30
Meratemp	4 gp	4 lb.	M	H	-1	1d10	1d8	1d6	1d6-2	1d6-4	1	60	40	20
Mizahniz	12 gp	3 lb.	S	H	-4	1d6-4	1d6-3	1d6-2	1d6-1	1d6	1d6+1	65	55	45
Narkako	2 gp	3 lb.	S	C/P	-1	1d6	1d6-1	1d6-2	1d6-4	1	1	70	60	50
Norotan	6 gp	5 lb.	M	P/H	0	1d6	1d6	1d6	1d6	1d6	1d6	65	45	35
Ohanurahn	5 gp	3 lb.	M	H	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	80	60	40
Orc Double	60 gp	25 lb.	L	H	6	1d6-2	1d6-1	1d6	1d8	1d10	1d12	50	45	40
Pendar	6 gp	5 lb.	L	H	6	1d4	1d5	1d8	1d12	2d8	2d10	80	70	50
Pick, heavy (footman's)	8 gp	6 lb.	M	P	2	1d4+1	1d6	1d6+1	2d4	1d8+1	2d4+1	95	90	85
Pick, light (horseman's)	4 gp	4 lb.	S	P	0	1d6	1d6	1d6-1	1d6-2	1d6-3	1d6-4	95	90	85
Pickaxe	6 gp	4 lb.	M	P/H	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	95	90	80
Roshadoran	7 gp	4 lb.	M	P/H	0	1d8	1d8	1d8	1d8	1d8	1d8	70	50	30
Roshy	5 gp	4 lb.	S	H	-1	1	1	1d6-4	1d6-2	1d6-1	1d6	60	45	30
Shankako	6 gp	4 lb.	M	H	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	80	60	40
Sharak	8 gp	6 lb.	L	H	4	1d4	1d5	1d6	1d8	1d10	1d12	65	45	25
Shrojar	4 gp	4 lb.	M	H	1	1d4	1d5	1d6	1d8	1d10	1d8	80	60	40
Thin	6 gp	3 lb.	M	H	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	80	60	40
Throwing axe	8 gp	4 lb.	S	H	-1	1d10	1d8	1d6	1d6-1	1d6-2	1d6-3	95	90	85
Thrusting	6 gp	4 lb.	S	P/H	-4	1d6+1	1d6	1d6-1	1d6-2	1d6-3	1d6-4	90	80	60
Visbarah	3 sp	3 lb.	M	C/P	-1	1d10	1d8	1d6	1d6-2	1d6-4	1	70	65	50
Waraxe, Dwarven	25gp	10 lb.	M	H	6	2d4	2d4	2d5	2d6	2d8	2d8	75	60	40
Wechony	10 gp	4 lb.	L	H	6	1d6	1d8	1d10	1d12	2d10	1d12	70	50	30
Wepiri	10 gp	4 lb.	L	H	4	1d6	1d6+1	1d8	1d10	1d12	2d8	60	45	30
Woodsman's	8 gp	5 lb.	L	H	5	1d6-1	1d6	1d8+1	3d6	2d10	2d12	70	80	90
Yijenvi	9 gp	4 lb.	L	H	5	1d6	1d8	2d4	1d10	1d12	2d6	55	45	35
Zarvalk	10 gp	5 lb.	M	H	1	1d4	1d4+1	1d6	1d6+1	1d8	1d8+1	80	70	60
Clubs														
Adanyr	-	2 lb.	S	C	-1	1d6	1d6-1	1d6-2	1d6-4	1	1	80	70	60
Aklys	10 gp	5 lb.	M	C	-1	1d8	1d8	1d6	1d6-2	1d6-3	1d6-3	70	60	40
Araminil	-	1 lb.	T	C	-2	1d6	1d6-1	1d6-3	1d6-4	1	1	85	75	65
Bajyr	-	4 lb.	M	C/P	1	1d8	1d10	1d8	1d6	1d5	1d4	80	70	60
Bird's Head	2 gp	3 lb.	L	C/P	4	2d10	2d8	2d6	1d6+1	1d4+1	1d4	75	65	55
Borlarr	-	2 lb.	M	C	-1	1d10	1d8	1d6	1d6-1	1d6-2	1d6-3	85	75	65
Chenavi	-	3 lb.	S	C	-1	1d6	1d6-1	1d6-2	1d6-4	1	1	85	75	65
Club, Simple Wooden	-	3 lb.	S	C	-1	1d10	1d8	1d6	1d6-2	1d6-4	1	95	90	85

HM TABLE PHB 9T (PG 118-119) AND CG 6I: WEAPONS (PLUS NEW)

Weapon	Cost	Weight (lbs.)	Size	Dmg Type	Speed Factor	T	Damage vs.					Base Availability		
							S	M	L	H	G	Hi	Med	Low
Clubs (continued)														
Cyreth	12 gp	4 lb.	M	C	-1	1d10	1d8	1d6	1d6-1	1d6-2	1d6-3	85	75	65
Darahzni	-	3 lb.	M	C	0	1d8	1d6	1d6	1d5	1d5	1d4	85	75	65
Darevish	-	3 lb.	M	C	0	1d8+1	1d8	1d6	1d5	1d4	1d4-1	80	70	60
Esdanor	-	1 lb.	S	C	-2	1d6	1d6-1	1d4	1d4-1	1d4-1	1d4-2	85	75	65
Faergan	-	3 lb.	M	C	1	1d8	1d6+1	1d6	1d4+1	1d4	1d4-1	85	75	65
Ferjo	1 gp	1 lb.	T	C	-2	1d6-2	1d6-3	1d6-4	1	1	1	85	75	65
Flat	-	4 lb.	L	C	5	2d12	2d10	3d6	2d8	1d12	1d10	90	80	70
Fyrkyr	-	3 lb.	M	C	1	1d8	1d10	1d8	1d6	1d5	1d4	85	75	65
Girny	-	3 lb.	M	C	0	1d8	1d8	1d8	1d8	1d8	1d8	85	75	65
Goryen	-	2 lb.	S	C	-1	2d5	2d4+1	2d4	2d4+1	1d6	1d5	85	75	65
Gulrayt	1 gp	4 lb.	M	C/P	1	1d8	1d10	1d8	1d6	1d5	1d4	70	60	50
Harjor	-	3 lb.	L	C	3	1d12	1d10	1d8	1d6	1d6-1	1d6-2	75	60	45
Jada	-	6 lb.	L	C	6	2d10	2d8	1d12	1d8	1d5	1d4	80	70	60
Jennasil	-	2 lb.	S	C/P	-2	1d6	1d6-1	1d4	1d4-1	1d4-1	1d4-2	85	75	65
Jenyer	-	3 lb.	M	C	0	1d8	1d6	1d6	1d5	1d5	1d4	85	75	65
Jethda	-	2 lb.	T	C	-2	1d6	1d6-1	1d4	1d4-1	1d4-1	1d4-2	80	70	60
Koyenja	-	3 lb.	M	C/P	1	1d8	1d6+1	1d6	1d4+1	1d4	1d4-1	90	80	70
Koyrash	2 gp	3 lb.	M	C	0	1d8+1	1d8	1d6	1d5	1d4	1d4-1	85	75	65
Krangi War	5 gp	10 lb.	L	C/P	7	2d12	2d10	3d6	2d8	1d12	1d10	75	50	25
Nelemarai	-	3 lb.	M	C	1	1d10	1d8	1d6	1d6	1d5	1d4	80	70	60
Pig Stick	-	1 lb.	M	C	4	1d6-2	1d6-3	1d6-3	1d6-3	1d6-4	1	75	65	55
Pilemu	-	14 lb.	L	C	8	2d6	2d5	1d10	1d8	1d6	1d5	80	70	60
Piulnou	-	3 lb.	M	C	1	1d8	1d6+1	1d6	1d5	1d4	1d4	80	70	60
Rashjen	2 gp	3 lb.	M	C	1	1d8	1d6+1	1d6	1d4+1	1d4	1d4-1	80	70	60
Rhasedo	-	3 lb.	L	C	3	1d12	1d10	1d8	1d6	1d6-1	1d6-2	80	70	60
Sap	1 gp	3 lb.	S	C	-1	1d8+2	1d8+1	1d8	1d6+1	1d6	1d5	80	60	45
Shikako	2 gp	3 lb.	M	C/P	1	2d4	1d8	1d6	1d6	1d5	1d4	85	75	65
Shikodo	1 gp	2 lb.	S	C	-4	1d6-1	1d6-1	1d6-2	1d6-4	1d6-4	1d6-5	85	75	65
Shinkaba	2 gp	3 lb.	M	C/P	1	1d8	1d6+1	1d6	1d4+1	1d4	1d4-1	80	70	60
Shirjek	2 gp	3 lb.	M	C	1	1d8	1d10	1d8+1	1d6+1	1d6	1d6-1	85	75	65
Shiyajak	-	5 lb.	M	C	0	1d8	1d6+1	1d6	1d5	1d4	1d4-1	85	75	65
Telmarila	-	4 lb.	L	C/P	5	2d6	2d5	2d4	1d8	1d6	1d5	75	65	55
Thako	-	2 lb.	S	C	-1	1d6	1d6-1	1d6-2	1d6-4	1	1	85	75	65
Thenshado	-	3 lb.	M	C	1	1d8+1	1d8	1d6+1	1d6	1d5	1d4	75	70	60
Thenyr	-	3 lb.	M	C	-1	1d10	1d8	1d6	1d6-2	1d6-4	1	80	70	60
Truncheon	-	3 lb.	S	C	-1	1d6	1d5	1d5	1d4	1d4-1	1d4-2	85	75	65
Varshy	-	5 lb.	L	C	4	1d4	1d4	1d6+1	3d4	3d4	2d4+1	80	60	50
Xeazaar	-	3 lb.	S	C	-2	1d6+1	1d6	1d6-1	1d6-2	1d6-3	1d6-4	85	75	65
Yendo	-	2 lb.	S	C	-2	1d6	1d6-1	1d4	1d4-1	1d4-1	1d4-2	85	75	65
Yershar	4 gp	3 lb.	M	C/P	1	1d8	1d8	1d6	1d6	1d5	1d5	80	70	55
Daggers and Knives														
Aljelah	3 sp	1 lb.	S	H/P	-2	1d5	1d4	1d4-1	1d4-2	1d4-3	1	80	40	20
Amasila	2 gp	1 lb.	S	P	-1	1d4	1d5	1d4	1d6-3	1d6-4	1d6-5	60	30	10
Arumin	3 sp	1 lb.	S	H	-2	1d5	1d4	1d4-1	1d4-2	1d4-3	1	40	20	1
Bajondri	2 gp	2 lb.	S	H/P	-1	1d5	1d5	1d4	1d6-3	1d6-4	1d6-5	50	25	5
Bayonet	5 sp	1	S	P	-3	1d4+1	1d4	1d4-1	1d4-2	1d4-2	1d4-3	95	90	85
Berayt	2 gp	1 lb.	S	H/P	-1	1d6	1d6-1	1d4	1d4-1	1d4-1	1d4-2	40	20	1
Bill	2 gp	1 lb.	S	H/P	-1	1d6	1d6-1	1d4	1d4-1	1d4-1	1d4-2	80	40	20
Bodkin	2 gp	1 lb.	S	P	-2	1d4	1d4	1d4-1	1d4-1	1d4-2	1d4-3	70	40	10
Bolo	2 gp	1 lb.	S	H	-1	1d6	1d5	1d4	1d4-1	1d4-1	1d4-2	80	40	20
Bracelet	3 sp	1 lb.	S	P	-2	1d4-1	1d4	1d4-1	1d4-1	1d4-2	1d4-3	60	30	15
Brovdelel	2 gp	1 lb.	S	P	-1	1d6	1d5	1d4	1d4-1	1d4-2	1d4-3	60	40	20
Bruthal	2 gp	1 lb.	S	P	-2	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	40	15	1
Butcher	2 gp	1 lb.	S	H	-3	1d4	1d4-1	1d4-3	1	1	1	80	65	50
Cansa	2 gp	1 lb.	S	H/P	-1	1d6	1d5	1d4	1d6-3	1d6-3	1d6-4	45	25	5
Celaarlau	2 gp	1 lb.	S	H/P	-1	1d6+1	1d6	1d5	1d6-2	1d6-3	1d6-4	50	30	10
Chekado	3 sp	1 lb.	S	P	-2	1d4-2	1d4-1	1d4	1d4-1	1d4-2	1d4-2	50	30	10
Chelora	2 gp	1 lb.	S	H	-2	1d6	1d5	1d6-3	1d6-4	1	1	75	55	25
Chevvara	2 gp	1 lb.	S	H	-2	1d6	1d5	1d6-3	1d6-4	1	1	70	60	30
Chosnyr	2 gp	1 lb.	S	H/P	-1	1d6	1d5	1d4	1d4-1	1d4-1	1d4-2	60	40	20
Colinalei	3 sp	1 lb.	S	H	-2	1d5	1d4	1d4-1	1d4-2	1d4-3	1	60	40	20
Culiraleen	3 sp	2 lb.	S	H	-1	1d8	1d6	1d5	1d4	1d4-1	1d4-2	65	45	25
Dagger	2 gp	1 lb.	S	P	-3	1d6+1	1d6	1d6-1	1d6-2	1d6-3	1d6-4	95	90	85
Dagger, forked punching	4 gp	2 lb.	S	P	-2	1d6+1	1d6	1d5	1d4	1d4	1d4-2	60	40	20
Dagger, guarded punching	23 sp	2 lb.	S	P	-2	1d4	1d4	1d4	1d4	1d4	1d4	60	30	15
Dagger, Parrying	3 sp	1 lb.	S	P	-2	1d5	1d4	1d4-1	1d4-2	1d4-3	1	60	30	15

HM TABLE PHB 9T (PG 118-119) AND CG 6I: WEAPONS (PLUS NEW)

Weapon	Cost	Weight (lbs.)	Size	Dmg Type	Speed Factor	Damage vs.						Base Availability		
						T	S	M	L	H	G	Hi	Med	Low
Daggers and Knives (continued)														
Damak	3 sp	2 lb.	S	H/P	-1	1d8	1d8	1d8	1d8	1d8	1d6	80	60	40
Daran	3 sp	1 lb.	S	G/P	-1	1d6	1d6-1	1d6-2	1d6-4	1	1	75	55	35
Dirk	2 gp	1 lb.	S	P	-3	1d6+1	1d6	1d6-1	1d6-2	1d6-3	1d6-4	95	90	85
Durgrum	3 sp	1 lb.	S	P	-2	1d4-1	1d4	1d4-1	1d4-1	1d4-2	1d4-3	80	60	40
Durlven	3 sp	1 lb.	S	P	-2	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	65	55	35
Endarba	3 sp	2 lb.	S	H/P	-1	1d6	1d8	1d6	1d5	1d4	1d4-1	60	40	15
Enkako	2 gp	1 lb.	S	P	-2	1d5	1d4	1d4-1	1d4-2	1d4-3	1	50	30	15
Enshajen	2 gp	1 lb.	S	H/P	-1	1d6	1d8	1d8	1d6	1d5	1d6-2	65	45	25
Faertam	2 gp	1 lb.	S	H/P	-2	1d5	1d4+1	1d4	1d6-3	1d6-4	1d6-5	60	40	20
Fantail	3 sp	1 lb.	S	H	-2	1d5	1d4	1d4-1	1d4-2	1d4-3	1	70	50	30
Forakek	4 gp	1 lb.	S	H/P	-1	1d6	1d6-1	1d4	1d4-1	1d4-1	1d4-2	65	45	25
Forked Tongue	3 sp	1 lb.	S	H	-2	1d6	1d5	1d4	1d6-4	1	1	85	65	45
Gonayl	2 gp	1 lb.	S	P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	60	40	20
Goredar	3 sp	2 lb.	S	H/P	-1	1d6-3	1d4	1d4	1d5	1d5	1d6	75	55	35
Gorena	3 sp	1 lb.	S	P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	70	50	30
Gyrnaj	3 sp	1 lb.	S	H/P	-2	1d6-2	1d6-3	1d6-4	1	1	1	75	55	35
Hananerai	3 sp	1 lb.	S	H/P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	60	40	20
Henash	1 gp	1 lb.	S	P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	65	50	35
Horn	3 sp	1 lb.	S	P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	40	30	25
Huralimar	2 gp	1 lb.	S	H/P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	65	45	25
Ilthamin	3 sp	1 lb.	S	P	-2	1d6	1d6-1	1d6-3	1d6-4	1	1	75	55	25
Izhanaz	3 sp	1 lb.	S	H/P	-2	1d6	1d5	1d6-3	1d6-4	1	1	70	50	30
Jamahka	2 gp	1 lb.	S	H	-1	1d5	1d5	1d4	1d4	1d6-3	1d6-5	60	40	15
Jomaralan	2 gp	1 lb.	S	P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	65	35	15
Jorajo	2 gp	2 lb.	S	H/P	-1	1d6	1d6	1d6	1d6	1d6	1d6	60	40	20
Jykni	2 gp	1 lb.	S	H/P	-2	1d6-2	1d6-3	1d6-4	1	1	1	65	50	35
Jynjen	2 gp	1 lb.	S	H/P	-1	1d4	1d5	1d6	1d8-1	1d8	1d10	45	35	25
Kapra van	3 sp	1 lb.	S	H/P	-1	1d6	1d5	1d4	1d6-4	1	1	55	35	15
Kelukhar-Graz	2 gp	1 lb.	S	P	-1	1d5	1d5	1d4	1d6-3	1d6-4	1d6-5	44	22	1
Khotharr	2 gp	1 lb.	S	P	-2	1d6	1d6-1	1d6-3	1d6-4	1	1	55	35	15
Khytodra	3 sp	1 lb.	S	H/P	-1	2d4+1	2d4	1d8	1d6+1	1d6	1d5	60	40	20
Kidney	3 sp	1 lb.	S	P	-2	1d4	1d6-3	1d6-4	1	1	1	75	65	55
Kingaz-Karkuul	2 gp	1 lb.	S	H/P	-1	1d4	1d5	1d6	1d6+1	1d8+1	2d4+1	40	15	1
Knife	5 sp	0.5 lb.	S	H/P	-3	1d6-1	1d6-1	1d6-2	1d6-4	1d6-4	1d6-5	95	90	85
Knife, folding	1 gp	1/2	S	P/H	-5	1d6-1	1d6-1	1d6-2	1d6-4	1d6-4	1d6-5	80	75	70
Koeji	2 gp	1 lb.	S	H/P	-2	1d6-2	1d6-3	1d6-4	1	1	1	50	30	10
Kori	8 gp	3 lb.	S	H/P	-2	1d5	1d4	1d6-3	1d6-4	1	1	65	45	25
Koyseth	2 gp	1 lb.	S	P	-2	1d6-2	1d6-3	1d6-4	1	1	1	45	35	25
Kukri	8 gp	2 lb.	S	H/P	-2	1d6-1	1d5-1	1d6-3	1d6-4	1	1	40	20	5
Kurj	3 sp	1 lb.	S	H	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	45	35	10
Kylahal	2 gp	1 lb.	S	P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	40	20	5
Lianorea	4 gp	1 lb.	S	P	-1	1d8	1d6+1	1d6	1d5	1d4	1d4-1	50	30	10
Main Gauche	4 gp	1 lb.	S	H	-1	1d6	1d6-1	1d4	1d4-1	1d4-1	1d4-2	60	30	15
Makkran-Darnatt	3 sp	2 lb.	S	H	-1	2d4+1	2d4	1d8	1d6+1	1d6	1d5	40	15	1
Malcrenel	2 gp	1 lb.	S	P	-2	1d6	1d6-1	1d6-3	1d6-4	1	1	50	30	10
Mal'Ran	3 sp	1 lb.	S	P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	55	35	15
Maraba	3 sp	1 lb.	S	P	-2	1d4	1d4-1	1d4-2	1	1	1	65	45	25
Melawerai	3 sp	1 lb.	S	P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	60	40	10
Melka	2 gp	1 lb.	S	P	-2	1d6	1d5	1d6-3	1d6-4	1	1	55	35	15
Meramin	2 gp	1 lb.	S	P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	70	50	30
Mundon	2 gp	1 lb.	S	H/P	-1	1d8	1d6+1	1d6	1d4+1	1d4	1d4-1	60	50	20
Nagraz-Nakhaz	2 gp	2 lb.	S	H	-1	2d4+1	2d4	1d8	1d6+1	1d6	1d5	40	20	4
Norm-Dar	2 gp	1 lb.	S	P	-2	1d6	1d5	1d6-3	1d6-4	1	1	50	30	10
Nrestam	2 gp	1 lb.	S	H/P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	60	40	20
Nyja	2 gp	1 lb.	S	P	-1	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3	65	55	45
Ortakk	2 gp	1 lb.	S	H/P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	55	35	15
Pilora	3 sp	1 lb.	S	H/P	-2	1d6	1d6-1	1d6-3	1d6-4	1	1	45	35	15
P'Lamaki	2 gp	1 lb.	S	P	-2	1d6	1d5	1d6-3	1d6-4	1	1	40	20	1
Rakknor	3 sp	1 lb.	S	H/P	-1	1d6	1d6	1d6	1d6	1d6	1d6	60	40	20
Ralanu	3 sp	1 lb.	S	H/P	-1	1d8	1d6+1	1d6	1d5	1d4	1d6-3	60	40	20
Rautan	3 sp	1 lb.	S	P	-2	1d6	1d5	1d6-3	1d6-4	1	1	70	60	40
Rem'Sar	2 gp	2 lb.	S	H/P	-1	1d4	1d5	1d6	1d6+1	1d8+1	2d4+1	65	45	20
Rikisha	2 gp	1 lb.	S	P	-1	1d6	1d6	1d6	1d6	1d6	1d6	50	40	20
Roshary	3 sp	1 lb.	S	H/P	-1	1d6-1	1d6-1	1d6-2	1d6-4	1d6-4	1d6-5	80	70	60
Roundel	2 gp	1 lb.	S	P	-1	1d4	1d5	1d6	1d8-1	1d8	1d10	85	75	55
Sati'Dar	2 gp	1 lb.	S	H/P	-2	1d6	1d5	1d6-3	1d6-4	1	1	45	35	5
Satiri	2 gp	1 lb.	S	P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	70	50	30

HM TABLE PHB 9T (PG 118-119) AND CG 6I: WEAPONS (PLUS NEW)

Weapon	Cost	Weight		Dmg Type	Speed Factor	T	Damage vs.					Base Availability		
		(lbs.)	Size				S	M	L	H	G	Hi	Med	Low
Daggers and Knives (continued)														
Selenirad	3 sp	1 lb.	S	H	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	65	45	25
Sharahznm	3 sp	1 lb.	S	H/P	-2	1d6+1	1d6	1d5	1d5	1d4	1d4	60	40	20
Sharatel	3 sp	1 lb.	S	P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	65	55	35
Shynevi	2 gp	1 lb.	S	H	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	55	35	15
Silkra-Brazog	4 gp	1 lb.	S	P	-2	1d6	1d6-1	1d6-3	1d6-4	1	1	70	55	30
Sorka	2 gp	1 lb.	S	H/P	-2	1d6-2	1d6-3	1d6-4	1	1	1	55	45	35
Sorykarra	2 gp	1 lb.	S	P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	60	40	20
Stiletto	2 gp	1 lb.	S	P	-1	1d4	1d4	1d4-1	1d4-2	1d4-2	1d4-3	80	55	25
Stiletto, Bloodthorn	12 gp	0.5 lb.	S	P	-4	1d6-1	1d6-2	1d6-2	1d6-2	1d6-2	1d6-3	75	70	65
Tak'Livek	2 gp	1 lb.	S	H/P	-1	1d6	1d6	1d6	1d6	1d6	1d6	60	40	20
Tear Knife	2 sp	-	S	P	-1	1d4-2	1d4-1	1d4	1d4-1	1d4-1	1d4-2	75	50	25
Thakyllo	2 gp	1 lb.	S	H/P	-2	1d6-2	1d6-3	1d6-4	1	1	1	65	45	15
Thinath	2 gp	1 lb.	S	H/P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	70	50	30
Tindrer	2 gp	1 lb.	S	H/P	-1	1d6-5	1d4-1	1d4	1d5	1d6	1d8	80	60	40
Triangular	3 sp	1 lb.	S	P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	85	75	65
Triple	6 gp	1 lb.	S	P	-2	1d6	1d6-1	1d6-3	1d6-4	1	1	50	25	5
Tularelin	3 sp	1 lb.	S	P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	60	40	20
Urgad	3 sp	1 lb.	S	P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	60	40	20
Vaknaraz-Thal	4 gp	1 lb.	S	P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	60	40	20
Vaovazaar	2 gp	1 lb.	S	P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	70	50	30
Venkyr	2 gp	1 lb.	S	P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	60	45	30
Vijoran	1 gp	2 lb.	S	H	-1	1d8	1d6+1	1d6	1d4+1	1d4	1d4-1	85	75	65
Weremar	3 sp	1 lb.	S	P	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	80	60	30
Xaraiz	2 gp	1 lb.	S	P	-2	1d6	1d5	1d6-3	1d6-4	1	1	75	55	35
Yenkevi	2 gp	1 lb.	S	P	-2	1d6-2	1d6-3	1d6-4	1	1	1	80	60	40
Yulvaln	2 gp	1 lb.	S	H	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	60	40	20
Zarmek	3 sp	1 lb.	S	H	-2	1d5	1d4	1d6-3	1d6-4	1d6-5	1	50	25	5
Flails and Whips														
Ball and Chain	6 gp	4 lb.	-	C	0	1d8	1d8-1	1d6	1d5	1d4	1d4-1	95	80	65
Bullwhip	4 gp	3 lb.	-	H/C	4	1d4	1d4	1d4	1d4	1d4	1d4	80	70	60
Cat O Nine Tails	8 gp	2 lb.	-	C	4	1d6-2	1d6-3	1d6-3	1d6-3	1d6-4	1	60	40	20
Chonevi	2 gp	3 lb.	-	C	3	1d6-3	1d6-2	1d6-4	1	1	1	65	45	25
Enshoyen	2 gp	3 lb.	-	H	3	1	1d6-4	1d6-3	1d6-2	1d6-1	1d6	60	40	20
Falada	15 gp	2 lb.	-	C	0	1d6	1d6-1	1d4	1d4-1	1d4-1	1d4-2	75	65	55
Flagellum	10 gp	2 lb.	-	C	4	1d6	1d5	1d4	1d3	1d4-1	1d4-2	70	50	35
Flail, Heavy (Footman's)	15 gp	20 lb.	-	C	2	1d4+1	1d6	1d6+1	2d4	2d4+1	1d10	90	85	80
Flail, Hex	15 gp	6 lb.	-	C	5	2d6	1d12	1d10	1d8	1d6	1d6	80	70	60
Flail, Light (Horseman's)	8 gp	5 lb.	-	C	1	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	90	85	80
Flail, Quoit	20 gp	3 lb.	-	C	0	2d8	2d6	1d12	1d8	1d6	1d6	80	70	60
Flail, Triple	20 gp	5 lb.	-	C	1	1d10	1d8	1d6+1	1d6	1d5	1d4	75	65	55
Grumli	10 gp	4 lb.	-	C	0	2d8	1d12	1d10	1d8	1d6	1d5	70	60	50
Kulshy	5 gp	3 lb.	-	C	4	1d12	1d10	1d8	1d6	1d5	1d4	70	60	50
Kyl	3 sp	2 lb.	-	H	3	1d6-3	1d6-2	1d6-4	1	1	1	60	40	20
Mace and Chain	10 gp	5 lb.	-	C	3	1d12	1d10	1d8	1d6	1d6-1	1d6-2	90	80	70
Scourge	10 gp	2 lb.	-	H	0	1d6+1	1d6	1d6-2	1d6-4	1d6-4	1d6-5	95	90	85
Venjala	5 gp	2 lb.	-	C	0	1d6	1d8	1d8	1d6	1d5	1d4	60	40	25
Whip	1 gp	2 lb.	-	H	3	1d6-3	1d6-2	1d6-4	1	1	1	95	90	85
Hammers and Maces														
Amellaran	18 gp	6 lb.	M	C	1	1d10	1d8	1d6+1	1d6	1d5	1d4	80	70	50
Baando	7 gp	7 lb.	M	C	1	1d8+1	1d8	1d6+1	1d6	1d4+1	1d4	70	60	50
Bear Claw	4 gp	3 lb.	M	C	0	1d6	1d6-1	1d4	1d4-1	1d4-1	1d4-2	85	80	75
Dagger Mace	6 gp	5 lb.	M	C/P	1	1d10	1d10	1d8	1d8	1d6	1d6	90	80	70
Dazurk-Razkamel	10 gp	4 lb.	M	C	0	1d10	1d10	2d4	1d6+1	1d6	1d4	70	50	30
Dazurr-Razgamel	8 gp	4 lb.	M	C	0	1d6	1d6	1d8	1d12	2d6	2d8	65	45	25
Disk Mace	4 gp	1 lb.	S	C	-2	1d6-1	1d6-1	1d6-2	1d6-4	1d6-4	1d6-5	90	85	80
D'Kelon	9 gp	6 lb.	M	C	1	1d8	1d10	1d8	1d6	1d5	1d4	70	50	30
Doulathan Warhammer	15 gp	6 lb.	L	C/P	3	2d6	1d12	1d10	1d8	1d6	1d6	60	40	25
Fist Mace	6 gp	6 lb.	M	C	1	1d8	1d6+1	1d6	1d4+1	1d4	1d4-1	90	80	70
Gnomish Mace	6 gp	7 lb.	S	C	-2	1d6+1	1d6	1d6-1	1d6-2	1d6-3	1d6-4	70	50	30
Grosifel	7 gp	3 lb.	M	C	1	1d8	1d10	1d8	1d6	1d5	1d4	75	55	35
Guvreta	6 gp	3 lb.	M	C	0	1d8	1d8	1d8	1d8	1d8	1d8	60	50	40
Hammer, Armorer's	2 gp	4 lb.	M	C	1	1d8	1d10	1d8+1	1d6+1	1d6	1d6-1	85	75	55
Hammer, Blacksmith's	2 gp	8 lb.	L	C	5	2d10	2d8	2d6	1d6+1	1d4+1	1d4	90	85	80
Hammer, Carpenter's	2 gp	3 lb.	S	C	-2	1d6+1	1d6	1d6-1	1d6-2	1d6-3	1d6-4	95	90	85
Hammer, Gnome Hooked [hook]	20 gp	6 lb.	M	P	2	1d6	1d4	1d4	1d4	1d4-1	1d4-2	90	80	70

HM TABLE PHB 9T (PG 118-119) AND CG 6i: WEAPONS (PLUS NEW)

Weapon	Cost	Weight		Dmg Type	Speed Factor	Damage vs.					Base Availability			
		(lbs.)	Size			T	S	M	L	H	G	Hi	Med	Low
Hammers and Maces (continued)														
Hammer, Gnome Hooked [hammer]	20 gp	6 lb.	M	C	2	1d8	1d6	1d6	1d6-1	d6-2	1d6-3	85	80	75
Hammer, heavy (footman's)	12 gp	5 lb.	M	C	2	2d4+1	1d8+1	2d4	1d6+1	1d6	1d4+1	80	70	60
Hammer, light (horseman's)	1 gp	2 lb.	S	C	-2	1d6+1	1d6	1d4	1d4	1d4-1	1d4-2	70	60	50
Har'Limel	14 gp	3 lb.	M	C	1	1d8	1d10	1d8+1	1d6+1	1d6	1d6-1	60	40	20
Hijanvi	9 gp	4 lb.	L	C	5	2d12	2d10	3d6	1d8+1	1d6	1d6-1	50	40	30
Jendo	6 gp	4 lb.	M	C	0	1d12	1d10	1d8	1d6	1d6	1d6	60	50	40
Korderum	8 gp	4 lb.	M	C	1	1d8	1d10	1d8+1	1d6+1	1d6	1d6-1	65	45	25
Mace, heavy (footman's)	12 gp	12 lb.	M	C	2	1d8+1	1d8	1d6+1	1d6	1d4+1	1d4	90	85	80
Mace, light (horseman's)	5 gp	6 lb.	S	C	1	1d8	1d6+1	1d6	1d4+1	1d4	1d4-1	90	85	80
Mallet, wooden	3 cp	1 lb.	M	C	-2	1d6	1d5	1d4	1d3	1d4-1	1d4-2	95	85	75
Maul	12 gp	9 lb.	L	C	8	2d10	2d8	1d12	1d8	1d5	1d4	90	70	50
Morning star	8 gp	8 lb.	M	C/P	2	3d4	2d4+1	2d4	1d6+1	1d6	1d4	85	80	75
Nelzuk	24 gp	5 lb.	M	C/P	2	2d8	2d6	1d12	1d8	1d6	1d6	80	70	60
Ox Mace	10 gp	4 lb.	M	C	1	1d8+1	1d8	1d6+1	1d6	1d5	1d4	85	75	65
Pony Club	5 sp	5 lb.	M	C	2	1d6	1d6-1	1d4	1d4-1	1d4-1	1d4-2	90	80	70
Quadrelle Mace	12 gp	3 lb.	M	C	2	2d4+1	1d8+1	2d4	1d6+1	1d6	1d4+1	80	70	60
Quoit Mace	10 gp	4 lb.	M	C	0	1d8	1d8	1d6	1d6	1d5	1d4	75	65	55
Rarkka	8 gp	4 lb.	M	C	1	1d10	1d10	2d4	1d6+1	1d6	1d4	70	50	30
Selvimar	10 gp	3 lb.	M	C	1	1d8	1d10	1d8	1d6	1d5	1d4	60	50	40
Shakesh	8 gp	4 lb.	M	C	0	1d6	1d8	1d8	1d6	1d5	1d4	65	55	45
Sickle Mace	9 gp	4 lb.	M	C/H	0	1d6	1d6	1d8	1d10	1d10	1d12	80	70	60
Sledgehammer	1 gp	10 lb.	L	C	4	1d12	1d10	1d8	1d6	1d5	1d4	95	90	85
Thija	5 gp	3 lb.	M	C	0	1d6	1d6	1d6	1d6	1d6	1d6	80	60	40
Tuleelin	12 gp	5 lb.	L	C	3	1d8	1d10	1d10	1d8	1d6	1d6	70	50	30
Vashy	5 gp	4 lb.	M	C	-1	1d6	1d8	1d8	1d6	1d6-1	1d6-1	60	50	40
Warhammer	25 gp	5 lb.	L	C/P	-1	1d8	1d8	1d6	1d4	1d4	1d3	95	90	85
Miscellaneous Weapons														
Alivazoor	8 gp	1 lb.	L	H/C	3	1d6-1	1d6	1d8	1d12	2d6	2d8	65	45	25
Awl	1 sp	-	S	P	-2	1d6	1d6-1	1d6-3	1d6-4	1	1	70	60	50
Baton	5 gp	2 lb.	M	C	0	1d4	1d4-1	1d4-1	1d4-2	1d4-3	1	90	80	70
Bola	10 gp	5 lb.	M	C	0	1d6-2	1d6-3	1d6-3	1d6-3	1d6-4	1	90	70	50
Boomerang	2 gp	2 lb.	T	C	-2	1d6	1d5	1d4	1d4-2	1	1	60	40	30
Bow Blade, Orc	10 gp	1/2 lb.	M	H	0	1d6	1d6	1d5	1d4	1d6-3	1d6-4	70	60	50
Bow Blade, Orc Double	20 gp	1 lb.	L	H	3	1d6-1	1d6	1d8	1d12	2d6	2d8	50	40	20
Brass Knuckles	7 sp	1/2 lb.	S	C	-3	1d3	1d3	1d3	1d3	1d3	1d3	90	70	50
Chain, Single-Spiked	10 gp	9 lb.	L	P	4	1d5	1d6+1	2d4	2d5	2d6	2d8	85	75	65
Chain, Spiked	25 gp	10 lb.	P	P	5	1d6-2	1d6	2d4	2d4	1d8-5	1d6	80	70	60
Chain, Star	14 gp	8 lb.	L	H	3	1d6-2	1d6-1	1d6	1d8	1d10	1d12	75	70	65
Chain, Weighted	12 gp	7 lb.	L	C	3	2d8	2d6	1d12	1d8	1d6	1d5	90	85	80
Chakram	4 gp	2 lb.	S	H	-1	1d4-2	1d4-1	1d4-1	1d4	1d5	1d6	65	45	25
Cherodo	2 gp	1/2 lb.	S	C	-3	1d4	1d4-1	1d4-2	1d4-3	1	1	70	50	30
Claws, Iron Cat	4 gp	2 lb.	S	P	-1	1d4	1d4	1d4	1d4	1d4	1d4	55	40	25
Coup Stick	4 sp	2 lb.	S	C	-1	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3	75	65	55
Dornan	15 gp	6 lb.	M	H/P	-1	1d4-2	1d4-1	1d3	1d4	1d5	1d6	50	30	10
Elemental Wheel	2 gp	1 lb.	S	H	-3	1	1	1	1d6-4	1d6-3	1d6-2	45	35	25
Eye Closer	10 gp	1 lb.	S	C	-1	-	-	-	-	-	-	50	30	15
Faakeiraa	10 gp	1 lb.	S	P	-1	1d4	1d5	1d5	1d4	1d4	1d4-1	50	25	10
Fan, Metal	2 gp	2 lb.	S	C	-2	1d6+1	1d6	1d6	1d5	1d4	1d4-2	60	50	40
Fang	4 gp	2 lb.	S	P	0	1	1d4-3		1d4-1	1d5	1d6	80	70	60
Flesh Grabber	7 sp	1/2 lb.	S	C	-2	1d6	1d5	1d4	1d4-2	1	1	50	40	30
Frying Pan	2 sp	4 lb.	S	C	-1	3d4+1	3d4	2d4+1	1d8	1d6	1d4	95	90	85
Full Moon	20 gp	6 lb.	M	H	1	1d4	1d5	1d6	1d8	1d10	1d8	60	50	40
Gaff	4 gp	5	M	P/H	1	1d6	1d6-1	1d6-1	1d6-2	1d6-3	1d6-4	85	80	75
Gauntlet	2 gp	1 lb.	S	C	0	1d6	1d6-1	1d6-2	1d4-1	1d6-3	1d6-4	80	65	50
Gauntlet, Spiked	5 gp	4 lb.	S	P	1	1d6	1d4	1d4	1d4	1d4-1	1d6-2	70	50	30
Grudomel	15 gp	5 lb.	L	C	4	2d6	2d5	2d4	1d6	1d5	1d4	70	60	50
Gunderz	20 gp	6 lb.	M	C	-1	1d10	1d8	1d6	1d5	1d4	1d3	70	60	40
Horn Shield	15 gp	10 lb.	M	C	-2	1d6	1d5	1d4	1d3	1d4-1	1d4-2	65	55	45
Hurled rock	-	0.1 lb.	S	C	1	1d6-1	1d6-2	1d6-3	1d6-3	1d8-5	1d8-7	75	85	95
Hurled tankard, empty	-	2 lb.	S	C	-	1d6-1	1d6-1	1d6-2	1d6-4	1d6-4	1d6-5	90	80	70
Hurled tankard, full	-	3 lb.	S	C	-	1d6+1	1d6	1d6-1	1d6-2	1d6-2	1d6-3	90	80	70
Jolatru	2 gp	1 lb.	M	H	0	1d4-2	1d4-1	1d4-1	1d4	1d6-1	1d6	60	40	20
Kama	2 gp	2 lb.	S	H	0	1d8	1d6	1d6	1d4	1d4	1d4-1	60	40	20
Lantern Shield	80 gp	30 lb.	M	H/P	5	1d5	1d6	1d8	2d6	2d8	2d10	50	30	10
Lariat	5 sp	2 lb.	M	C	10	-	-	-	-	-	-	70	60	50
Limb-breakers	9 sp	1 lb.	M	C	1	1d8	1d10	1d8+1	1d6+1	1d6	1d6-1	60	50	40
Loraneia	15 gp	3 lb.	L	H/C	1	1d4-1	1d4	1d4+1	1d6	1d6+1	1d8	60	50	40

HM TABLE PHB 9T (PG 118-119) AND CG 6I: WEAPONS (PLUS NEW)

Weapon	Cost	Weight (lbs.)	Size	Dmg Type	Speed Factor	Damage vs.						Base Availability		
						T	S	M	L	H	G	Hi	Med	Low
Miscellaneous Weapons (continued)														
Malakbar	60 gp	20 lb.	L	C/H	4	1d12	1d10	1d8	1d6	1d5	1d4	65	55	45
Net	20 gp	6 lb.	M	-	10	-	-	-	-	-	-	80	70	60
Nisby	60 gp	10 lb.	L	H/P	4	1d4	1d5	1d6	1d8	1d10	1d12	60	40	30
Quarterstaff	-	4 lb.	L	C	-1	1d6	1d6	1d6	1d6	1d4	1d3	95	90	85
Quarterstaff, Bladed	15 gp	4 lb.	L	H/C	3	1d6-1	1d6	1d8	1d12	2d6	2d8	75	65	55
Rake	4 cp	4 lb.	L	C/P	3	1d8	1d6	1d5	1d4	1d3	1d3	90	85	80
Sai	1 gp	1	S	C	-1	1d4	1d4	1d4-1	1d4-2	1d4-2	1d4-3	65	45	25
Sewing needle	5 sp	* lb.	S	P	-4	0.25 pts	0.25 pts	0.25 pts	0.25 pts	0.125 pts	0.125 pts	95	90	80
Sharnath	18 gp	2 lb.	L	C/P	4	2d8	2d6	1d12	1d8	1d6	1d6-1	65	50	35
Shears	5 sp	1 lb.	S	P	-2	1d6-2	1d6-3	1d6-4	1	1	1	95	90	85
Shield, Light	3 or 9 gp	5 lb.	M	C	0	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3	95	90	80
Shinado	8 gp	4 lb.	L	C/P	3	2d5	2d4	1d6	1d5	1d4	1d3	70	60	50
Shuriken	1gp	1/2 lb.	T	P	-2	1d4-1	1d4-1	1d4-2	1d6-3	1d6-4	1d6-4	50	40	30
Siangham	3 gp	1 lb.	S	P	0	1d4	1d4	1d6	1d6	1d6-1	1d6-2	50	40	30
Sickle	6 sp	3 lb.	S	H	-1	1d6+1	1d6	1d6-1	1d6-2	1d6-3	1d6-4	95	90	85
Slath	6 gp	4 lb.	L	C	3	1d10	1d8	1d6	1d5	1d4	1d3	80	70	60
Sling	5 cp	* lb.	S	-	-	-	-	-	-	-	-	95	90	85
Spiked armor	+50 gp	+10 lb.	M	P	-2	1d4	1d4	1d4	1d4	1d4	1d4	80	70	60
Spiked Shield, Light	+10 gp	+5 lb.	M	P	0	1d4	1d4	1d4	1d4-1	1d6-1	1d6-2	85	75	65
Staff-Sling	4 gp	3 lb.	M	C	-1	1d6	1d6	1d6	1d6	1d4	1d4-1	65	55	35
Sword Shield	50 gp	20 lb.	L	G/P	8	1d4	1d5	1d8	1d12	2d8	2d10	65	55	45
Thenjani	6 gp	4 lb.	M	C	0	1d6	1d6-1	1d4	1d4-1	1d4-1	1d4-2	70	60	50
Throwing Irons	4 gp	1 lb.	T	P	-1	1d6-1	1d6-1	1d6	1d6-1	1d6-2	1d6-3	40	20	5
Throwing Sticks	1 gp	1 lb.	T	C	-2	1d6-2	1d6-3	1d6-3	1d6-3	1d6-4	1	50	40	30
Tiger Claw	2 gp	1 lb.	S	H	-2	1d6-2	1d6-3	1d6-4	1	1	1	80	70	60
Torch	1 cp	1 lb.	M	C	0	1d5	1d6-1	1d6-2	1d6-4	1d8-6	1d8-6	90	80	70
Trident	15 gp	4 lb.	L	P	2	1d4	1d4	1d6+1	3d4	3d4	2d4+1	90	85	80
Trident, Half	20 gp	4 lb.	M	P	-1	1d8	1d8	1d6	1d4	1d4	1d3	75	65	55
Urgrosh, Dwarven	50 gp	15 lb.	L	H/P	4	1d4	1d4+1	1d6+1	2d6	2d8	2d10	55	45	30
Polearms and Poleaxes														
Amessa	14 gp	5 lb.	L	P	5	2d4	2d4	2d4	2d4	2d4	2d4	75	55	35
Amoth	12 gp	6 lb.	L	P	4	1d6	1d6+1	1d8	1d10	1d12	2d8	70	60	50
Awl Pike	10 gp	6 lb.	L	P	6	1d6	1d8	1d10	1d12	2d10	1d12	90	85	80
Balanan	12 gp	4 lb.	L	H/P	4	1d6	1d6+1	1d8	1d10	1d12	2d8	65	45	25
Balani	10 gp	2 lb.	L	C	4	1d12	1d10	1d8	1d6	1d5	1d4	50	40	20
Baleny	9 gp	4 lb.	L	H	8	1d4	1d5	1d8	1d12	2d8	2d10	60	40	15
Balevi	12 gp	5 lb.	L	H/P	5	1d5	1d6	1d8+1	1d12	2d8	2d12	65	45	25
Bardiche	14 gp	7 lb.	L	H/P	4	1d4	1d6	2d4	2d6	3d4	2d8	95	90	85
Baresh	10 gp	5 lb.	L	H/P	3	1d6	1d6	1d6	2d4	2d6	2d6	75	55	35
Bayen	8 gp	5 lb.	L	H/P	6	1d6	1d8	1d10	1d12	2d8	1d12	80	60	40
Beaked Axe	12 gp	6 lb.	L	H/P	6	1d5	1d6	2d4	2d5	2d6	2d8	90	80	70
Bec de corbin	8 gp	10 lb.	L	P/C	4	1d12	1d10	1d8	1d6	1d4	1d3	95	90	85
Bill	10 gp	6 lb.	L	H	4	1d6	1d6+1	1d8	1d10	1d12	2d8	90	85	80
Bill-guisarme	7 gp	15 lb.	L	H/P	5	1d8	1d8	2d4	1d10	1d10	1d8	95	90	85
Brandestock	9 gp	4 lb.	L	H/P	3	1d6-2	1d6-1	1d6	1d8	1d10	1d12	55	45	35
Dolkesh	8 gp	5 lb.	L	H/P	5	1d6	1d6	1d8	1d10	1d12	2d6	70	60	40
Dolnyr	6 gp	4 lb.	L	C	8	2d10	2d8	1d12	1d8	1d5	1d4	45	35	20
Dragon Axe	12 gp	5 lb.	L	H	5	1d6-1	1d6	1d8+1	3d6	2d10	2d12	60	45	25
Dragon Spoon	12 gp	6 lb.	L	P	5	1d6	1d8	2d4	1d10	1d12	2d6	55	45	25
Fal'Dux	10 gp	6 lb.	L	H/P	4	1d4	1d4	1d6+1	3d4	3d4	2d4+1	45	30	15
Fan'Mer	10 gp	13 lb.	L	P	6	2d4	2d5	2d6	2d6	2d5	2d4	55	45	25
Fauchard	9 gp	6 lb.	L	H/P	3	1d3	1d4	1d6	1d8	1d8	1d10	90	85	80
Fauchard-Fork	8 gp	6 lb.	L	H/P	3	1d6-1	1d6	1d8	1d10	1d12	2d6	95	90	85
Feather Staff	12 gp	6 lb.	L	H/P	6	1d6	1d8	1d10	2d8	3d6	2d10	80	65	50
Fus'Cina	10 gp	5 lb.	L	P	4	1d10	1d10	1d8	1d8	1d6	1d6	50	35	10
Galmor	10 gp	3 lb.	M	P	5	2d4	2d4	2d5	2d5	2d6	2d5	55	45	30
Galrast	6 gp	4 lb.	M	P	4	1d5	1d6	1d8	1d10	1d12	1d10	50	40	30
Glaive	6 gp	8 lb.	L	H	3	1d4-1	1d4	1d6	1d10	2d6	2d8	95	90	85
Glaive-guisarme	10 gp	10 lb.	L	H/P	4	1d6	1d6	2d4	2d6	2d6	1d10	85	80	75
Gofren	10 gp	5 lb.	L	H	5	1d6	1d6	1d8	1d10	1d10	1d8	50	40	30
Grondar-Thul-Vakh	15 gp	6 lb.	L	H/P	4	1d4	1d6	2d4	2d6	2d6	2d6	55	45	35
Guisarme	5 gp	8 lb.	L	H	3	1d10	1d10	2d4	1d8	1d8	1d8	90	85	80
Guisarme-voulge	8 gp	15 lb.	L	H/P	5	2d4	2d4	2d4	2d4	2d4	2d4	95	90	85
Halberd	10 gp	15 lb.	L	H/P	4	1d8	1d8	1d10	2d6	2d6	2d6	85	80	75
Halberd, Crescent	8 gp	15 lb.	L	H/P	6	1d6	1d8	1d10	2d8	3d6	2d10	80	70	50
Halberd, Sabre	16 gp	7 lb.	L	H/P	11	1d10	1d12	2d8	3d6	2d10	2d12	85	70	55
Half-Moon	14 gp	5 lb.	L	H	6	1d4	1d5	1d8	1d12	2d8	2d10	70	60	50

HM TABLE PHB 9T (PG 118-119) AND CG 6I: WEAPONS (PLUS NEW)

Weapon	Cost	Weight		Dmg		Speed		Damage vs.						Base Availability		
		(lbs.)	Size	Type	Factor	T	S	M	L	H	G	Hi	Med	Low		
Polearms and Poleaxes (continued)																
Half-Moon, Elven	12 gp	5 lb.	L	H	3	1d4	1d5	1d6	1d8	1d10	1d12	50	35	10		
Hedfren	12 gp	6 lb.	L	H/P	5	1d6	2d4	2d5	2d6	2d8	2d10	60	45	30		
Hoe	8 sp	3 lb.	L	H/C	4	1d4	1d4+1	1d6+1	2d6	2d8	2d10	75	85	95		
Hook fauchard	10 gp	8 lb.	L	H/P	4	1d4	1d4	1d4	1d4	1d4	1d4	85	80	75		
Janves	10 gp	6 lb.	L	H/P	6	1d6	1d8	1d10	1d12	1d10	1d12	70	60	50		
Jedfren	10 gp	7 lb.	L	H/P	6	1d6	1d8	2d4	2d5	2d6	2d8	75	70	65		
Jorosh	12 gp	6 lb.	L	C	4	1d6	1d6+1	1d8	1d10	1d12	2d8	55	45	35		
Kadany	10 gp	5 lb.	L	P/C	4	1d4	1d4	1d6+1	3d4	3d4	2d4+1	60	50	40		
Kalamaran Fork	15 gp	5 lb.	L	P	6	1d6	1d8	1d10	1d12	1d12	1d12	60	50	40		
Kolshy	12 gp	4 lb.	L	C	3	2d8	2d6	1d12	1d8	1d6	1d6-1	55	35	15		
Kur'Roc	15 gp	6 lb.	L	H/P	4	1d6+1	1d8	1d8	2d4	2d5	1d10	50	25	5		
Lanvedo	13 gp	5 lb.	L	P	5	1d6	1d6	1d8	1d10	1d10	1d8	70	50	30		
Launaroo	15 gp	4 lb.	L	H/P	6	1d6	1d8	1d10	1d12	2d8	1d12	65	55	35		
Lucern(e) Hammer	7 gp	15 lb.	L	P/C	4	2d6	2d6	2d4	1d6	1d6	1d6	90	85	80		
Malfren	12 gp	7 lb.	L	C	4	2d10	2d8	2d6	1d6+1	1d4+1	1d4	60	40	25		
Mancatcher	25 gp	6 lb.	L	C	2	-	-	-	-	-	-	95	90	85		
Mausaano	10 gp	15 lb.	L	P/C	7	2d6	2d5	2d4	1d6	1d5	1d4	55	45	35		
Mauvootir	10 gp	4 lb.	L	P	3	1d6	1d6+1	1d8	1d8+1	1d8	1d6+1	60	40	20		
Military fork	5 gp	7 lb.	L	P	2	1d6	1d6	1d8	2d4	2d4	2d4	95	90	85		
Monamasho	15 gp	5 lb.	L	H/P	7	1d6	1d6+1	1d8+1	1d10	1d12	2d8	75	65	55		
Nythjen	16 gp	6 lb.	L	H/P	4	1d4	1d4	1d6+1	3d4	3d4	2d4+1	80	70	60		
Partisan	10 gp	8 lb.	L	P	4	1d4	1d4	1d6	1d6+1	1d6+1	1d6	85	80	75		
Pike	11 gp	11 lb.	L	P	8	1d3	1d4	1d6	1d12	1d12	1d12	90	85	80		
Pitchfork	15 cp	7 lb.	L	P	4	1d12	1d10	1d8	1d6	1d5	1d4	75	85	95		
Plancon	16 gp	6 lb.	L	P	6	2d4	2d5	2d5	2d6	2d5	2d4	75	65	55		
Poleaxe	15 gp	6 lb.	L	H	4	1d6	1d8	1d10	1d12	2d10	1d12	90	80	70		
Pozetti	14 gp	4 lb.	L	P	5	2d4	2d4	2d5	2d5	2d6	2d6	90	85	80		
Ranseur	6 gp	7 lb.	L	P	3	2d4	2d4	2d4	2d4	2d4	2d4	90	85	80		
Rijar	4 gp	3 lb.	L	C	3	2d8	2d6	1d12	1d8	1d6	1d6-1	70	60	40		
Rishko	12 gp	9 lb.	L	P	6	1d6	1d8	1d10	2d8	3d6	2d10	70	60	50		
Scaling Fork	15 gp	5 lb.	L	P	5	1d6	1d8	1d10	1d10	1d12	1d12	80	70	60		
Scythe	18 gp	10 lb.	L	P/H	8	1d6	1d6	2d4	2d4	1d10	1d8	70	80	90		
Shagrakk-Brogatu	18 gp	5 lb.	L	P	8	1d8	1d10	1d12	2d8	1d12	1d10	50	40	20		
Shomozh	12 gp	5 lb.	L	P	5	1d6	1d8	2d4	1d10	1d12	2d6	60	50	40		
Shovimzar	12 gp	4 lb.	L	P/C	4	1d12	1d10	1d8	1d6	1d5	1d4	70	60	45		
Shrolka	13 gp	5 lb.	L	P	8	1d10	1d10	1d10	1d10	1d10	1d10	75	65	55		
Spade	2 gp	8 lb.	L	C	3	1d12	1d10	1d8	1d6	1d6-1	1d6-2	85	90	95		
Spari	10 gp	5 lb.	M	P	8	1d4	1d5	1d8	1d10	1d12	2d8	70	60	50		
Spetum	5 gp	7 lb.	L	P	3	1d4	1d4+1	1d6+1	2d6	2d6	2d4	95	90	85		
Tagives	12 gp	6 lb.	L	P	4	2d4	2d4	2d5	2d5	2d6	2d6	70	50	30		
Ulbarek	30 gp	5 lb.	L	C	3	2d8	2d6	1d12	1d8	1d6	1d6-1	80	70	60		
Ulmed	18 gp	6 lb.	L	H	5	1d8	1d8	1d8	2d4	1d10	1d10	60	50	40		
Vamsho	15 gp	4 lb.	L	H/P	6	1d6	1d6	1d6	2d4	2d6	2d6	65	50	35		
Voulge	14 gp	6 lb.	L	H/P	5	2d4	2d4	2d4	2d4	2d4	2d4	90	85	80		
Wheznar	12 gp	4 lb.	L	C	3	1d12	1d10	1d8	1d6	1d6-1	1d6-2	60	45	30		
Zormed	15 gp	6 lb.	L	H/P	5	1d6	1d6	1d8	1d10	1d10	1d8	75	65	55		
Spears and Lances																
Alhanam	3 sp	5 lb.	M	P	2	1d5	1d6	2d4	3d4	3d4	4d4	55	35	15		
Amafar	10 gp	5 lb.	M	P	2	1d5	1d6	1d6+1	1d8	1d10	1d12	65	55	35		
Amarahn	5 gp	6 lb.	M	P	1	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	60	45	20		
Amarchi	3 sp	6 lb.	M	P	2	1d8+1	1d8+1	1d8	1d8	1d6+1	1d6	60	40	20		
Amarian	5 gp	4 lb.	M	P	0	1d6	1d6	1d8	1d10	1d10	1d12	50	40	20		
Ardak	3 sp	4 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	60	40	15		
Baladan	3 sp	4 lb.	M	P	0	1d6	1d6	1d6	1d6	1d6	1d6	60	40	20		
Banarak	8 gp	5 lb.	M	C	5	1d8	1d6	1d5	1d4	1d3	1d4-3	55	35	15		
Bijani	2 gp	3 lb.	M	P	1	1d6	1d6	1d6	1d6	1d6	1d6	65	45	25		
Bilar	2 gp	2 lb.	M	P	0	1d8	1d6+1	1d6	1d5	1d4	1d4-1	55	40	25		
B'Rar	5 gp	5 lb.	M	P	2	1d5	1d6	1d6+1	1d8	1d8+1	1d10	65	55	45		
Bulivak	4 gp	4 lb.	M	P	2	1d5	1d6	1d6+1	2d4	1d8+1	2d4+1	55	35	15		
Bulja	4 gp	2 lb.	S	P	-2	1d8	1d6+1	1d6	1d4+1	1d4	1d4-1	60	40	20		
Buljyr	4 gp	1 lb.	S	P	-	1d6-2	1d6-1	1d6	1d8	1d8	1d6	55	45	35		
Cazandi	3 sp	2 lb.	M	P	0	1d6	1d6	1d6	1d6	1d6	1d6	65	55	40		
Celdarn	5 gp	2 lb.	S	P	1	1d8	1d6	1d6	1d5	1d5	1d4	60	45	20		
Chinbane	4 gp	4 lb.	M	P	2	1d4	1d6	2d5	2d6	2d6+1	2d8	70	60	45		
Colurarel	5 gp	3 lb.	S	P	0	1d4	1d5	1d6	1d8-1	1d8	1d10	65	55	45		
Coronal lance, heavy horse	15 gp	15 lb.	L	C	3	1d4-1	1d4	1d6+1	1d12	2d8	2d10	75	65	50		

HM TABLE PHB 9T (PG 118-119) AND CG 6I: WEAPONS (PLUS NEW)

Weapon	Cost	Weight		Dmg Type	Speed Factor	Damage vs.						Base Availability		
		(lbs.)	Size			T	S	M	L	H	G	Hi	Med	Low
Spears and Lances (continued)														
Coronal lance, light horse	6 gp	5 lb.	L	C	1	1d4-2	1d4-1	1d4	1d6	1d8	1d10	85	75	65
Coronal lance, medium horse	10 gp	10 lb.	L	C	2	1d4	1d4+1	1d4+1	1d10	1d12	2d8	80	70	60
Damonesh	5 gp	1 lb.	S	P	-1	1d8	1d6+1	1d6	1d4+1	1d4	1d4-1	70	50	30
Darosh	2 gp	5 lb.	M	P	2	1d6	2d4	2d5	2d6	2d6	2d8	50	40	30
Dezonesh	5 gp	4 lb.	M	P	0	1d4	1d5	1d6	1d8	1d10	1d12	55	45	35
Dezoran	5 gp	4 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	60	50	30
Dezorozh	5 gp	3 lb.	M	P	0	1d10	1d8	1d6	1d6-2	1d6-4	1	55	35	15
Doldri	3 sp	7 lb.	M	P	3	1d6	1d6	1d8	1d10	1d10	1d8	60	40	20
Dovar	2 gp	3 lb.	M	P	1	1d8	1d6+1	1d6	1d4+1	1d4	1d4-1	60	40	15
Emelaaw	4 gp	3 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	55	30	15
Emelain	5 gp	3 lb.	M	P	-	1d4	1d5	1d6	1d6+1	1d6	1d5	55	35	15
Falarika	5 gp	4 lb.	M	P	1	1d10	1d8	1d6+1	1d6	1d5	1d4	50	40	30
Fondak	4 gp	5 lb.	M	P	2	1d10	1d8	1d6	1d6-2	1d6-4	1	60	45	25
Gasum	5 gp	4 lb.	M	P	0	1d6-1	1d6-1	1d6	1d8	1d8	1d6	65	45	25
Gnunognog	5 sp	3 lb.	M	P		1d4	1d5	1d6	1d6	1d5	1d5	55	35	15
Gramduk	6 gp	5 lb.	M	P	1	1d8	1d6+1	1d6	1d4+1	1d4	1d4-1	60	40	20
Hakevi	3 sp	3 lb.	M	P	0	1d10	1d8	1d6	1d6-2	1d6-4	1	60	30	10
Haklena	4 gp	4 lb.	M	P	1	1d5	1d6	1d6+1	1d8+1	1d10	1d8	65	45	25
Hakodri	4 gp	4 lb.	M	P	1	1d4	1d5	1d6	1d6+1	1d8	1d10	60	50	40
Harpoon	8 gp	6 lb.	L	P	2	1d4	1d6	2d4	2d6	2d6	2d6	95	90	85
Harpoon, light	3 sp	5 lb.	M	P	1	1d4	1d5	1d6	1d8	1d10	1d8	85	80	75
Hilmahni	5 gp	4 lb.	M	P	2	1d4	1d6	2d5	2d6	2d6+1	2d8	55	45	35
Hilzorahn	5 gp	4 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	60	40	20
Hulessi	4 gp	5 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	75	65	55
Itnani	5 gp	3 lb.	M	P	0	1d10	1d8	1d6	1d6-2	1d6-4	1	60	50	40
Jak'Lum	5 gp	2 lb.	M	P	-	1d5	1d5	1d6	1d6+1	1d6+1	1d8	50	40	30
Jalessi	5 gp	5 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	65	55	40
Javelin	5 sp	2 lb.	M	P	-	1d6	1d6	1d6	1d6	1d6	1d6	95	90	85
Jora	2 gp	3 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	55	45	35
Jornarr	4 gp	4 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	55	45	35
Juranni	4 gp	2 lb.	S	P	0	1d6	1d6	1d6	1d6	1d6	1d6	70	50	30
Jurin	4 gp	2 lb.	S	P	-	1d6	1d5	1d5	1d4	1d4	1d4-1	60	40	20
Jynkor	5 gp	4 lb.	M	P	0	1d8	1d8	1d8	1d8	1d8	1d8	60	50	40
Jynsharek	3 sp	6 lb.	M	P	2	1d4	1d6	1d8	2d4+1	3d4	3d4+1	65	55	45
Kajani	2 gp	4 lb.	M	P	1	1d8	1d8	1d8	1d8	1d8	1d8	70	60	50
Karjen	3 sp	5 lb.	M	P	1	1d10	1d8	1d6	1d6-1	1d6-2	1d6-3	70	60	50
Konus	4 gp	5 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	60	50	30
Koyan	2 gp	3 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	65	55	45
Koyro	2 gp	3 lb.	M	P	2	1d4+1	1d6	1d6+1	2d4	1d8+1	2d4+1	60	35	10
Koyrun	1 gp	4 lb.	M	P	2	1d6	1d5	1d4	1d4	1d4-1	1d4-1	65	50	35
Lance, Brandobian	4 gp	3 lb.	M	P	0	1d4	1d5	1d6	1d6+1	1d8	1d10	85	70	50
Lance, heavy horse	15 gp	15 lb.	L	P	3	1d6-1	1d6	1d8+1	3d6	2d10	2d12	85	80	75
Lance, jousting	20 gp	20 lb.	L	P	5	1d6-2	1d6-3	1d6-2	1d6-4	1d6-4	1d6-5	85	80	75
Lance, light horse	6 gp	5 lb.	L	P	1	1d6-2	1d6-1	1d6	1d8	1d10	1d12	85	80	75
Lance, medium horse	10 gp	10 lb.	L	P	2	1d4	1d4+1	1d6+1	2d6	2d8	2d10	85	80	75
Lenheria	5 gp	4 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	55	45	35
Lomduk	5 gp	5 lb.	M	P	1	1d8	1d8	1d8	1d8	1d8	1d8	70	60	50
Makoda	2 gp	7 lb.	M	P	2	1d4	1d6	2d5	2d6	2d6+1	2d8	60	40	30
Makona	2 gp	3 lb.	M	P	1	1d8	1d6+1	1d6	1d4+1	1d4	1d4-1	60	40	20
Makora	3 sp	6 lb.	M	P	1	1d4	1d5	1d6	1d6+1	1d8	1d8+1	60	40	30
Manstok	4 gp	3 lb.	M	P	0	1d8	1d8	1d8	1d8	1d8	1d8	65	55	45
Manthok	3 sp	3 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	70	60	40
Mehelevi	5 gp	4 lb.	M	P	1	1d4	1d5	1d6	1d8	1d10	1d8	60	50	30
Monawhom	5 gp	4 lb.	M	P	1	1d8	1d6+1	1d6	1d4+1	1d4	1d4-1	55	45	35
Mozawhom	5 gp	4 lb.	M	P	-	1d6+1	1d6	1d5	1d4	1d4-1	1d4-2	60	35	15
Nangohl	5 gp	3 lb.	M	P	1	1d5	1d6	1d8	1d8+1	1d8	1d6	60	40	20
Nathdo	1 gp	4 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	60	50	40
Noygyr	1 gp	3 lb.	M	P	1	1d8	1d8	1d8	1d8	1d8	1d8	55	45	25
Nurani	2 gp	3 lb.	M	P	1	1d10	1d8	1d6	1d6-1	1d6-2	1d6-3	65	50	35
Okona	2 gp	4 lb.	M	P	1	1d10	1d8	1d6	1d6-2	1d6-4	1	55	45	25
Paralyzer	5 gp	3 lb.	M	P	1	1d6	1d8	1d8	1d6	1d5	1d4	60	50	40
Patuk-Gron-Mabuk	5 gp	6 lb.	M	P	2	1d10	1d8	1d6	1d6-1	1d6-2	1d6-3	55	45	25
Pijani	1 gp	4 lb.	M	P	1	1d6	1d6	1d6	1d6	1d6	1d6	60	50	30
Pilum	5 gp	5 lb.	M	P	-	1d5	2d4-1	2d4	2d4	2d5	2d4+1	70	60	50
Pilum, Thin	4 gp	4 lb.	M	P	-	1d4	1d5	2d4-2	2d4-1	2d4	2d4-1	75	65	40
P'Vari	4 gp	4 lb.	M	P	1	1d8	1d8	1d8	1d8	1d8	1d8	70	50	30

HM TABLE PHB 9T (PG 118-119) AND CG 6I: WEAPONS (PLUS NEW)

Weapon	Cost	Weight		Dmg Type	Speed Factor	Damage vs.					Base Availability			
		(lbs.)	Size			T	S	M	L	H	G	Hi	Med	Low
Spears and Lances (continued)														
Rykkor	2 gp	4 lb.	M	P	3	3d4	2d5	2d4	2d4-1	2d4-2	2d4-3	65	55	45
Sagom	10 gp	6 lb.	M	P	2	1d6	1d8	1d8+1	1d8	1d6	1d5	60	50	40
Sanon	5 gp	2 lb.	S	P	0	1d6-2	1d6-1	1d6	1d8	1d8	1d6	60	40	20
Shankoh	3 sp	4 lb.	M	P	2	1d4+1	1d6	1d6+1	2d4	1d8+1	2d4+1	70	50	30
Shankrat	3 sp	4 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	75	60	45
Shawhom	5 gp	3 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	70	50	30
Shiligis	4 gp	2 lb.	M	P	0	1d6	1d6	1d5	1d5	1d4	1d4	65	45	25
Sibora	1 gp	4 lb.	M	P	1	1d4	1d5	1d6	1d8	1d10	1d8	65	55	35
Sikora	1 gp	5 lb.	M	P	2	1d6	1d6	1d6	1d6	1d6	1d6	60	50	40
Sin'Nas	5 gp	4 lb.	M	P	2	1d4+1	1d6	1d5	1d4	1d4	1d4-1	60	50	40
Sol'Ferum	5 gp	4 lb.	M	P	1	1d4	1d5	1d6	1d8	1d10	1d8	50	30	10
Spear (shortspear)	8 sp	5 lb.	M	P	1	1d6-1	1d6-1	1d6	1d8	1d8	1d6	90	85	80
Spear, Great (longspear)	1 gp	8 lb.	L	P	3	1d6	1d6	1d8	1d10	1d10	1d8	90	85	80
Spear, halving (Halfspear)	1 gp	3 lb.	M	P	0	1d4	1d4	1d5	1d6	1d6+1	1d6	85	80	75
Spiculum	4 gp	3 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	80	70	55
Talduk	5 gp	5 lb.	M	P	0	1d6-1	1d6-1	1d6	1d8	1d8	1d6	80	70	60
Telani	4 gp	5 lb.	M	P	0	1d6	1d6	1d8	1d12	2d6	2d8	70	50	30
Telgul	3 sp	2 lb.	S	P	-3	1d6-2	1d6-1	1d6	1d8	1d8	1d6	70	60	50
Thancho	3 sp	4 lb.	M	P	0	1d8	1d8	1d8	1d8	1d8	1d8	60	50	40
Tharosh	3 sp	4 lb.	M	P	2	1d4+1	1d6	1d6+1	2d4	1d8+1	2d4+1	65	40	15
Thavash	5 gp	3 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	65	45	25
Theldak	3 sp	4 lb.	M	P	0	1d6-1	1d6-1	1d6	1d8	1d8	1d6	65	45	25
Thendo	2 gp	4 lb.	M	P	2	1d4+1	1d6	1d6+1	2d4	1d8+1	2d4+1	65	55	45
Tholshy	2 gp	5 lb.	M	P	0	1d8	1d8	1d8	1d8	1d8	1d8	60	40	20
Vanlaaw	5 gp	4 lb.	M	P	2	1d5	1d6	1d10	1d10	1d10+1	1d12	60	40	25
Vilsharek	2 gp	5 lb.	L	P	1	1d4	1d5	1d6	1d8	1d10	1d8	55	45	35
Wahimm	10 gp	8 lb.	M	P	2	1d6	1d6	1d8	1d10	1d10	1d8	60	30	10
Wardar	4 gp	4 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	65	45	35
Wardo	4 gp	4 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	70	50	30
Warsang	4 gp	6 lb.	M	P	2	1d10	1d8	1d6	1d6-1	1d6-2	1d6-3	65	45	25
Swords														
Adarosh	20 gp	2 lb.	M	H/P	4	1d8	1d8	1d6	1d4	1d4	1d3	75	55	45
Antler	12 gp	2 lb.	S	H/P	1	1d8	1d6+1	1d6	1d4+1	1d4	1d4-1	60	40	20
Aseliika	10 gp	3 lb.	M	H/P	1	1d6	1d6	1d8	1d10	1d10	1d8	55	35	15
Backsword	12 gp	2 lb.	S	H/P	1	1d8+2	1d8+1	1d8	1d6+1	1d6	1d5	80	70	60
Bastard sword (1-H)	25 gp	5 lb.	M	H	3	1d4-1	1d4	2d4	2d8	3d6	2d10	85	80	75
Bastard sword (2-H)	25 gp	5 lb.	M	H	1	1d6-1	1d6	1d8	1d12	2d6	2d8	85	80	75
Beheading	25 gp	5 lb.	L	H	9	1d10	1d12	2d8	3d6	2d10	2d12	65	55	45
Bent Paladin	18 gp	3 lb.	M	H	4	1d6	1d6	1d8	1d10	1d10	1d8	45	35	15
Bevelia	18 gp	3 lb.	M	H/P	-1	1d6-1	1d6-1	1d6	1d8	1d8	1d6	60	40	20
Boar (1-H)	45 gp	4 lb.	L	H/P	2	2d6	2d5	2d4	1d8	1d6	1d5	75	70	65
Boar (2-H)	45 gp	4 lb.	L	H/P	5	2d10	2d8	2d6	1d12	1d8	1d6	75	70	65
Bograz-Akkel	22 gp	3 lb.	M	H	0	1d5	1d6	1d8	1d10	1d12	2d8	55	45	35
Borelka	25 gp	2 lb.	L	P	3	1d6	1d8	2d4	1d10	1d12	2d6	60	40	20
Borfast	8 gp	1 lb.	S	P	-2	1d4	1d5	1d6	1d6+1	1d8+1	2d4+1	70	60	50
Broadsword	20 gp	4 lb.	M	H	0	1d10	1d10	2d4	1d6+1	1d6	1d4	90	85	80
Camishmor	11 gp	2 lb.	S	H	0	2d4+1	2d4	1d8	1d6+1	1d6	1d5	85	80	75
Canfort	15 gp	3 lb.	M	H	0	1d4	1d6	1d8	2d4+1	3d4	3d4+1	80	70	60
Carp's Tongue	20 gp	3 lb.	M	H/P	1	1d6	1d8	1d8+1	1d10	1d10+1	1d12	75	60	45
Caterum	15 gp	3 lb.	M	H/P	0	1d6	1d8	1d8	1d6	1d5	1d4	70	50	30
Chopper	15 gp	3 lb.	M	H	0	1d6	1d6-1	1d4	1d4-1	1d4-1	1d4-2	85	70	55
Claymore	22 gp	6 lb.	L	H/P	6	1d4	1d6	2d5	2d8	2d10	2d12	80	60	30
Colbren	10 gp	2 lb.	S	H/P	-1	1d6	1d6	1d6	1d6	1d6	1d6	60	50	40
Colnester	18 gp	2 lb.	M	H/P	0	1d6	1d8	1d8+1	1d8	1d6	1d5	50	40	30
Cutlass	15 gp	2 lb.	M	H	1	1d10	1d8	1d6+1	1d6	1d5	1d4	80	60	40
Damrik	30 gp	3 lb.	L	H/P	2	1d12	1d10	1d8	1d6	1d5	1d4	75	55	35
Daranit	15 gp	3 lb.	M	H/P	0	1d4	1d6	1d8	2d5	2d6	2d6+1	70	50	30
Dastmar	15 gp	3 lb.	M	H/P	0	1d6	1d6	1d8	1d10	1d10	1d12	65	45	25
Debren	15 gp	3 lb.	M	H	1	1d8+1	1d8	1d6+1	1d6	1d4+1	1d4	60	40	20
Deshko	25 gp	3 lb.	L	H	5	1d6	1d6+1	1d8+1	1d10	1d12	2d8	65	55	45
Dueling Sword	10 gp	6 lb.	L	H	6	1d4	1d5	1d8	1d12	2d8	2d10	70	60	50
Durellen	25 gp	3 lb.	L	H	2	2d6	2d5	2d5	2d4	2d4	2d3	65	55	45
Dvortha	20 gp	3 lb.	L	H/P	2	1d10	2d5	2d4	1d8	1d8	1d6+1	60	40	20
Eldril	30 gp	3 lb.	L	H/P	3	1d6	1d6	1d8	1d10	1d12	2d6	55	35	15
Emanesh	15 gp	3 lb.	M	H/P	2	1d4	1d6	2d5	2d6	2d6+1	2d8	50	40	30
Executioner's (2-h)	60 gp	5 lb.	L	H	6	1d6	1d8	1d12	3d6	2d10	2d12	70	50	30

HM TABLE PHB 9T (PG 118-119) AND CG 6I: WEAPONS (PLUS NEW)

Weapon	Cost	Weight		Dmg Type	Speed Factor	Damage vs.						Base Availability		
		(lbs.)	Size			T	S	M	L	H	G	Hi	Med	Low
Swords (continued)														
Executioner's (1-H)	60 gp	5 lb.	L	H	3	1d4-1	1d4	2d4	2d6	2d8	2d10	70	50	30
Falchion	75 gp	8 lb.	L	H	6	1d6	1d8	2d4	2d4	2d6	2d8	60	50	40
Fargrum	20 gp	3 lb.	M	H/P	1	1d6	2d4	2d5	2d6	2d6	2d8	65	55	45
Fish Spined	14 gp	2 lb.	M	H	3	2d6	2d5	2d4	1d6	1d5	1d4	75	70	65
Flamberge	30 gp	7 lb.	L	H	4	1d6	1d8	1d10	2d8	3d6	2d10	75	60	40
Foil	15 gp	2 lb.	M	C	-2	1d6	1d5	1d4	1d3	1d4-1	1d4-2	70	60	50
Fonsha	5 gp	2 lb.	M	H	0	1d6	1d8	1d10	1d10	1d8	1d6	65	45	25
Formar	16 gp	3 lb.	M	H/P	0	1d4	1d5	1d6	1d8	1d10	1d12	60	40	20
Fulzek	50 gp	3 lb.	L	H/P	4	1d6	1d8	1d10	1d12	2d10	1d12	70	60	50
Geoceo	18 gp	3 lb.	M	H	0	1d6-1	1d6-1	1d6	1d8	1d8	1d6	60	50	40
Gimzek	15 gp	3 lb.	M	H/P	2	1d5	1d6	2d4	3d4	3d4	4d4	55	45	25
Gokira	30 gp	3 lb.	L	H/P	3	1d6-1	1d6	1d8+1	1d12	2d8	2d12	50	40	30
Greatsword	50 gp	15 lb.	L	H	6	1d6	1d8	1d10	3d6	2d10	2d12	80	50	20
Gundmar	18 gp	3 lb.	M	H/P	0	1d6	1d6	1d8	1d12	2d6	2d8	60	40	20
Halfling Death	14 gp	1 lb.	S	H/P	-2	1d4	1d5	1d6	1d8-1	1d8	1d10	50	40	20
Handochin (1-H)	35 gp	3 lb.	M	H/P	2	1d5	1d6	1d8	1d10	1d12	2d8	15	6	1
Handochin (2-H)	35 gp	3 lb.	M	H/P	4	1d4	1d8	1d12	2d8	3d6	2d10	15	6	1
Heselevai	15 gp	3 lb.	M	H/P	1	1d6	2d4	1d8	2d5	1d10	2d6	40	30	20
Hurraaar	45 gp	2 lb.	L	P	2	1d6	1d6+1	1d8	1d10	1d12	2d8	50	30	10
Huuramau	18 gp	3 lb.	M	H/P	1	1d10	1d8	1d6+1	1d6	1d5	1d4	50	30	10
Inoyen	15 gp	2 lb.	M	H/P	1	1d4	1d5	1d6	1d8	1d10	1d8	60	40	20
Jesasila	18 gp	2 lb.	M	H/P	0	1d5	1d6	1d8	1d12	1d12+1	2d8	55	45	25
Jorarek	12 gp	2 lb.	S	H/P	1	1d6	1d6	1d6	1d6	1d6	1d6	60	40	10
Jordenvi	13 gp	2 lb.	M	H	0	1d5	1d6	1d8	1d8+1	1d8	1d6	50	30	5
Jor-Hath	12 gp	2 lb.	M	H/P	1	1d4	1d5	1d6	1d6+1	1d8	1d8+1	50	30	10
Jorjani	12 gp	2 lb.	M	H/P	4	1d10	1d10+1	2d4	1d6	1d6	1d4	60	40	20
Joryen	14 gp	3 lb.	M	H/P	4	1d10	1d10+1	2d4	1d6	1d6	1d4	60	40	20
Jyrna	16 gp	2 lb.	M	H/P	2	2d4	2d4	2d4	2d4	2d4	2d4	65	45	25
Kargi Blood	50 gp	5 lb.	L	H	5	1d6-1	1d6	1d8+1	1d12	2d8	2d12	50	30	10
Katana (1-H)	120 gp	3 lb.	L	H/P	1	1d6	1d8	1d10	1d12	1d12	1d10	12	6	1
Katana (2-H)	120 gp	3 lb.	L	H/P	1	2d6	2d6	2d6	2d6	2d6	2d6	12	6	1
Khensh	9 gp	2 lb.	S	H/P	-1	2d4+1	2d4	1d8	1d6+1	1d6	1d5	40	20	5
Khopesh	40 gp	3 lb.	M	H	4	1d10	1d10+1	2d4	1d6	1d6	1d4	95	90	85
Kirago	15 gp	3 lb.	M	H/P	4	1d10	1d10+1	2d4	1d6	1d6	1d4	50	40	30
Korli	50 gp	5 lb.	L	H/P	5	1d6	1d6	1d8	1d10	1d12	2d6	50	40	10
Korsha	18 gp	2 lb.	M	H/P	1	1d8+1	1d8	1d6+1	1d6	1d4+1	1d4	40	20	5
Ku'Oro	10 gp	2 lb.	S	H/P	-1	1d8	1d6+1	1d6	1d4+1	1d4	1d4-1	50	40	30
Kurzek	35 gp	3 lb.	L	H/P	5	1d6	1d8	2d4	1d10	1d12	2d6	50	40	30
Leaf Blade	10 gp	2 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	70	60	40
Lelarssa	18 gp	3 lb.	M	H/P	4	1d6	1d6	1d8	1d10	1d10	1d8	50	40	20
Long sword	15 gp	4 lb.	M	H/P	0	1d6	1d6	1d8	1d12	2d6	2d8	90	85	80
Lulam	16 gp	2 lb.	M	H/P	0	1d5	1d6	1d8	1d10	1d12	2d8	55	35	15
Makk-Nagazh	30 gp	3 lb.	L	H/P	5	1d6-1	1d6	1d8+1	1d12	2d8	2d12	45	25	5
Makkul-Darz	25 gp	4 lb.	L	H/P	4	2d6	2d5	2d5	2d4	2d4	2d3	40	20	2
Malaran	10 gp	1 lb.	S	P	-1	1d8	1d8	1d8	1d8	1d8	1d6	65	45	25
Mehelia	18 gp	3 lb.	M	H/P	0	1d6	1d8	1d10	1d10	1d8	1d6	60	40	20
Mravrosh-Tukhar	17 gp	2 lb.	M	H/P	-1	1d8	1d8	1d6	1d4	1d4	1d3	45	25	5
Naaneari	15 gp	2 lb.	M	P	-1	1d10	1d8	1d6	1d6-2	1d6-4	1	50	30	10
Nar'Rinu	45 gp	3 lb.	L	H/P	5	1d6	1d8	2d4	1d10	1d12	2d6	45	25	5
Ninja-to	20 gp	3 lb.	M	H/P	0	1d6-1	1d6-1	1d6	1d8	1d8	1d6	15	10	2
No-daichi	140 gp	6 lb.	L	H/P	4	1d8	1d8	1d12	3d6	2d8	2d6	10	4	1
Nohar	10 gp	2 lb.	S	H/P	-1	1d8+2	1d8+1	1d8	1d6+1	1d6	1d5	40	20	3
Nyrsha	15 gp	3 lb.	M	H/P	1	1d10	1d8	1d6+1	1d6	1d5	1d4	50	40	25
Olaverian	18 gp	4 lb.	M	H/P	1	1d10	1d8	1d6+1	1d6	1d5	1d4	50	30	10
Ongar	20 gp	3 lb.	M	H/P	0	1d5	1d6	1d8	1d10	1d12	2d8	60	40	20
Ordo	14 gp	3 lb.	M	H/P	4	1d10	1d10+1	2d4	1d6	1d6	1d4	45	25	5
Pag'Ran	15 gp	3 lb.	M	H/P	0	1d4	1d5	1d6	1d8	1d10	1d12	50	30	10
Patukk-Thul	18 gp	3 lb.	M	H/P	0	1d6	1d6	1d8	1d10	1d10	1d8	40	20	1
Pekino	15 gp	3 lb.	M	H/P	0	1d6	1d8	1d8	1d6	1d5	1d4	65	40	15
Randrel	24 gp	7 lb.	L	H/P	8	1d4	1d6	2d5	2d8	2d10	2d12	50	30	10
Raneti	18 gp	3 lb.	M	H	0	1d6	1d6	1d8	1d10	1d10	1d8	55	35	15
Rapier	30 gp	3 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	70	50	25
Rapier, Elven	30 gp	3 lb.	M	P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	60	30	5
Rapier, petite	15 gp	0.5 lb.	T	P	-4	1d6-3	1d6-2	1d6-1	1d6	1d6-1	1d6-2	80	75	70
Riko	20 gp	3 lb.	M	H/P	1	1d6-1	1d6-1	1d6	1d8	1d8	1d6	60	40	20
Ronshar	30 gp	4 lb.	L	H	4	1d6	1d6+1	1d8	1d10	1d12	2d8	65	45	25

HM TABLE PHB 9T (PG 118-119) AND CG 6I: WEAPONS (PLUS NEW)

Weapon	Cost	Weight		Dmg Type	Speed Factor	T	Damage vs.					Base Availability		
		(lbs.)	Size				S	M	L	H	G	Hi	Med	Low
Swords (continued)														
Rosh	8 gp	2 lb.	S	H	-1	1d6	1d6	1d6	1d6	1d6	1d6	60	40	20
Ruji	8 gp	1 lb.	S	H/P	-1	1d8+2	1d8+1	1d8	1d6+1	1d6	1d5	55	35	15
Rulakan	15 gp	3 lb.	M	H/P	4	1d6	1d6	1d8	1d10	1d10	1d8	65	40	15
Ruvmahzni	15 gp	3 lb.	M	H/P	0	1d6-1	1d6-1	1d6	1d8	1d8	1d6	50	30	5
Rynkor	14 gp	3 lb.	M	H/P	0	1d6	1d6	1d8	1d10	1d10	1d8	60	30	15
Sabre	10 gp	4 lb.	M	H/P	1	1d6-1	1d6	1d6+1	1d8+1	1d10	1d8	65	45	20
Sabre, Dwarven	18 gp	5 lb.	M	H/P	0	1d6	1d8	1d10	1d10	1d8	1d6	50	30	5
Sabre, Goose-Feather	15 gp	2 lb.	M	H/P	1	1d6	1d8	1d8+1	1d10	1d10+1	1d12	40	10	1
Sanabal	10 gp	1 lb.	S	H/P	-3	1d4	1d5	1d6	1d6+1	1d8+1	2d4+1	55	45	25
Sarilu	16 gp	3 lb.	M	H/P	1	1d10	1d8	1d6+1	1d6	1d5	1d4	60	40	15
Sarlan	18 gp	3 lb.	M	H	0	1d6	1d8	1d8	1d6	1d5	1d4	65	40	15
Scimitar	15 gp	4 lb.	M	H/P	0	1d8	1d8	1d8	1d8	1d8	1d8	95	90	85
Scimitar, Orc	10 gp	4 lb.	M	H	1	1d4	1d5	1d6	1d8	1d10	1d8	60	40	5
Scorpion Tail	60 gp	3 lb.	M	H	1	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	60	30	15
Selavelor	16 gp	3 lb.	M	H/P	4	1d10	1d10+1	2d4	1d6	1d6	1d4	65	40	15
Selroven	10 gp	2 lb.	S	H/P	0	1d6	1d6	1d6	1d6	1d6	1d6	50	30	10
Shamashno	15 gp	3 lb.	M	H/P	0	1d10	1d10	2d4	1d6+1	1d6	1d4	50	30	10
Shinth	9 gp	2 lb.	S	H/P	-1	1d8+2	1d8+1	1d8	1d6+1	1d6	1d5	55	25	10
Shirosh	8 gp	1 lb.	S	H/P	-1	1d8	1d8	1d8	1d8	1d8	1d6	50	30	10
Short sword	10 gp	3 lb.	S	H/P	-2	1d6-2	1d6-1	1d6	1d8	1d8	1d6	90	85	80
Shrokkor	24 gp	14 lb.	L	H/P	5	1d4	1d6-1	1d10	3d6	2d10	2d12	55	30	5
Sickle-sword	25 gp	3 lb.	M	H	0	1d6	1d6	1d8	1d12	2d6	2d8	65	35	10
Silgrom-Rurgazh	20 gp	3 lb.	M	H/P	4	1d6	1d6	1d8	1d10	1d10	1d8	50	30	10
Slanji	14 gp	3 lb.	M	H	0	1d4	1d6	1d8	2d5	2d6	2d6+1	50	30	5
Small	12 gp	2 lb.	S	P	-3	1d6-2	1d6-1	1d6	1d8	1d8	1d6	75	60	45
Solshay	14 gp	3 lb.	M	H	0	1d10	1d10	2d4	1d6+1	1d6	1d4	70	50	30
Sorula	35 gp	3 lb.	L	H/P	8	1d6	1d8	1d10	3d6	2d10	2d12	60	40	20
Split-tipped	16 gp	3 lb.	M	H	0	1d5	1d6	1d8	1d12	1d12+1	2d8	65	45	25
Stovokkor	13 gp	3 lb.	M	H/P	3	2d6	2d5	2d4	1d6	1d5	1d4	60	40	15
Sulamir	15 gp	2 lb.	M	H/P	0	1d8	1d8	1d8	1d8	1d8	1d8	70	35	5
Surtean	12 gp	2 lb.	S	H/P	-1	2d4+1	2d4	1d8	1d6+1	1d6	1d5	60	40	20
Talon	16 gp	2 lb.	M	H/P	0	1d6	1d6	1d8	1d12	2d6	2d8	55	35	15
Tessarel	55 gp	5 lb.	L	H/P	7	1d6	1d6+1	1d8+1	1d10	1d12	2d8	80	60	30
Thak-Rash	18 gp	3 lb.	M	H/P	1	1d6	2d4	1d8	2d5	1d10	2d6	60	30	10
Tharaja	15 gp	2 lb.	M	H/P	1	1d6-1	1d6-1	1d6	1d8	1d8	1d6	55	35	15
Theji	15 gp	3 lb.	M	H	1	1d10	1d8	1d6+1	1d6	1d5	1d4	50	25	5
Thel	18 gp	2 lb.	M	H/P	2	2d4	2d4	2d4	2d4	2d4	2d4	60	40	10
Theshen	14 gp	2 lb.	M	H/P	0	1d6	1d6	1d8	1d10	1d10	1d12	65	35	15
Thondi	10 gp	2 lb.	S	H/P	-1	1d8+2	1d8+1	1d8	1d6+1	1d6	1d5	60	40	20
Tonaran	19 gp	3 lb.	M	H/P	1	1d6	2d4	2d5	2d6	2d6	2d8	55	35	15
Toren	20 gp	3 lb.	M	H/P	3	2d6	2d5	2d4	1d6	1d5	1d4	65	40	15
Toshin	35 gp	3 lb.	L	H/P	5	1d10	1d10	2d4	1d8	1d8	1d8	15	10	4
Tuck	15 gp	2 lb.	M	P	2	1d5	1d6	2d4	3d4	3d4	4d4	50	30	10
Two-bladed	100 gp	10 lb.	L	H	2	1d6	1d8	1d8	1d12	2d6	2d8	35	25	5
Ultamorl	18 gp	2 lb.	M	H/P	0	1d6	1d6	1d8	1d10	1d10	1d8	60	40	10
Vanami	24 gp	3 lb.	L	H/P	5	1d6	1d6	1d8	1d10	1d12	2d6	55	35	15
Vashkovi	16 gp	3 lb.	M	H/P	0	1d6-1	1d6-1	1d6	1d8	1d8	1d6	55	35	15
Vassnyr	24 gp	3 lb.	L	H/P	6	2d6	2d6	2d4	1d6	1d6	1d6	60	40	15
Wakisashin	10 gp	2 lb.	S	H/P	0	1d8	1d8	1d8	1d8	1d8	1d6	9	3	1
Whenzor	15 gp	2 lb.	M	H/P	4	1d10	1d10+1	2d4	1d6	1d6	1d4	55	40	25
Worl	35 gp	3 lb.	L	H/P	5	1d6	1d6	1d8	1d10	1d12	2d6	60	40	20
Xoolaar	10 gp	2 lb.	S	H/P	-2	1d6	1d6	1d6	1d6	1d6	1d6	65	45	15
Yelevari	18 gp	3 lb.	M	H	0	1d6-1	1d6-1	1d6	1d8	1d8	1d6	55	35	15
Yenada	16 gp	3 lb.	M	H	0	1d6	1d6	1d8	1d8	1d8+1	1d8	70	50	30
Zhulurresh	15 gp	2 lb.	M	H/P	0	1d4	1d6	1d8	2d5	2d6	2d6+1	60	40	20
Zomburd	20 gp	5 lb.	M	H/P	1	1d6	2d4	2d5	2d6	2d6	2d8	50	30	10

CHAPTER 3:

ARMOR, SHIELDS AND BARDING

Though no one else put bronze to such effective use as the Kalamarans, other races contributed to armor development even before bronze became fashionable. The Deji and Fhokki people of the Wild Lands were wearing padded armor since the invention of weapons. The cloth armor invented by the Brandobians is also a very old design. Halflings with their woven cord armor and gnomes with their practical tinker armor both contributed to armor design in ancient times as well. Dwarves and elves, of course, crafted armor and weapons from iron and steel for many centuries before the humans.

Mithral and adamantite armor has been known to humans of Tellene for at least 100 years (and to the elves and dwarves for much longer) but the rarity and expense of these metals has kept them from having a significant impact on human history thus far. They are usually only found in armors of the wealthy, nobles or in ancient treasure troves.

In present day Tellene (563 I.R.), most inhabitants of the world know about iron and steel – even if they do not have the raw materials or know how to craft their own. In this case, they will

trade to get what they want. Some remote peoples still use organic armors almost exclusively, just as they still craft their weapons out of stone or wood. Areas rich in copper still tend to bronze simply because it is cheap and easy for them to make. Iron armor is common throughout the Kalamaran Empire and the Young Kingdoms, Brandobia and Svimohzia, though the Svimohz tend to wear lighter armor due to climatic conditions. Chain shirts and full chainmail are quite fashionable in Reanaaria Bay and even steel versions of many types of armor are not unusual, though not frequently seen, in that region.

Though there are now many types of armor available on Tellene, some designs and materials are not widely available. These can be found only in the more advanced countries such as Kalamar, certain areas of the Young Kingdoms and Brandobia. Furthermore, most heavy armor is beyond the budget of the common people, and is generally worn by heavy cavalry and heavy infantrymen, the wealthy or fortunate adventurers.

The different types of armor for Medium humanoids and the game statistics associated with each are shown in Table 3-1: Body



splint mail

studded leather

banded

scale mail

Armor. Most metal armors on Table 3-1: Body Armor are iron, though steel variants are possible for these as well. Details on making armor from steel, as well as other materials, can be found further on in this chapter.

Pricing and weight of armor for other types of creatures is also described on page 123 of the *D&D Player's Handbook*. Explanations and examples for armor bonus, maximum Dex bonus, armor check penalty and arcane spell failures are listed in the *D&D Player's Handbook* on page 122.

Armor accessories described in this section are tabulated in Table 3-2: Armor Accessories. Some types of armors and their accessories have been given names in the languages native to the people of Tellene. These items include their place or origin in parentheses next to the name of the item. Helmets and other head armor accessories are listed in Table 3-3: Helmets and Head Accessories.

TABLE 3-1: BODY ARMOR

Armor Type	Cost (gp)	Maximum		Armor Check Penalty	Arcane Spell Failure %	Weight (lbs)
		Armor Bonus	Dex Bonus			
Light						
Padded	5	+1	+8	0	5	10
Skins	2	+1	+8	0	5	5
Heavy cloth	10	+1	+10	-1	5	5
Soft leather	7	+1	+9	0	5	5
Wooden breastplate	25	+2	+2	-3	20	20
Cord	30	+2	+5	-1	15	15
Leather	10	+2	+6	0	10	15
Tinker's armor	30	+3	+4	-1	15	20
Studded leather	25	+3	+5	-1	15	20
Halfling cord	50	+3	+6	-2	15	10
Bezainted leather	50	+4	+4	-3	15	25
Chain shirt	100	+4	+4	-2	20	25
Backplate ¹	150	+5	+3	-3	20	15
Frontplate ²	150	+5	+3	-3	20	15
Chain shirt, steel	300	+5	+4	-2	20	25
Medium						
Hide	15	+3	+4	-3	20	25
Ringmail	30	+3	+4	-2	25	25
Lamellar, wood	250	+3	+3	-4	25	30
Bezainted hide	40	+4	+3	-4	25	40
Coat or jack	100	+4	+3	-4	20	30
Brigandine	120	+4	+3	-3	20	30
Lamellar	200	+4	+3	-4	25	30
Scale mail	50	+4	+3	-4	25	30
Chainmail	150	+5	+2	-5	30	40
Studded hide	125	+5	+2	-6	25	35
Scale mail, steel	200	+5	+3	-4	25	30
Breastplate	200	+5	+3	-4	25	30
Elven chainmail	300	+5	+4	-4	25	35
Dark elven chainmail	450	+6	+1	-5	30	45
Chainmail, steel	450	+6	+2	-5	30	40
Heavy						
Splint mail, wood	300	+5	+0	-7	40	45
Bone	250	+6	+0	-7	35	40
Splint mail	200	+6	+0	-7	40	45
Banded mail	250	+6	+1	-6	35	35
Half-plate	600	+7	+0	-7	40	50
Splint mail, steel	600	+7	+0	-7	40	45
Banded mail, steel	750	+7	+1	-6	35	35
Half-plate, steel	1,800	+8	+0	-7	40	50
Full plate	1,500	+8	+1	-6	35	50
Dwarven plate	3,000	+9	+0	-8	45	55
Full plate, steel	4,500	+9	+1	-6	35	50

1) Protects only against attacks made from the rear and rear flank positions.
2) Protects only against attacks made from the front and front flank positions.

ARMORS

The armor descriptions and tables list the details and statistics for the various armors found on Tellene. Metal armors are assumed to be iron, unless otherwise stated. The details for crafting armors out of greater or lesser quality materials can be found below.

It is important to note that wearing medium or heavy armor reduces a creature's effective speed. For creatures with a base speed of 30 ft., medium and heavy armor reduces speed to 20 ft. For creatures with a base speed of 20 ft, wearing medium or heavy armor reduces speed to 15 ft. Additionally, creatures in heavy armor may only run at triple their speed instead of the usual quadruple speed.

Backplate: Backplate is similar to a breastplate, protecting the wearer only from attacks from one direction – the back (including back flanks). This armor is popular among rogues, brigands and infiltrators who may need to make a quick get away while under enemy fire. It is also useful protection while climbing a wall. Backplate cannot be worn over or under another armor, with the exception of coat, heavy cloth and padded armor.

Backplate is easier to don and remove than frontplate, as the straps are in the front where the wearer has easy access. If both backplate and frontplate are worn, the wearer must use the statistics for a breastplate.

Banded Mail: This suit of heavy armor consists of assemblies of smaller bands of metal overlapped to form a flexible shell. The bands are riveted or laced together and fastened to a gambeson underneath. For more information, see pages 124 of the *D&D Player's Handbook*. A suit of this armor includes a set of gauntlets. D&D players can find more information in Chapter 7: Equipment in the *D&D Player's Handbook*.

Bezainted: The process of creating bezainted armor is much like that of creating studded armor, except that small circular discs of metal are fastened beneath the head of the studs. This is done with both leather armor and hide armor. The result is a slightly more protective suit of armor, though it is also heavier and a bit more cumbersome.

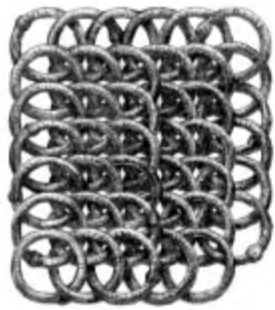
Bone: This armor consists of leather or cloth that has been reinforced with strips of bone or horn. On Tellene, it is most often used in desert areas where there is little to no access to wood or metal.

Breastplate: Breastplate evolved out of designs similar to banded mail and splint mail with the addition of larger globular plates. The globular design provides an effective glancing surface for both melee and ranged weapons. In addition to the frontal and rear globular plates, smaller rounded plates are worn over other parts of the body to provide similar protection.

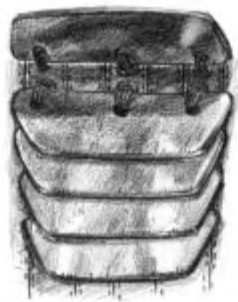
Brigandine: Brigandine armor is a comfortable suit of medium armor that encloses sturdy metal plates between strips of leather. The arm and leg pieces use smaller metal plates. This armor is easy to produce and fit.

Chain Shirt: A chain shirt is simply a lighter version of standard chainmail that covers only the torso. A suit of this armor includes a cap of matching metal. D&D players can find more information in Chapter 7: Equipment in the *D&D Player's Handbook*.

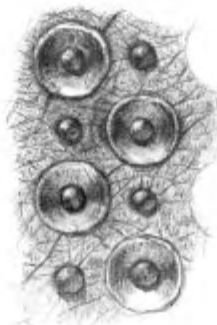
Chainmail: This is a classic suit of tiny interwoven links of chain. It provides good protection from slashing weapons and a good amount of mobility. Furthermore, it is relatively easy to make. A suit of this armor includes a set of gauntlets. D&D players can find more information in Chapter 7: Equipment in the *D&D Player's Handbook*.



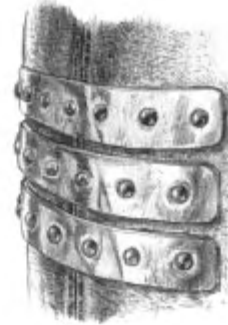
dark elven chainmail



banded



bezainted



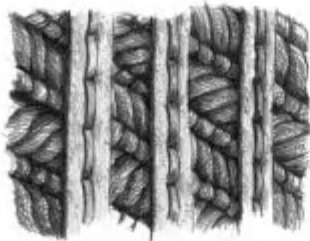
lamellar



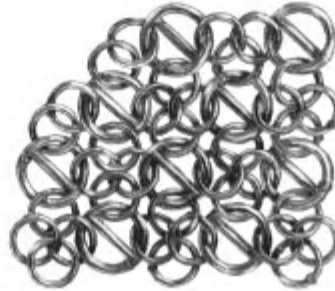
scale mail



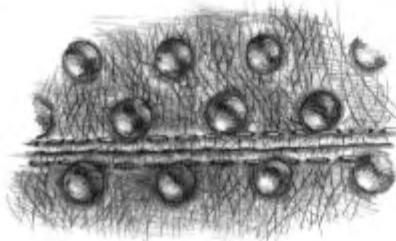
splint mail



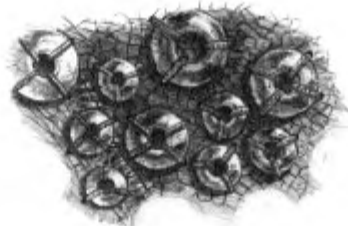
cord



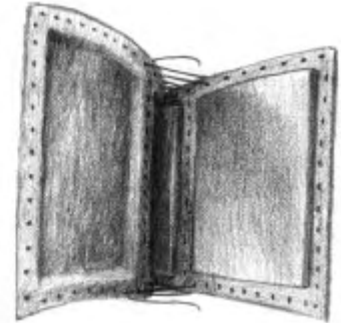
elven chainmail



studded leather



ring mail



brigandine

Coat or Jack: This armor is a quilted jacket that can be worn over other ordinary clothing. It incorporates metal plates woven into the fabric and is easy to get on and off. It is often extravagantly decorated to distract observers into believing it is ordinary clothing and not armor at all. Sometimes the fabric is reinforced with leather pouches to hold the metal plates and reduce ripping of the fabric. It can be worn over other armor to confer its armor bonus, but doing so reduces the maximum Dex bonus of the underlying armor by 3 (a negative number results in a Dex penalty equal to that number). The armor check penalty, arcane spell failure and weight associated with the jack are cumulative with the underlying armor. Furthermore, when running you move only triple your speed, not quadruple. The watch-cotaars of Geanavue wear jacks over their chemise.

Cord: Cord armor is made from tough vines or ropes twisted into wiry cords. The thick cords deter edges and points well, though their organic nature makes them susceptible to certain druidic spells. Fortunately, cord armor is always treated with a special material to make it no less vulnerable to fire than metal armor. It is most common among barbarians and shamans from jungle areas such as the Vohven.

Dark Elven Chainmail: Like the elven chainmail, dark elven chainmail of Tellene is not automatically made from mithral. This armor uses the same principal as standard chainmail but incorporates a design of tightly woven and slightly heavier overlapping metal rings. It is hard to come by, as the dark elves are the only ones who know how to produce it – and they are certainly not interested in trading it to others. Dark elven chainmail comes with a set of gauntlets.

Dwarven Plate: This full body suit of hardened plate is the ultimate in armor protection. While it does not allow good freedom of movement, it is very difficult to penetrate. Only the dwarves know how to make it, and they jealously guard its secret. It is never sized for anyone larger than a dwarf. Many humans, Kalamarans in particular, resent this and refer to dwarves in this armor as “waddling cauldrons.” Like the elven and dark elven chainmail of Tellene, dwarven plate is normally made of iron, not adamantite (as it is in the *D&D Dungeon Master's Guide*).

Elven Chainmail: Unlike the elven chain often seen in other settings, elven chainmail on Tellene is not automatically made from mithral. In fact, elven chainmail uses a specific, artistic pattern of tiny groups of four interlocked metal rings. These rings form the center of a square of larger rings to hold the design together. The larger rings are then reinforced with a straight bar that bisects the ring. This complex design allows better freedom of movement, spell casting and lighter weight relative to the standard chainmail design. Although some elves may share these suits of armor with certain important human allies, it is not something they typically sell or trade. Elven chainmail comes with a set of gauntlets.

Frontplate: Frontplate is similar to breastplate or backplate armor, but protects you only from attacks from one direction – the front (including front flanks). As it is a light armor, it is popular among combatants who expect to fight in formation such that rear attacks are unlikely. Frontplate cannot be worn over or under another armor, with the exception of coat, heavy cloth and padded armor.

Chapter 3: Armor, Shields and Barding

Because its straps are on the wearer's back, frontplate takes longer to don and remove than backplate. If both frontplate and backplate are worn, the wearer must use the statistics for a breastplate.

Full Plate: This is a segmented suit of heavy armor that incorporates smaller plates over areas of the body that are traditionally left undefended when wearing other types of armor. This armor affords plated protection over nearly the entire body. It is sometimes called field plate. A suit of this armor includes a helmet and set of gauntlets. On occasion, it may include boots. D&D players can find more information in Chapter 7: Equipment in the *D&D Player's Handbook*.

Half-plate: Similar to full plate, this armor skips protection of certain areas that are unlikely to suffer a direct blow (such as the inner thighs and inside of the arms). This design makes the armor less cumbersome while still affording a substantial amount of protection for the body as a whole. A suit of this armor includes a set of gauntlets. D&D players can find more information in Chapter 7: Equipment in the *D&D Player's Handbook*.

Halfling Cord: This is a tightly woven suit of cord armor that only the halflings have mastered construction of, and they guard the secret of its construction from all prying eyes. As such, the statistics listed on Table 3-1: Body Armor for halfling cord define the halfling-sized version only.

It is surprisingly flexible and allows for a higher maximum Dex bonus, but its overall bulk tends to increase the armor check penalty when compared to regular cord armor. It is generally ornately decorated with artistic woven patterns as the halfling craftsmen take great pride in their work. This armor is said to have originated with the azravan (golden halflings) who are its primary wearers. The Lopoliri amberhairs are fond of crown-shaped helmets and tend to decorate their cord armor with small pieces of hide or plate from the dinosaurs, rocs and other ancient creatures that inhabit their lands.

Heavy Cloth: This is a lightly padded defense made of fabric as thick as two or three normal layers of denim, sometimes reinforced

with leather and studded or lightly beazinted. This light armor allows a higher maximum Dex bonus than traditional padded armor and is about the closest thing one can get to normal clothing while still gaining some armor bonus.

When wearing heavy cloth underneath another suit of armor, it confers its additional +1 armor bonus but also confers a -1 penalty to the maximum Dexterity bonus and armor check penalty associated with the outer armor. Furthermore, it increases the chance of arcane spell failure associated with the outer armor by 5%. Because of these obvious difficulties, heavy cloth is rarely worn under additional armor.

Hide: Hide armor is made much like leather but the materials used are thicker, tougher and stiffer animal hides. Hide armor can be studded or beazinted. D&D players can find more information in Chapter 7: Equipment in the *D&D Player's Handbook*.

Jack: See coat armor.

Lamellar: Lamellar armor consists of metal strips against a backing of leather or padded cloth. This medium armor protects well without hindering movement as much as some heavier armors. Lamellar is airy enough to be worn in hot climates longer than chainmail or other types of all-metal armor. It is also faster to get on and off.

Lamellar is sometimes fitted with wooden strips and plates instead of metal. While this offers little better overall protection than a typical suit of hide armor, those who are limited to non-metal armor sometimes like to take advantage of the fast removal property of lamellar armor. Alternatively, some druids wear wooden lamellar armor made from darkwood (see page 283 of the *D&D Dungeon Master's Guide*) or with the *ironwood* spell cast upon the wooden strips and plates. The wooden version requires two craftsmen (an armorer and a carpenter) working together on this project – thus, the price is higher.

Leather: Most of this armored suit consists of flexible leather. It also incorporates stiffer natural plates that are hardened by boiling



Tinker's
(shown gnome-sized)

Halfling Cord

Elven Chainmail

Dark Elven Chainmail

Dwarven Plate

them in oil. D&D players can find more information in Chapter 7: Equipment in the *D&D Player's Handbook*.

Padded: This armor is also known as an aketon (in Kalamaran). It can be worn as complete armor (though it is minimally protective) or as padding for additional armor worn on top of it (like a thicker version of an arming coat). Padded armor is quilted and stuffed with various types of soft padding from linens to animal fur or even grass. In the Wild Lands, it is often designed with a high collar to afford some neck protection and warmth.

When wearing padded armor underneath another suit of armor, it confers its additional +1 armor bonus but also confers a -1 penalty to the maximum Dexterity bonus and armor check penalty associated with the outer armor. Furthermore, it increases the chance of arcane spell failure associated with the outer armor by 5%. Because of these obvious difficulties, padded armor is rarely worn under additional armor. D&D players can find more information in Chapter 7: Equipment in the *D&D Player's Handbook*.

Ring Mail: Ring mail is similar to bezainted armor in that it incorporates tiny pieces of metal fastened to an underlying suit of armor (usually something similar to leather). Tiny metal rings of varying sizes, sometimes reinforced with a bisecting bar, are sewn to the outside of the garment. Because the rings are not looped together, as in the production of chainmail, it does not take a skilled armorer to produce ring mail. The advantage of this is that any tailor can manufacture the armor if he is provided with the metal rings.

Scale Mail: Scale mail armor makes use of a design that incorporates many small pieces of metal overlapped like shingles. These are laced or riveted to an underlying suit of heavy cloth. It results in a durable armor with good flexibility that can be produced at a relatively low cost. A suit of this armor includes a set of gauntlets. D&D players can find more information in Chapter 7: Equipment in the *D&D Player's Handbook*.

Shrike: This armor is a specialized suit of spiked iron armor. If the wearer uses an overrun action to knock an opponent over, she may make a free attack (1d4, crit 19-20/x2) with the armor if the opponent chooses not to avoid her. Shrike armor is a specialty of Kalamaran and Tokite knights, but imitations are becoming popular across Tellene.

HackMaster: *Shrike armor inflicts 1d4 points of damage, adds two weeks to the armor's manufacturing time, and does not affect armor hit points.*

Skins: Similar to soft leather, the Fhokki people have practiced crafting this light armor from tanned animal skins that are sewn together in a very cost effective manner. Untanned animal skins may also be used, though the smell prohibits most characters from doing so. Among less-intelligent humanoids and monsters, such as orcs and ogres, skin armor may be used to show allegiance to a particular tribe (such as the Brown Bear kobolds).

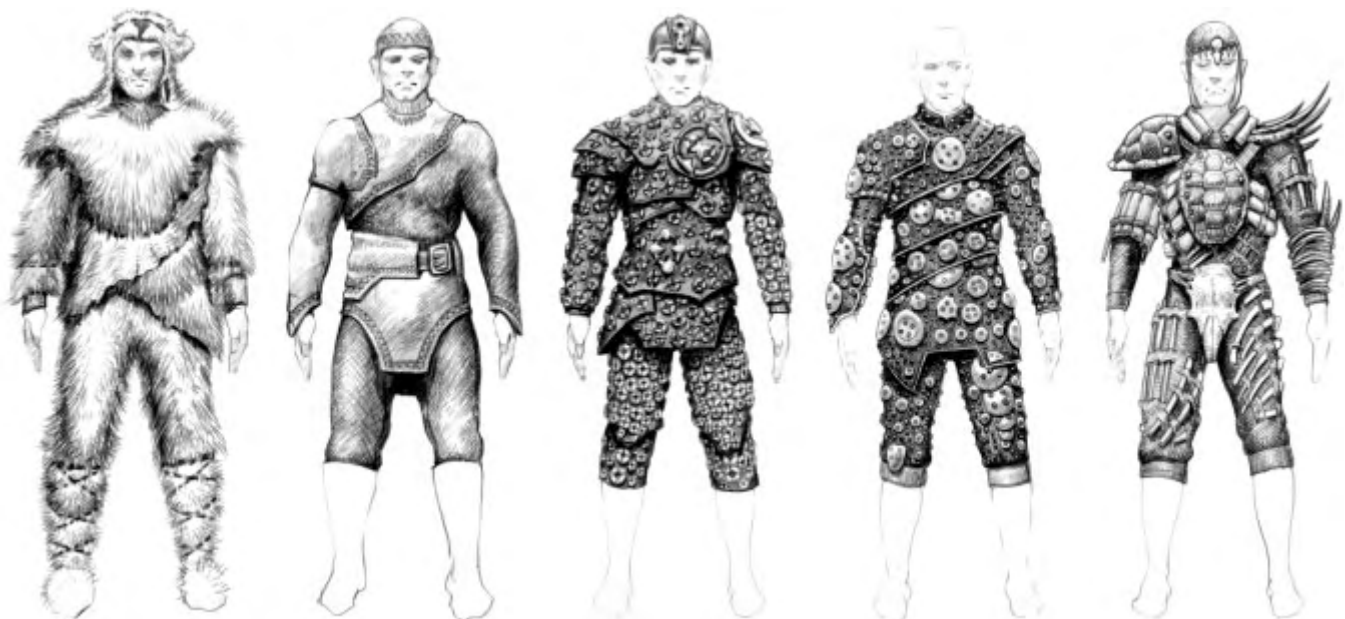
Soft Leather: The primary purpose of this uncured leather armor that covers the entire body is to protect the wearer from thorny plants or angry insects rather than hostile sword-swinging enemies. In an emergency, however, peasants do what they have. The armor covers virtually everything except for the eyes, nose and mouth. It appears in different styles in both the central and eastern Young Kingdoms and in the Reanaaria Bay region.

Splint Mail: Splint mail incorporates longitudinal strips of reinforcing metal to a heavier leather base. The splints are attached to the underlying material by either rivets or tight lacing. Strips are formed of iron, brass, bronze or tin (though iron is most common). There is even a splint mail variant available that uses hard wood, instead of metal, as the material for the reinforcing plate. Splint armor includes gauntlets. A suit of this armor includes a set of gauntlets. D&D players can find more information in Chapter 7: Equipment in the *D&D Player's Handbook*.

Wooden splint was developed by Dejay druids and shamans who were interested in better protection than conventional non-metal armors could provide. Like wooden lamellar, this armor requires two craftsmen (an armorer and a carpenter) working together on this project – thus, the price is higher.

Studded Leather: Studded leather armor incorporates metal nubs on the outside of the armor that help to deflect blows. D&D players can find more information in Chapter 7: Equipment in the *D&D Player's Handbook*.

Tinker's Armor: Originally developed by a gnomish inventor, tinker's armor may now be found in variety of sizes for humans and other humanoids. Tinker's armor consists of a standard suit of leather armor covered with a variety of pouches, pockets, compart-



Skins

Soft Leather

Ring

Bezainted

Bone

Chapter 3: Armor, Shields and Barding

ments and loops for storing or hanging tools and equipment. Because of its ability to carry weight, it is made of slightly more durable leather, though its carrying capacity limits movement somewhat. The compartments of this armor can typically carry up to about four cubic feet of small items, with loops and clips to carry at least six hanging pouches as well.

Wooden Breastplate: A wooden breastplate is bulky and only feebly deflects blows. Its primary use is by druids, who have it crafted from darkwood or enchant it with the *ironwood* spell. The statistics shown here are for its normal, unenchanted version. Once subject to *ironwood*, it functions as a normal frontplate. Because of the increased effort to craft and fit a wooden item for wearing, the cost of such an item is slightly higher than other, full-body armors.

ARMOR ACCESSORIES

Ailete: An ailete is a small armor accessory, usually square, joined to the armor on the shoulder. Its primary purpose is to bear the heraldry or symbol of the combatant. Because it is flat it provides an easier painting surface. Some forgo this device entirely in favor of an armband or painted shield bearing their symbol.

Arming Coat: Also known as a doublet, the arming coat is essential for any character who decides to clank about in full plate. This close fitting padded vest is not intended to provide any extra protection, but is necessary, for many pieces of plate armor cannot be worn without being laced onto the arming coat. Any areas of the body that the plate does not protect, such as the armpit, are protected by chainmail sewn directly onto the arming coat. Arming coats may be purchased separately, but are always included in the purchase of full plate. It comes with an arming cap as well. An arming coat for lighter armor is known as a gambeson.

Arming Points: Arming points are leather loops, discs or metal rings that are attached to armor so that it can be strapped onto a gambeson or arming coat.

Armor Polish: See *Armor Maintenance* in this chapter.

Armor Spikes: The spikes on this armor allow wearers to deal piercing damage. D&D players can find more information in Chapter 7: Equipment in the *D&D Player's Handbook*.

Bracers: On Tellene, these hardened forearm coverings are made of metal plate, rather than leather. Plate bracers allow the wearer to deflect blows during combat almost like using a shield but without the need for a free hand. Use of bracers requires a move action. This confers a +1 armor bonus, a -1 armor check penalty and a 5% chance of arcane spell failure (while using the bracers to defend oneself, i.e. until the character's next initiative). Typical magical bracers (as seen in the *D&D Dungeon Master's Guide*), that give the wielder extra armor bonuses and special abilities, are not designed for combat and cannot be used in this way. Bracers may be worn on bare skin, over clothing or heavy cloth, soft leather, skins or padded armor.

Buckles: Cast bronze buckles and straps are often used to attach armor to the wearer's limbs.

Coat of Arms: This phrase was originally coined to refer to coat or jack armor. As that type of armor is often painted or decorated with the wearer's heraldic imagery, the phrase eventually came to refer more to the depiction of the individual or family symbol (whether or not it is painted on a suit of armor). Such depictions and designs make it much easier for armored fighters to quickly identify each other.

Couter: A piece of plate armor fitted to protect the inner and outer elbow. It is included in the purchase of a full suit of metal armor, but may be purchased separately.

Cuisse: A cuisse is a plate of armor for the thighs. It is included in the purchase of a full suit of metal armor, but may be purchased separately as well.

Epalde: This metal defense for the complete arm was developed during the eighth century (YK) and is used exclusively in jousts. The epalde consists of a single piece formed to cover the whole arm, made of hardened leather or metal. It confers a +1 armor bonus and -1 armor check penalty, but only when mounted and using a lance.

Fauld: A fauld is a series of horizontal strips of plate, designed to protect the abdomen. It is generally attached to the lower half of a breastplate.

Gambeson: This is a type of thin arming coat that affords no more protection than clothing but is designed to easily allow one to strap on heavier pieces of armor. A gambeson is included with most standard types of armor.

Gauntlet: A gauntlet is armor that defends the hand. All heavy armor incorporates hand protection of some type. Most medium armor does also. There are several types of gauntlets available. These include soft leather gloves, thick leather gloves, a leather or cloth glove reinforced with metal plates riveted or sewn in or onto the surface (brigandine style), mail mittens and heavy duty plated gauntlets. The plated gauntlets often include a flared cuff that extends over the wrist yet still allows freedom of movement.

Gauntlet, Locked: This gauntlet allows the wearer a better chance to retain hold of his weapon during disarming attacks by attaching the weapon to the gauntlet with small chains and braces. D&D players can find more information in Chapter 7: Equipment in the *D&D Player's Handbook*.

TABLE 3-2: ARMOR ACCESSORIES

Item	Cost (gp)	Notes
Ailete	1	Used to display heraldry or symbol
Arming coat	2	Undergarment for full plate
Armor spikes	-	See <i>Player's Handbook</i> p124
Bracers	2	Grants an armor bonus as a move action
Couter	3	Elbow armor
Cuisse	5	Thigh armor (strapped/buckled)
Epalde	15	Provides armor bonus for mounted lance attacks
Fauld	50	Lower abdomen armor
Gambeson	6 sp	Undergarment for armor
Gauntlet, soft leather	5 cp	-
Gauntlet, hard leather	8 cp	-
Gauntlet, brigandine	1 sp	-
Gauntlet, locked	8	+5 lb.
Gauntlet, mail	1 sp	-
Gauntlet, plated	2 sp	-
Greave	8	Lower leg armor
Masterwork armor (standard)	+150	Reduces armor check penalty by 1.
Masterwork armor (Dexterity)	+150	Increases maximum Dexterity bonus by 1
Masterwork armor (arcane)	+150	Reduces chance of arcane spell failure by 5%
Masterwork armor (weight)	+150	Reduces weight by 5 lbs.
Paint, armor	10	Special*
Poleyn	2	Knee armor
Riding Armor	20	Grants +1 to Ride checks
Sabatons	5	Foot armor
Spauldron	5	Shoulder armor
Tasset	2 gp	Thigh armor (hanging)
Torse	1 sp	-

* Certain color and pattern combinations can allow a bonus to Hide checks.

Greave: This is plate armor for the leg, covering the area from the knee to the ankle. It is typically made of two or three hinged plates encircling the leg. It is generally included with the purchase of a suit of metal armor, but may be purchased separately.

Masterwork: This type of well-made armor can confer a variety of benefits. D&D players can find more information by consulting the Craft skill (Chapter 4: Skills) and armor section (Chapter 7: Equipment) in the *D&D Player's Handbook*.

Painting (armor): Painting is a common method of protecting armor from the elements. Black and silver are the most common colors, though Brandobians and Svimohz tend to use a wider range of the color spectrum. People in Tellene paint their armor for another reason – armor with the proper color schemes and patterns can allow one to hide more effectively in certain natural terrain. Available camouflage colors include tan (rock or desert), green (forest, tall grass or brush), white (snow or ice) and black (shadows). Painting one's armor in such a way allows a +1 bonus to Hide checks when in the appropriate terrain type.

Plackart: A plackart is a metal reinforcement for the lower part of a breastplate. It is a part of the breastplate and cannot be purchased separately.

Poleyn: This is a small piece of cup-shaped plate, designed to protect the wearer's knee. It comes with the purchase of a full suit of metal armor, but can also be purchased separately.

Riding Armor: This is not really a type of armor unto itself, but a modification made to other types of standard armor. Having a suit of armor modified for riding allows +1 to Ride checks. Its design incorporates contours fitting to most standard saddles, making the mount easier to control. When not mounted, riding armor functions as standard armor.

Sabatons: Sabatons are foot armor, with a toecap, made of strips of plate. They are included in the purchase of a full suit of metal armor.

Spauldron: This is a large, curved piece of plate designed partly for shoulder protection and partly for decoration.

Tasset: Small metal plates, attached to the fauld, that hang down to protect the upper thigh are called tassets. Though included with a full suit of metal armor, a character may purchase them separately.

White Armor: White armor refers to any banded, breastplate, half-plate or full plate armor with a highly polished, glossy white sheen. This look is quite popular in Pekal and Ek'Kasel.

TABLE 3-3: HELMETS AND HEAD ACCESSORIES

Item	Cost (gp)	Notes
Armet	2	Light metal helmet
Arming cap	1	Padded helmet
Aventail	3	Helps protect neck from decapitation attacks
Barbute	5	Medium metal helmet
Barrel helmet (great helm)	10	Heavy metal helmet
Basinet	7	Heavy metal helmet
Basinet, great	8	Heavy metal helmet
Coif	4	Chainmail head protection
Gorget	6	*
Kasaku	5	Medium metal helmet
Sugarloaf	5	Medium metal helmet
War helmet	3	Medium wooden helmet

* Helps protect neck from decapitation attacks. Adds 1 round to donning and doffing armor.

HELMETS AND HEAD ACCESSORIES

Most heavy armors, as well as many kinds of medium armors, come with some type of helmet. As there are very few game rules associated with helmets, the choice of helmet is mostly a matter of fashion, cost and availability. Though helmets are often included with full suits of armor, the time may come when a character needs to purchase separate, or supplemental, helmets.

Armet: An armet consists of a snug-fitting bowl that extends to just above the ears. It is fitted with cheek plates that attach by hinges to the bowl. The chin pieces are typically secured in the back along a strip of metal that extends from the shallow skull bowl. These are clasped in the front. The bowl itself is often reinforced with an additional layer of steel across the brow. It is sometimes fitted with a visor to protect the nose and eyes. This helmet offers a +4 armor bonus to resist a forehead swipe combat maneuver. See the *KINGDOMS OF KALAMAR Villain Design Handbook* for information on the forehead swipe.

Arming Cap: This small quilted cap offers protection against blows as well as the friction of mail against the head. It comes with an arming coat. Although this was often worn under early helmets, most modern helmets on Tellene come with integral padding. Linen, grass and even sea sponges are used for such padding.

Aventail: This protective skirt of chain links hangs from the helmet to a distance of about one inch below the shoulder. It is designed to protect the neck, and offers +4 to Fortitude saves that are made because of a decapitation attack. See the *KINGDOMS OF KALAMAR Villain Design Handbook* for information on decapitation attacks.

Barbute: This helmet is derived from the basinet and is characterized by a rounded skull and usually a "T-shaped" opening for the



Cap



Coif



Kasaku



Basinet (visored)



Great Helm



War Helmet

TABLE 3-4: DONNING AND DOFFING ARMOR³

Armor Type	Don	Don Hastily	Doff (Remove)
Backplate	5 rounds	4 rounds	3 rounds
Banded Mail	4 minutes ¹	1 minute	1 minute ¹
Bezainted Hide	1 minute	5 rounds	1 minute ¹
Bezainted Leather	1 minute	5 rounds	1 minute ¹
Bone	4 minutes ¹	1 minute	1 minute ¹
Breastplate	4 minutes ¹	1 minute	1 minute ¹
Brigandine	4 minutes ¹	1 minute	1 minute ¹
Chain Shirt	1 minute	5 rounds	1 minute ¹
Chainmail	4 minutes ¹	1 minute	1 minute ¹
Coat or Jack	3 rounds	1 round	2 rounds
Cord	1 minute	5 rounds	1 minute ¹
Dark Elven Chainmail	4 minutes ¹	1 minute	1 minute ¹
Dwarven Plate	4 minutes ²	4 minutes ¹	1d4+2 minutes ¹
Elven Chainmail	4 minutes ¹	1 minute	1 minute ¹
Frontplate	1 minute	5 rounds	1 minute ¹
Half-Plate or full plate	4 minutes ²	4 minutes ¹	1d4+1 minutes ¹
Halfing Cord	1 minute	5 rounds	1 minute ¹
Heavy Cloth	1 minute	5 rounds	1 minute ¹
Hide	1 minute	5 rounds	1 minute ¹
Lamellar	2 minutes	5 rounds	5 rounds
Leather	1 minute	5 rounds	1 minute ¹
Padded	1 minute	5 rounds	1 minute ¹
Ring Mail	1 minute	5 rounds	1 minute ¹
Scale Mail	4 minutes ¹	1 minute	1 minute ¹
Shield (any)	1 move action	n/a	1 move action
Skins	1 minute	5 rounds	1 minute ¹
Soft Leather	1 minute	5 rounds	1 minute ¹
Splint Mail	4 minutes ¹	1 minute	1 minute ¹
Splint Mail, Wood	4 minutes ¹	1 minute	1 minute ¹
Studded Hide	1 minute	5 rounds	1 minute ¹
Studded Leather	1 minute	5 rounds	1 minute ¹
Tinker's Armor	1 minute	6 rounds	1 minute ¹
Wooden Breastplate	1 minute	5 rounds	1 minute ¹

¹ If the character has help from someone doing nothing else, cut the necessary time in half.
² This armor requires an assistant to don it properly, otherwise it can only be donned hastily.
³ Add 1 round to all times if a gorget is worn.

face. It is sometimes expanded into a fully open face, but always incorporates a strongly flared tail and cheek pieces. This helmet is worn plain and polished, or covered in cloth, sometimes velvet. This type of helmet is often worn with breastplate or full plate armor.

Barrel helmet, great helm, heaulim: This device is a fully enclosed defense for the head. It is generally made from several smaller sheets of metal and completely covers the face with the exception of a narrow eye slit, or slits. D&D players should note: wearing a great helm provides a +8 armor bonus against blinding or forehead swipe attacks, but also confers a -1 to Spot and Listen checks.

Basinet: The basinet includes a durable rounded metal skullcap that extends the plate down over the neck and cheeks. It is favorable to the great helm because of superior vision, glancing surface and lighter weight. Early basinets incorporated a larger eye slit (that was raised outward for glancing) than a great helm and were later further protected in that area by the use of a hinged visor. Some visors hinge on the top (and are easily removed if they begin to get in the way); while others are side hinged and swing to the side of the helmet where it can be clasped open.

Cap: A simple piece of cloth providing no protection other than against the chafing of metal. See Chapter 4: Clothing for pricing and more information.

Coif: The mail coif is often worn under a full helmet – usually a lighter style such as an armet, barbute or sugarloaf. A coif is a chainmail head covering that extends past the neck to the shoulders, giving the functionality of an aventail. It is often worn over a padded cap to protect against both shock and slashing.

Gorget: This is a protective neck device similar to the aventail, except it is constructed of plate. It is mounted on the shoulders and covers the lower part of the face as well as the front, back and sides of the neck. It offers +12 to Fortitude saves that are made because of a decapitation attack. See the *KINGDOMS OF KALAMAR Villain Design Handbook* for information on decapitation attacks.

Great Basinet: The great basinet eliminates the need for an aventail by incorporating two large plates that protect the back of the neck and cover the combatant down to the shoulders.

Great Helm: See barrel helmet.

Heaulim: See barrel helmet.

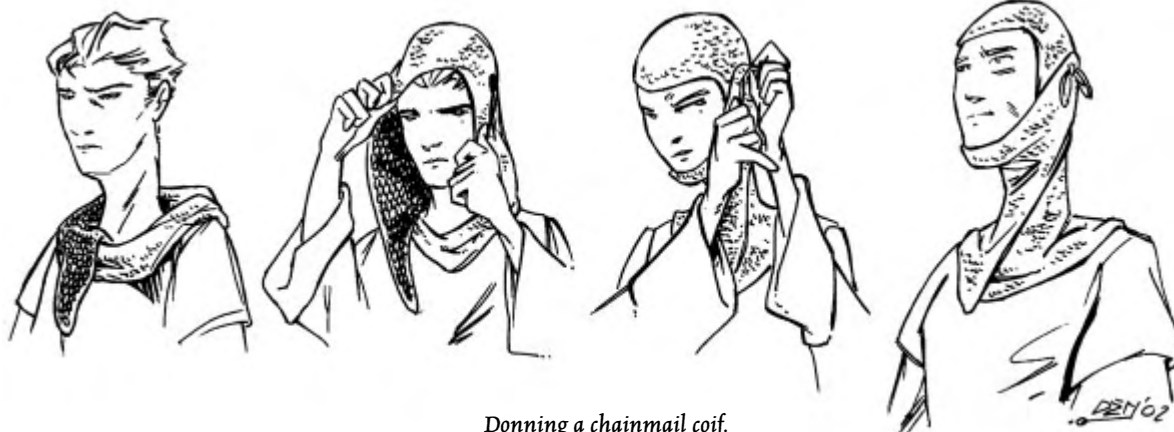
Kasaku: The kasaku is a rounded, domed or pointed metal bowl that fits snugly over the head. It is often used with a mail coif and arming cap. It typically incorporates a strip of metal that hangs from the front over the nose. They have emerged as a common Kalamaran legionnaire's helmet and are also a popular choice among archers.

Pignose: This is the Merchant's Tongue nickname used to describe the pointed visor available for the basinet.

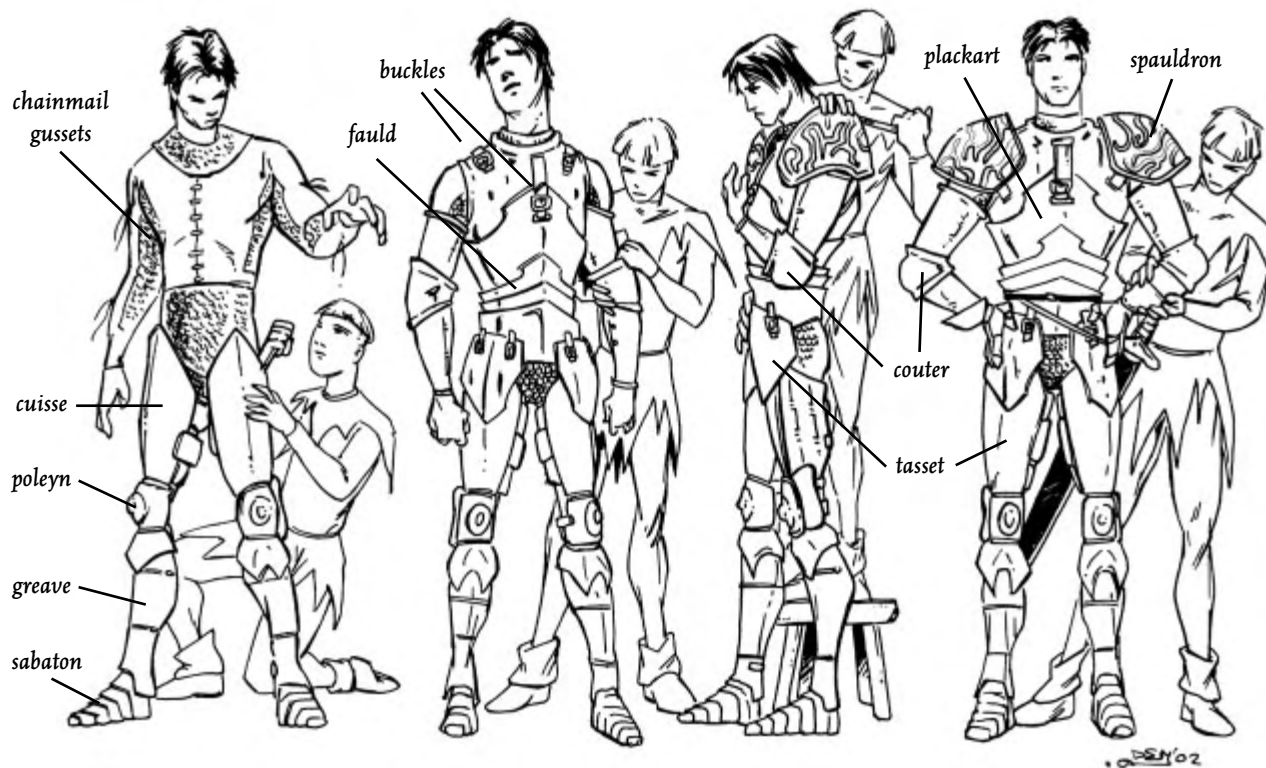
Roundnose: This is the Merchant's Tongue nickname used to describe the rounded visor available for the basinet, usually with a central hinge.

Sugarloaf: This helmet is similar to the barbute in that it is a mostly open face design. It is a combination between the heaulim and the basinet as the skull is pointed to provide glancing for sword blows.

Surcote: This is a cloth covering worn over body armor. The surcote usually ends at the hips but sometimes extends as far as the



Donning a chainmail coif.



A squire helps a knight to don his armor.

knee. Its main purpose is to differentiate troops in combat usually doing so with little more than one or two colors. Sometimes it is emblazoned with heraldic symbols. See Chapter 4: Clothing for pricing and more information.

Torse: This is a colorful cloth worn around the top of the helmet. Like a surcote, it is also useful for identifying troops in combat.

Visor: This device is a hinged plate with an eye slit or grill that provides added protection for the eyes. When not in combat, the visor is often raised or opened to the side to provide a better range of vision. It is occasionally called a “bellows” visor for its resemblance to a fire grate found in many blacksmith forges. Closing or opening a visor is a free action.

War Helmet: This helmet is worn by primitive peoples, such as certain tribes of the Vohven and Obakasek Jungles. It is often decorated with a frightening visage to ward off the enemy and/or evil spirits.

GETTING INTO AND OUT OF ARMOR

The time required to don and doff armor varies depending on the type of armor and the level of care one takes in strapping it on.

The time required to put on and take off common D&D armor types in the proper fashion is described on page 123 of the *D&D Player's Handbook*. One can also put on armor hastily in less time, but this carries penalties with it to represent that the armor is not in place properly. When a character dons armor in a hurry, he suffers a -1 penalty to both the armor bonus and the armor check penalty until it is donned properly. The time required to don and doff less common types of armor described in this book is listed in Table 3-4: Donning and Doffing Armor.

The details on donning and doffing HackMaster armor can be found on page 117-118 of the HackMaster Player's Handbook.

SHIELDS

As with helmets, the choice of shield is mostly a matter of fashion, cost and availability. In game terms, iron and steel shields are essentially the same – though the iron versions of standard shields tend to be cheaper and require more maintenance to keep the shield in good condition.

Axe (shield): A predominantly (but not exclusively) dwarven shield, this large steel shield takes its name from its obviously ax-like appearance. Opposite sides of the shield have a rounded divot, or bouche, cut into them. These divots give the wielder some extra arm room with which to maneuver weapons and use his other skills.

Bouche: This is the name for a small divot cut into the top of a shield. Though primarily used for decoration, it was originally made to accommodate a lance. When charging, a mounted rider wielding a lance on a bouche shield gains a +1 bonus to his attack roll.

Buckler: This is a small round shield often used for one-on-one combat. It is thought to have originated among the Fhokki people. D&D players can find more information in Chapter 7: Equipment in the *D&D Player's Handbook*.

Enarmes: These are the straps with which one holds a shield. Though they are always included with a shield, they may also be purchased separately.

Egg (shield): A large wooden shield that takes its name from its ovoid shape. The egg shield is most commonly found among the Deiy of central Tellene and the peoples of Reanaaria Bay.

Guige: This is a larger strap affixed to the back of a shield. It allows one to carry the device on the body slung over the shoulder.

Heater (shield): This is a traditional form of shield with an elegant design. It is mostly rectangular (flat on top) but comes to a point on the bottom. It bulges slightly in the center to provide for glancing. It has fallen out of favor in recent times as more fashion-

TABLE 3-5: SHIELDS AND SHIELD ACCESSORIES

Type	Cost (gp)	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Weight (lb.)
Bouche	2	-	-	-	-	-1
Buckler	15	+1	-	-1	5%	5
Enarmes	2	-	-	-	-	1
Guige	1	-	-	-	-	-
Painting	varies	-	-	-	-	-
Shield, axe	30	+2	-	-1	15%	20
Shield, heavy wooden	7	+2	-	-2	15%	10
Shield, heavy metal	20	+2	-	-2	15%	15
Shield, light wooden	3	+1	-	-1	5%	5
Shield, light metal	9	+1	-	-1	5%	6
Shield, tower	30	+4 or cover	+2	-10	50%	45
Shield, Pavase	60	+3 or cover	-	-10	65%	55
Shield, tribal	2	+1	-	-2	3%	5
Shield blade (orc)	10	-	-	-	-	0.5
Shield spikes	+10	-	-	-	-	+5
Stetarshe	3	-	-	-	-	3

able, asymmetric shields have come into vogue. Small wooden varieties are usually used in tournaments or personal combat while large steel varieties are used in war.

Kite (shield): The kite shield, so called because of its almost four-cornered appearance, is predominantly found among the inhabitants of the Young Kingdoms, though they are also common in Narr-Rytarr. Kite shields are large shields, and may be made of wood, iron or steel.

Painting: Shields are painted even more often than armor, and using standard armor paint. Common subject matter includes heraldic symbols of a family, country, region or symbols of one's patron deity. In many areas, the shield has become a representation of the honor of an individual combatant. A knight who loses his shield and lets it become mocked would certainly find his reputation soiled. An upside down shield, either hung from a tree or driven into the ground, is a symbol of a combatant who has fallen into disgrace.

Pavase (shield): This is a large, rectangular steel shield often carried by Kalamaran infantry or archers to defend against opposing missile weapons. They are usually wider than an average Kalamaran, but not nearly as tall. Pavases sometimes incorporate rear prop stands to keep them upright and freestanding. They are very useful for sieges, and perfect for a group of Kalamaran infantry in the tortoise-shell formation (with shields faced to protect from side and aerial attacks).

Shield, Heavy Wooden or Metal: This is a common shield not specific to any race or region. D&D players can find more information in Chapter 7: Equipment in the *D&D Player's Handbook*.

Shield, Light Wooden or Metal: This is a common shield not specific to any race or region. D&D players can find more information in Chapter 7: Equipment in the *D&D Player's Handbook*.

Shield Blade: This orcish devised weapon turns your shield into a martial slashing weapon that deals 1d6 points of damage (crit x2) regardless of shield size. D&D players may find these are also useful in shield bash attacks, as detailed in Chapter 7: Equipment in the *D&D Player's Handbook*.

Shield Spikes: These turn your shield into a martial piercing weapon. D&D players may find these are also useful in shield bash attacks, as detailed in Chapter 7: Equipment in the *D&D Player's Handbook*.

Shield, Tower: A tower shield is a rectangular wooden shield, possibly asymmetrical, just as wide and nearly as tall as its wielder. D&D players can find more information in Chapter 7: Equipment in the *D&D Player's Handbook*.

Shield, Tribal: The term "tribal shield" typically refers to a large shield made of more primitive materials such as cane and bamboo. Each member of a tribe carries a shield of identical size, shape and color. On Tellene, the predominant users of the tribal shield are the human and humanoid dwellers of the Obakasek and Vohven jungles.

Stetarshe: This is a small ribbed shield that is laced to the left shoulder. It is used as a target during tournament jousts to reduce the likelihood of having an errant lance penetrate a participant's armor.

SPECIAL ARMOR MATERIALS

BRONZE

Bronze armors were commonly used for some time in Tellene's history, as even the Deiy of the Elos and Khydoban worked in bronze 1000 years before the arrival of the other humans on the main continent. While the knowledge of effectively crafting iron and steel was long known by the elves and dwarves, bronze was state of the art in human development.

In an area where copper is plentiful relative to iron, one would expect to find more items crafted of bronze. Although bronze armor and shields are generally known to be inferior to similar iron or steel designs, such armors are only half the price of iron ones.

Making armor out of bronze results in a -1 penalty to AC below the values listed for standard iron armor in Table 3-1: Armor. The armor types for which bronze versions are available include: banded mail, backplate, breastplate, chain shirt, chainmail, frontplate, full plate, half-plate, scale mail and splint mail. D&D players may find

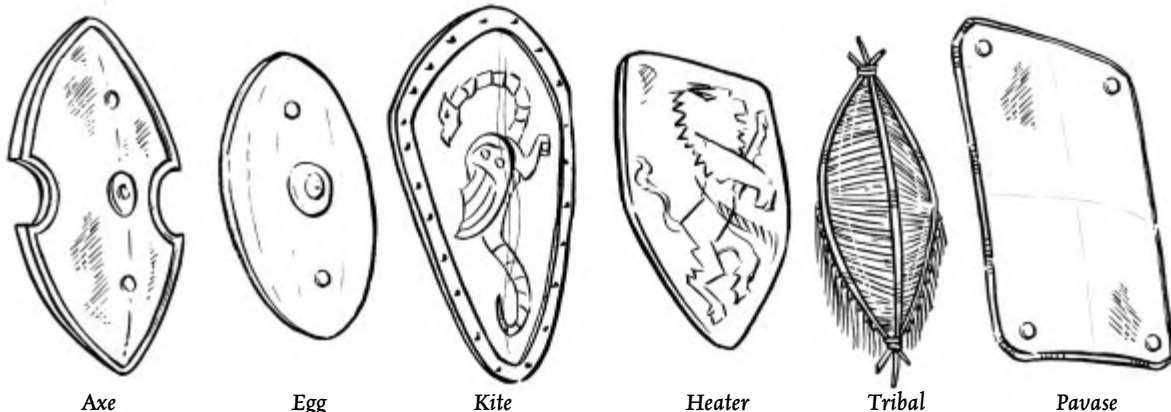


TABLE 3-6: ADAMANTINE ARMOR

Type	Cost (gp)	Armor Bonus	Max Dex Bonus	Arcane Spell Check Penalty ³	Arcane Spell Failure %	Weight (lb)
Light						
Studded Leather	5,175	+3	+5	-1	15	20
Bezainted Leather	5,200	+4	+4	-3	15	25
Chain Shirt	5,250	+4	+4	-1	20	25
Backplate ¹	5,300	+5	+3	-1	20	15
Frontplate ²	5,300	+5	+3	-1	20	15
Medium						
Ringmail	10,180	+3	+4	-3	25	25
Bezainted Hide	10,205	+4	+3	-4	25	40
Coat	10,250	+4	+3	-4	20	30
Scale Mail	10,200	+4	+3	-3	25	30
Brigandine	10,270	+4	+3	-2	20	30
Studded Hide	10,275	+4	+2	-6	20	35
Lamellar	10,350	+4	+3	-3	25	30
Chainmail	10,300	+5	+2	-4	30	40
Breastplate	10,350	+5	+3	-3	25	30
Elven Chainmail	10,450	+5	+4	-3	25	35
Dark Elven Chainmail	10,600	+6	+1	-4	30	45
Heavy						
Splint Mail	15,350	+6	--	-6	40	45
Banded Mail	15,400	+6	+1	-5	35	35
Half-plate	15,750	+7	--	-6	40	50
Full Plate	16,650	+8	+1	-5	35	50
Dwarven Plate	18,150	+9	--	-7	45	55

1. Protects only against attacks made from the rear and rear flank positions.
2. Protects only against attacks made from the front and front flank positions.
3. Because bezainted, coat, ringed and studded armors are not primarily adamantine, their armor check penalty cannot be reduced.

more information on crafting armor in the Craft skill in Chapter 4: Skills of the Player's Handbook. The DC associated with crafting bronze armor is 9 + the AC bonus. Bronze shields are equivalent to iron shields of the same size, though they can only take 1d4 hits before becoming unusable. (HackMaster players should refer to page 103 in this book for more information.)

IRON AND STEEL

Most standard metal armor in the world of Tellene is made from iron. Certain expert craftsmen have the knowledge and skill to produce hardened steel by carefully controlling the carbon content of the alloy and using proper quenching, working techniques and tempering. Making armor out of high quality steel triples the cost (except for steel scale mail, which is four times the cost). However, it does result in a +1 AC bonus above and beyond those values listed for standard iron armor in Table 3-1: Armor. As noted above, iron and steel shields are essentially the same – though the iron versions of standard shields are cheaper and require more maintenance.

High quality steel versions of the following armor types are available: backplate, banded mail, breastplate, chain shirt or chainmail (additional armor bonus only good against slashing attacks), frontplate, full plate, half-plate, scale mail and splint mail. D&D players may find more information on crafting armor in the Craft skill in Chapter 4: Skills of the Player's Handbook. The DC associated with crafting iron armor is 10 + the AC bonus, while the DC for steel armor is 11 + the AC bonus. (HackMaster players should refer to page 103 in this book for more information.)

ADAMANTINE

Adamantine is an extremely hard metal that enhances the protective properties of armor even more than steel. D&D players can find information on adamantine and its special damage reduction

TABLE 3-7: DARKWOOD ARMORS

Type	Cost (gp)	Armor Bonus	Max Dex Bonus	Arcane Spell Check Penalty	Arcane Spell Failure %	Weight (lb)
Light						
Wooden Breastplate	375	+2	+2	-1	20	10
Medium						
Lamellar, Wood	700	+3	+3	-2	25	15
Heavy						
Splint Mail, Wood	850	+5	+0	-5	40	22

TABLE 3-8: LLORANNION ARMORS

Type	Cost (gp)	Armor Bonus	Max Dex Bonus	Arcane Spell Check Penalty	Arcane Spell Failure %	Weight (lb)
Light						
Wooden Breastplate	1,175	+2	+2	-3	0	20
Medium						
Lamellar, Wood	1,400	+3	+3	-4	5	40
Heavy						
Splint Mail, Wood	1,450	+5	+0	-7	20	45

TABLE 3-9: DRAGONHIDE ARMORS

Type	Cost (gp)	Armor Bonus	Max Dex Bonus	Arcane Spell Check Penalty	Arcane Spell Failure %	Weight (lb)
Light						
Backplate	600	+5	+3	-3	20	15
Frontplate	600	+5	+3	-3	20	15
Medium						
Hide	330	+3	+4	-3	20	25
Bezainted hide	380	+4	+3	-4	25	40
Studded hide	550	+5	+2	-6	25	35
Breastplate	700	+5	+3	-4	25	30
Heavy						
Banded mail	800	+6	+1	-6	35	50
Half-plate	1,500	+7	+0	-7	40	50
Full plate	3,300	+8	+1	-6	35	50

properties in Chapter 7: Magic Items, Special Materials in the *D&D Dungeon Master's Guide*. The armor types for which adamantine versions are available include: banded mail, backplate, bezainted, breastplate, brigandine, chain shirt, chainmail (any), coat, dwarven plate, frontplate, full plate, half-plate, lamellar, ring mail, scale mail, splint mail and studded. Further statistics on adamantine armor are tabulated in Table 3-6: Adamantine Armor.

DARKWOOD

Darkwood is a rare magic wood that is very light, while still being as hard as normal wood. D&D players can find information on darkwood in Chapter 7: Magic Items, Special Materials in the *D&D Dungeon Master's Guide*. The armor types for which darkwood versions are available on Tellene include the wooden breastplate, lamellar and splint mail. The game statistics for each of these armors are listed in Table 3-7: Darkwood Armors.

DRAGONHIDE

Dragonhide armor is, obviously, armor made from the hide (including scales) of a dragon. D&D players can find information on dragonhide armor in Chapter 7: Magic Items, Special Materials in the *D&D Dungeon Master's Guide*.

The armor types for which dragonhide armors are available on Tellene include backplate, banded mail, breastplate, frontplate, full

Chapter 3: Armor, Shields and Barding

plate, half-plate and hide. The game statistics for each of these (Medium) armors are listed on Table 3-9: Dragonhide Armors.

LLORANNION

Wood from the llorannion tree is said to be the rarest of all woods on Tellene. The first llorannion tree began as a simple seed, from the most perfect oak tree that Lohroni, its elven keeper, could find. He planted it in a sacred grove and tended it every day, refusing to tell the exact nature of his tending. For years, he watched it grow, watered it, fed it and poured his soul into it. As the tree grew stronger and taller, Lohroni grew more stooped, more decrepit and

more insane. He ordered “lesser” forms of life removed from the area and other trees taken away. Some even suggested that he used his brethren in preparing special forms of mulch and compost for it. When the elders announced Lohroni must be removed, and the tree left to its own devices, Lohroni refused, attacking all those who tried to approach. Eventually, he was defeated, and the tree burned. But not quickly, and not completely.

His last apprentice refused to let the beauty of the tree die. The druidess, named Rannion, salvaged some of its seeds and fled into the night. Legends say that she dropped the seeds in at least three places before dying. Hardier than most trees, they grew in unusual locations. One is said to grow in a lost oasis in the Elos Desert, one somewhere in the Elenon Mountains and one on an island now lost. Even these remnants of the perfect tree, they say, can bring the hardest of hearts to tears at the sight of its splendor. Some still quest to find them, just for a single look.

All armors formed from a llorannion tree grant a +6 enhancement bonus to the wearer’s Charisma rolls that affect how others see or trust him. The arcane spell failure from wearing such armor is reduced by 20. The armor types for which llorannion versions are available on Tellene include the wooden breastplate, lamellar and splint mail. The game statistics for each of these armors are listed in Table 3-8: Llorannion Armors.

Llorannion has 5 hardness and 10 hit points per inch (of thickness). The masterwork quality of llorannion armor does not affect the wearer’s armor check penalty or provide any armor bonus. Because of their rarity, finding a llorannion tree and crafting these armors may only occur with DM approval.

TABLE 3-10: MITHRAL ARMOR

Type	Cost (gp)	Armor Bonus	Max	Armor	Arcane	Weight (lb)
			Dex Bonus ³	Check Penalty ⁴	Spell Failure % ⁵	
Studded Leather	1,175	+3	+6	--	10	15
Bezainted Leather	1,200	+4	+6	--	10	20
Chain Shirt	1,250	+4	+6	--	10	15
Backplate ¹	1,300	+5	+5	--	10	10
Frontplate ²	1,300	+5	+5	--	10	10
Ring Mail	4,180	+3	+6	--	15	20
Bezainted Hide	4,190	+4	+4	-3	20	30
Scale Mail	4,200	+4	+5	-1	15	20
Coat	4,250	+4	+5	-1	10	20
Brigandine	4,270	+4	+5	--	10	20
Lamellar	4,350	+4	+5	-1	15	20
Studded Hide	4,275	+5	+4	-3	20	30
Chainmail	4,300	+5	+3	-2	20	20
Breastplate	4,350	+5	+4	-1	15	20
Elven Chainmail	4,450	+5	+6	-1	15	20
Dark Elven Chainmail	4,600	+6	+3	-2	20	30
Medium						
Banded Mail	9,400	+6	+3	-3	25	25
Splint Mail	9,350	+6	+2	-4	30	35
Half-plate	9,750	+7	+2	-4	30	30
Full Plate	10,650	+8	+3	-3	25	30
Dwarven Plate	12,150	+9	+2	-5	35	35

1. Protects only against attacks made from the rear and rear flank positions.
2. Protects only against attacks made from the front and front flank positions.
3. The Maximum Dex Bonus for bezainted, coat, ringed and studded armors cannot exceed that of the base armor (hide or leather, and heavy cloth for coat). For example, per the rules on page 284 of the D&D Dungeon Master’s Guide, mithral studded leather would have a max Dex bonus of +7, but leather itself has a max Dex bonus of +6. Thus, the +6 value is the appropriate one to use. This is because the armor is not primarily mithral. Other armors not primarily mithral may also have lesser benefits.
4. The Armor Check Penalty for bezainted, coat, ringed and studded armors cannot be less than that of the base armor.
5. The Arcane Spell Failure for bezainted, coat, ringed and studded armors cannot be less than that of the base armor.

MITHRAL

Mithral is a strong, yet lightweight, metal that is ideal for creating armor and other items. D&D players can find more information on mithral in Chapter 7: Magic Items, Special Materials in the *D&D Dungeon Master’s Guide*. The armor types for which mithral versions are available include: banded mail, backplate, bezainted, breastplate, brigandine, chain shirt, chainmail (any), coat, dwarven plate, frontplate, full plate, half-plate, lamellar, ring mail, scale mail, splint mail and studded leather. Game statistics associated with mithral armor are tabulated in Table 3-10: Mithral Armor.

TABLE 3-9B: MONSTERHIDE ARMORS

Creature	Market Price Modifier (gp)			Special Property
	Light	Medium	Heavy	
Ankheg	+400	+600	+900	-1 point of damage per die of acid damage. (Ex)
Behir	+400	+600	+900	-1 point of damage per die of electrical damage. (Su)
Bulette	+1,150	+1,725	+2,575	+1 to armor bonus. (Ex)
Chuul	-	+1,725	-	+1 to armor bonus; only applicable for hide and scale mail. (Ex)
Cockatrice	+200	+300	+450	+2 bonus to saves against petrifying attacks of a cockatrice; N/A for scale mail. (Su)
Cloaker	+175	+250	+375	+1 to saving throws versus shadow subtype spells; N/A for scale mail. (Su)
Demonic [Evil]	+1,150	+1,725	+2,575	-1 point of damage per die from cold, fire, acid and electricity attacks. (Su)
Devil [Evil]	+900	+1,350	+2,025	-1 point of damage per die from cold, fire and acid attacks. (Su)
Digester	+400	+600	+900	-1 point of damage per die of acid damage; N/A for scale mail. (Ex)
Displacer beast	+1,150	+1,725	+2,575	+1 armor bonus against ranged attacks and +1 resistance to ranged spells and ranged magical attacks that specifically target the wearer of the armor; N/A for scale mail. (Su)
Frost worm	+400	+600	+900	-1 point of damage per die of cold damage; N/A for scale mail. (Su)
Gorgon	-	+250	-	+1 bonus to saves made against turning to stone. Only applicable for hide and scale mail. (Su)
Pyrohydra	+600	+900	+1,350	-1 point of damage per die of fire damage; N/A for scale mail. (Su)
Cryohydra	+600	+900	+1,350	-1 point of damage per die of cold damage; N/A for scale mail. (Su)
Winter wolf	+400	+600	+900	-1 point of damage per die of cold damage; N/A for scale mail. (Su)
Yuan-ti	+400	+600	+900	-1 point of damage per die of acid damage. (Ex)

MONSTERHIDE

Along with metal, bone and other organic materials, armor may also be crafted from certain monster hides or scales, other than. These armors function like their masterwork versions, except that the material possesses some special property similar or identical to the properties of the once-living monster. To craft such an item, the character must succeed at a Knowledge (monsters) check (DC 25). See the *KINGDOMS OF KALAMAR Player's Guide* for more information on this skill. A successful check indicates the character knows the special properties the dead creature's body still possesses, as well as how to properly skin the beast and craft the special armor. A failed check indicates he does not know this information. (Use of this skill does not allow the character to craft other, more common types of armor.)

The monsters listed on Table 3-9B: Monsterhide Armors produce enough material for one masterwork suit of the following: brigandine, hide (normal, bezainted or studded), lamellar, skins, tinker and sometimes scale mail armor for a character up to one size smaller than the creature itself. The prices on this table include the masterwork cost.

While other types of monsterhide armors are possible, the properties of such armors are unknown at this point – even among those with specialized knowledge of monsters. It is also possible to manufacture magical suits (such as dragon scale mail) from exotic creatures, with an even wider range of powers than those described in Table 3-9B. Though this tome does not deal with such armors, an example of magical *dragon scale mail* is described on page 78 of the *KINGDOMS OF KALAMAR* adventure *Lost Tomb of Kruk-Ma-Kali*.

Unless otherwise noted, the monsters listed are described in the *D&D Monster Manual*. Armors marked by [Evil] may be worn by anyone, but are typically worn only by characters of evil alignment. A paladin wearing armor made from the hide of a devil may be feared, shunned or praised depending upon the nature of the viewer. The Special Property column lists what special property the armor possesses – usually Extraordinary (Ex) or Supernatural (Su) as defined in the *D&D Dungeon Master's Guide*.

BARDING

In addition to being one of the standard character classes, a “bard” is also a piece of armor for a character's mount. When referred to in the plural, as in multiple pieces of armor covering one's mount, the animal has “barding” or has been “barded.” Barding can be functional, ornamental or a mixture of both. It could be little more than a light cloth covering intended to display the rider's emblem or standard, or it could be a series of heavy armored plates designed to protect the mount during battle. Cloth barding might be used in organized tournaments when the combatant would not expect his horse to be in any danger. On the battlefield, of course, a mount needs more substantial protection.

The types of horse barding, along with the game statistics associated with each, are shown in Table 3-11: Horse Barding. Barding for other types of mounts is also available. However, the cost will vary depending on the size of the creature. D&D players can find more information on barding (such as chafing, donning and doffing, and speed reduction) in Chapter 7: Equipment in the *D&D Player's Handbook*.

TABLE 3-11D: HORSE BARDING (D&D)

Type	D&D		Maximum Armor		Weight (lb)
	Cost (gp)	Armor Bonus	Dex Bonus	Check Penalty	
Light					
Padded	20	+1	+8	0	20
Skins	8	+1	+8	0	10
Heavy cloth	40	+1	+10	-1	10
Soft leather	40	+1	+9	0	10
Cord	120	+2	+5	-1	30
Leather	40	+2	+6	0	30
Halfing Cord	200	+3	+6	-2	40
Studded Leather	100	+3	+5	-1	40
Ringmail	120	+3	+4	-2	50
Bezainted Leather	200	+4	+4	-3	50
Medium					
Hide	60	+3	+4	-3	50
Bezainted Hide	220	+4	+3	-4	60
Coat or Jack	300	+4	+3	-4	60
Brigandine	480	+4	+3	-3	60
Lamellar	800	+4	+3	-4	60
Scale mail	200	+4	+3	-4	60
Chainmail	600	+5	+2	-5	80
Elven Chainmail	1,200	+5	+4	-4	70
Dark Elven Chainmail	1,800	+6	+1	-5	90
Breastplate	800	+5	+3	-4	60
Heavy					
Bone	1,000	+6	+0	-7	80
Splint mail	800	+6	+0	-7	90
Banded mail	1000	+6	+1	-6	70
Half-plate	2400	+7	+0	-7	100
Full Plate	6000	+8	+1	-6	100
Dwarven Plate	12,000	+9	+0	-8	110

TABLE 3-11H: BARDING (HACKMASTER)*

Creature	AC	Cost	Weight	Base Availability		
				Hi	Med	Low
Dog**						
Half padded	8	35 gp	10 lbs.	70	65	60
Leather or padded	8	60 gp	15 lbs.	80	75	60
Half scale						
Half brigandine	6	125 gp	18 lbs.	65	50	35
Full scale	6	160 gp	30 lbs.	60	45	30
Chain	5	195 gp	25 lbs.	70	55	40
Horse, Donkey, Mule, Ass, Pony (incl. Elven), Unicorn						
Half Studded Leather	7	200 gp	30 lbs.	85	80	75
Studded Leather	7	300 gp	65 lbs.	90	85	80
Half Hide	6	400 gp	40 lbs.	80	75	70
Full Hide	6	700 gp	70 lbs.	85	80	75
Elven Chain***	5	5,000 gp	25 lbs.	5	2	1
Full Banded	4	1,500 gp	80 lbs.	80	75	70
Pack Ape						
Leather or padded	8	125 gp	12 lbs.	60	40	20
Chain Shirt	6	500 gp	40 lbs.	20	10	5

* Armor hit point regression is the same as for the humanoid-shaped versions of the armor. Half barding provides the same AC protection and damage absorption as full barding, but only to front and front flank attacks. Unprotected areas of the creature have only its natural AC. For this reason, it is necessary to know the general direction from which an attack comes before making a to-hit roll against the mount.

** A dog must be specifically trained to accept armor, its natural instinct is to escape such confines. This training is a standard part of war and guard dog training.

*** Elven chain barding does not encumber the mount or impede its movement rate. It can also be worn indefinitely. As such, it is highly prized.

A full list of barding, including types for more exotic creatures, is listed on page 123 of *The Combatant's Guide to Slaughtering Foes*.

Chapter 3: Armor, Shields and Barding

Note that special materials (adamantine, bronze, dragonhide, mithral and so on) may be used for barding as well. Rules for these materials are similar to those defined or referenced in the previous sections on armor. Half barding is available for all types listed in Table 3-11: Horse Barding. It costs and weighs half as much as full barding, but only protects against attacks made from the front and front flank positions.

Failure to remove the barding at night results in the animal becoming automatically fatigued the next day. The mount suffers a -2 penalty to its Strength and Dexterity, and is unable to charge or run. Furthermore, a full day of overland movement with a mount in barding results in 1, 2 or 3 points of nonlethal damage for the mount depending on whether it is wearing light, medium or heavy barding respectively.

HackMaster: Barding improves a mount's AC by one, even if the mount's natural AC is actually better than or equivalent to the armor. If the barding is superior to the mount's AC, the mount gains the full benefit of that type of armor.

BARDING ON TELLENE

Mounted combatants in warm and/or humid areas (such as Southern Mendarn, Elos and Khydoban Deserts, Svimohzia and Tarisato) almost never use medium and heavy barding because of the region's heat and humidity. They only use light barding when battle is imminent or while traveling in the cooler high altitude regions. Riders sometimes drape their horses in a plain white cloth (with minimal ornamentation) to shield them from the sun.

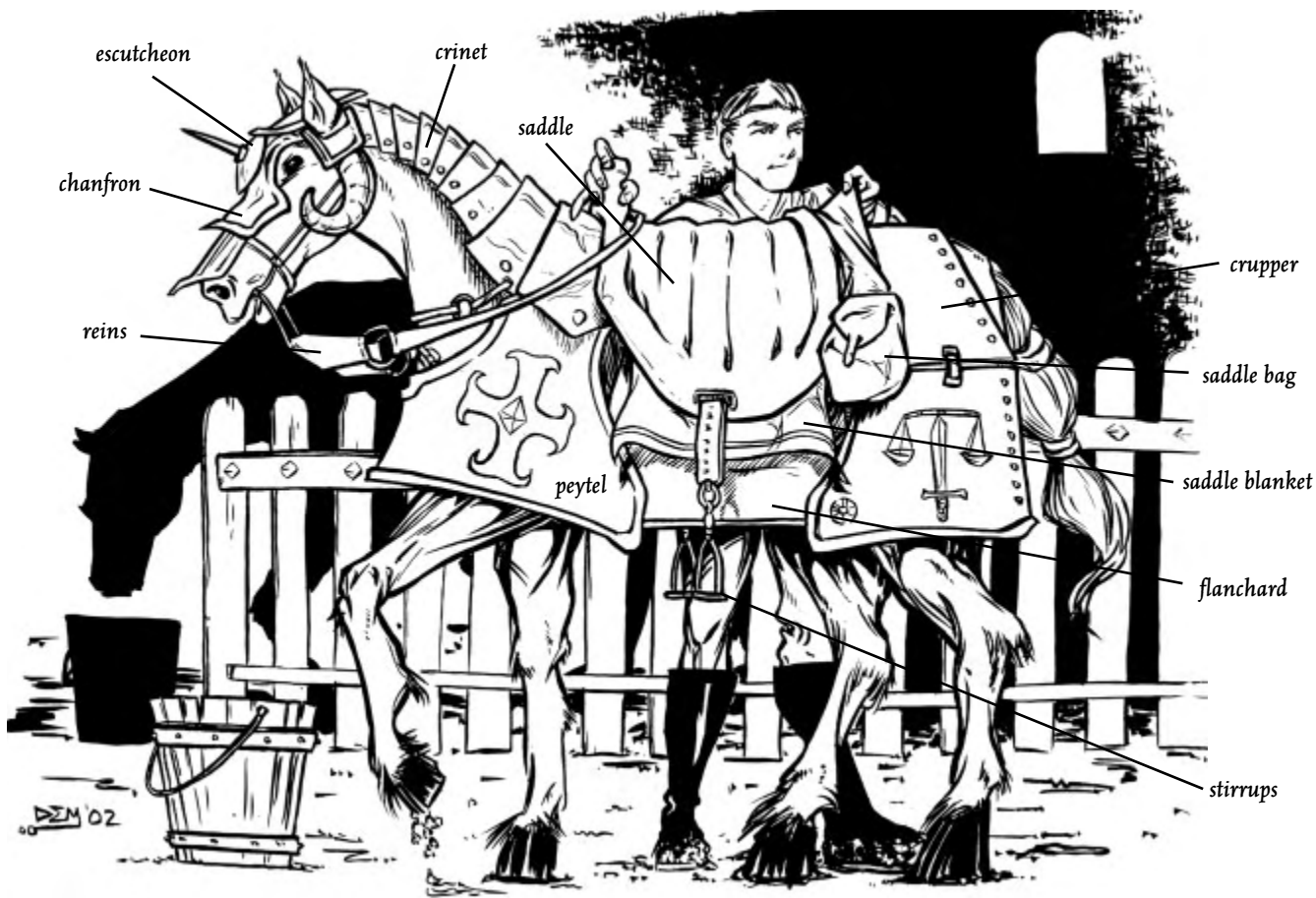
Barding used throughout Brandobia tends to be very ornamental. When cloth coverings are used, they are richly colorful, with not an

inch of the material left undecorated. Supplemental yarn to simulate the horse's mane is quite popular, as are hanging tassels. Fashions for horses are considered almost as important as fashions for ladies and gentlemen, and nearly all Brandobians who travel west of the Elenon Mountains and Legasa Peaks dress their mounts in the best finery they can afford. Mounted combatants take the ornamentation one step further by adorning their horses' functional armor with intricate decorations, designs and even precious metals and gems! Depending on the level of detail, one can expect to pay up to twice as much for barding crafted in Brandobia.

Mounted combatants throughout the Young Kingdoms and northern Kalamar tend to use heavier barding when they can afford it. Most care little for ornamentation other than a simple symbol to represent themselves or their lord. The nations of Korak and Paru'Bor produce barding of considerable craftsmanship.

Many of the mounts in the Wild Lands tend to be covered in padded armor, as much as for warmth as for protection. Since speed is often valued more than the ability to resist blows, medium and heavy barding is only used when battle is imminent and the combatants have had time to prepare. When medium or heavy armor is used, it is fitted over a layer of padded barding for additional warmth and protection of the mount. Deji horse clans, however, never use barding of any sort.

In Reanaaria Bay, barding is not nearly as popular as in other regions. Barded animals can be found in cities, but much less frequently elsewhere. Most Reanaarians simply do not see the need for it and often leave their mounts unadorned.



Elements of Barding

PIECES OF BARDING

Chanfron: This piece of barding guards the face of the mount. It has circular holes for the eyes.

Crinet: Generally, the crinet is a series of thin overlapping plates held together with leather straps or sliding rivets. However, it may be made of other materials, such as cord armor held together with leather straps. It protects the neck of the mount.

Crupper: The crupper is a large piece of armor protecting the mount's hindquarters.

Escutcheon: This small, shield-like piece of armor fastens to the chanfron between the eyes of the mount. For plate armors, it is sometimes fitted with a spike. Lighter armors, such as leather, are painted with heraldry.

Flanchard: This piece of armor offers protection for the flank of a mount.

Peytrell: This piece of armor (also known as a "poitrel") offers protection for the breast of the mount. It is often richly decorated.

TACK AND HARNESS

Certain items are necessary for riding a horse without penalty. These include a saddle (-5 penalty to Ride checks without one) and a bit and bridle (-5 penalty to Ride checks without one). Other mount-related gear is tabulated on Table 3-12: Mount-Related Gear.

Bit: This piece of riding gear is a rigid hinged bar that is inserted sideways, into the mouth of the mount. It has rings on the end that attach to the bridle.

Blinders: These are a pair of metal, leather or wooden flaps that are mounted on a mount's bridle to prevent it from seeing objects at its sides. It is usually only necessary for mounts that are particularly susceptible to being spooked, or those that need to focus on objects ahead (as in races or when pulling carriages). However, it does grant a +1 bonus to resist Extraordinary (Ex) fear effects such as that from a krenshar (see the *D&D Monster Manual*).

Bridle: The bridle is the headgear used to control a mount. It is usually fashioned from leather or rope. It consists of a head and throat latch that circles the horse's neck from behind the ears to the

bottom of the throat. A front strap extends in front of the animal's ears from the head/throat latch. Cheek straps extend from the head/throat latch at the point where the front strap connects. The cheek straps help hold the bit(s) in place. The reins are attached to one or more bits and extend back past the mount's head to the hands of the rider.

Crupper: This leather loop is looped under the mount's tail, and prevents the saddle from sliding forward. This term is also used to refer to any barding protecting a horse's rear.

Horseshoes: These are narrow, U-shaped plates of iron that are fastened to the bottom of a horse's (or similar mount's) hoof. Horseshoes protect the horse's hoof when riding over rugged terrain. Horseshoes are not used when riding in snow. This prevents ice buildup between the shoe and hoof that would cause the mount discomfort (as riding in rugged terrain without shoes).

When making a Ride check, a result of 1 indicates the mount has thrown a shoe. Further Ride checks incur a -1 penalty per lost shoe, until either all the shoes are removed or the thrown shoes are replaced. When riding a horse in rugged terrain without shoes or with missing shoes, the horse suffers 1d6 points of nonlethal damage per day. If the nonlethal damage (either solely or combined with nonlethal damage from a missing saddle blanket) exceeds its hit point total, the mount will refuse to travel – at least, until it has healed the subdual damage.

Reins (Unarmored): These are your typical leather or rope straps that come with a bit and bridle.

Reins (Armored): Armored reins are useful to ensure you can maintain control of your mount should someone try to cut them. D&D players can use the rules for attacking an object (see the Breaking and Entering section of Chapter 9: Adventuring in the *D&D Player's Handbook*) to strike a horse's reins. Armored reins, however, are usually protected by about 1/4 inch of wood or iron, increasing their hardness and hit points.

HackMaster: Armored reins are have an AC of 4, 1 effective armor hit point, and 6-9 hit points (see the GMG page 202).

TABLE 3-12D: MOUNT-RELATED GEAR (D&D)

Item	D&D	Weight	Notes
	Cost	(lb.)	
Armored Reins, iron	2 gp	5	-
Armored Reins, wood	1 gp	2	-
Bit and Bridle	2 gp	1	-
Blinders, wood	3 sp	2	-
Blinders, leather	5 sp	1	-
Blinders, metal	8 sp	3	-
Crupper	2 sp	1	-
Feed (per day)	5cp	10	-
Horseshoes (set of 4)	1 gp	10	With shoeing
Reins, replacement	5 cp	-	-
Saddle, military	20 gp	30	-
Saddle, pack	5 gp	15	Holds as much gear as the mount can carry.
Saddle, riding	10 gp	25	-
Saddle (exotic), military	60 gp	40	-
Saddle (exotic), pack	15 gp	20	-
Saddle (exotic), riding	30 gp	30	-
Saddle blanket	3 sp	4	Prevents fatigue
Spurs, pair	4 gp	-	Grants +1 to certain Ride checks.
Saddlebags, large	5 gp	10	Holds 8 cu. ft.
Saddlebags, medium	4 gp	8	Holds 5 cu. ft.
Saddlebags, small	3 gp	5	Holds 3 cu. ft.

TABLE 3-12H: MOUNT-RELATED GEAR (HACKMASTER)

Item	HM Cost*	Weight (lb.)	Notes
Armored Reins, iron	3 gp	5	-
Armored Reins, wood	2 gp	2	-
Bit and Bridle	15 sp	1	-
Blinders, wood	5 sp	2	-
Blinders, leather	7 sp	1	-
Blinders, metal	1 gp	3	-
Crupper	3 sp	1	-
Feed (per day)	5cp	10	-
Horseshoes (set of 4)	1 gp	10	With shoeing
Reins, replacement	5 cp	-	-
Saddle, military	25 gp	30	-
Saddle, pack	5 gp	15	Holds as much gear as the mount can carry.
Saddle, riding	10 gp	25	-
Saddle (exotic), military	66 gp	40	-
Saddle (exotic), pack	15 gp	20	-
Saddle (exotic), riding	30 gp	30	-
Saddlebags, large	5 gp	10	Holds 8 cu. ft.
Saddlebags, medium	4 gp	8	Holds 5 cu. ft.
Saddlebags, small	3 gp	5	Holds 3 cu. ft.
Saddle blanket	3 sp	4	Prevents fatigue.
Spurs, pair	4 gp	-	Grants +1 to certain Ride checks.

* Consider the base availability for all these items to be Hi: 90, Med: 70, Low 50.

Chapter 3: Armor, Shields and Barding

Saddle, Exotic: These saddles are similar to a standard riding, pack or military saddle, but are fitted to whatever exotic mount the rider needs.

Saddle, Military: A military saddle is primarily designed to help keep a rider in place. They often have a higher back and sometimes incorporate a downward extension to defend the legs. Such a defense reduces the need for an additional leg harness. D&D players can find additional rules for military saddles in Chapter 7: Equipment in the *D&D Player's Handbook*.

HackMaster: A military saddle provides a rider +25% to his skill mastery rating when he must make riding skill checks in combat.

Saddle, Pack: Pack saddles are designed to carry equipment without a rider.

Saddle, Riding: This standard saddle supports a rider and reduces the strain on the rider's leg muscles, compared to riding bareback. A typical riding saddle can be equipped with one set of large saddlebags, two sets of medium saddlebags and three sets of small saddlebags.

Saddle Blanket: This is a necessary piece of equipment to prevent fatigue in both the rider and the horse. Riding without a saddle blanket reduces the cushioning for the rider and increases the probability of chafing and saddle sores for the horse. For each full day of riding in a saddle without a saddle blanket, both the rider and the horse take 1 point of nonlethal damage. If the nonlethal damage from this activity (either solely or combined with nonlethal damage from missing horseshoes) exceeds its hit point total, the mount refuses to travel until it has healed the nonlethal damage.

Saddlebags: This is a cloth or leather pouch that hangs to either side of the saddle. They typically come in three sizes (small, medium and large).

Spur: This is generally a piece of y-shaped hardware attached to the heel by straps. Designs vary from "prick" type spurs to the more advanced "rowel" design (a wheel with tiny sharp protrusions around the circumference). They are generally made of bronze, brass or iron, and are either cast or forged depending on the amount of decorative work required. Spurs allow a rider to control a horse better and urge it to action faster. As such, their use grants +1 to Ride checks for the following purposes: controlling a pony, light, medium or heavy horse in combat, or guiding a mount with your knees in order to use both hands to attack or defend oneself in combat. D&D players can find additional information on mounted combat in Chapter 7: Equipment in the *D&D Player's Handbook*. A spur cannot be used as a weapon.

HackMaster: Players should consult page 163 of the HackMaster GameMaster's Guide, or pages 120-124 of the Combatant's Guide to Pillage and Slaughter.

Stirrup: This is a rounded piece of metal or wood with a flat bottom, attached to a saddle by a leather strap. It is used to hold a rider's feet when mounted and aids in mounting and dismounted. These are included with most saddles.

SLEEPING IN ARMOR

Sleeping in armor is not recommended as it causes fatigue and weariness. Of course, sometimes it is better to risk this than to be woken by an arrow through your chest. D&D players can find rules for this activity in the Armor section of Chapter 7: Equipment in the *D&D Player's Handbook*. (HackMaster players should consult the boxed HackMaster section at the end of this chapter.)

TABLE 3-13: ARMOR MAINTENANCE

Item	Cost	Weight (lb.)	Notes
Armor maintenance tools	3 gp	3	
Armor polish, metal	1 sp	1/2	Cost per application
Armor polish, hide or leather	5 cp	1/2	Cost per application
Armor polish, cord or wood	1 cp	1/2	Cost per application

ARMOR MAINTENANCE

Like weapons, armors (including shields and barding) must be tended periodically in order to maintain them in optimum condition. They must be polished, have minor dents hammered out and possibly coated with a light oil to protect them from the elements. A suit of armor must be maintained at least once per month. Required maintenance takes a number of minutes equal to the armor's normal AC value minus 10, then multiplied by 3. Thus, a suit of chainmail would take about 15 minutes to maintain each month. For each month that armor goes without maintenance, it suffers a -1 penalty to AC. Players and DMs should decide whether their characters perform this action automatically every month, or whether it should be played out.

Armor that is not used and stored in a protective container or relatively inert environment may go without maintenance for much longer periods of time and still remain in good condition. Different types of armor polish are available depending on the type of material to be cared for (metal, hide, leather or wood). One application of armor polish covers an entire suit of armor. A set of armor maintenance tools includes a tiny hammer, some cloth and one application of one type of armor polish.

Details on the actual repair, rather than maintenance, of armor can be found in Chapter 7: Tools, Gear and Equipment, as well as in the description of the Craft skill in Chapter 4: Skills of the *D&D Player's Handbook*.

Armor Details for HackMaster

Armor in HackMaster is typically made of a relatively low grade of steel. Armor rules can be found on pages 116-117 of the HackMaster PHB and on pages 205-206 of the GMG. Detailed HackMaster rules for armor maintenance, construction, and repair can be found in the Combatant's Guide to Slaughtering Foes, pages 129-135. Rules for barding on mounts can be found on page 113 of the HackMaster Player's Handbook.

Prices for items not listed on separate tables are, coincidentally, the same in both Kalamar and HackMaster.

For armors made of other materials, Table HM 3-1 and Table HM 3-2 apply the modifiers described on GMG Table 16 N to the standard type for appropriate armors. The worst AC for any type of armor worn by a character is AC 9. Armor hit points for superior materials simply duplicate the highest number for the standard type, while the armor hit points for inferior materials are based on the standard type's armor points at that AC (except for the AC when intact, at the armor's best AC value). These armors are only available at the GM's discretion. Gold and silver armors are made for decoration, not combat. Their cost is based on the weight of materials used, in coins (with 10 coins to the pound). Many other unusual materials are used more as status symbols, as well. More modern types of armor (such as banded mail and even plate mail) are more complex to make and require that this cost to be added to the base cost of labor.

Most armors have the same bulkiness if made from unusual materials as from the standard type. Chain mail made from elven steel is unique in that it fits like clothing and is considered non-bulky. Bronze plate mail is still common enough that techniques for making it slightly lighter and more efficiently still exist. It is considered a standard type of armor, despite being made of bronze.

The maintenance adjustment notes the modifier to the maximum time that the armor can go without being tended before it starts losing some of its protective value. See page 201 of the GMG for details.

Sleeping in Armor

Unless otherwise stated explicitly (as with a character who has the less sleep talent), all characters need 8 hours of sleep in a night (or for each 24 hour period in a dungeon setting). Less than that can result in grogginess and slow reaction times. For each hour of sleep less than the standard 8 in a 24 hour period, a character must make a Constitution check. If he fails, treat him as if his Fatigue Factor is 1 lower than his normal maximum. These effects are cumulative, so lack of sleep can become a severe problem. On a successful Constitution check, the character's Fatigue Factor does not change.

Experience can make up for some of this, however. For every level of experience a character has attained, he can automatically succeed at one Constitution check per week. Thus, even a 1st level character can get by on 7 hours of sleep every so often. A mighty 20th level character can go days with no sleep, if absolutely necessary. However, sleep requirements for spell acquisition still apply.

Sleeping in armor is a lot like not getting enough sleep. Armor is designed to protect you from damage, not provide a comfy sleeping bag. Still, some adventurers insist on wearing armor at night, just in case of attack. And that may not be entirely a bad idea. You must, however, understand the trade off.

When you sleep in armor, you can't get your full rest. Without

some type of magically enhanced armor that allows you to sleep normally, you cannot avoid these effects. Even non-bulky armor contributes to your potential fatigue. For 24 hours after sleeping in any type of armor, your encumbrance state is considered worse than normal. Non-bulky armor worsens your encumbrance condition by one, fairly bulky armor reduces it by two, and bulky armor reduces it by three. Even wearing just a helmet reduces your overall encumbrance (as if you were wearing an entire suit of armor!), and don't even think of trying any silly tricks with just greaves or boots! Thus, sleeping in plate mail leaves you effectively "heavily laden" for the next 24 hours, assuming you would normally be "unencumbered"!

This encumbrance affects both your overall movement and your Fatigue Factor. You might be able to get away with the movement penalties if you're riding in a cart or something, but that Fatigue Factor hit will hurt if you have to fight during the next day. Some warriors try to find a balance by using lighter armor at night for sleep, to provide some protection in the case of an attack. The decision is up to you, and you'll need to consider how much you're willing to risk to get wherever you're going. Getting there intact is good, too, though, so it may be worth traveling more slowly.

Shields

Like armor, shields can be made of unusual materials. Few would use them in combat, though, due to the massive expense, but often royalty, gawds, or the obscenely rich present such things as decorative items (or stow their tombs with them). Tables HM 3-3 and HM 3-4 describe both standard shields and those made of unusual materials.

Any intact shield provides at least +1 AC.

Body shields provide +6 AC against missile weapons when intact. Otherwise, they provide +2 AC against missile attacks, as opposed to melee attacks. Nonetheless, you track damage to shields according to their melee AC. Thus, even a badly damaged body shield provides +2 AC (whereas it would be +0 in melee), mostly by serving as cover (those using such a mangled device do NOT gain any other cover bonuses from the body shield).

Helmets

For the sake of completeness, we include here tables from the Combatant's Guide to Slaughtering Foes. Characters interested in keeping their skulls intact should carefully consult the detailed rules set down in that tome on pages 130-132. Since true gamers will already be familiar with these rules, there is no need to repeat more than the tables for reference. Tables HM 3-5 and HM 3-6 also detail helmets made from unusual materials.

Helmets are only available at the GM's discretion, though they can also be pulled off the heads of slain foes (or comrades), if you're careful to leave them intact.

Monsterhide Armor

In HackMaster, certain creatures have hides that can be made into special types of armor by master craftsmen. Such facts are noted in the monster's description. Still, an ambitious master craftsman may attempt to ignore or expand the wisdom of the ages and make armor out of a different type of creature.

He will fail. If a certain creature has hide that can be made into special types of armor, it is duly noted in the Hacklopedia. That's why it's there.

Chapter 3: Armor, Shields and Barding

TABLE HM 3-1: ARMOR TYPES

Type	Cost	AC	HP	Weight	Bulk	Base Availability			Maintenance
						Hi	Med	Low	Adj.
Heavy cloth	12 gp	9	1	5 lbs.	non	95	90	85	
Robes/Garments	Varies	9	1	Varies	non		(varies)		
Skins	3 gp	9	1	5 lbs.	non	60	70	80	
Soft leather	7 gp	9	1	5 lbs.	non	55	65	75	
Leather	5 gp	8	2	15 lbs.	non	95	90	85	
Padded	4 gp	8	2	10 lbs.	fairly	95	90	85	
Cord	35 gp	8	2	15 lbs.	fairly	50	30	10	
Wooden breastplate	25 gp	8	2	20 lbs.	bulky	45	35	15	
Studded leather	40 gp	7	4	25 lbs.	fairly	95	90	85	
Studded leather, adamantite	20,000 gp	6	7	19 lbs.	fairly		GM's discretion		x12
Studded leather, bronze	27 gp	7	4	25 lbs.	fairly		GM's discretion		-3 days
Studded leather, elven steel	80 gp	7	5	12.5 lbs.	fairly		GM's discretion		x8
Studded leather, fine steel	60 gp	7	5	22.5 lbs.	fairly		GM's discretion		x2
Studded leather, gold	1,500 gp	9	3	50 lbs.	fairly		GM's discretion		x1/3
Studded leather, iron	40 gp	7	4	31 lbs.	fairly		GM's discretion		-1 day
Studded leather, silver	500 gp	9	4	25 lbs.	fairly		GM's discretion		x1/2
Studded leather, mithril	2,000 gp	5	5	17 lbs.	fairly		GM's discretion		x10
Studded leather, dwarven iron	4,000 gp	6	6	31 lbs.	fairly		GM's discretion		x20
Ring mail	65 gp	7	6	30 lbs.	fairly	90	85	80	
Ring mail, adamantite	32,500 gp	6	9	22.5 lbs.	fairly		GM's discretion		x12
Ring mail, bronze	43 gp	8	6	30 lbs.	fairly		GM's discretion		-3 days
Ring mail, elven steel	130 gp	7	7	15 lbs.	fairly		GM's discretion		x8
Ring mail, fine steel	98 gp	7	7	27 lbs.	fairly		GM's discretion		x2
Ring mail, gold	1,800 gp	9	5	60 lbs.	fairly		GM's discretion		x1/3
Ring mail, iron	65 gp	7	6	30 lbs.	fairly		GM's discretion		-1 day
Ring mail, silver	600 gp	9	6	30 lbs.	fairly		GM's discretion		x1/2
Ring mail, mithril	3,250 gp	5	7	20 lbs.	fairly		GM's discretion		x10
Ring mail, dwarven iron	6,500 gp	6	8	37.5 lbs.	fairly		GM's discretion		x20
Hafling cord	50 gp	7	2	10 lbs.	non	30	20	5	
Lamellar, wood	365 gp	7	3	30 lbs.	fairly	40	20	10	
Tinker's armor	60 gp	7	4	20 lbs.	fairly	45	25	5	
Hide	75 gp	6	5	35 lbs.	fairly	95	90	85	
Brigandine	120 gp	6	6	35 lbs.	fairly	90	85	90	
Brigandine, adamantite	60,000 gp	5	9	26 lbs.	fairly		GM's discretion		x12
Brigandine, bronze	80 gp	7	6	35 lbs.	fairly		GM's discretion		-3 days
Brigandine, elven steel	160 gp	6	7	17.5 lbs.	fairly		GM's discretion		x8
Brigandine, fine steel	180 gp	6	7	31.5 lbs.	fairly		GM's discretion		x2
Brigandine, gold	2,100 gp	9	5	70 lbs.	fairly		GM's discretion		x1/3
Brigandine, iron	120 gp	6	6	44 lbs.	fairly		GM's discretion		-1 day
Brigandine, silver	700 gp	8	6	35 lbs.	fairly		GM's discretion		x1/2
Brigandine, mithril	6,000 gp	4	7	23 lbs.	fairly		GM's discretion		x10
Brigandine, dwarven iron	12,000 gp	5	8	44 lbs.	fairly		GM's discretion		x20
Scale mail	120 gp	6	7	40 lbs.	fairly	90	85	80	
Scale mail, adamantite	60,000 gp	5	10	30 lbs.	fairly		GM's discretion		x12
Scale mail, bronze	80 gp	7	7	40 lbs.	fairly		GM's discretion		-3 days
Scale mail, elven steel	240 gp	6	8	20 lbs.	fairly		GM's discretion		x8
Scale mail, fine steel	180 gp	6	8	36 lbs.	fairly		GM's discretion		x2
Scale mail, gold	2,400 gp	9	6	80 lbs.	fairly		GM's discretion		x1/3
Scale mail, iron	120 gp	6	7	50 lbs.	fairly		GM's discretion		-1 day
Scale mail, silver	800 gp	8	7	40 lbs.	fairly		GM's discretion		x1/2
Scale mail, mithril	6,000 gp	4	8	27 lbs.	fairly		GM's discretion		x10
Scale mail, dwarven iron	12,000 gp	5	9	50 lbs.	fairly		GM's discretion		x20
Bezainted hide	90 gp	6	6	40 lbs.	fairly	75	55	35	
Bezainted hide, adamantite	45,000 gp	5	9	30 lbs.	fairly		GM's discretion		x12
Bezainted hide, bronze	60 gp	7	6	40 lbs.	fairly		GM's discretion		-3 days
Bezainted hide, elven steel	180 gp	6	7	20 lbs.	fairly		GM's discretion		x8
Bezainted hide, fine steel	135 gp	6	7	36 lbs.	fairly		GM's discretion		x2
Bezainted hide, gold	2,400 gp	9	5	80 lbs.	fairly		GM's discretion		x1/3
Bezainted hide, iron	90 gp	6	6	50 lbs.	fairly		GM's discretion		-1 day
Bezainted hide, silver	800 gp	8	6	40 lbs.	fairly		GM's discretion		x1/2
Bezainted hide, mithril	4,500 gp	4	7	27 lbs.	fairly		GM's discretion		x10
Bezainted hide, dwarven iron	9,000 gp	5	8	50 lbs.	fairly		GM's discretion		x20
Bezainted leather	60 gp	6	4	25 lbs.	fairly	80	60	40	
Bezainted leather, adamantite	30,000 gp	5	7	19 lbs.	fairly		GM's discretion		x12
Bezainted leather, bronze	40 gp	7	4	25 lbs.	fairly		GM's discretion		-3 days
Bezainted leather, elven steel	120 gp	6	5	12.5 lbs.	fairly		GM's discretion		x8
Bezainted leather, fine steel	90 gp	6	5	22.5 lbs.	fairly		GM's discretion		x2
Bezainted leather, gold	1,500 gp	9	3	50 lbs.	fairly		GM's discretion		x1/3
Bezainted leather, iron	60 gp	6	4	31 lbs.	fairly		GM's discretion		-1 day
Bezainted leather, silver	500 gp	8	4	25 lbs.	fairly		GM's discretion		x1/2
Bezainted leather, mithril	3,000 gp	4	5	17 lbs.	fairly		GM's discretion		x10
Bezainted leather, dwarven iron	6,000 gp	5	6	31 lbs.	fairly		GM's discretion		x20
Chain shirt	120 gp	6	6	25 lbs.	fairly	90	60	30	
Chain shirt, adamantite	60,000 gp	5	9	19 lbs.	fairly		GM's discretion		x12
Chain shirt, bronze	80 gp	7	6	25 lbs.	fairly		GM's discretion		-3 days
Chain shirt, elven steel	160 gp	6	7	12.5 lbs.	fairly		GM's discretion		x8
Chain shirt, fine steel	180 gp	6	7	22.5 lbs.	fairly		GM's discretion		x2
Chain shirt, gold	1,500 gp	9	5	50 lbs.	fairly		GM's discretion		x1/3

TABLE HM 3-1: ARMOR TYPES (CONTINUED)

Type	Cost	AC	HP	Weight	Bulk	Hi	Base Availability			Maintenance
							Med	Low	Adj.	
Chain shirt, iron	120 gp	6	6	31 lbs.	fairly		GM's discretion		-1 day	
Chain shirt, silver	500 gp	8	6	25 lbs.	fairly		GM's discretion		x1/2	
Chain shirt, mithril	6,000 gp	4	7	17 lbs.	fairly		GM's discretion		x10	
Chain shirt, dwarven iron	12,000 gp	5	8	31 lbs.	fairly		GM's discretion		x20	
Coat or jack	120 gp	6	5	30 lbs.	fairly	95	80	65		
Coat or jack, adamantite	60,000 gp	5	8	22.5 lbs.	fairly		GM's discretion		x12	
Coat or jack, bronze	80 gp	7	5	30 lbs.	fairly		GM's discretion		-3 days	
Coat or jack, elven steel	160 gp	6	6	15 lbs.	fairly		GM's discretion		x8	
Coat or jack, fine steel	180 gp	6	6	27 lbs.	fairly		GM's discretion		x2	
Coat or jack, gold	1,800 gp	9	4	60 lbs.	fairly		GM's discretion		x1/3	
Coat or jack, iron	120 gp	6	5	30 lbs.	fairly		GM's discretion		-1 day	
Coat or jack, silver	600 gp	8	5	30 lbs.	fairly		GM's discretion		x1/2	
Coat or jack, mithril	6,000 gp	4	6	20 lbs.	fairly		GM's discretion		x10	
Coat or jack, dwarven iron	12,000 gp	5	7	37.5 lbs.	fairly		GM's discretion		x20	
Lamellar	320 gp	6	7	30 lbs.	fairly	60	30	10		
Lamellar, adamantite	160,000 gp	5	10	22.5 lbs.	fairly		GM's discretion		x12	
Lamellar, bronze	213 gp	7	7	30 lbs.	fairly		GM's discretion		-3 days	
Lamellar, elven steel	640 gp	6	8	15 lbs.	fairly		GM's discretion		x8	
Lamellar, fine steel	480 gp	6	8	27 lbs.	fairly		GM's discretion		x2	
Lamellar, gold	1,800 gp	9	6	60 lbs.	fairly		GM's discretion		x1/3	
Lamellar, iron	320 gp	6	7	30 lbs.	fairly		GM's discretion		-1 day	
Lamellar, silver	600 gp	8	7	30 lbs.	fairly		GM's discretion		x1/2	
Lamellar, mithril	16,000 gp	4	8	20 lbs.	fairly		GM's discretion		x10	
Lamellar, dwarven iron	32,000 gp	5	9	37.5 lbs.	fairly		GM's discretion		x20	
Chain mail	350 gp	5	8	40 lbs.	fairly	95	90	85		
Chain mail, adamantite	175,000 gp	4	11	30 lbs.	fairly		GM's discretion		x12	
Chain mail, bronze	233 gp	6	8	40 lbs.	fairly		GM's discretion		-3 days	
Chain mail, elven steel	700 gp	5	9	20 lbs.	non		GM's discretion		x8	
Chain mail, fine steel	525 gp	5	9	36 lbs.	fairly		GM's discretion		x2	
Chain mail, gold	2,400 gp	9	7	80 lbs.	fairly		GM's discretion		x1/3	
Chain mail, iron	350 gp	5	8	50 lbs.	fairly		GM's discretion		-1 day	
Chain mail, silver	800 gp	7	8	40 lbs.	fairly		GM's discretion		x1/2	
Chain mail, mithril	17,500 gp	3	9	27 lbs.	fairly		GM's discretion		x10	
Chain mail, dwarven iron	35,000 gp	4	10	50 lbs.	fairly		GM's discretion		x20	
Backplate ¹	200 gp	5	6	15 lbs.	fairly	60	40	20		
Backplate, adamantite	100,000 gp	4	9	11 lbs.	fairly		GM's discretion		x12	
Backplate, bronze	133 gp	6	6	15 lbs.	fairly		GM's discretion		-3 days	
Backplate, elven steel	400 gp	5	7	7.5 lbs.	fairly		GM's discretion		x8	
Backplate, fine steel	300 gp	5	7	13.5 lbs.	fairly		GM's discretion		x2	
Backplate, gold	900 gp	9	5	30 lbs.	fairly		GM's discretion		x1/3	
Backplate, iron	200 gp	5	6	15 lbs.	fairly		GM's discretion		-1 day	
Backplate, silver	300 gp	7	6	15 lbs.	fairly		GM's discretion		x1/2	
Backplate, mithril	10,000 gp	3	7	10 lbs.	fairly		GM's discretion		x10	
Backplate, dwarven iron	20,000 gp	4	8	19 lbs.	fairly		GM's discretion		x20	
Breastplate	250 gp	5	7	30 lbs.	fairly	75	55	35		
Breastplate, adamantite	125,000 gp	4	10	22.5 lbs.	fairly		GM's discretion		x12	
Breastplate, bronze	167 gp	6	7	30 lbs.	fairly		GM's discretion		-3 days	
Breastplate, elven steel	500 gp	5	8	15 lbs.	fairly		GM's discretion		x8	
Breastplate, fine steel	375 gp	5	8	27 lbs.	fairly		GM's discretion		x2	
Breastplate, gold	1,800 gp	9	6	60 lbs.	fairly		GM's discretion		x1/3	
Breastplate, iron	250 gp	5	7	30 lbs.	fairly		GM's discretion		-1 day	
Breastplate, silver	600 gp	7	7	30 lbs.	fairly		GM's discretion		x1/2	
Breastplate, mithril	12,500 gp	3	8	20 lbs.	fairly		GM's discretion		x10	
Breastplate, dwarven iron	25,000 gp	4	9	37.5 lbs.	fairly		GM's discretion		x20	
Frontplate ²	200 gp	5	6	15 lbs.	fairly	70	50	30		
Frontplate, adamantite	100,000 gp	4	9	11 lbs.	fairly		GM's discretion		x12	
Frontplate, bronze	133 gp	6	6	15 lbs.	fairly		GM's discretion		-3 days	
Frontplate, elven steel	400 gp	5	7	7.5 lbs.	fairly		GM's discretion		x8	
Frontplate, fine steel	300 gp	5	7	13.5 lbs.	fairly		GM's discretion		x2	
Frontplate, gold	900 gp	9	5	30 lbs.	fairly		GM's discretion		x1/3	
Frontplate, iron	200 gp	5	6	15 lbs.	fairly		GM's discretion		-1 day	
Frontplate, silver	300 gp	7	6	15 lbs.	fairly		GM's discretion		x1/2	
Frontplate, mithril	10,000 gp	3	7	10 lbs.	fairly		GM's discretion		x10	
Frontplate, dwarven iron	20,000 gp	4	8	19 lbs.	fairly		GM's discretion		x20	
Splint mail, wood	300 gp	5	5	45 lbs.	bulky	45	25	10		
Studded hide	175 gp	5	7	35 lbs.	fairly	75	50	25		
Studded hide, adamantite	8,750 gp	4	10	26 lbs.	fairly		GM's discretion		x12	
Studded hide, bronze	175 gp	6	7	35 lbs.	fairly		GM's discretion		-3 days	
Studded hide, elven steel	350 gp	5	8	17.5 lbs.	fairly		GM's discretion		x8	
Studded hide, fine steel	263 gp	5	8	31.5 lbs.	fairly		GM's discretion		x2	
Studded hide, gold	2,100 gp	9	6	70 lbs.	fairly		GM's discretion		x1/3	
Studded hide, iron	175 gp	5	7	44 lbs.	fairly		GM's discretion		-1 day	
Studded hide, silver	700 gp	7	7	35 lbs.	fairly		GM's discretion		x1/2	
Studded hide, mithril	8,750 gp	3	8	23 lbs.	fairly		GM's discretion		x10	
Studded hide, dwarven hide	17,500 gp	4	9	44 lbs.	fairly		GM's discretion		x20	
Splint mail	600 gp	4	8	40 lbs.	bulky	95	90	85		
Splint mail, adamantite	300,000 gp	3	11	30 lbs.	bulky		GM's discretion		x12	
Splint mail, bronze	400 gp	5	8	40 lbs.	bulky		GM's discretion		-3 days	

Chapter 3: Armor, Shields and Barding

TABLE HM 3-1: ARMOR TYPES (CONTINUED)

Type	Cost	AC	HP	Weight	Bulk	Base Availability			Maintenance
						Hi	Med	Low	Adj.
Splint mail, elven steel	1,200 gp	4	9	20 lbs.	bulky		GM's discretion		x8
Splint mail, fine steel	900 gp	4	9	36 lbs.	bulky		GM's discretion		x2
Splint mail, gold	2,400 gp	8	7	80 lbs.	bulky		GM's discretion		x1/3
Splint mail, iron	600 gp	4	8	50 lbs.	bulky		GM's discretion		-1 day
Splint mail, silver	800 gp	6	8	40 lbs.	bulky		GM's discretion		x1/2
Splint mail, mithril	30,000 gp	2	9	27 lbs.	bulky		GM's discretion		x10
Splint mail, dwarven iron	60,000 gp	3	10	50 lbs.	bulky		GM's discretion		x20
Heavy chain	400 gp	4	9	50 lbs.	bulky	60	40	10	
Heavy chain, adamantite	20,000 gp	3	12	37.5 lbs.	bulky		GM's discretion		x12
Heavy chain, bronze	267 gp	5	9	50 lbs.	bulky		GM's discretion		-3 days
Heavy chain, elven steel	800 gp	4	10	25 lbs.	bulky		GM's discretion		x8
Heavy chain, fine steel	600 gp	4	10	45 lbs.	bulky		GM's discretion		x2
Heavy chain, gold	3,000 gp	8	8	100 lbs.	bulky		GM's discretion		x1/3
Heavy chain, iron	400 gp	4	9	62.5 lbs.	bulky		GM's discretion		-1 day
Heavy chain, silver	1,000 gp	6	9	50 lbs.	bulky		GM's discretion		x1/2
Heavy chain, mithril	20,000 gp	2	10	33 lbs.	bulky		GM's discretion		x10
Heavy chain, dwarven iron	40,000 gp	3	11	62.5 lbs.	bulky		GM's discretion		x20
Banded mail	900 gp	4	9	35 lbs.	bulky	90	85	80	
Banded mail, adamantite	450,000 gp	3	12	26 lbs.	bulky		GM's discretion		x12
Banded mail, bronze	600 gp	5	9	35 lbs.	bulky		GM's discretion		-3 days
Banded mail, elven steel	1,800 gp	4	10	17.5 lbs.	bulky		GM's discretion		x8
Banded mail, fine steel	1,350 gp	4	10	31.5 lbs.	bulky		GM's discretion		x2
Banded mail, gold	2,100 gp	8	8	70 lbs.	bulky		GM's discretion		x1/3
Banded mail, iron	900 gp	4	9	44 lbs.	bulky		GM's discretion		-1 day
Banded mail, silver	1,600 gp	6	9	35 lbs.	bulky		GM's discretion		x1/2
Banded mail, mithril	45,000 gp	2	10	23 lbs.	bulky		GM's discretion		x10
Banded mail, dwarven iron	90,000 gp	3	11	44 lbs.	bulky		GM's discretion		x20
Bone	500 gp	4	7	40 lbs.	bulky	45	25	10	
Plate mail	2,000 gp	3	12	50 lbs.	bulky	85	80	75	
Plate mail, adamantite	1,000,000 gp	2	15	37.5 lbs.	bulky		gs		x12
Plate mail, bronze	1,000 gp	4	12	45 lbs.	bulky	85	80	75	-3 days
Plate mail, elven steel	4,000 gp	3	13	25 lbs.	bulky		GM's discretion		x8
Plate mail, fine steel	3,000 gp	3	13	45 lbs.	bulky		GM's discretion		x2
Plate mail, gold	5,000 gp	7	11	100 lbs.	bulky		GM's discretion		x1/3
Plate mail, iron	2,000 gp	3	12	62.5 lbs.	bulky		GM's discretion		-1 day
Plate mail, silver	3,000 gp	5	12	50 lbs.	bulky		GM's discretion		x1/2
Plate mail, mithril	100,000 gp	1	13	33 lbs.	bulky		GM's discretion		x10
Plate mail, dwarven iron	200,000 gp	2	14	62.5 lbs.	bulky		GM's discretion		x20
Half-Plate	3,000 gp	3	18	50 lbs.	bulky	60	40	20	
Half-Plate, adamantite	1,500,000 gp	2	21	37.5 lbs.	bulky		GM's discretion		x12
Half-Plate, bronze	2,000 gp	4	18	45 lbs.	bulky		GM's discretion		-3 days
Half-Plate, elven steel	4,000 gp	3	19	25 lbs.	bulky		GM's discretion		x8
Half-Plate, fine steel	3,000 gp	3	19	45 lbs.	bulky		GM's discretion		x2
Half-Plate, gold	6,000 gp	7	17	100 lbs.	bulky		GM's discretion		x1/3
Half-Plate, iron	3,000 gp	3	18	62.5 lbs.	bulky		GM's discretion		-1 day
Half-Plate, silver	4,000 gp	5	18	50 lbs.	bulky		GM's discretion		x1/2
Half-Plate, mithril	150,000 gp	1	19	33 lbs.	bulky		GM's discretion		x10
Half-Plate, dwarven iron	300,000 gp	2	20	62.5 lbs.	bulky		GM's discretion		x20
Field plate	4,000 gp	2	24**	60 lbs.	bulky	70	65	60	
Field plate, adamantite	2,000,000 gp	1	27**	45 lbs.	bulky		GM's discretion		x12
Field plate, bronze	4,000 gp	3	24**	40 lbs.	bulky		GM's discretion		-3 days
Field plate, elven steel	8,000 gp	2	25**	60 lbs.	bulky		GM's discretion		x8
Field plate, fine steel	6,000 gp	2	25**	54 lbs.	bulky		GM's discretion		x2
Field plate, gold	7,600 gp	6	23**	120 lbs.	bulky		GM's discretion		x1/3
Field plate, iron	4,000 gp	2	24**	75 lbs.	bulky		GM's discretion		-1 day
Field plate, silver	5,200 gp	4	24**	60 lbs.	bulky		GM's discretion		x1/2
Field plate, mithril	200,000 gp	0	25**	40 lbs.	bulky		GM's discretion		x10
Field plate, dwarven iron	400,000 gp	1	26**	75 lbs.	bulky		GM's discretion		x20
Full plate	6,000-10,000 gp	1	36**	70 lbs.	bulky	65	60	55	
Full plate, adamantine	3,000,000-5,000,000 gp	0	39**	52.5 lbs.	bulky		GM's discretion		x12
Full plate, bronze	4,000-6,667 gp	2	36**	70 lbs.	bulky		GM's discretion		-3 days
Full plate, elven steel	12,000-20,000 gp	1	37**	35 lbs.	bulky		GM's discretion		x8
Full plate, fine steel	9,000-15,000 gp	1	37**	63 lbs.	bulky		GM's discretion		x2
Full plate, gold	10,200-14,200 gp	5	35**	140 lbs.	bulky		GM's discretion		x1/3
Full plate, iron	6,000-10,000 gp	1	36**	70 lbs.	bulky		GM's discretion		-1 day
Full plate, silver	7,400-11,400 gp	3	36**	70 lbs.	bulky		GM's discretion		x1/2
Full plate, mithril	300,000-500,000 gp	-1	37**	47 lbs.	bulky		GM's discretion		x10
Full plate, dwarven iron	600,000-1,000,000 gp	0	38**	52.5 lbs.	bulky		GM's discretion		x20

1 Protects only against attacks made from the rear and rear flanks.

2 Protects only against attacks made from the front and front flanks.

** This armor absorbs 2 hit points per die.

TABLE HM 3-2: ARMOR HIT POINT REGRESSION

Type	AC	HP	Armor Class											
			-1	0	1	2	3	4	5	6	7	8	9	
Heavy cloth	9	1	-	-	-	-	-	-	-	-	-	-	-	1
Robes/Garments	9	1	-	-	-	-	-	-	-	-	-	-	-	1
Skins	9	1	-	-	-	-	-	-	-	-	-	-	-	1
Soft leather	9	1	-	-	-	-	-	-	-	-	-	-	-	1
Leather	8	2	-	-	-	-	-	-	-	-	-	2	1	
Padded	8	2	-	-	-	-	-	-	-	-	-	2	1	
Cord	8	2	-	-	-	-	-	-	-	-	-	2	1	
Wooden breastplate	8	2	-	-	-	-	-	-	-	-	-	2	1	
Studded leather	7	4	-	-	-	-	-	-	-	-	4	2	1	
Studded leather, adamantite	6	7	-	-	-	-	-	-	7	7	5	4	1	
Studded leather, bronze	7	4	-	-	-	-	-	-	-	-	4	1	1	
Studded leather, elven steel	7	5	-	-	-	-	-	-	-	-	5	3	2	
Studded leather, fine steel	7	5	-	-	-	-	-	-	-	-	5	3	2	
Studded leather, gold	9	3	-	-	-	-	-	-	-	-	-	-	3	
Studded leather, iron	7	4	-	-	-	-	-	-	-	-	4	2	1	
Studded leather, silver	9	4	-	-	-	-	-	-	-	-	-	-	4	
Studded leather, mithril	5	5	-	-	-	-	-	-	5	5	5	3	2	
Studded leather, dwarven iron	6	6	-	-	-	-	-	-	-	6	6	4	3	
Ring mail	7	6	-	-	-	-	-	-	-	-	6	2	1	
Ring mail, adamantite	6	9	-	-	-	-	-	-	-	9	9	5	4	
Ring mail, bronze	8	6	-	-	-	-	-	-	-	-	-	6	1	
Ring mail, elven steel	7	7	-	-	-	-	-	-	-	-	7	3	2	
Ring mail, fine steel	7	7	-	-	-	-	-	-	-	-	7	3	2	
Ring mail, gold	9	5	-	-	-	-	-	-	-	-	-	-	5	
Ring mail, iron	7	6	-	-	-	-	-	-	-	-	6	2	1	
Ring mail, silver	9	6	-	-	-	-	-	-	-	-	-	-	6	
Ring mail, mithril	5	7	-	-	-	-	-	-	7	7	7	3	2	
Ring mail, dwarven iron	6	8	-	-	-	-	-	-	-	8	8	4	3	
Halfling cord	7	2	-	-	-	-	-	-	-	-	2	2	1	
Lamellar, wood	7	3	-	-	-	-	-	-	-	-	3	2	1	
Tinker's armor	7	4	-	-	-	-	-	-	-	-	4	2	1	
Hide	6	5	-	-	-	-	-	-	-	5	4	2	1	
Brigandine	6	6	-	-	-	-	-	-	-	6	4	2	1	
Brigandine, adamantite	5	9	-	-	-	-	-	-	9	9	7	5	4	
Brigandine, bronze	7	6	-	-	-	-	-	-	-	-	6	2	1	
Brigandine, elven steel	6	7	-	-	-	-	-	-	-	7	5	3	2	
Brigandine, fine steel	6	7	-	-	-	-	-	-	-	7	5	3	2	
Brigandine, gold	9	5	-	-	-	-	-	-	-	-	-	-	5	
Brigandine, iron	6	6	-	-	-	-	-	-	-	6	4	2	1	
Brigandine, silver	8	6	-	-	-	-	-	-	-	-	-	6	1	
Brigandine, mithril	4	7	-	-	-	-	-	7	7	7	5	3	2	
Brigandine, dwarven iron	5	8	-	-	-	-	-	-	8	8	8	4	3	
Scale mail	6	7	-	-	-	-	-	-	-	7	4	2	1	
Scale mail, adamantite	5	10	-	-	-	-	-	-	10	10	7	5	4	
Scale mail, bronze	7	7	-	-	-	-	-	-	-	-	7	2	1	
Scale mail, elven steel	6	8	-	-	-	-	-	-	-	8	5	3	2	
Scale mail, fine steel	6	8	-	-	-	-	-	-	-	8	5	3	2	
Scale mail, gold	9	6	-	-	-	-	-	-	-	-	-	-	6	
Scale mail, iron	6	7	-	-	-	-	-	-	-	7	4	2	1	
Scale mail, silver	8	7	-	-	-	-	-	-	-	-	-	7	1	
Scale mail, mithril	4	8	-	-	-	-	-	8	8	8	5	3	2	
Scale mail, dwarven iron	5	9	-	-	-	-	-	-	9	9	6	4	3	
Bezainted hide	6	6	-	-	-	-	-	-	-	6	4	2	1	
Bezainted hide, adamantite	5	9	-	-	-	-	-	-	9	9	7	5	4	
Bezainted hide, bronze	7	6	-	-	-	-	-	-	-	-	6	2	1	
Bezainted hide, elven steel	6	7	-	-	-	-	-	-	-	7	5	3	2	
Bezainted hide, fine steel	6	7	-	-	-	-	-	-	-	7	5	3	2	
Bezainted hide, gold	9	5	-	-	-	-	-	-	-	-	-	-	5	
Bezainted hide, iron	6	6	-	-	-	-	-	-	-	6	4	2	1	
Bezainted hide, silver	8	6	-	-	-	-	-	-	-	-	-	6	1	
Bezainted hide, mithril	4	7	-	-	-	-	-	7	7	7	5	3	2	
Bezainted hide, dwarven iron	5	8	-	-	-	-	-	-	8	8	6	4	3	
Bezainted leather	6	4	-	-	-	-	-	-	-	4	3	2	1	
Bezainted leather, adamantite	5	7	-	-	-	-	-	-	7	7	6	5	4	
Bezainted leather, bronze	7	4	-	-	-	-	-	-	-	-	4	2	1	
Bezainted leather, elven steel	6	5	-	-	-	-	-	-	-	5	4	3	2	
Bezainted leather, fine steel	6	5	-	-	-	-	-	-	-	5	4	3	2	
Bezainted leather, gold	9	3	-	-	-	-	-	-	-	-	-	-	3	
Bezainted leather, iron	6	4	-	-	-	-	-	-	-	4	3	2	1	
Bezainted leather, silver	8	4	-	-	-	-	-	-	-	-	-	4	1	
Bezainted leather, mithril	4	5	-	-	-	-	-	5	5	5	4	3	2	
Bezainted leather, dwarven iron	5	6	-	-	-	-	-	-	6	6	5	4	3	
Chain shirt	6	6	-	-	-	-	-	-	-	6	4	2	1	
Chain shirt, adamantite	5	9	-	-	-	-	-	-	9	9	7	5	4	
Chain shirt, bronze	7	6	-	-	-	-	-	-	-	-	6	4	3	

TABLE HM 3-2: ARMOR HIT POINT REGRESSION (CONTINUED)

Type	Armor Class												
	AC	HP	-1	0	1	2	3	4	5	6	7	8	9
Chain shirt, elven steel	6	7	-	-	-	-	-	-	-	7	5	3	2
Chain shirt, fine steel	6	7	-	-	-	-	-	-	-	7	5	3	2
Chain shirt, gold	9	5	-	-	-	-	-	-	-	-	-	-	5
Chain shirt, iron	6	6	-	-	-	-	-	-	-	6	4	2	1
Chain shirt, silver	8	6	-	-	-	-	-	-	-	-	-	6	1
Chain shirt, mithril	4	7	-	-	-	-	-	7	7	7	5	3	2
Chain shirt, dwarven iron	5	8	-	-	-	-	-	-	8	8	6	4	3
Coat or jack	6	5	-	-	-	-	-	-	-	5	4	2	1
Coat or jack, adamantite	5	8	-	-	-	-	-	-	8	8	7	5	4
Coat or jack, bronze	7	5	-	-	-	-	-	-	-	-	5	2	1
Coat or jack, elven steel	6	6	-	-	-	-	-	-	-	6	5	3	2
Coat or jack, fine steel	6	6	-	-	-	-	-	-	-	6	5	3	2
Coat or jack, gold	9	4	-	-	-	-	-	-	-	-	-	-	4
Coat or jack, iron	6	5	-	-	-	-	-	-	-	5	4	2	1
Coat or jack, silver	8	5	-	-	-	-	-	-	-	-	-	5	1
Coat or jack, mithril	4	6	-	-	-	-	-	6	6	6	5	3	2
Coat or jack, dwarven iron	5	7	-	-	-	-	-	-	7	7	6	4	3
Lamellar	6	7	-	-	-	-	-	-	-	7	4	2	1
Lamellar, adamantite	5	10	-	-	-	-	-	-	10	10	7	5	4
Lamellar, bronze	7	7	-	-	-	-	-	-	-	-	7	2	1
Lamellar, elven steel	6	8	-	-	-	-	-	-	-	8	5	3	2
Lamellar, fine steel	6	8	-	-	-	-	-	-	-	8	5	3	2
Lamellar, gold	9	6	-	-	-	-	-	-	-	-	-	-	6
Lamellar, iron	6	7	-	-	-	-	-	-	-	7	4	2	1
Lamellar, silver	8	7	-	-	-	-	-	-	-	-	-	7	1
Lamellar, mithril	4	8	-	-	-	-	-	8	8	8	5	3	2
Lamellar, dwarven iron	5	9	-	-	-	-	-	-	9	9	6	4	3
Chain mail	5	8	-	-	-	-	-	-	8	6	4	2	1
Chain mail, adamantite	4	11	-	-	-	-	-	11	11	9	7	5	4
Chain mail, bronze	6	8	-	-	-	-	-	-	-	8	4	2	1
Chain mail, elven steel	5	9	-	-	-	-	-	-	9	7	5	3	2
Chain mail, fine steel	5	9	-	-	-	-	-	-	9	7	5	3	2
Chain mail, gold	9	7	-	-	-	-	-	-	-	-	-	-	7
Chain mail, iron	5	8	-	-	-	-	-	-	8	6	4	2	1
Chain mail, silver	7	8	-	-	-	-	-	-	-	-	8	2	1
Chain mail, mithril	3	9	-	-	-	-	9	9	9	7	5	3	2
Chain mail, dwarven iron	4	10	-	-	-	-	-	10	10	10	6	4	3
Backplate ¹	5	6	-	-	-	-	-	-	6	5	4	2	1
Backplate, adamantite	4	9	-	-	-	-	-	9	9	8	7	5	4
Backplate, bronze	6	6	-	-	-	-	-	-	-	6	4	2	1
Backplate, elven steel	5	7	-	-	-	-	-	-	7	6	5	3	2
Backplate, fine steel	5	7	-	-	-	-	-	-	7	6	5	3	2
Backplate, gold	9	5	-	-	-	-	-	-	-	-	-	-	5
Backplate, iron	5	6	-	-	-	-	-	-	6	5	4	2	1
Backplate, silver	7	6	-	-	-	-	-	-	-	-	6	2	1
Backplate, mithril	3	7	-	-	-	-	7	7	7	6	5	3	2
Backplate, dwarven iron	4	8	-	-	-	-	-	8	8	7	6	4	3
Breastplate	5	7	-	-	-	-	-	-	7	6	4	2	1
Breastplate, adamantite	4	10	-	-	-	-	-	10	10	9	7	5	4
Breastplate, bronze	6	7	-	-	-	-	-	-	-	7	4	2	1
Breastplate, elven steel	5	8	-	-	-	-	-	-	8	7	5	3	2
Breastplate, fine steel	5	8	-	-	-	-	-	-	8	7	5	3	2
Breastplate, gold	9	6	-	-	-	-	-	-	-	-	-	-	6
Breastplate, iron	5	7	-	-	-	-	-	-	7	6	4	2	1
Breastplate, silver	7	7	-	-	-	-	-	-	-	-	7	2	1
Breastplate, mithril	3	8	-	-	-	-	8	8	8	7	5	3	2
Breastplate, dwarven iron	4	9	-	-	-	-	-	9	9	8	6	4	3
Frontplate ²	5	6	-	-	-	-	-	-	6	5	4	2	1
Frontplate, adamantite	4	9	-	-	-	-	-	9	8	7	5	4	1
Frontplate, bronze	6	6	-	-	-	-	-	-	-	6	4	2	1
Frontplate, elven steel	5	7	-	-	-	-	-	-	7	6	5	3	2
Frontplate, fine steel	5	7	-	-	-	-	-	-	7	6	5	3	2
Frontplate, gold	9	5	-	-	-	-	-	-	-	-	-	-	5
Frontplate, iron	5	6	-	-	-	-	-	-	6	5	4	2	1
Frontplate, silver	7	6	-	-	-	-	-	-	-	-	6	2	1
Frontplate, mithril	3	7	-	-	-	-	7	7	7	6	5	3	2
Frontplate, dwarven iron	4	8	-	-	-	-	-	8	8	7	6	4	3
Splint mail, wood	5	5	-	-	-	-	-	-	5	4	3	2	1
Studded hide	5	7	-	-	-	-	-	-	7	6	4	2	1
Studded hide, adamantite	4	10	-	-	-	-	-	10	10	9	7	5	4
Studded hide, bronze	6	7	-	-	-	-	-	-	-	7	4	2	1
Studded hide, elven steel	5	8	-	-	-	-	-	-	8	7	5	3	2
Studded hide, fine steel	5	8	-	-	-	-	-	-	8	7	5	3	2
Studded hide, gold	9	6	-	-	-	-	-	-	-	-	-	-	6
Studded hide, iron	5	7	-	-	-	-	-	-	7	6	4	2	1

TABLE HM 3-2: ARMOR HIT POINT REGRESSION (CONTINUED)

Type	Armor Class												
	AC	HP	-1	0	1	2	3	4	5	6	7	8	9
Studded hide, silver	7	7	-	-	-	-	-	-	-	-	7	2	1
Studded hide, mithril	3	8	-	-	-	-	8	8	8	7	5	3	2
Studded hide, dwarven hide	4	9	-	-	-	-	-	9	9	8	6	4	3
Splint mail	4	8	-	-	-	-	-	8	8	6	4	2	1
Splint mail, adamantite	3	11	-	-	-	-	11	11	11	9	7	5	4
Splint mail, bronze	5	8	-	-	-	-	-	-	8	6	4	2	1
Splint mail, elven steel	4	9	-	-	-	-	-	9	9	7	5	3	2
Splint mail, fine steel	4	9	-	-	-	-	-	9	9	7	5	3	2
Splint mail, gold	8	7	-	-	-	-	-	-	-	-	-	7	1
Splint mail, iron	4	8	-	-	-	-	-	8	8	6	4	2	1
Splint mail, silver	6	8	-	-	-	-	-	-	-	8	4	2	1
Splint mail, mithril	2	9	-	-	-	9	9	9	9	7	5	3	2
Splint mail, dwarven iron	3	10	-	-	-	-	10	10	10	8	6	4	3
Heavy chain	4	9	-	-	-	-	-	9	8	6	4	2	1
Heavy chain, adamantite	3	12	-	-	-	-	12	12	11	9	7	5	4
Heavy chain, bronze	5	9	-	-	-	-	-	-	9	6	4	2	1
Heavy chain, elven steel	4	10	-	-	-	-	-	10	9	7	5	3	2
Heavy chain, fine steel	4	10	-	-	-	-	-	10	9	7	5	3	2
Heavy chain, gold	8	8	-	-	-	-	-	-	-	-	-	8	1
Heavy chain, iron	4	9	-	-	-	-	-	9	8	6	4	2	1
Heavy chain, silver	6	9	-	-	-	-	-	-	-	9	4	2	1
Heavy chain, mithril	2	10	-	-	-	10	10	10	9	7	5	3	2
Heavy chain, dwarven iron	3	11	-	-	-	-	11	11	10	8	6	4	3
Banded mail	4	9	-	-	-	-	-	9	8	6	4	2	1
Banded mail, adamantite	3	12	-	-	-	-	12	12	11	9	7	5	4
Banded mail, bronze	5	9	-	-	-	-	-	-	9	6	4	2	1
Banded mail, elven steel	4	10	-	-	-	-	-	10	9	7	5	3	2
Banded mail, fine steel	4	10	-	-	-	-	-	10	9	7	5	3	2
Banded mail, gold	8	8	-	-	-	-	-	-	-	-	-	8	1
Banded mail, iron	4	9	-	-	-	-	-	9	8	6	4	2	1
Banded mail, silver	6	9	-	-	-	-	-	-	-	9	4	2	1
Banded mail, mithril	2	10	-	-	-	10	10	10	9	7	5	3	2
Banded mail, dwarven iron	3	11	-	-	-	-	11	11	10	8	6	4	3
Bone	4	7	-	-	-	-	-	7	6	5	4	2	1
Plate mail	3	12	-	-	-	-	12	10	8	6	4	2	1
Plate mail, adamantite	2	15	-	-	-	15	15	13	11	9	7	5	4
Plate mail, bronze	4	12	-	-	-	-	-	12	8	6	4	2	1
Plate mail, elven steel	3	13	-	-	-	-	13	11	9	7	5	3	2
Plate mail, fine steel	3	13	-	-	-	-	13	11	9	7	5	3	2
Plate mail, gold	7	11	-	-	-	-	-	-	-	-	11	2	1
Plate mail, iron	3	12	-	-	-	-	12	10	8	6	4	2	1
Plate mail, silver	5	12	-	-	-	-	-	-	12	6	4	2	1
Plate mail, mithril	1	13	-	-	13	13	13	11	9	7	5	3	2
Plate mail, dwarven iron	2	14	-	-	-	14	14	12	10	8	6	4	3
Half-Plate	3	18	-	-	-	-	18	12	10	8	4	2	1
Half-Plate, adamantite	2	21	-	-	-	21	21	15	13	11	7	5	4
Half-Plate, bronze	4	18	-	-	-	-	-	18	10	8	4	2	1
Half-Plate, elven steel	3	19	-	-	-	-	19	13	11	9	5	3	2
Half-Plate, fine steel	3	19	-	-	-	-	19	13	11	9	5	3	2
Half-Plate, gold	7	17	-	-	-	-	-	-	-	-	17	2	1
Half-Plate, iron	3	18	-	-	-	-	18	12	10	8	4	2	1
Half-Plate, silver	5	18	-	-	-	-	-	-	18	8	4	2	1
Half-Plate, mithril	1	19	-	-	19	19	19	13	11	9	5	3	2
Half-Plate, dwarven iron	2	20	-	-	-	20	20	14	12	10	6	4	3
Field plate	2	24**	-	-	-	24**	12	10	8	6	4	2	1
Field plate, adamantite	1	27**	-	-	27**	27**	15	13	11	9	7	5	4
Field plate, bronze	3	24**	-	-	-	-	24**	10	8	6	4	2	1
Field plate, elven steel	2	25**	-	-	-	25**	13	11	9	7	5	3	2
Field plate, fine steel	2	25**	-	-	-	25**	13	11	9	7	5	3	2
Field plate, gold	6	23**	-	-	-	-	-	-	-	23**	4	2	1
Field plate, iron	2	24**	-	-	-	24**	12	10	8	6	4	2	1
Field plate, silver	4	24**	-	-	-	-	-	24**	8	6	4	2	1
Field plate, mithril	0	25**	-	25**	25**	25**	13	11	9	7	5	3	2
Field plate, dwarven iron	1	26**	-	-	26**	26**	14	12	10	8	6	4	3
Full plate	1	36**	-	-	36**	24**	12	10	8	6	4	2	1
Full plate, adamantine	0	39**	-	39**	39**	27**	15	13	11	9	7	5	4
Full plate, bronze	2	36**	-	-	-	36**	12	10	8	6	4	2	1
Full plate, elven steel	1	37**	-	-	37**	25**	13	11	9	7	5	3	2
Full plate, fine steel	1	37**	-	-	37**	25**	13	11	9	7	5	3	2
Full plate, gold	5	35**	-	-	-	-	-	-	35**	6	4	2	1
Full plate, iron	1	36**	-	-	36**	24**	12	10	8	6	4	2	1
Full plate, silver	3	36**	-	-	-	-	36**	10	8	6	4	2	1
Full plate, mithril	-1	37**	37**	37**	37**	25**	13	11	9	7	5	3	2
Full plate, dwarven iron	0	38**	-	38**	38**	26**	14	12	10	8	6	4	3

1 Protects only against attacks made from the rear and rear flanks. 2 Protects only against attacks made from the front and front flanks. ** This armor absorbs 2 hit points per die.

Chapter 3: Armor, Shields and Barding

TABLE HM 3-3: SHIELD TYPES

Shield	Cost	AC	Weight		Base Availability	
			(lbs.)	Hi	Med	Low
Buckler	5 gp	+1	3	90	85	80
Buckler, adamantite	2,500 gp	+4	2		GM's discretion	
Buckler, bronze	3 gp	+1	3		GM's discretion	
Buckler, elven steel	10 gp	+1	1.5		GM's discretion	
Buckler, fine steel	75 sp	+1	2.7		GM's discretion	
Buckler, gold	95 gp	+1	6		GM's discretion	
Buckler, iron	5 gp	+1	3.75		GM's discretion	
Buckler, silver	65 gp	+1	3		GM's discretion	
Buckler, mithril	250 gp	+3	2		GM's discretion	
Buckler, dwarven iron	500 gp	+2	3.75		GM's discretion	
Buckler, Spiked	15 gp	+1	4	90	85	80
Buckler, Spiked, adamantite	7,500 gp	+4	3		GM's discretion	
Buckler, Spiked, bronze	10 gp	+1	4		GM's discretion	
Buckler, Spiked, elven steel	30 gp	+1	2		GM's discretion	
Buckler, Spiked, fine steel	22.5 gp	+1	3.6		GM's discretion	
Buckler, Spiked, gold	135 gp	+1	8		GM's discretion	
Buckler, Spiked, iron	15 gp	+1	5		GM's discretion	
Buckler, Spiked, silver	95 gp	+1	4		GM's discretion	
Buckler, Spiked, mithril	750 gp	+3	2.7		GM's discretion	
Buckler, Spiked, dwarven iron	1,500 gp	+2	5		GM's discretion	
Shield, Small	20 gp	+2	5	90	85	80
Shield, Small, adamantite	10,000 gp	+5	4		GM's discretion	
Shield, Small, bronze	13 gp	+1	5		GM's discretion	
Shield, Small, elven steel	40 gp	+2	2.5		GM's discretion	
Shield, Small, fine steel	30 gp	+2	4.5		GM's discretion	
Shield, Small, gold	170 gp	+1	10		GM's discretion	
Shield, Small, iron	20 gp	+2	6		GM's discretion	
Shield, Small, silver	120 gp	+1	5		GM's discretion	
Shield, Small, mithril	1,000 gp	+4	3		GM's discretion	
Shield, Small, dwarven iron	2,000 gp	+3	6		GM's discretion	
Shield, Medium	30 gp	+3	10	90	85	80
Shield, Medium, adamantite	15,000 gp	+6	7.5		GM's discretion	
Shield, Medium, bronze	20 gp	+2	10		GM's discretion	
Shield, Medium, elven steel	60 gp	+3	5		GM's discretion	
Shield, Medium, fine steel	45 gp	+3	9		GM's discretion	
Shield, Medium, gold	300 gp	+1	20		GM's discretion	
Shield, Medium, iron	30 gp	+3	12.5		GM's discretion	
Shield, Medium, silver	200 gp	+1	10		GM's discretion	
Shield, Medium, mithril	1,500 gp	+5	7		GM's discretion	
Shield, Medium, dwarven iron	3,000 gp	+4	12.5		GM's discretion	
Shield, Body	100 gp	+4 (+6*)	25	90	85	80
Shield, Body, adamantite	50,000 gp	+7 (+9*)	19		GM's discretion	
Shield, Body, bronze	67 gp	+3 (+5*)	25		GM's discretion	
Shield, Body, elven steel	200 gp	+4 (+6*)	12.5		GM's discretion	
Shield, Body, fine steel	150 gp	+4 (+6*)	22.5		GM's discretion	
Shield, Body, gold	750 gp	+1 (+2*)	50		GM's discretion	
Shield, Body, iron	100 gp	+4 (+6*)	31		GM's discretion	
Shield, Body, silver	500 gp	+2 (+4*)	25		GM's discretion	
Shield, Body, mithril	5,000 gp	+6 (+8*)	17		GM's discretion	
Shield, Body, dwarven iron	10,000 gp	+5 (+7*)	31		GM's discretion	

* A body shield provides further improved against missile attacks.

TABLE HM 3-4: SHIELD ARMOR POINTS

Shield	+9	+8	+7	+6	+5	+4	+3	+2	+1
Buckler	-	-	-	-	-	-	-	-	3
Buckler, adamantite	-	-	-	-	-	6	6	6	6
Buckler, bronze	-	-	-	-	-	-	-	-	3
Buckler, elven steel	-	-	-	-	-	-	-	-	4
Buckler, fine steel	-	-	-	-	-	-	-	-	4
Buckler, gold	-	-	-	-	-	-	-	-	2
Buckler, iron	-	-	-	-	-	-	-	-	3
Buckler, silver	-	-	-	-	-	-	-	-	3
Buckler, mithril	-	-	-	-	-	-	4	4	4
Buckler, dwarven iron	-	-	-	-	-	-	-	5	5
Buckler, Spiked	-	-	-	-	-	-	-	-	3
Buckler, Spiked, adamantite	-	-	-	-	-	6	6	6	6
Buckler, Spiked, bronze	-	-	-	-	-	-	-	-	3
Buckler, Spiked, elven steel	-	-	-	-	-	-	-	-	4
Buckler, Spiked, fine steel	-	-	-	-	-	-	-	-	4
Buckler, Spiked, gold	-	-	-	-	-	-	-	-	2
Buckler, Spiked, iron	-	-	-	-	-	-	-	-	3
Buckler, Spiked, silver	-	-	-	-	-	-	-	-	3
Buckler, Spiked, mithril	-	-	-	-	-	-	4	4	4
Buckler, Spiked, dwarven iron	-	-	-	-	-	-	-	5	5
Shield, Small	-	-	-	-	-	-	-	-	4
Shield, Small, adamantite	-	-	-	-	7	7	7	7	6
Shield, Small, bronze	-	-	-	-	-	-	-	-	4
Shield, Small, elven steel	-	-	-	-	-	-	-	5	4
Shield, Small, fine steel	-	-	-	-	-	-	-	-	4
Shield, Small, gold	-	-	-	-	-	-	-	-	2
Shield, Small, iron	-	-	-	-	-	-	-	-	4
Shield, Small, silver	-	-	-	-	-	-	-	-	4
Shield, Small, mithril	-	-	-	-	-	5	5	5	4
Shield, Small, dwarven iron	-	-	-	-	-	-	6	6	5
Shield, Medium	-	-	-	-	-	-	-	5	4
Shield, Medium, adamantite	-	-	-	8	8	8	8	7	6
Shield, Medium, bronze	-	-	-	-	-	-	-	5	3
Shield, Medium, elven steel	-	-	-	-	-	-	6	5	4
Shield, Medium, fine steel	-	-	-	-	-	-	6	5	4
Shield, Medium, gold	-	-	-	-	-	-	-	-	2
Shield, Medium, iron	-	-	-	-	-	-	5	4	3
Shield, Medium, silver	-	-	-	-	-	-	-	-	5
Shield, Medium, mithril	-	-	-	-	6	6	6	5	4
Shield, Medium, dwarven iron	-	-	-	-	-	7	7	6	5
Shield, Body	-	-	-	-	-	-	6	5	4
Shield, Body, adamantite	-	-	9	9	9	9	8	7	6
Shield, Body, bronze	-	-	-	-	-	-	6	4	3
Shield, Body, elven steel	-	-	-	-	-	7	6	5	4
Shield, Body, fine steel	-	-	-	-	-	7	6	5	4
Shield, Body, gold	-	-	-	-	-	-	-	-	2
Shield, Body, iron	-	-	-	-	-	6	5	4	3
Shield, Body, silver	-	-	-	-	-	-	-	6	3
Shield, Body, mithril	-	-	-	7	7	7	6	5	4
Shield, Body, dwarven iron	-	-	-	-	8	8	7	6	5

TABLE HM 3-5: HELMET ARMOR POINTS

Helmet Type	Armor Class										
	-1	0	1	2	3	4	5	6	7	8	9
Cap, padded	-	-	-	-	-	-	-	-	-	-	2
Cap, leather	-	-	-	-	-	-	-	-	-	2	1
Cap, steel	-	-	-	-	-	-	-	-	4	2	1
Cap, adamantite	-	-	-	-	-	-	-	7	7	5	4
Cap, bronze	-	-	-	-	-	-	-	-	-	4	1
Cap, elven steel	-	-	-	-	-	-	-	-	4	2	1
Cap, fine steel	-	-	-	-	-	-	-	-	4	2	1
Cap, gold	-	-	-	-	-	-	-	-	-	-	3
Cap, iron	-	-	-	-	-	-	-	-	4	2	1
Cap, silver	-	-	-	-	-	-	-	-	-	-	4
Cap, mithril	-	-	-	-	-	-	5	5	5	3	2
Cap, dwarven iron	-	-	-	-	-	-	-	6	6	4	3
Coif, leather	-	-	-	-	-	-	-	5	4	2	1
Coif, chain	-	-	-	-	-	-	8	6	4	2	1
Coif, adamantite chain	-	-	-	-	-	11	11	9	7	5	4
Coif, bronze chain	-	-	-	-	-	-	-	8	4	2	1
Coif, elven steel chain	-	-	-	-	-	-	9	7	5	3	2
Coif, fine steel chain	-	-	-	-	-	-	9	7	5	3	2
Coif, gold chain	-	-	-	-	-	-	-	-	-	-	8
Coif, iron chain	-	-	-	-	-	-	8	6	4	2	1
Coif, silver chain	-	-	-	-	-	-	-	-	8	2	1
Coif, mithril chain	-	-	-	-	9	9	9	7	5	3	2
Coif, dwarven iron chain	-	-	-	-	-	10	10	8	6	4	3
Open-faced Helm (Basinet)	-	-	-	-	-	10	8	6	4	2	1
Open-faced Helm, adamantite	-	-	-	-	13	13	11	9	7	5	4
Open-faced Helm, bronze	-	-	-	-	-	-	10	6	4	2	1
Open-faced Helm, elven steel	-	-	-	-	-	11	9	7	5	3	2
Open-faced Helm, fine steel	-	-	-	-	-	11	9	7	5	3	2
Open-faced Helm, gold	-	-	-	-	-	-	-	-	-	9	1
Open-faced Helm, iron	-	-	-	-	-	10	8	6	4	2	1
Open-faced Helm, silver	-	-	-	-	-	-	-	10	4	2	1
Open-faced Helm, mithril	-	-	-	11	11	11	9	7	5	3	2
Open-faced Helm, dwarven iron	-	-	-	-	12	12	10	8	6	4	3
Close-faced Helm	-	-	-	23**	12	10	8	6	4	2	1
Close-faced Helm, adamantite	-	-	26**	26**	15	13	11	9	7	5	4
Close-faced Helm, bronze	-	-	-	-	23**	10	8	6	4	2	1
Close-faced Helm, elven steel	-	-	-	24**	13	11	9	7	5	3	2
Close-faced Helm, fine steel	-	-	-	24**	13	11	9	7	5	3	2
Close-faced Helm, gold	-	-	-	-	-	-	-	22**	4	2	1
Close-faced Helm, iron	-	-	-	23**	12	10	8	6	4	2	1
Close-faced Helm, silver	-	-	-	-	-	23**	8	6	4	2	1
Close-faced Helm, mithril	-	24**	24**	24**	13	11	9	7	5	3	2
Close-faced Helm, dwarven iron	-	-	25**	25**	14	12	10	8	6	4	3
Great Helm	-	-	36**	24**	12	10	9	7	4	2	1
Great Helm, adamantite	-	39**	39**	27**	15	13	12	10	7	5	4
Great Helm, bronze	-	-	-	36**	12	10	9	7	4	2	1
Great Helm, elven steel	-	-	37**	25**	13	11	10	8	5	3	2
Great Helm, fine steel	-	-	37**	25**	13	11	10	8	5	3	2
Great Helm, gold	-	-	-	-	-	-	35**	7	4	2	1
Great Helm, iron	-	-	36**	24**	12	10	9	7	4	2	1
Great Helm, silver	-	-	-	-	36**	10	9	7	4	2	1
Great Helm, mithril	37**	37**	37**	25**	13	11	10	8	5	3	2
Great Helm, dwarven iron	-	38**	38**	26**	14	12	11	9	6	4	3

** Armor absorbs 2 hit points per die.

TABLE HM 3-6: HELMET TYPES

Helmet Type	Base	Head	Default	Vision	Hearing	Surprise	Weight (lbs.)
	Cost	AC	AC				
Cap, padded	7 sp	9	9	0	-5%	-1	2
Cap, leather	1 gp	8-9	8	0	-5%	-1	2
Cap, steel	2 gp	7-8	7	0	-5%	-1	2
Cap, adamantite	1,000 gp	6	6	0	-5%	-1	1.5
Cap, bronze	17 sp	8	8	0	-5%	-1	2
Cap, elven steel	4 gp	7	7	0	-5%	-1	1
Cap, fine steel	3 gp	7	7	0	-5%	-1	1.8
Cap, gold	60 gp	9	9	0	-5%	-1	4
Cap, iron	2 gp	7	7	0	-5%	-1	2.5
Cap, silver	40 gp	9	9	0	-5%	-1	2
Cap, mithril	100 gp	5	5	0	-5%	-1	1.3
Cap, dwarven iron	500 gp	6	6	0	-5%	-1	2.5
Coif, leather	26 sp	5-7	6	0	-5%	-1	2
Coif, chain	3 gp	4-6	5	0	-5%	-1	2
Coif, adamantite chain	1,300 gp	4	4	0	-5%	-1	1.5
Coif, bronze chain	17 sp	6	6	0	-5%	-1	2
Coif, elven steel chain	52 sp	5	5	0	-5%	-1	1
Coif, fine steel chain	39 sp	5	5	0	-5%	-1	1.8
Coif, gold chain	62 sp	9	9	0	-5%	-1	4
Coif, iron chain	26 sp	5	5	0	-5%	-1	2.5
Coif, silver chain	42 gp	7	7	0	-5%	-1	2
Coif, mithril chain	130 gp	3	3	0	-5%	-1	1.3
Coif, dwarven iron chain	260 gp	4	4	0	-5%	-1	2.5
Open-faced Helm (Basinet)	4 gp	3-5	4	-1	-10%	-2	5
Open-faced Helm, adamantite	2,000 gp	3	3	-1	-10%	-2	4
Open-faced Helm, bronze	27 sp	5	5	-1	-10%	-2	5
Open-faced Helm, elven steel	8 gp	4	4	-1	-10%	-2	2.5
Open-faced Helm, fine steel	6 gp	4	4	-1	-10%	-2	4.5
Open-faced Helm, gold	150 gp	8	8	-1	-10%	-2	10
Open-faced Helm, iron	4 gp	4	4	-1	-10%	-2	6
Open-faced Helm, silver	100 gp	6	6	-1	-10%	-2	5
Open-faced Helm, mithril	200 gp	2	2	-1	-10%	-2	3
Open-faced Helm, dwarven iron	400 gp	3	3	-1	-10%	-2	6
Close-faced Helm	5 gp	2-3	2	-2	-15%	-2	5
Close-faced Helm, adamantite	2,500 gp	1	1	-2	-15%	-2	4
Close-faced Helm, bronze	3 gp	3	3	-2	-15%	-2	5
Close-faced Helm, elven steel	10 gp	2	2	-2	-15%	-2	2.5
Close-faced Helm, fine steel	75 sp	2	2	-2	-15%	-2	4.5
Close-faced Helm, gold	150 gp	6	6	-2	-15%	-2	10
Close-faced Helm, iron	5 gp	2	2	-2	-15%	-2	6
Close-faced Helm, silver	100 gp	4	4	-2	-15%	-2	5
Close-faced Helm, mithril	250 gp	0	0	-2	-15%	-2	3
Close-faced Helm, dwarven iron	500 gp	1	1	-2	-15%	-2	6
Great Helm	30 gp	1	1	-4	-20%	-3	10
Great Helm, adamantite	15,000 gp	0	0	-4	-20%	-3	7.5
Great Helm, bronze	20 gp	2	2	-4	-20%	-3	10
Great Helm, elven steel	60 gp	1	1	-4	-20%	-3	5
Great Helm, fine steel	45 gp	1	1	-4	-20%	-3	9
Great Helm, gold	300 gp	5	5	-4	-20%	-3	20
Great Helm, iron	30 gp	1	1	-4	-20%	-3	12.5
Great Helm, silver	200 gp	3	3	-4	-20%	-3	10
Great Helm, mithril	1,500 gp	-1	-1	-4	-20%	-3	7
Great Helm, dwarven iron	3,000 gp	0	0	-4	-20%	-3	12.5

CHAPTER 4: CLOTHING

In the many kingdoms throughout Tellene, both modern and historical, clothing plays a crucial role in both the day to day affairs of men and the development of empires. It is a simple matter to take for granted the cloth drapings that people from all castes of society hang from their bodies, whether by necessity or choice. However, part of the key to understanding a culture and its people lies in the clothing that they wear. Would the peasants of Kalamar feel confidence in Emperor Kabori if he appeared among them wearing a simple tunic and breeches? Could powerful Torakki hunters thunder on horseback in search of game across the cold northern plains wearing thin silk shirts? Could a shrewd Ahznomahnii assassin infiltrate a Meznamish palace wearing bright, swirling satin robes?

A DM who wishes to add a greater level of authenticity to his campaign should take into account the vast subject of clothing and its effects on the PCs' interactions with the world around them. Is the proud PC Fhokki cleric of the Battle Rager going before a Kalamaran duke to attempt to negotiate a war agreement wearing common or fine clothing? Is the PC dwarf from the Elenon Mountains attempting to claim poverty and haggle down a

Brandobian merchant's prices while wearing an expensive silk tunic? Is the party attempting to develop a reputation as politically powerful, all the while appearing like lower class tradesmen or even peasants?

This chapter explores the various types of clothing available to characters in the many *KINGDOMS OF KALAMAR* regions. Included are descriptions and price lists for items of clothing, both common and fine, as well as information on the availability of certain types of attire in different kingdoms.

STYLE POINTS

In the equipment lists in this chapter, you may notice a column marked SP, or "style points." Each article of clothing is worth a certain number of style points based on how impressive the item is. Most characters, for example, would be more impressed with someone wearing a brocade jacket than with someone wearing a peasant's canvas shirt. The former would have an easier time influencing others and being taken seriously. The latter would tend to be overlooked.

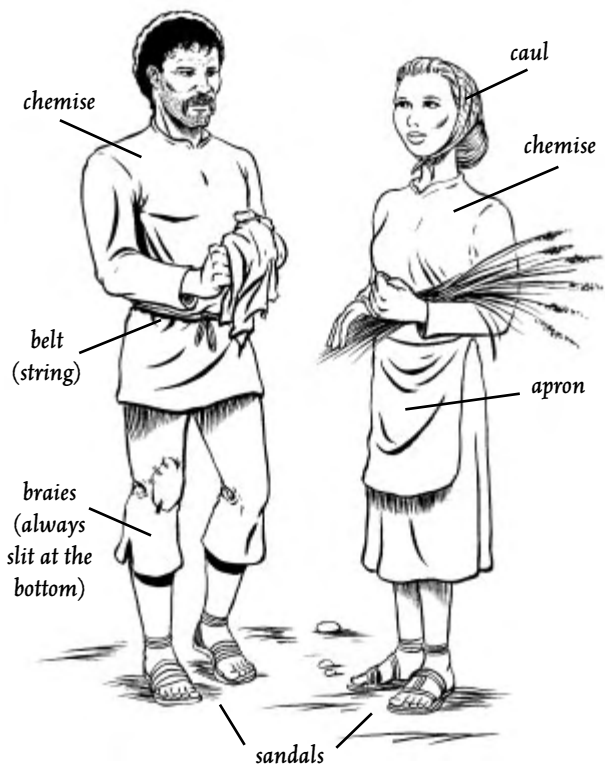
TABLE 4-1: STYLE POINT MODIFIERS

Style Points	Charisma Modifier
0	-2
3	-1
5	0
10	+1
40	+2

Style points modify a character's Charisma modifier and related skills, but only for purposes of skills that involve influencing other intelligent humans and humanoids. Animals and non-intelligent creatures are not affected. For example, style points would not affect D&D skills Handle Animal, but would affect Diplomacy and Intimidate. Note that style points raise or lower a character's Charisma modifier, not his actual Charisma score. Table 4-1: Style Point Modifiers shows the effect of accumulated style points.

The DM has the option of modifying or even completely disregarding style points on a case-by-case basis for any number of reasons. For example, fine courtly attire would assist a PC in being influential in a Kalamaran throne room, but might be ineffective or even outright damaging in a Deji camp. Second, the DM may not wish to take the time to determine whether style points would affect a monster. A rakshasha or vampire might be impressed by what the characters are wearing, but would they let it affect their actions? Maybe, or again, maybe not. A ghoul certainly would not notice what a character was wearing, unless it affected how quickly it could rip open the clothing to reach the tender flesh inside. However, the final decision is, as always, up to the Dungeon Master.

HackMaster: *The Charisma modifier in Table 4-1: Style Point Modifiers also applies to HackMaster characters. The style point system should be used any time characters deal with intelligent, class-conscious types. Even so, a character cannot*



Reanaarian Commoners

TABLE 4-3D: EXPANDED BASIC CLOTHING

Footwear	D&D	Weight	
Item	Cost	Region	SP (lbs.)
Boots, ankle	6 sp	K, B, R	1 1
Boots, climbing	14 gp	All	0 3
Boots, fur, calf high	8 sp	D, F	2 2
Boots, fur, knee high	2 gp	D, F	3 3
Boots, fur, thigh high	5 gp	D, F	4 4
Boots, skin, calf high	2 sp	R, D, F	0 1
Boots, skin, knee high	6 sp	R, D, F	0 2
Boots, skin, thigh high	3 gp	R, D, F	1 3
Boots, riding, calf high	8 sp	All	2 2
Boots, riding, knee high	16 sp	All	3 3
Boots, riding, thigh high	4 gp	All	4 4
Boots, snakeskin, calf high	2 gp	All	4 2
Boots, snakeskin, knee high	3 gp	All	4 3
Boots, snakeskin, thigh high	4 gp	All	5 4
Boots, turn	3 sp	K, B, R	0 1/2 lb.
Chopines	1 gp	S	0 1 lb.
Clogs	1 sp	S	0 1 lb.
Moccasins	8 cp	D	0 1/2 lb.
Pattens	5 sp	B, R	0 1 lb.
Sandals	4 sp	S, R	1 1/4 lb.
Shoes, leather, dress	1 gp	K, B, S	3 1/2 lb.
Shoes, leather, simple	1 sp	All	0 1/2 lb.
Slippers, simple	2 sp	B, K, R, S	0 1/2 lb.
Slippers, fine	4 sp	B, K, R, S	1 1/2 lb.
Snowshoes	1 gp	B, D, F	0 1 lb.

TABLE 4-3H: EXPANDED BASIC CLOTHING

Footwear	HM	Weight	Base Availability		
Item	Cost	SP (lbs.)	Hi	Med	Low
Boots, ankle	8 sp	1 1	95	85	75
Boots, climbing	15 gp	0 3	90	80	65
Boots, fur, calf high	9 sp	2 2	90	80	60
Boots, fur, knee high	2 gp	3 3	85	65	55
Boots, fur, thigh high	5 gp	4 4	75	60	50
Boots, skin, calf high	3 sp	0 1	95	85	75
Boots, skin, knee high	1 gp	0 2	95	85	75
Boots, skin, thigh high	3 gp	1 3	90	80	70
Boots, riding, calf high	8 sp	2 2	95	85	75
Boots, riding, knee high	2 gp	3 3	90	80	70
Boots, riding, thigh high	3 gp	4 4	90	85	75
Boots, snakeskin, calf high	2 gp	4 2	65	45	35
Boots, snakeskin, knee high	3 gp	4 3	55	35	15
Boots, snakeskin, thigh high	4 gp	5 4	50	30	10
Boots, turn	3 sp	0 1/2 lb.	90	80	70
Chopines	1gp	0 1 lb.	95	85	75
Clogs	2 sp	0 1 lb.	90	80	70
Moccasins	1 sp	0 1/2 lb.	90	70	50
Pattens	5 sp	0 1 lb.	90	80	70
Sandals	4 sp	1 1/4 lb.	95	85	75
Shoes, leather, dress	1 gp	3 1/2 lb.	90	70	50
Shoes, leather, simple	2 sp	0 1/2 lb.	95	85	75
Slippers, simple	2 sp	0 1/2 lb.	95	80	70
Slippers, fine	4 sp	1 1/2 lb.	95	75	55
Snowshoes	1 gp	0 1 lb.	90	80	70

appear to be of a higher social class than he has actually attained simply by wearing more extravagant outfits. Subtle cues of behavior and speech patterns give him away to those above his station. Social classes are described on page 77 of the *HackMaster Player's Handbook*.

not the norm. Furthermore, the wearer should use common sense when purchasing clothing. Remember that most lands, such as Brandobia, vary in climate from region to region. A northern Brandobian in Cosdol dresses for colder weather than a southern Brandobian in Mendarn. The clothing options for nonhumans are identical to humans of the same region, though design and style will differ. For example, the elves of Lathlanian might wear clothing similar to their nearest human neighbor, the Brandobians, but with designs that evoke images of flowing leaves and vines.

PRICE FACTOR

TABLE 4-2: CLOTHING PRICE FACTORS

Quality	Cost Multiplier	SP Multiplier*
Poor	0.7	0.5**
Average	1.0	1.0
Fine	2.0	2.0
Superior	4.0	3.0
Royal	6.0+	4.0

* If an item is worth zero SP, it is unaffected by the SP multiplier, and will remain worth zero SP.
 ** Always rounded down.

Different items of clothing vary widely in material and craftsmanship, and thus are priced differently. Certainly, a canvas belt used to hold up an adventurer's pants would not cost nearly as much as a ceremonial silk belt used in high court. DMs should feel free to adjust prices as they see fit, particularly for exotic or imported items.

As a guideline, use the Table 4-2: Clothing Price Factors to determine the approximate cost of an item based on its quality. This is a very general means of determine

relative costs and does not take into account supply and demand issues, or shipping costs for rare, imported items. Use these multipliers for both D&D and HackMaster costs and style points.

CLOTHING LISTS

Throughout this chapter, the following letter codes are used to indicate in which region(s) specific items of clothing are prevalent: K = Kalamar and the Young Kingdoms, B = Brandobia, R = Reanaaria Bay, S= Svimohzia, D = plains Dejy, F = northern Fhokki. Such a classification system is broad and necessarily general. For example, a Fhokki living in Brandobia may not wear Brandobian garb, instead favoring his own cultural clothing. If an item is not listed as prevalent in a region, it still may be seen there, it simply is

DESCRIPTIONS

Boots, Ankle: These boots are made of thick rawhide or leather soles and sturdy leather uppers. The uppers are frequently two separated pieces joined with wax-coated stitching for durability and water resistance. Ankle boots are typically associated with manual laborers.

Boots, Climbing: Climbing boots are constructed specifically to grip well on walls or other precipices. They have a soft, mesh-like upper, triple stitched to thick leather sole. The sole is notched for climbing. For D&D players, climbing boots confer a +2 competence bonus to Climb checks. If both climbing boots and climbing gloves are used together, their total competence bonus becomes +3.

HackMaster: On very smooth surfaces where almost no nooks and crannies exist, climbing gloves and boots add nothing to the thief's chance to climb walls. For smooth/cracked surfaces, climbing gloves add +5% to the climb walls chance, boots also add +5%, and the two together add +10%. For any other type of surface, climbing gloves add +10%, climbing boots add +10%, and the combination adds +20% to the chance to climb walls successfully. Neither alters rates of movement.

The use of climbing gloves reduces the chance to move silently by -5%, the use of climbing boots by -10%, and the combination by -15% if the thief attempts to move silently during his climb (such as trying to evade detection by guards atop a parapet).

TABLE 4-4D: HEADGEAR

Item	D&D			Weight (lbs.)
	Cost	Region	SP	
Barbette and Fillet	1 sp	B, K, R	0	*
Cap, common	1 sp	All	0	1/4
Cap, fine	5 gp	All	3	1/4
Cap, beret, upper class	6 gp	B, R	1	1/2
Caul	4 cp	All	0	1/2 lb.
Chaperone	15 gp	K, R	8	5 lb.
Coif	3 cp	K, B, R	0	*
Ferronniere	50+gp	B, S	8	1/2 lb.
Fez	3 sp	S, R	2	1/2 lb.
Hat, felt	3 cp	K, B, R	0	1/2 lb.
Hat, straw	3 cp	K, B, R	0	1/2 lb.
Hat, winter	7 sp	All	0	1 lb.
Headdress	1 gp	K, B, R, S	4	1 lb.
Headdress, Butterfly	3 gp	K, B, R	5	1 lb.
Headroll	5 sp	S, D, R	3	1 lb.
Hood	4 sp	K, B, R	0	1/2 lb.
Khafjan	2 sp	S, D, R	2	*
Skullcap	5 cp	All	0	*
Turban	2 sp	S, D, R	1	1/2 lb.
Veil	3 sp	S, R	1	*
Wimple	5 sp	K, B, R	2	1/2 lb.

* No weight worth noting

Climbing boots can also be used as melee weapons, though they require no weapon proficiency for a character of the thief group. A successful hit inflicts 1 point of damage in addition to that normally delivered by a kick attack. All damage is real.

Boots, Fur: Fur boots are generally expensive and the materials are difficult to obtain. They are particularly useful to many Deji and Fhokki tribes, some of whom live nomadic lifestyles in cold regions. Fur boots offer a +2 circumstance bonus to Fortitude saving throws against exposure to cold weather. This bonus does *not* stack with other clothing-related circumstance bonus such as a cold weather outfit from the *D&D Player's Handbook*.

HackMaster: *In HackMaster, they keep a character's feet at a personal temperature of 65 degrees in outside temperatures ranging from -29 to +21 degrees.*

Boots, Riding: Riding boots are common almost everywhere in Tellene, though obviously the styles vary from region to region. Riding boots are constructed of tough, protective rawhide to protect the feet when riding and working around mounts and beasts of burden.

Boots, Skin: Fhokki travelers and settlers have made skin boots all the rage in many of the cities along Reanaaria Bay. They are usually constructed from deer or elk skin. They are quite comfortable but not well suited for long overland travel.

Boots, Snakeskin: These sturdy boots are actually made from the hides of snakes, not the shed skins. They are considered stylish in many areas and will last over hard use, though due to their construction they remain stiff for the first few weeks before being broken in and are not noted for comfort. They are waterproof.

Boots, Turn: The name for this boot is derived from the process of creating a boot inside out from a single piece of leather, then flipping it ("turning" it) right side out. They are not as expensive as ankle boots, but neither are they as comfortable or protective.

Chopines: Chopines are open-back wooden shoes with greatly elevated platforms. They can range in elevation from 3 inches to as

TABLE 4-4H: HEADGEAR

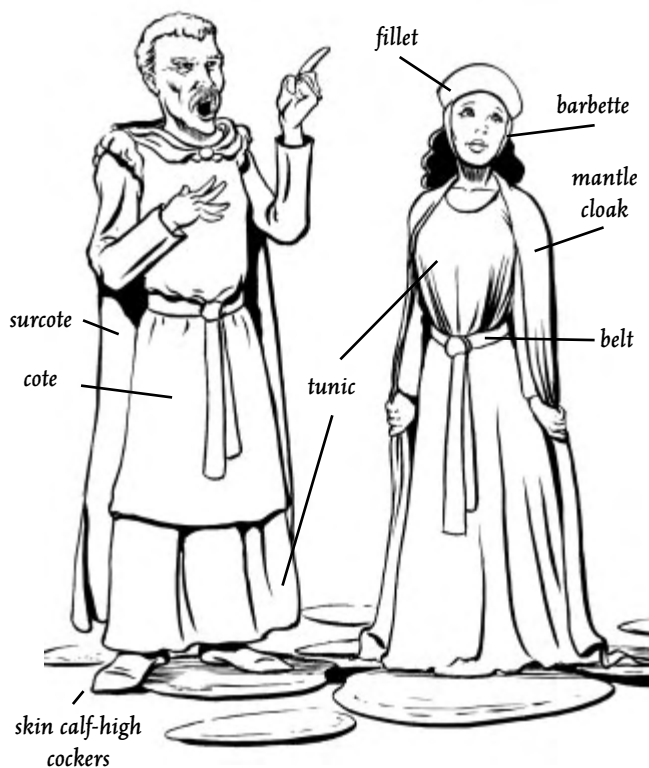
Item	HM Cost	SP	Weight (lbs.)	Base Availability		
				Hi	Med	Low
Barbette and Fillet	1 sp	0	*	90	70	55
Cap, common	1 sp	0	1/4	90	85	75
Cap, fine	3 gp	3	1/4	90	80	70
Cap, beret, upper class	6 gp	1	1/2	75	70	65
Caul	5 cp	0	1/2 lb.	90	80	70
Chaperone	15 gp	8	5 lb.	90	55	30
Coif	3 cp	0	*	95	90	85
Ferronniere	50+ gp	8	1/2 lb.	85	55	25
Fez	3 sp	2	1/2 lb.	85	65	30
Hat, felt	3 cp	0	1/2 lb.	95	90	80
Hat, straw	3 cp	0	1/2 lb.	95	90	85
Hat, winter	7 sp	0	1 lb.	95	85	75
Headdress	1 gp	4	1 lb.	95	75	55
Headdress, Butterfly	3 gp	5	1 lb.	90	70	50
Headroll	5 gp	3	1 lb.	90	80	70
Hood	5 sp	0	1/2 lb.	95	85	75
Khafjan	2 sp	2	*	80	60	30
Skullcap	5 cp	0	*	90	75	60
Turban	2 sp	1	1/2 lb.	90	70	50
Veil	3 sp	1	*	95	85	65
Wimple	5 sp	2	1/2 lb.	90	80	70

* No weight worth noting

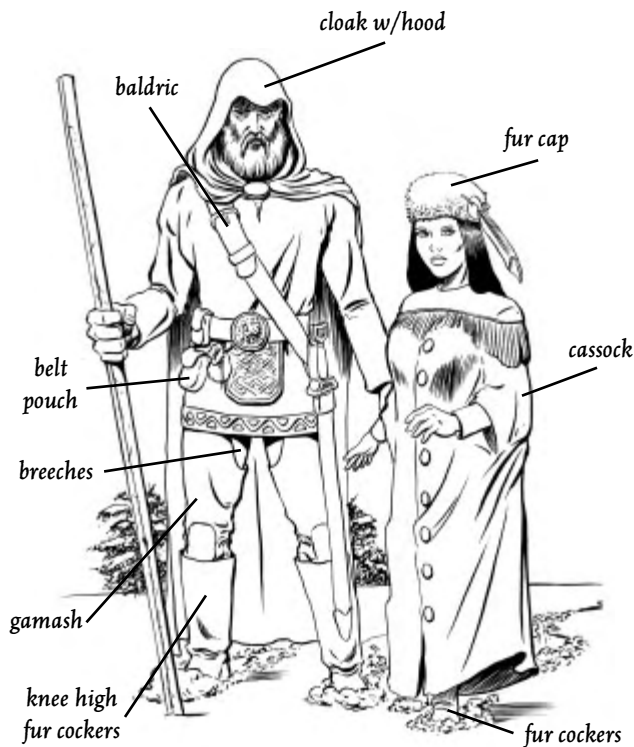
much as 12 inches! They are used by workers in wetlands and in some regions have ceremonial purposes as well.

Cockers: This is the common name for any type of simple boot.

Moccasins: A moccasin is a Deji shoe made of deerskin or soft leather.



Chapter 4: Clothing



Fhokki and Deji (Chors) travelers

Pattens: Much like chopines, pattens are constructed of wood and elevated off the ground on platforms. Pattens, however, are overshoes, meaning they buckle over another pair of shoes.

Sandals: There are many varieties of sandals made from any number of materials such as leather, rawhide, various textiles, bamboo, etc.

Shoes, Leather Dress: Dress shoes have one purpose only: to show off how much money someone has. They are generally quite stiff and uncomfortable to wear. Particularly in Reanaaria, 1 to 2-inch elevated heels are popular for both men and women.

Shoes, Leather Simple: This is the common footwear of the masses. They often are comprised of little more than a scrap of leather wrapped around the foot and secured with thongs. Simple shoes are uncomfortable and not very protective, but they beat walking around barefoot.

Slippers: a loose shoe that can be easily slipped on; worn inside a dwelling and usually only when rising from or retiring to bed.

Snowshoes: They are constructed of wood or wicker and strapped over other footwear to aid in walking across the snow. Characters wearing snowshoes move at 3/4 of their normal rate while traveling over snow.

HEADGEAR

Barbette and Fillet: On Tellene, the barbette and fillet are always worn together, never apart. The barbette is a thin linen strip slipped under the chin and tied on top of the head. The fillet is a crown-like headband worn on top of the head, over the knot of the barbette. The barbette and fillet headwear is common among female academics and others of the middle class.

Cap: Caps can be found nearly everywhere across civilized Tellene, though the styles differ greatly from region to region.

Except in cold-weather regions, caps are generally worn for style rather than function, and some of the finer caps are elaborate in their weave and can include items like pearls or precious stones stitched in their fibers.

Cold-weather caps may have ear coverings attached, and fit closely on the head to keep out the cold. They are made of fur.

Caul: A caul is a woman's netted cap made of wool. Female commoners use this simply to keep long hair out of the way, while noblewomen wear jeweled silk cauls for decoration.

Chaperone: Brandobian nobles usually wear these large, complex hats during court or other legal sessions. The chaperone consists of a large, tight cloth roll from which frilly, pompous cloth appendages extend. The appendages are affixed to both the top and bottom of the hat and are called the cock's comb and cock's tail respectively.

Coif: Coifs are simple pieces of cloth that are held in place by cloth ties that are fastened under the chin. Sometimes called linen head warmers, they are used either as a sleeping cap or as another layer beneath a hat or cap.

Ferroniere: This is a thin chain worn around the forehead, set with a small jewel in the center. Ferronnieres are usually expensive and elaborate, and so are only worn by wealthy women. The ferroniere is considered a sign of wealth and status in all temperate regions of Tellene.

Fez: A fez is a simple hat resembling a truncated cone, with a tassel attached to the top center. A properly made and respectable fez is available only in deep red (maroon). It is popular among the merchant classes around the Khydoban desert.

Hat: Popular among the peasant classes, hats are usually worn for function rather than for fashion, like their cousins the caps are. Straw hats are generally worn in the summer months to keep the sun out of the eyes. During inclement weather, felt hats keep the head warm, and can be worn inside out during rainy weather. True winter hats tend to be more expensive and not very common. They are constructed of skins and furs, and are often built with flaps to keep protect the ears.

Headdress: Headdresses are large, decorative headpieces, generally worn only by female royalty. Some types include the Reanaarese amuusee, a simple headdress resembling a flat hood ending at the shoulders; the Brandobian hennin, a cone or cylindrical-shaped headdress; and the Kalamaran ronadel, a circular, crescent or halo-shaped headdress. On Svimohzia, the headdresses are mostly composed of feathers or animal skin, and are worn only by royalty.

Headdress, Butterfly: The most elaborate women's headpiece on Tellene, this headdress is constructed by a framework of wires formed into any number of shapes, and draped with colorful silks and other bright cloths. Frequently, the hat forms two "wings" off to either side of the wearer's head, thus the name.

Headroll: Headrolls are garb for both men and women, made from a tightly rolled tube of cloth worn around the head. Sometimes colored pieces of linen or silk are worn draping from the back. Headrolls are not nearly as large or elaborate as chaperones, and are better suited for traveling.

Hood: A hood is a flexible piece of fabric designed to cover the head and back of the neck. Hoods are often attached to cloaks, but may be used alone as an inexpensive option for the lower class in inclement weather. They are pullover hoods with a short mantle and a shoulder gusset. The hood could be worn extended far over the face for cold weather or folded backward.

Khafjan: This is a loose cloth headcovering worn by men. It is secured in place by a pair of cords worn as headbands. Khafjans

come in a variety of colors with white or black being popular. Also popular are stitched crosshatch patterns of red, black, or other colors. The khafjan is most often found among the men of the Khydoban desert.

Skullcap: This close-fitting cap only covers the top of the skull. Skullcaps may be made of almost any material, including metal. However, they are too small and badly positioned to provide any armor bonus.

Turban: A turban consists of one or more pieces of cloth wound into a beehive shape around the head. Turbans are most often worn as cultural or religious symbology, and are commonly found in desert regions.

Veil: Veils are worn by both men and women, though they are far more common with the latter than the former. Veils are also used

for religious ceremonies, as part of a cultural mandate or simply for style and mystery.

Wimple: Composed of a hood-like mantle to cover the head and a gorget to cover the neck, wimples are almost exclusively female garb of a religious nature.

OTHER CLOTHING

Apron: An apron is a cloth, or piece of leather, worn in front. The apron typically covers the area from between the waist to the knees, and is tied in front. Butchers, cooks and blacksmiths wear aprons while they work.

Baldric: This sash is worn diagonally across the body, from the shoulder to the hip. Baldrics are used to carry a dagger, horn, pouch or sword, and are made of leather. Silk baldrics also exist, for the

TABLE 4-5D: OTHER CLOTHING

Item	D&D		Weight	
	Cost	Region	SP	(lbs.)
Apron	2 cp	All	0	1/2
Belt	5 cp	All	0	*
Braies	2 cp	All	0	1/2
Breeches	5 cp	All	0	1/2
Buckle	1 sp	All	0	-
Cannons	2 gp	B, K, R	3	1/2
Cape	1 gp	B, F, K, R, S	4	1
Cassock	6 sp	B, D, F, K, R	0	3
Chadash	4 sp	D	1	1
Chasbule	3 sp	All	0	1
Chemise	1 sp	All	0	1
Clasp/pin/brooch (brass or iron)	1 sp	All	0	*
Clasp/pin/brooch (gold)	6 gp	R, B, K, S	1	*
Cloak, average	5 sp	All	2	1
Cloak, good cloth	7 sp	All	2	3
Cloak, fine fur	50 gp	All	4	6
Codpiece	7 sp	B, K, R	2	*
Cote	7 sp	B, K, R, S	2	1/2
Cotehardie	2 gp	B, F, K, R, S	1	3
Cyclas	8 sp	K	0	1
Doublet	8 sp	B, K, R, S	0	2
Drawers	6 cp	B, K, R	0	1/2
Fullcloth	3 cp	All	0	1/2
Gamash	2 sp	All	0	3
Gloves	3 sp	All	0	1/2
Glove, climbing	10 gp	All	0	1/2 lb.
Gorget	1 sp	B, K	1	1/2 lb.
Gown/Dress	2 cp**	All	2	2
Gyrnesh	2 sp	D	2	2
Hosiery	4 gp	B, K, R	2	1/2
Houpeland	6 gp	B, K, R, S	5	5
Jerkin, laced	1 gp	K, R	3	1/2
Liripipe	1 sp	B, F, K, R	0	2
Loincloth	1 cp	All	0	*
Mittens	3 sp	D, F	0	1/2
Narja	8 sp	D	1	2
Robes	3 sp	All	2	2-3
Robes, embroidered	10 gp	All	4	4
Sash	5 sp	S, D	3	1/2
Scarf	2 cp	D, F	0	1/2
Shadowtunic	5 gp	All	0	1/2
Shirt	8 cp	All	0	1
Surcote	2 gp	B, K, R	5	3-4
Tabard	5 gp	B, K, R	5	1/2 -3
Toga	4 sp	S, B	3	2-3
Tunic	6 sp	All	1	1
Vest	4 cp	D, F, R	1	1/2 -1

* No weight worth noting.

** For a common gown. More elaborate gowns can cost upwards to hundreds of gold pieces for rare, custom made items.

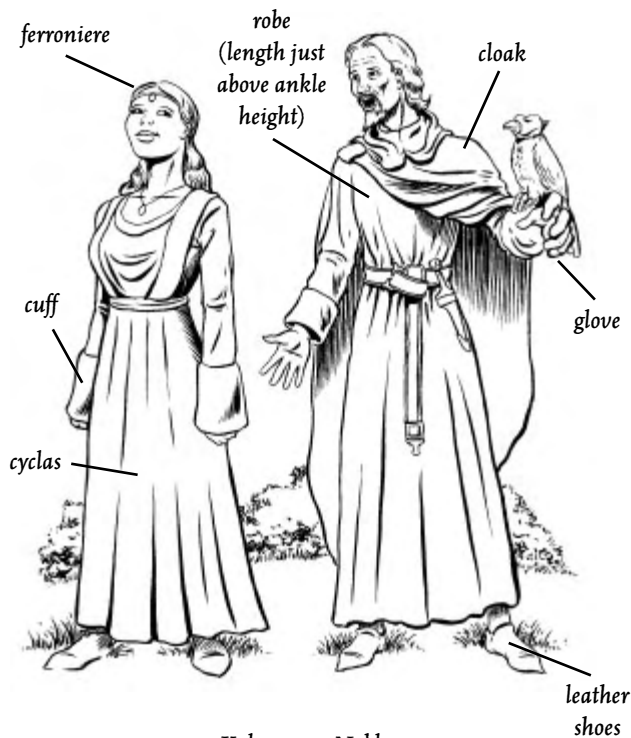
TABLE 4-5H: OTHER CLOTHING

Item	HM Cost	Weight		Base Availability		
		SP	(lbs.)	Hi	Med	Low
Apron	2 cp	0	1/2	95	85	80
Belt	3 gp	0	*	95	85	75
Braies	3 cp	0	1/2	95	90	85
Breeches	2 gp	0	1/2	95	85	75
Buckle	1 sp	0	-	95	90	85
Cannons	2 gp	3	1/2	95	85	75
Cape	1 gp	4	1	95	85	80
Cassock	8 sp	0	3	95	85	75
Chadash	4 sp	1	1	80	60	50
Chasbule	3 sp	0	1	90	80	70
Chemise	1 sp	0	1	90	80	70
Clasp/pin/brooch (brass or iron)	5 sp	0	*	95	85	75
Clasp/pin/brooch (gold)	6 gp	1	*	90	80	70
Cloak, average	8 sp	2	1	95	90	80
Cloak, good cloth	8 sp	2	3	95	85	75
Cloak, fine fur	50 gp	4	6	90	80	70
Codpiece	7 sp	2	*	95	85	75
Cote	8 sp	2	1/2	90	80	70
Cotehardie	2 gp	1	3	90	80	70
Cyclas	9 sp	0	1	90	80	70
Doublet	1 gp	0	2	95	85	75
Drawers	6 cp	0	1/2	95	85	80
Fullcloth	3 sp	0	1/2	90	80	60
Gamash	2 sp	0	3	95	85	75
Gloves	1 gp	0	1/2	95	85	75
Glove, climbing	12 gp	0	1/2 lb.	90	80	70
Gorget	1 sp	1	1/2 lb.	95	85	80
Gown/Dress	12 sp	2	2	95	85	75
Gyrnesh	3 sp	2	2	80	60	40
Hosiery	2 gp	2	1/2	90	80	70
Houpeland	6 gp	5	5	90	80	70
Jerkin, laced	1 gp	3	1/2	90	80	70
Liripipe	1 sp	0	2	85	75	65
Loincloth	1 cp	0	*	95	90	70
Mittens	3 sp	0	1/2	95	85	75
Narja	1 gp	1	2	80	70	60
Robes	9 sp	2	2-3	95	85	75
Robes, embroidered	20 gp	4	4	90	75	65
Sash	2 sp	3	1/2	95	85	75
Scarf	2 cp	0	1/2	95	85	75
Shadowtunic	6 gp	0	1/2	85	65	40
Shirt	5 cp	0	1	90	80	70
Surcote	6 sp	5	3-4	95	85	75
Tabard	6 sp	5	1/2 -3	95	85	75
Toga	8 cp	3	2-3	95	85	75
Tunic	8 sp	1	1	95	85	75
Vest	6 sp	1	1/2 -1	95	85	75

* No weight worth noting.

** For a common gown. More elaborate gowns can cost upwards to hundreds of gold pieces for rare, custom made items.

Chapter 4: Clothing



Kalamaran Nobles

wealthy that only need a decorative, rather than functional, baldric. Baldrics with small pouches attached are known as bandoleers, and can be found in the section on containers.

Belt: Styles and materials of belts vary widely from region to region. Some belts are sturdy and utilitarian, such as tool belts. Others are necessities, particularly among the middle classes that may have ill-fitting breeches. Commoners generally do not wear belts, having to be content with a drawstring tied round the waist. In still other cases, belts are ceremonial or decorative. A belt for the hips or waist is occasionally known as a girdle.

Braies: These are men's shapeless cloth, or linen, trousers worn only by commoners. They may be knee-length or longer. Reanaarian braies always end at mid-calf, and are partially slit up the side.

Breeches: These shaped and fitted braies of many styles and qualities can be found throughout Tellene. Common breeches, made of canvas or linen, are the garment of choice among males in the lower class, who may only own a single pair of breeches, or maybe two. The poorest commoners cannot even afford breeches, and so must wear simple braies.

Buckle: A buckle is a metal fastener for belts. Buckles are typically made of bronze, though the very wealthy may use iron, steel, silver or gold. The price given is for an unadorned, simple bronze buckle.

Cannons: Cannons are tight, form-fitting breeches worn by upper middle class and upper class males. They are often made from festively colored material. In some areas, it is not uncommon for a particular family to use specific colors to mark their members.

Cape: Unlike cloaks, capes are most often purely decorative, and thus more costly. The price does not include any kind of broach or clasp used to secure the cape at the neck. Among upper class circles, expensive and lavish clasps are a mark of status.

Cassock: A cassock is a loose, comfortable coat or cloak perfect for cold-weather travel. The cassock is always worn unbelted, and buttons up the front.

Chadash: A modest body covering for women, the chadash is shapeless and allows only the face and hands to be seen. It is typically only worn by elder females of certain Dejay tribes eking out a harsh existence in and around the Khydoban.

Chasbule: A chasbule is a circular cape with a hole cut out for the head. It is the simplest and cheapest form of cape, worn primarily by the lower middle class.

Chemise: This man's long tunic extends down to about mid-thigh level. Peasants and members of the lower classes wear them as garments, whereas members of the upper classes use them as undergarments. As an outergarment, it is worn belted or cinched at the waist. A woman's chemise extends down to mid-calf, and more closely resembles a dress.

Clasp: This metal fastener is used to attach one piece of clothing to another; generally used with cloaks and capes. Like buckles, clasps are typically made of bronze, though the very wealthy may use iron, steel, silver or gold.

Cloak: A cloak is a loose outer garment, with or without a hood. A cloak may be tailored from almost any light or heavy fabric, and even lined with fur for cold-weather travel.

Codpiece: Ah, the infamous codpiece. Codpieces are pouches at the crotch of breeches or cannons used to hold a male's unmentionables. Bigger codpieces are, of course, indications of virility. It is a common practice to stuff material into a codpiece to make the entire package appear larger.

Cote: Also known as an undertunic, cotes are the cousins of chemises. Members of the middle and upper classes wear them over chemises. They are usually long-sleeved, and extend down to mid-thigh or knee. Typical cotes have stylized embroidery around the neck, cuffs and hems and are belted at the waist.

Cotehardie: This is a woman's full-length gown with a low, wide neckline, a form-fitting torso and a full, long skirt. The men's version is a three-quarter-length tunic with a round neck and wide, elbow-length sleeves. The men's cotehardie buttons up the front.

Cyclas: A cyclas is a sleeveless overtunic; currently favored by Kalamaran noblewomen.

Doublet: This quilted garment for the upper body is stuffed with cotton and worn under a hauberk.

Fullcloth: Winter nights can be cold in northern Tellene. Fullcloths are long-sleeved undergarments that cover the body from neck to ankle. Most have a buttoned flap over the crotch and seat to allow unfettered use of the privy.

Gamash: These heavy cloth leggings button down the outside of the leg. Gamash are worn over breeches, for extra protection against cold and rain.

Gloves: From silk gloves to match a noblewoman's party gown, to thick, fur-lined winter wear, gloves are worn all over Tellene. Wherever you find a hand that needs to be covered or protected, you will also find a glove.

Gloves, Climbing: Climbing gloves assist characters using the climbing skill to scale walls, precipices, etc. They are constructed of sturdy leather and have rawhide padding on the palms and fingers to provide additional protection and gripping surfaces.

In D&D terms, climbing gloves bestow a +1 competence bonus to Climb checks. If both climbing gloves and climbing boots are used together, the total competence bonus becomes +3.

HackMaster: See *climbing boots*, above.

Gorget: A gorget is a full, broad linen neck covering worn by upper-class women. The gorget is most often found among Brandobian noblewomen.

Gown: From the very rich to the very poor, gowns are the woman's apparel of choice. Peasant and lower-class gowns tend to be made from sturdy material to sustain a day working, whereas gowns worn by middle and upper-class women are usually elaborate and stylish, made more for form than function. Prices on gowns vary wildly depending on region and quality.

Gyrnesh: Common desert robes for men, gyrnesh are made of thin, loose cotton and come in a variety of colors, with white and earth tones the most common. The gyrnesh is a common garment for the Deji of the Khydoban and Elos Deserts.

Hosiery: Hosiery makes a wearer's legs look more attractive and, more practically, keeps them warm. They come in a variety of colors, and can be made sheer or opaque. In general, hosiery has fallen out of fashion, though it was once highly popular with both noblemen and noblewomen, particularly when dressing for formal or court affairs.

Houpeland: A houpeland is a robe-like piece of clothing with large, draping sleeves. The woman's houpeland begins with a high neckline, traveling down to ground level (and sometimes beyond). It is worn belted, over the cotehardie (that is itself over the chemise). The men's houpeland more closely resembles an ankle-length robe, though it retains the high neckline and large drooping sleeves.

Liripipe: This long "tail" is attached to the back or top of a hood. The liripipe can be anywhere from 2 to 5 feet long, and is only worn by court jesters and comedic street performers.

Loincloth: A loincloth consists of a simple linen cloth to cover the groin and seat of the wearer. It is most often used to protect sensitive unmentionables from the comparatively rough material of breeches, though Deji and Fhokki youth wear them as outerwear during the summer months.

Mitten: Mittens are used almost exclusively as heavy winter wear. The shared compartment for the fingers allows a better buildup of body heat.

Narja: An all-body covering for women that takes modesty to the extreme, shielding even the face and eyes from exposure with a thin mesh screen. Narjas are available in a variety of colors, and can be found among certain Deji tribes of the Khydoban Desert.

Robe: Robes are very generic, full-body attire that is generally meant more for comfort and ease of movement than for style or to impress others (unless embroidered). They are constructed in a variety of styles and materials throughout the regions of Tellene.

Sash: All over Tellene, sashes are used for a variety of purposes, including symbols of ranks or station and style. The color of a sash, as well as how and where it is worn on the body can convey any number of specific meanings depending on the culture or subculture involved. For example, Svimohz royalty wear sashes of animal pelt around their shoulders, with the ends attaching on the right side of the upper body.

The price given is for a linen sash. Satin or silk sashes start at three gp and four gp respectively and increase in value from there.

Scarf: Scarves are very utilitarian garments. They are usually constructed from thick linen or furs, and are worn around the neck for protection against the elements. Some scarves are weighted at the ends and can be used as an impromptu weapon (they deal only 1-2 points of nonlethal damage).



Svimohz Royalty

Shadowtunic: There are many different styles and forms of shadowtunics. In general, they are thin garments made of dark-colored fabrics, intended to enhance one's ability to move stealthily at night or in dark chambers. The wearer receives a +4 circumstance bonus to Hide checks when wearing a shadowtunic in an environment where dark-colored clothing would be advantageous. Being discovered wearing a shadowtunic is, at best, cause for deep suspicion.

HackMaster: In *HackMaster* terms, a shadowtunic increases a character's chance to hide in shadows by +10% (a darksuit or similar camouflage supercedes this bonus).

Shirt: A shirt is any fitted undergarment covering the upper half of the body. No noble or adventurer of any self-respect would dream of wearing a shirt on the outside.

Surcote: The surcote (sometimes "surcoat") is an article of clothing worn almost exclusively of the aristocracy. Nobles wear this thick, often heavily decorated piece of outerwear over their tunics or undertunic. Knights sometimes wear them over their armor. Surcotes are often a sign of station, particularly those with elaborate decoration. There are many different styles of surcotes throughout the lands of Tellene.

Tabard: Tabards are rectangular, loose-fitting garments emblazoned with the crest of a knight or noble's liege lord. Sometimes tabards are hung outside manors or castles, though knights in full armor also wear them to protect their armor from the heat of the sun. Some tabards are particularly elaborate and are worth many times the listed book value.

Toga: Worn almost strictly for comfort, togas are an icon of the idle elite. "I dress down because I can afford to," is a typical southern Kalamaran saying. Togas consist simply of one or more large swaths of cloth wrapped around the body and clasped at either one hip or one shoulder. It considered poor taste to fasten a toga with anything other than an elaborate and expensive clasp.

TABLE 4-3D: DESIGNS AND MATERIALS

Item	D&D		SP	Weight (lbs.)
	Cost	Region		
Bands	-	B, D, S	1	-
Blanchet (2 sq. yards)	1 gp	All	0	1
Brocaded (2 sq. yards)	20 gp	B, K, R, S	4	1
Brocatelle, 1 lb. (2 sq. yards)	1 gp	B, F, K, R, S	0	1
Camlet (2 sq. yards)	15 gp	B, K, R	3	1
Cotton (per lb.)	1 gp	K	0	1
Cottum (2 sq. yards)	5 sp	D, F	0	1
Ecarlate (2 sq. yards)	12 gp	B, F, K, R	4	1
Facings	-	All	1	-
Fur (per lb.)				
Rare (leopard, sable)	30 gp	All	5	1
Common (bear, wolf)	10 sp	All	0	1
Poor (squirrel, rabbit)	4 sp	All	0	1
Fus'Tan (2 sq. yards)	3 sp	K	0	1
Leather (2 sq. yards)	10 gp	All	0	3
Linen (2 sq. yards)	1 gp	All	0	1
Parti-colored	-	B	0	-
Silk, (2 sq. yards)	20 gp	B, K, R, S	3	1
Slop	3 cp	All	0	-
Velvet (2 sq. yards)	20 gp	B, K, R	4	1
Wool (per lb.)	2 cp	All	0	1

Tunic: A tunic is a thigh, knee or ankle-length garment with or without sleeves. A tunic may be worn under or over other garments (hence the terms “overtunic” and “undertunic.”) A tunic is also known as a cote.

Vest: These sleeveless, open-front tunics are seen throughout Tellene. They are a mainstay of the working class, and can offer an additional source of warmth without restricting the arms and shoulders. Some vests are made from fur – these cost at least three times the listed book value.

OUTFITS

Rather than purchasing items individually, a traveling adventurer may choose to buy an outfit “off-the-rack.” These simple, utilitarian clothes give no style point bonus. Only beginning characters (who may choose one artisan’s, entertainer’s, explorer’s, monk’s, peasant’s, pirate’s, sailor’s, scholar’s or traveler’s outfit for free) usually wear these impersonal outfits. Other outfits include the cleric’s vestments, cold weather, the courtier’s, the noble’s and the royal’s outfit. The descriptions of each outfit may be found in Chapter 7: Equipment of the *D&D Player’s Handbook*.

DESIGNS AND MATERIALS

Of course, not all clothing is made of the same material, or even decorated in the same manner. Both vary widely from region to region, depending upon what materials are available and upon the skill of the weaver or tailor. Table 4-2: Clothing Price Factors should also be taken into account when designing clothing out of the ordinary – the average prices are listed below.

Bands: Not strictly a type of material, bands are stripes of color (wide or narrow) that decorate an individual’s clothing to indicate the wearer’s house or clan. Of course, not all individuals wear such clothing, even if they could. Some families simply keep family emblems and colors within their own dwellings, not wanted to parade them in public. Commoners rarely, if ever, wear such decorated clothing. The only exception would be a once noble family now fallen on hard times. Wearers of bands are most often found in Brandobia and Svimohzia.

TABLE 4-3H: DESIGNS AND MATERIALS

Item	HM Cost	SP	Weight (lbs.)	Base Availability		
				Hi	Med	Low
Bands	-	1	-	90	70	50
Blanchet (2 sq. yards)	1 gp	0	1	95	85	80
Brocaded (2 sq. yards)	25 gp	4	1	90	60	30
Brocatelle, 1 lb. (2 sq. yards)	1 gp	0	1	95	85	80
Camlet (2 sq. yards)	15 gp	3	1	90	70	40
Cotton (per lb.)	1 gp	0	1	95	85	75
Cottum (2 sq. yards)	5 sp	0	1	90	85	80
Ecarlate (2 sq. yards)	13 gp	4	1	90	80	70
Facings	-	1	-	-	-	-
Fur (per lb.)						
Rare (leopard, sable)	35 gp	5	1	85	65	45
Common (bear, wolf)	15 sp	0	1	90	80	70
Poor (squirrel, rabbit)	5 sp	0	1	95	90	85
Fus'Tan (2 sq. yards)	3 sp	0	1	95	85	75
Leather (2 sq. yards)	10 gp	0	3	95	90	80
Linen (2 sq. yards)	1 gp	0	1	90	80	70
Parti-colored	-	0	-	-	-	-
Silk, (2 sq. yards)	20 gp	3	1	90	70	50
Slop	2 cp	0	-	95	90	80
Velvet (2 sq. yards)	20 gp	4	1	90	70	50
Wool (per lb.)	3 cp	0	1	95	85	75

Blanchet: This is a poor-quality woolen cloth worn only by commoners.

Brocaded: This term defines a silk fabric (or other rich material) with intricate, raised patterns. These patterns are woven with bright and expensive thread (usually silver or gold).

Brocatelle: This is a lower class imitation of brocaded material, made with cheaper materials and colored thread or yarn.

Camlet: Camlet is an exotic, upper class fabric made of a combination of silk and camel hair.

Cotton: Cultivated only in Kalamar, cotton is a soft material made from the long hairs covering the seeds of the cotton plant. Cotton is used primarily for making padded armor or jacks for Kalamaran guards, and has not yet been introduced into civilian clothing.

Cottum: This material is similar to wool, but is made of the hair of cats and dogs, rather than sheep. Never worn by nobility or royalty, save for the Skryvalkkers of Skarrna.

TABLE 4-6: OUTFITS

Outfit	Cost	Weight*	Notes
Animal Trainer's	10 gp	20 lb.	Treat as padded armor
Artisan's	1 gp	4 lb.	
Basiran Dancer's	25 gp	2 lb.	See also Chapter 7
Beekeeper's	9 gp	4 lb.	+6 bonus to AC vs Fine vermin
Cleric Vestments	5 gp	6 lb.	See also Clerical Raiment
Cold Weather	8 gp	7 lb.	+5 bonus to Fortitude vs. cold weather
Courtier's	30 gp	6 lb.	
Desert	6 gp	3 lb.	+5 bonus to Fortitude vs. hot weather
Entertainer's	3 gp	4 lb.	
Explorer's	10 gp	8 lb.	
Monk's	5 gp	2 lb.	
Noble's	75 gp	10 lb.	
Officer's	75 gp	10 lb.	
Peasant's	1 sp	2 lb.	
Pirate's	10 gp	4 lb.	
Royal's	200 gp	15 lb.	
Sailor's	1 sp	2 lb.	
Scholar's	5 gp	6 lb.	
Traveler's	1 gp	5 lb.	

* For small characters, multiply by 0.25.

Ecarlate: Ecarlate is a high quality, red or purple-dyed woolen cloth worn by the nobility and royalty of continental Tellene.

Facings: Also known as trim, facings are pieces of expensive cloth or fur, attached to the edges of a garment.

Fur: This is the thick, soft, fine hair of certain animals. The finest, most sought-after fur is sable. Less-desired furs are bear and wolf, though commoners often cannot even afford these, having to content themselves with rabbit and squirrel fur. On clothing, fur is typically used either as a facing, for high-quality clothing; or as an inner lining for warmth.

Fus'tan: Fus'tan is a material made of a combination of linen and wool, and used to construct various types of outerwear. It is commonly found in clerical raiment. Fus'tan is produced primarily on the eastern side of the Elos Bay.

Leather: This term defines a tanned or dressed piece of hide or skin from a bull or cow. Because of its strength and flexibility, leather is primarily used in the construction of armors and boots.

Linen: Linen is a standard fabric used for many garments, as well as ropes, tablecloths, tapestries and towels. The quality of the linen depends on how it is woven, so it can be found covering the skin of both commoner and king. The cost given is for standard middle-class quality.

Parti-colored: This term defines any garment divided vertically in half by two different colors. In general, only gowns will be found parti-colored. Parti-colored gowns are currently quite the rage in Crandolen.

Silk: Silk is one of the most desired garment materials in Tellene. Three favored types of silk include samite, a rich silk cloth; camocas, silk cloth striped with silver and gold thread; and Imperial silk, a rich fabric woven with gold found only in Kalamar and its holdings.

Slop: This is the term for any cheap, loose-fitting piece of clothing.

Velvet: Velvet is a rare, expensive material only worn by wealthy nobles and royalty. Velvet is only manufactured in Kalamar, where it is called "elotar".

Wool: Wool is used to make garments for both upper and lower classes. Like linen, the quality, texture and color varies depending upon the weaver. The cost given is for standard middle-class quality.

CLERICAL RAIMENT

The lands of Tellene are vast, and the empires of humanity and demihuman kind are spread far. Unlike the dark, ignorant ages of the past, much is known and conquered in the world. Yet much remains unknown and unconquered as well. It is the fear of the unknown, both here and in the afterlife, that compels Tellene's inhabitants to seek out the gods.

Tellene is a polytheistic land, and many gods are recognized and worshipped. From Norga-Krangrel's savage warriors to the peaceful merchants of Reanaaria Bay, nearly all bend knee to the gods!

As direct representatives of the gods, clerics hold a place of privilege in many cultures, offering guidance and leadership to a world thirsty for it. With that mantle of respect and authority comes great responsibility. As with the nobility, clerics must look the part. Simple, common robes, for example, would be the garment of choice for clerics of the Bear, but would get a cleric of the Landlord laughed out of the temple and peppered with rotten fruit.

Religious attire also serves a practical purpose. Many special vestments are blessed by high-ranking spiritual leaders of a church

TABLE 4-8: SULLY CHECK MODIFIERS

Circumstance	Modifier
Cleric is the original creator of the item	+4
Item sprinkled with holy/unholy water that day	+2
Per spell level of spell sacrificed	+2
Per 50 miles from vestment's originating site	-2
Per day removed from originating site	-4

and imbue the wearer with the special essence of his god. These blessed garments are protected as holy artifacts of the church, who take great care to use their power wisely.

Clerical attire comes in two basic varieties: synodal and liturgical. Synodal vestments are primarily symbolic in nature and have no special meaning beyond the basic adherence to religious practice shown by most clergy. The synodal vestments of a church are what one will find its clergy wearing on a day-to-day basis. Liturgical vestments, on the other hand, are sacred and specially blessed. A cleric who wears the liturgical vestment of his religion gains a +4 sacred Charisma bonus to turn undead or a +4 profane bonus to rebuke undead (depending on the alignment of the cleric and his god). Clerics so attired also cast divine spells as though they were one experience level higher. This bonus does not allow a cleric to pray for more spells than his original experience level would warrant, nor does it apply to spell-like effects from magic items. However, it does apply to divine spells cast from scrolls.

HackMaster: In HackMaster terms, clerics in liturgical vestments gain +4 to reaction bonuses, but no bonuses to turn or control undead. And they certainly can't cast spells one level higher just by putting on their fancy clothes, though they may be punished for not wearing them as that indicates an unacceptable lack of respect. Rather, the Gawds of Twilight Last make certain enhanced abilities available via the Focus spell, which relies on the faith of many followers (see the Zealot's Guide to World Conversion for details).

CREATING AND MAINTAINING LITURGICAL VESTMENTS

A cleric in good standing with his church, and of at least 7th level, may create liturgical vestments. Liturgical vestments may only be created using the appropriate synodal vestments of the cleric's church. For example, a cleric of the Flaymaster could only create liturgical vestments from black leather clothing with a studded leather executioner-style hood, whereas a cleric of the Riftmaster could do so only using robes with black and white checkered patterns.

The ritual must be performed in an established place of worship of the performer's deity over which either a *hallow* or *unhallow* spell has been cast (depending on the cleric and deity's alignment). The cleric performing the ritual need not cast the *hallow* or *unhallow* spell himself.

The synodal vestments must be laid out before the cleric and sprinkled with holy water – or unholy water, if applicable. The cleric must then cast a *magic vestment* spell on the clothing. The garment will be affected normally by the *magic vestment* spell, though its now liturgical nature may last longer than the normal duration of *magic vestment*. Once the *magic vestment* spell has expired, it will no longer imbue the garment with an enhancement bonus, but the garment will remain liturgical. At least, it will as long as it has not been sullied (see below).

As long as the vestment remains inside the place of worship in which it was created, it may retain its liturgical nature indefinitely. If the place of worship is the recipient of either a new *hallow* or *unhallow* spell (*unhallow* for sites that were originally *hallowed*, and

Chapter 4: Clothing

hallow for sites that were originally *unhallowed*), all liturgical vestments of the site's patron deity that are in that location become **sullied**. Sullied liturgical vestments have lost their liturgical nature. GMs may also rule that other profane acts performed on a liturgical vestment will rob it of its special nature. For example, hobgoblins raiding a grotto of the Shimmering One that urinate on liturgical vestments at that site have sullied them.

If a liturgical vestment is removed from the originating site by anyone other than a cleric of the site's patron deity, the vestment is immediately sullied. Clerics of the site's patron deity, however, may safely remove such attire from the site. In this case, the garment will retain its special nature for a limited duration. Each day at the time the cleric has designated as his hour for prayer or meditation for spells (dawn, noon, dusk or midnight), he must make a Charisma check (DC 15). Success indicates the vestment remains liturgical, failure indicates that it has been sullied. Clerics may attempt a number of things to prolong the life of the garment, including sacrificing spell levels to it. This simply means the cleric loses a number of spell levels (of his choosing) for that day. This sacrifice must be performed **immediately after** spells are gained for that day. See Table 4-8: Sully Check Modifiers.

SYNODAL RAIMENT OF THE DEITIES OF TELLENE

Clerics in good standing with their church are required to wear the appropriate synodal raiment during all official church functions and ceremonies. It is considered a sign of disrespect to do otherwise. Most clerics wear their synodal vestments at all times, and they are actively encouraged to do so. This sets them apart from lay persons, and allows worshipers to find them quickly and easily. The following is a list of synodal vestments for each of the 43 established deities of Tellene.

Knight of the Gods: The clerics of the Halls of the Valiant (known as the Servants of the Swift Sword) wear simple robes, dyed according to their rank in the church. It is very common for Servants to wear either ceremonial or actual weapons at their belt, as well as their visible holy symbol – a golden eye on a blue and white diamond pattern.

The Holy Mother: Clerics of the Home Foundation (who are known as the Brotherhood of Industry) tend to dress very simply out in public, in an attempt to make commoners feel more comfortable around them. During official ceremonies and services, they wear robes and accessories dyed according to their rank in the church. Regardless of their garb, clerics of the Holy Mother wear a short gray cylindrical cap (a *fez*).

THE HOLY MOTHER	
Title	Raiment
Binder	blue robe
Brother, Sister	blue robe, white sash
Uncle, Aunt	white robe
Father, Mother	white robe, blue collar
High Father, High Mother	white robe, blue collar and cummerbund
Grandfather, Grandmother	white robe, blue sash

KNIGHT OF THE GODS	
Title	Raiment
Purifier	white
Defender	blue
Protector	gold
Guardian	white & blue
Champion	white & gold
Gallant	blue & gold
Hero	blue, white, & gold
Valiant	white & blue checkered robe with a gold belt

The Speaker of the Word: Among the clerics of the Hall of Oaths, formality is of the utmost importance. Clerics of the Speaker of the Word (called Keepers of the Word) are almost never seen unattired in their ceremonial robes. The higher-ranking clerics often have expensive, custom-made robes with elaborate needlework created for them.

THE SPEAKER OF THE WORD	
Title	Raiment
Servant	red
Advocate	red
Esteemed	red
Venerable	red - a single silver stripe on each sleeve
Reverend	red - two silver stripes on each sleeve
Esquire	red - three silver stripes on each sleeve
Grand Esquire	red - three silver stripes and a broad silver belt
Priest	red - three silver stripes, a broad silver belt and a silver collar
High Priest	as above plus a silver shawl

The True: Clerics of the Courts of Justice are known as Truthseekers, and are frequently found acting as magistrates and adjudicators in larger towns and cities. As such, it is critical that they maintain a professional appearance. They wear white or gold robes in accordance with their rank in the church, along with the appropriate accessories. Their robes are always made from the finest materials. Truthseekers who live in impoverished areas make do with simple linen robes, but they are fastidiously maintained.

THE TRUE	
Title	Raiment
Referee	white
Arbitrator	white - thin gold hem
Magistrate	white - broad gold hem
Justice	gold - thin white hem
Adjudicator	gold - broad white hem
Justifier	gold - broad white hem and sash
True Seer	gold - broad white hem, sash and collar
High Seer	as above plus a gold head band

The Eternal Lantern: The Assembly of Light's spiritual leaders, known as the Order of Light, wear white or yellow robes according to their rank. It is not uncommon for some clerics to have pieces of shale or other shiny materials sewn into the weave of their robes to add a scintillating appearance to them. There is even rumor of an elven cleric from Doulathanorian who had 1,001 shining white pearls woven into his robes – one pearl for each elven warrior lost in defense of the Edosi Forest.

THE ETERNAL LANTERN		
Title	Raiment	Focus
Spark	white	white
Flicker	white with a gold necklace	white
Flame	yellow with a gold necklace	yellow
Torch	as above with gold bracers	yellow
Lantern	as above with a gold belt	golden
High Lantern	as above with a gold turban	golden

The Raiser: Clerics of the Church of the Life's Fire (called Friends of the Fields) tend to be simple, hardworking folk as befits their patron deity. Their vestments are earthy colors, selected in accor-

THE RAISER	
Title	Raiment
Fielder	tan
Field Leader	brown
Field Master	golden brown
High Field Master	leafy green

dance with their rank in the church. For formal ceremonies, they wear simple linen robes of the same colors. Otherwise, they tend to favor tunics, along with their deity's holy symbol – a blazing hearth.

The Peacemaker: As would be expected of clergy from the House of Solace, spiritual leaders of the Peacemaker (themselves called Peacemakers) wear comfortable, soft linen robes, colored according to their rank. Their belts are also colored accorded to rank. Imposters attempting to disguise themselves as Peacemakers are occasionally discovered when they match a belt with an identically colored robe.

THE PEACEMAKER	
Title	Raiment
Peace Lover	light green
Friend	light green - sky blue belt
Neighbor	light green - lavender belt
Comfort Maker	sky blue
Arbitrator	sky blue - light green belt
Mediator	sky blue - lavender belt
Comfortist	lavender
Serenist	lavender - light green belt
Peace Maker	lavender - sky blue belt
High Peace Maker	as above with gold medallion

The Pure One: Clerics from the Parish of Love, or Children of Love, tend to have their robes made from silk or satin, dyed according to their individual rank. Traditionally, they wear a number of small silver roses on their left collar as an indicator of rank. However, there is a sect, particularly in some areas around Reanaaria Bay, who believes current teachings of purely selfless love are incorrect interpretations of canonical writings of their faith. Instead, they hold that their deity actually embodies gratifying love, particularly of a physical nature. They tend to wear their roses on the right collar instead of the left. The main ranks of the Parish of Love have denounced this small but growing sect as heretics.

THE PURE ONE	
Title	Raiment
Initiate	green robe
Servant of Harmony	green robe - one silver rose
Advocate of Harmony	yellow robe - one silver rose
Keeper of Harmony	yellow robe - two silver roses
Servant of Love	pink robe - two silver roses
Advocate of Love	pink robe - three silver roses
Guardian of the Heart	blue robe - three silver roses
Advocate of the Heart	blue robe - four silver roses
Grand Advocate of the Heart	pastel floral robe with white background - five silver roses

Lord of Silver Linings: Robes worn by clergy of the Church of Everlasting Hope tend to be made of heavier, more durable material such as wool, particularly in the fall and winter months. This is primarily due to the Merciful Fates' habit of worshipping in open-air temples.

LORD OF SILVER LININGS	
Title	Raiment
Gentle	sky blue
Tender	sky blue - small rainbow pin
Helper	sky blue - larger rainbow pin
Healer	as above with a silver belt
Counselor	as above with a thin rainbow hem
Soother	as above with a broad rainbow hem
Hope Healer	as above with a silver lining
Hope Master	as above with a yellow cap

The Traveler: Clerics of the Temple of the Stars tend to have their synodal vestments constructed of durable material, well suited to traveling. The Journeymen are particularly choosy regarding their boots or shoes, as they must be comfortable on long, walking treks.

THE TRAVELER	
Title	Raiment
Quester	yellow
Worlder	yellow and black
High Worlder	yellow and black with silver stars on the field of black

The Guardian: The Face of the Free's spiritual leaders tend to think very little of ceremony and pomp. The vestments of these Messengers of Liberty are sturdy and constructed for utilitarian purposes. When performing rituals, they wear robes upon which they affix one feather for every citizen of an oppressive government or slave that they have freed.

THE GUARDIAN	
Title	Raiment
Deshackler	white
Liberator	white
Emancipator	grey and white
Rejoicer	grey and white
High Rejoicer	grey and white

Raconteur: Unlike many other churches, the Theater of the Arts allows its clergy to select synodal vestments appropriate to the occupation of the rank to which they are aspiring. For example, an Orator working to achieve the rank of Jester might wear colorful, clownish garb. Each cleric, or Merry Muse, also wears a chain around their neck with a special charm issued upon advancement in rank.

RACONTEUR	
Title	Raiment
Sculptor	Chisel
Painter	Brush
Poet Laureate	Quill
Thespian	Mask
Orator	Megaphone
Jester	Sleigh bell
Maestro	Instrument
Dancer	Slippers
Prima Donna	Musical note
Composer	Clef
Novelist	Open book
Artiste	All

The Shimmering One: Since clerics of the Church of Night's Beauty are not required to wear any specific color or type of synodal vestment, each wears clothing as he desires, though the main part of the clothing must be silver-colored. Most Moonknights prefer robes or tunics.

THE SHIMMERING ONE	
Title	
Nightlight	
Quarter Moon	
Half Moon	
Full Moon	
Aligned One	
Disciple of Diadolai	
Patriarch of Pelselond	
Var of Veshemo	
High Var	

Chapter 4: Clothing

The Great Huntress: Clergy of the Temple of the Patient Arrow, or Golden Arrows, are oriented to working and living in the wilderness. Many have levels as a ranger. They tend to wear earthy green and brown robes, cloaks or tunics, along with their holy symbol – a hawk with spread wings against a green background – embroidered over the left breast of their garb.

The Coddler: As one might expect of the spiritual leaders of the god of restful sleep, clerics of the Church of the Silver Mist tend to choose comfortable material for their robes or tunics. These Dream Weavers wear silver, midnight blue or gray robes decorated with stars and moons. There is a young artist in Mendarn named Colden Strelvar who weaves beautiful deep blue, almost black robes with a stunning starfield decorating them. High-ranking clerics of the Coddler pay hundreds of gold pieces for a Strelvar original. The current waiting list is measured in months.

The Founder: Clerics of the Founder's Creation are workers and laborers. As such, they tend to wear durable work clothes. During ceremonies, these Builders of Law wear blue or red robes made of simple materials. Their robes tend to be of durable linens or even canvas, never high quality material. In some smaller communities, these robes are forgone altogether, with ceremonies and services performed in "civilian" attire.

The Mule: The patron deity of mathematicians and scientists has no concern for the temporal power of wealth. Clergy of the Fraternal Order of Aptitude dress in plain grays or whites. Regardless of their specific garb, the Brothers in Logic always wear the symbol of their rank embroidered or dyed on their chest of their robe or tunic.

THE GREAT HUNTRESS

Title
Stalker
Sure Shot
Pure Shot
True Shot
Hawk Eye
Hunter
High Hunter
Great Hunter
Huntmaster

THE FOUNDER

Title
Builder
Stonemason
Architect
Upholder
Lawman
Constable
Enforcer
Commander
Master Builder

THE MULE

Title	Symbol	# Priests
Initiate	point	any
Novitiate	line	any
Uneven Triad	scalene triangle	any
Even Triad	isosceles triangle	any
Perfect Triad	equilateral triangle	any
Graduate of the 4th state	square	any
Graduate of the 5th state	pentagon	any
Graduate of the 6th state	hexagon	any
Graduate of the 7th state	heptagon	any
Graduate of the 8th state	octagon	any
Graduate of the 9th state	nonagon	17
Master of the 2nd dimension	circle	13
Master of the 3rd dimension	tetrahedron	11
Master of the 3rd dimension	cube	7
Master of the 3rd dimension	octahedron	5
Master of the 3rd dimension	dodecahedron	3
Master of the 3rd dimension	icosahedron	2
The Grand Professor	sphere	1

Powermaster: Clergy of the Temple of the Three Strengths teach their followers to overcome the need for the material world. They could not effectively do so while adorning themselves with fine garments. The robes of the Seekers of the Three Strengths, always blue and sleeveless, tend to be simple linens. Once a cleric attains the rank of Aspirant of the Third Strength, he wears a pure silver

girdle, though this is never valued for its monetary value. Liturgical vestments that include a silver girdle gain an additional +2 bonus to sully checks.

POWERMASTER

Title	Raiment
Aspirant of the First Strength	blue robe
Keeper of the First Strength	blue robe
Aspirant of the Second Strength	blue robe
Keeper of the Second Strength	blue robe
Aspirant of the Third Strength	silver girdle
Keeper of the Third Strength	silver girdle
Aspirant of the Three Strengths	silver girdle
Keeper of the Three Strengths	silver girdle
Master of the Three Strengths	silver girdle

The Old Man: As the lawful neutral god of war demands strict obedience from his clergy, clerics of the Temple of Armed Conflict wear vestments that resemble military uniforms more than priestly garb. Members of the Order of the Pike wear a white tunic, always of sturdy linen, with crossed pikes emblazoned on the front, a medium green cloak and a medium green hat. On their hat and the left breast of their tunic is emblazoned a chevron to indicate their rank in the church. These are listed as a number on top over a number on bottom with a "u" indicating the chevrons to be placed upside down and a "V" indicating right side up.

THE OLD MAN

Title	Chevrons
Regular	1u/0V
Elite	2u/0V
Sergeant	3u/0V
Lieutenant	0u/1V
Captain	0u/2V
Major	0u/3V
Colonel	3u/1V
General	3u/2V
Field Marshal	3u/3V

Eye Opener: Clerics of the Order of Thought are philosophers and teachers, and have little time or concern for fancy clothing. They wear simple linen robes or tunics of light brown. Although many Seekers of Sagacity keep their head unadorned on a day-to-day basis, each wears a special low, flat topped hat made from black material. For each level of their rank in the church, they wear one owl feather attached to the hat. Many of the younger clergy, who tend to be more in tune with the modern youth of the day, have taken to dangling their owl feathers from a leather thong which hangs down 8 to 10 inches from their hat.

EYE OPENER

Title
Initiate
Sight Seeker
Sound Seeker
Smell Seeker
Taste Seeker
Touch Seeker
Sense Master
Imparter

Mother of the Elements: Clergy of the often harsh patron goddess of the elements perform most of their ceremonies and services outside, so they tend to wear clothing that is durable and, during winter months, warm. All Keepers of the Four Corners are required to wear a medallion depicting their symbol – a circle divided into four equal parts, each of which depicts one of the four cults: earth, air, fire and water. A Keeper of the Four Corners wears durable robes of the appropriate color: brown for the earth cult, silver for air, red for fire and blue for water. They always keep their heads unadorned.

MOTHER OF THE ELEMENTS

Title
Servant of the Four Corners
Initiate of the Four Corners
Guardian of the Four Corners
Priest of the Four Corners
Servant of the (Cult) Corner
Initiate of the (Cult) Corner
Guardian of the (Cult) Corner
Priest of the (Cult) Corner
High Priest of the (Cult) Corner

The Riftmaster: Clerics of the Temple of Enchantment wear black and white checkered robes to represent the extremes of the extraplanar realms and of the nature of magic. Each rank in the church has a specific divine focus, and a cleric's holy symbol – a key – is colored in accordance to their rank. Many younger Keyholders also wear other jewelry made from the appropriate color. Ear cuffs are particularly popular.

THE RIFTMASTER	
Divine Focus Color	
white	
brass	
black	
copper	
green	
bronze	
blue	
silver	
red	
gold	
platinum	

The Bear: Many worshippers of the god of nature are druids, though clerics are also quite common. Their places of worship are all outdoors, thus their choice of attire tends to be earthy brown and green robes of sturdy material. Members of the Conventicle of the Great Tree (known as the Brotherhood, or Brothers, of the Bear) sometimes wear jewelry made from natural items, such as acorn rings or bracelets woven from fallen twigs.

THE BEAR	
Title	
Seed	
Seedling	
Sprout	
Shrub	
Sapling	
Tree	
Oak	
Great Oak	
Grand Oak	
Mighty Oak	

The Landlord: Clerics of the Parish of the Prolific Coin are very much in the public eye. Therefore, they tend to be vain and take their appearance very seriously. If there is a new fashion trend, you can bet that the Profiteers will be wearing it, and to the nines!

THE LANDLORD	
Title	
Apprentice	
Trader	
Barterer	
Clerk	
Bookkeeper	
Accountant	
Treasurer	
Financier	
Administrator	
Entrepreneur	
Magnus	

Fate Scribe: Often referred to as Queen Destiny, the Fate Scribe is the goddess of prophecy and fate. Clerics of the Inevitable Order of Time, known as Prophets, have a mysterious and exotic appearance. In addition to light green robes or tunic, each emblazoned with a color emblem of Fate Scribe's symbol – a silver crescent moon and three stars on a light green background. Some sects allow their Prophets to enjoy any exotic jewelry they can find.

FATE SCRIBE	
Title	
Seer	
Expounder	
Guardian of Destiny	
Prophet	
High Prophet	
Timelord	

Battle Rager: Clerics of the Way of the Berserk are unconcerned with trivial concerns such as fashion, and have no formal uniform. They wear whatever clothing they feel is the least restrictive in battle. To indicate their faith, they wear a red linen shoulder sash that extends from their right shoulder to the left hip. For each battle survived, the wearer puts a black hash mark on his or her sash. A symbol of an axe represents ten battles. Fhokki Brothers in Blood who favor a traditional Fhokki lifestyle have their sashes made from small, red links of chain, forming a chainmail sash! (Though it does look impressive, this has no particular value as armor.)

The Watcher: Spiritual leaders of the god of wanderers and loneliness do not dress to impress. The Watchers wear simple robes or tunics of brown, green or gray and a white belt. They are constant travelers, so sturdy, comfortable boots are important to them.

The Storm Lord: Clergymen of the god of storms, one of nature's most chaotic forces, are not bound to any specific uniform. The favored colors of these Tempestions (clergy of the Thunderer's Temple) are green and blue.

THE STORM LORD	
Title	
Fury	
Cloud Fury	
Rain Fury	
Wind Fury	
Lightning Fury	
Fire Fury	
Storm Fury	

Risk: The Church of Chance does not require a specific uniform for its clergy, though they tend to favor dark clothing to avoid drawing much attention to their illicit deeds. Gray, dark brown and black are common colors. Many clerics of Risk, particularly those with levels of rogue, own at least one shadowtunic (see above).

The Laughter: Clerics of the Order of the Passionate One, as members of a carnal, temporal order, like to look attractive. The traditional ceremonial garb is a set of purple robes, though when not performing services, the Passionate Peoplehood wear either beautiful and elaborate clothing or tight, revealing clothing. Regardless of their choice, all favor exotic headwear. A larger number of hats is a symbol of status among such clerical circles, and woe be to the cleric who is caught wearing the same hat twice in the same month, for it means he owns too few!

The Corrupter: When performing official ceremonies and services, clerics of the god of envy, jealousy and injustice wear either specific tunics or robes in accordance with their rank in the church. When off duty, the Covetous Ones keep current with the latest fashions, tending to spend large amounts of money on their wardrobes. After all, one can't corrupt what one can't attract.

THE CORRUPTER	
Court Title	Raiment
Follower of The Eye	brown tunic
Aspirant of The Eye	yellow tunic
Servant of The Eye	olive tunic
Bailiff of The Eye	green tunic
Representative of The Eye	brown robes
Advocate of The Eye	yellow robes
Counselor of The Eye	olive robes
Magistrate of The Eye	green robes
Judge of The Eye	green robes with white dots
Sheriff of The Eye	green robes with white circles
Cleric of The Eye	green robes - with a white circular pattern
High Cleric of The Eye	as Cleric plus red circular pattern mixed concentrically with the white
High Queen of the Jealous Eye	as High Cleric plus green eye in the center of the pattern

The Overlord: Feared throughout Tellene, clerics of the lawful evil god of oppression and slavery have a very rigid uniform code, in accordance with their rank in the church. Even when not performing ceremonies or services, Bringers of the New Order tend to wear a small, blackened metal pin with the symbol of their deity – a mailed fist – somewhere on their clothing. The members of the House of Shackles below the rank of Subjugator wear brown leather headbands, emblazoned with the symbol of the Overlord. Punishment for serious offenses among these low-level clergy is to

Chapter 4: Clothing

shackle them to a wall, soak their leather headband in water and then fasten it snugly around their necks. As the headband dries, it constricts and slowly chokes the offender to death.

THE OVERLORD			
Title	Number	Insignia†	Garb
Servant	any	none	manacles
Disciple	any	none	plain white robes
Shackler	6142	none	brown robes
Warden	3070	one stripe	brown robes
Slave Driver	1534	two stripes	brown robes
Brander	766	three stripes	brown robes
Slave Master	382	four stripes	brown robes
Subjugator	190	one thick stripe	brown robes, brown hood
Slave Trader	94	two thick stripes	brown robes, brown hood
Oppressor	46	three thick stripes	brown robes, red trim, brown hood
Grand Oppressor	22	four thick stripes	brown robes, red trim, red hood
Master of the Whip	10	none	red robes, hood, Master mask
Grand Master of the Whip	4	none	red robes, hood, Grand Master mask
High Cleric of the Whip	1	none	red robes, brown trim, hood, High Cleric mask

† All insignias are in black

The Dark One: Needless to say, clergymen of the Church of Endless Night, who tend to perform their worship in dark, underground caverns, are not particularly preoccupied with fashion. The vestments of these Knights of the Black Pit, are always plain, jet black robes. Most clerics of the Dark One own no other clothing save for the terrible masks they wear during ceremonies and rituals.

The Flaymaster: Clerics of the Order of Agony wear black leather attire and black studded leather hoods (save for Givers of Grief, whose hoods have no studs). The material of the studs is a function of a cleric's rank, and the number of studs is a function of his seniority in the church. It is not uncommon for younger clerics to wear elaborate, stylish clothing (all constructed from black leather, of course). As the Ministry of Ministry tends to be badly scarred from the torture they must undergo to advance, such clothing rarely reveals much of the wearer's flesh.

THE FLAYMASTER	
Title	Hood
Giver of Grief	no studs
Wielder of Woe	iron studs
Supervisor of Suffering	steel studs
Master of Misery	brass studs
Tormentor	bronze studs
Provider of Pain	copper studs
Assignor of Anguish	silver studs
Distributor of Agony	gold studs
Torturer	platinum studs
Ice Priest	gems

THE DARK ONE	
Title	
Dark Friend	
Night Holder	
Day Destroyer	
Darkrider	
Darkknight	
Darkdeath	
Duskmaster	
Moon Slayer	
Pitmaster	
Sun Slayer	
Nightmaster	

Harvester of Souls: The Congregation of the Dead's clergy, like the image of their grim reaper patron, wear jet black, flowing robes generally made of linen or wool. All Harvesters, save for the Novitiates, also wear pendants whose color indicates their level within the church. The Harvesters adorn themselves and their weapons with skulls.

HARVESTER OF SOULS	
Title	Gem
Novitiate	no pendant worn
Messenger	no gem
Collector	malachite
Butcher	hematite
Malefactor	azurite
Fiend	white onyx
Hellion	sardonyx
Reaper	amber
Harvester	jet
High Harvester	black sapphire

Locust Lord: Clergy of the House of Hunger wear simple burgundy robes, usually of thick, comfortable material. Wealthy clerics always choose velvet as their material. Level is denoted by the color of the robe's facings on the hood and cuffs. Clerics (known as the Gaunt) and followers alike wear brass skullcaps.

Emperor of Scorn: During special ceremonies and lynchings, clerics of the House of Scorn wear beautiful golden robes. Otherwise, they dress in whatever clothing is appropriate. The Purgers tend to favor gold and dark blue.

The Unseen One: Membership among the spiritual leadership of the House of Knives is generally very secretive. Therefore, they appear in priestly robes only in their secret, underground temples. The Veiled Priesthood dress in red robes (preferably velvet), often with decorative black breastplates. If additional secrecy is required, clerics, particularly high-ranking ones, sometimes wear black hoods with veils.

Rotlord: Clergy of the chaotic evil god of disease, plague and vermin seem to have little use for nice clothing. These Pestilent Ones, clergy of the Conventicle of Affliction, prefer to dress in filthy, rotting garb covered with offal. Higher level clerics prefer drab yellow or sickly green colored robes.

The Confuser of Ways: Clerics of the Confuser of Ways are, well, confusing. They freely wear clerical vestments of other religions and attempt to invade other places of worship. The Imposters may never create liturgical vestments.

Prince of Terror: The Temple of Sleepless Nights has no synodal vestments. All official clerical garb is liturgical in nature, and thus time-consuming to prepare. These robes are multi-hued, shifting and shimmering in color. If a cleric wears a liturgical vestment that he prepared himself, the color changes will be in accordance with his current emotional state. Aside from their robes, Fellows of Terror wear masks bearing a hideous visage.

Creator of Strife: The spiritual leadership of the Temple of Strife has no uniform. They wear robes or tunics of their choosing, but always put together from clashing colors. It is exactly this fashion faux pas that has hindered the religion from gaining significant ground among the aristocracy. Minions of Misfortune may be found wearing clashing parti-colored material, a dual-colored fabric now the rage in Crandolen.

The Vicelord: The clerics of the House of Vice enjoy being naked – often. They are required to keep their entire bodies, even their eyebrows, completely shaved. When they are dressed, which is to say not very often, they wear simple brown togas and rarely wear footwear unless traveling. They also wear bronze skullcaps that double as bowls for eating and drinking.



CHAPTER 5: GAMES AND ENTERTAINMENT

Participating in, as well as watching, games is a popular form of entertainment throughout all the lands of Tellene. Gambling is not limited to one particular type of person, either. Commoners, the middle-class, nobles and royals have all been known to try their hand at the cards or dice.

The clerics have no shame in taking part, either – particularly the clerics of Risk, god of thievery, gambling and luck. Even clerics of Ill-luck (known as the Minions of Misfortune) have given rise to a gambler's saying: "Save some luck for escaping Ill-luck." It has even become tradition among some superstitious gamblers to deliberately lose their final three games. This is done almost universally during stormy nights, a known aspect of the Creator of Strife.

GAME AND ENTERTAINMENT ITEMS

The items found on Table 5-1: Game and Entertainment Items are described below. Many items are intended for specialty entertainers only and are not part of a traveling adventurer's normal equipment.

Cane, Foldable: Though they appear to be normal wooden canes of moderate craftsmanship, the foldable cane has a hidden hinge joint. This joint folds the cane in half when weight is applied to it in a certain direction. These are most often used by clowns or similar entertainers. However, a few young Geanavese nobles often find delight in giving such a cane to the elderly or infirm.

Cards, Basic Marked Playing: By bending the edges, smearing the backs with dirt or painting thin lines on the card backs, a "marked" deck can be constructed from any regular deck. To detect the markings, a character must make a successful Search (DC 15) roll.

HackMaster: Spotting basic marked cards is a Difficult task for characters with the gaming or observation skills.

Cards, Expertly Marked Playing: Unlike basic marked card decks, this deck was marked when created. The backs are altered with subtle differences of shading or design unlikely to be spotted by the average player. However, the owner can spot the subtle differences on his opponent's cards. To detect the markings, a character must make a successful Search (DC 25) roll.

HackMaster: For HackMaster characters, this is a Very Difficult task for those with the gaming or observation skills.

Cards, Fortune-Telling: These mysterious decks are rumored to have divination properties, although they are still sometimes used in games of chance. There are 78 cards in a standard Cosdolite deck, including 56 standard cards in four suits of 14 cards each. The remaining 22 cards are the major arcana: Jester, Wizard, Seer, Queen, King, Cleric, Followers, Cart, Smith, Recluse, Crow of Destiny, Law, Beheaded Man, Harvester, Control, Demon, Keep,

Pelselond, Diadolai, the Brightstar, Veshemo and Tellene. The number of cards and their images vary widely depending upon the region where they are found. Of course, whether these cards actually foretell the future is in the hands of the Dungeon Master.

HackMaster: In Garweeze Wurld, the last five major arcana are: Arlor, Bardra'kar, Caz-Adar, Shadara, and Aldrazar. The decks are popular throughout all of Eder Soult.

Fortune-telling cards are most common in the larger cities of Brandobia, Kalamar, Reanaaria Bay and the Young Kingdoms. Fortune-tellers of the Dejj, Fhokki and Svimohz lands use other methods of divination.

Cards, Playing: Made out of a thick and reinforced paper, playing cards are used in a huge variety of games of chance and skill. Gambling on card games is one of the most popular forms of gambling on Tellene. Naturally, the decks can vary widely in design and number, depending upon the area where they originated.

Kalamaran decks, for example, have 48 total cards in four suits of coins, swords, goblets and lances. Each suit has cards numbered one through 10, as well as two court cards, which represent the legion and the emperor. Lathlani decks have 44 cards, using leaves, spiders, acorns and bells as suits, and eight court cards. These are the fletcher, ranger, squire, prince, king, forest, moon and star.

HackMaster: In Garweeze Wurld, many Fangaerian decks consist of four suits of clubs, daggers, hearts and gems.

Chess Set, Basic: A basic chess set includes a simple parchment board and thirty-two carved or painted wooden pieces. Such a board can be easily stored for long travel, and is readily available. When not practicing on the field, clerics of the Old Man hone their mental skills by playing chess and other war games. The ancient game of chess was first developed in Svimohzia. It is played by two people on a square board divided into 16 rows and 16 columns, with the individual squares alternating between dark and light colors. Each side has eight pawns, two rooks, two ships, two knights, a queen and a king, all of the same color. The object of the game is to capture the opponent's king. Each piece moves differently and can capture an opponent's piece by moving onto the square it occupies.

Chess Set, Ornate: The Ornate chess sets can be found in many monasteries, castles or noble houses. They are often elaborately carved from two different types of marble, ivory or crystal.

Dice: These tiny cubes have each of their six sides marked with one to six painted depressions (called pips). Each number of pips appears only once on each die, and they are placed so that opposite sides always total seven. Dice are used in a variety of gambling and entertainment games, and are made from bone, horn, bronze or wood and sold in pairs.

TABLE 5-1D: GAME AND ENTERTAINMENT ITEMS

Item	D&D Cost	Weight (lbs.)
Cane, Foldable	2 gp	2
Cards, Basic Marked Playing	2 gp	-
Cards, Expertly Marked Playing	20 gp	-
Cards, Fortune-Telling	2 gp	-
Cards, Playing	5 sp	-
Chess Set, Basic	5 gp	3
Chess Set, Ornate	50 gp	4
Dice	2 sp	-
Dice, Clear	3 gp	-
Dice, Loaded Double	10 gp	-
Dice, Loaded Heavy	15 gp	-
Dice, Loaded High Throw	4 sp	-
Dice, Loaded Sticky	25 gp	-
Dice, Premium	10 gp	-
Hat, Hollow-Topped	10 gp	1
Horn, Birchwood Speaking	6 gp	2
Horn, Folding Leather Speaking	4 gp	1
Jugglables, Bean Bag	1 cp	1
Jugglables, Club	1 gp	3
Jugglables, Knife	5 sp	1
Jugglables, Leather Ball	2 sp	1
Jugglables, Wooden Plates	4 sp	1
Knife, Retractable	3 gp	1
Leaping Lever	20 gp	10
Make-up	varies	varies
Marionette	7 gp	2
Mask, Actor's	4 gp	1
Mask, Pantomime	2 gp	1
Mask, Various Other	8 sp	1
Plate Spinner Plate	1 sp	1
Plate Spinner Pole	5 cp	1/2
Plate Spinner Stand	4 sp	5
Puppet	7 sp	2
Puppet, Silk Dragon	14 gp	3
Rod, Flowering	2 gp	1
Scarf, Pocketable	2 sp	-
Stilts	2 gp	varies
Tightrope (50 ft.)	10 gp	5
Walking Ball	7 gp	30
Walking Wheel	4 gp	15

Dice, Clear: Clear dice are made from crystal or a special form of hardened glass. They are identical to regular dice in every other way. They are generally more accepted in games with strangers, as it is impossible to make these into loaded dice (without magical assistance).

Dice, Loaded Double: At first glance, loaded dice look like normal dice, but are modified to favor certain numbers. Being caught with loaded dice is a serious offense in any game. Loaded dice are made from whatever material is popular to make dice in the area. A loaded double die has the “ones” pip replaced with a second six, or a different number doubled on the opposite side. The fraud can be detected with a Search check (DC 5).

HackMaster: *In HackMaster, a successful observation skill check or a Wisdom check will spot the fraud.*

Dice, Loaded Heavy: A more advanced form of loaded dice are “heavies.” Heavies have any one side weighted more than the others, causing the number opposite the weight to come up as much as 80% of the time. Heavies have to be specially constructed by a skilled craftsman, who must hollow out the die and fill it with a material heavier than the outer material. Heavies can be used in most gambling situations, as they appear identical to regular dice in every way. However, unless the heavies are often rotated with

TABLE 5-1H: GAME AND ENTERTAINMENT ITEMS

Item	Weight (lbs.)	HM Cost	Base Availability		
			Hi	Med	Low
Cane, Foldable	2	2 gp	90	80	70
Cards, Basic Marked Playing	-	2 gp	90	80	60
Cards, Expertly Marked Playing	-	25 gp	85	70	55
Cards, Fortune-Telling	-	2 gp	90	80	70
Cards, Playing	-	6 sp	95	90	85
Chess Set, Basic	3	5 gp	90	80	60
Chess Set, Ornate	4	50 gp	90	70	40
Dice	-	2 sp	95	90	80
Dice, Clear	-	3 gp	85	75	65
Dice, Loaded Double	-	10 gp	90	85	75
Dice, Loaded Heavy	-	16 gp	90	85	80
Dice, Loaded High Throw	-	5 sp	90	80	65
Dice, Loaded Sticky	-	25 gp	90	70	60
Dice, Premium	-	10 gp	95	80	65
Hat, Hollow-Topped	1	10 gp	90	70	50
Horn, Birchwood Speaking	2	6 gp	90	60	50
Horn, Folding Leather Speaking	1	4 gp	90	70	60
Jugglables, Bean Bag	1	1 cp	95	85	80
Jugglables, Club	3	1 gp	90	85	80
Jugglables, Knife	1	6 sp	90	80	70
Jugglables, Leather Ball	1	2 sp	95	80	70
Jugglables, Wooden Plates	1	5 sp	95	85	75
Knife, Retractable	1	5 gp	90	70	50
Leaping Lever	10	20 gp	80	60	30
Make-up	varies	varies	90	70	50
Marionette	2	8 gp	90	80	70
Mask, Actor's	1	4 gp	95	75	40
Mask, Pantomime	1	2 gp	85	60	40
Mask, Various Other	1	9 sp	90	80	70
Plate Spinner Plate	1	1 sp	85	65	35
Plate Spinner Pole	1/2	5 cp	80	60	40
Plate Spinner Stand	5	4 sp	85	65	45
Puppet	2	8 sp	95	85	80
Puppet, Silk Dragon	3	15 gp	80	50	20
Rod, Flowering	1	2 gp	90	70	60
Scarf, Pocketable	-	3 sp	95	85	75
Stilts	varies	2 gp	85	65	45
Tightrope (50 ft.)	5	10 gp	90	65	40
Walking Ball	30	7 gp	75	55	35
Walking Wheel	15	5 gp	75	55	35

another pair of identical, normal dice, the losers are certain to quickly become suspicious. The fraud can be detected with a Search check (DC 10).

HackMaster: *In HackMaster, a successful observation skill check (a Difficult task) or a Wisdom check with a -4 penalty will spot the fraud.*

Dice, Loaded High Throw: The simplest but most risky form of loaded dice are high-throwers where the ones, twos or threes pip is replaced by an additional fours, fives, or sixes pip on the opposite side. A skilled player can use these dice in two-player games and against unobservant opponents with little to no audience, but few would risk using these dice in a crowded situation. The fraud can be detected with a Search check (DC 5).

HackMaster: *In HackMaster, a successful observation skill check or a Wisdom check will spot the fraud.*

Dice, Loaded Sticky: “Stickies” are the most expensive and elaborate loaded dice a character can purchase. They have a hollow interior, coated with a layer of sticky gum or resin, in which is a tiny metal ball. This ball can be stuck to a particular side by striking the die hard against a table or palm, thus weighting a particular side.

When rolled with normal force, the ball remains on that side and the odds of the opposite side coming up greatly increase.

Stickies are difficult to detect and highly skew the odds in the player's favor, as the player can pick and choose which number appears. However, the gum becomes less sticky with each use, and the ball no longer sticks when rolled normally. After ten uses, stickies behave exactly as normal dice and cannot be repaired. The fraud can be detected with a Search check (DC 20).

HackMaster: In HackMaster, only a character with an observation skill who succeeds at a Very Difficult task can spot the cheat.

Dice, Premium: Premium dice are constructed from ivory or some other precious metal or stone, and are often gold- or silver-plated. Otherwise, they are identical to regular dice. These dice are most often found in the homes of nobility or the Church of Chance.

Challengers of Fate (clerics of Risk) use a divine focus made of a pair of ornate silver six-sided dice connected by a silver chain. Before advancing, a cleric must defeat a superior in a mission to steal an item for the Church of Chance. A roll of the dice randomly determines the mission that the clerics must undertake.

Hat, Hollow-Topped: This appears to be a normal hat, but the hollow space between the top of a person's head and the top of the hat holds a secret compartment in the lining. While almost any hat that is not tight against the head can be converted this way, hollow-topped hats are most often used by sleight-of-hand performers.

Horn, Birchwood Speaking: These hollow conical devices amplify the voice of the speaker. One end of the wooden cone is cut off to leave a hole 1 to 2 inches across, with the large end 8 to 12 inches across. The whole device is 1 1/2 to 3 feet long.

Speaking into the small end results in the speaker's voice being naturally amplified. Birchwood is a light wood that conducts sound well and is suitable for making a speaking horn. Characters making

a Listen check to hear someone using this speaking horn get +1 DC every 25 ft., instead of every 10 ft.

HackMaster: In HackMaster terms, the birchwood horn increases listeners' chances to detect noise by +50%.

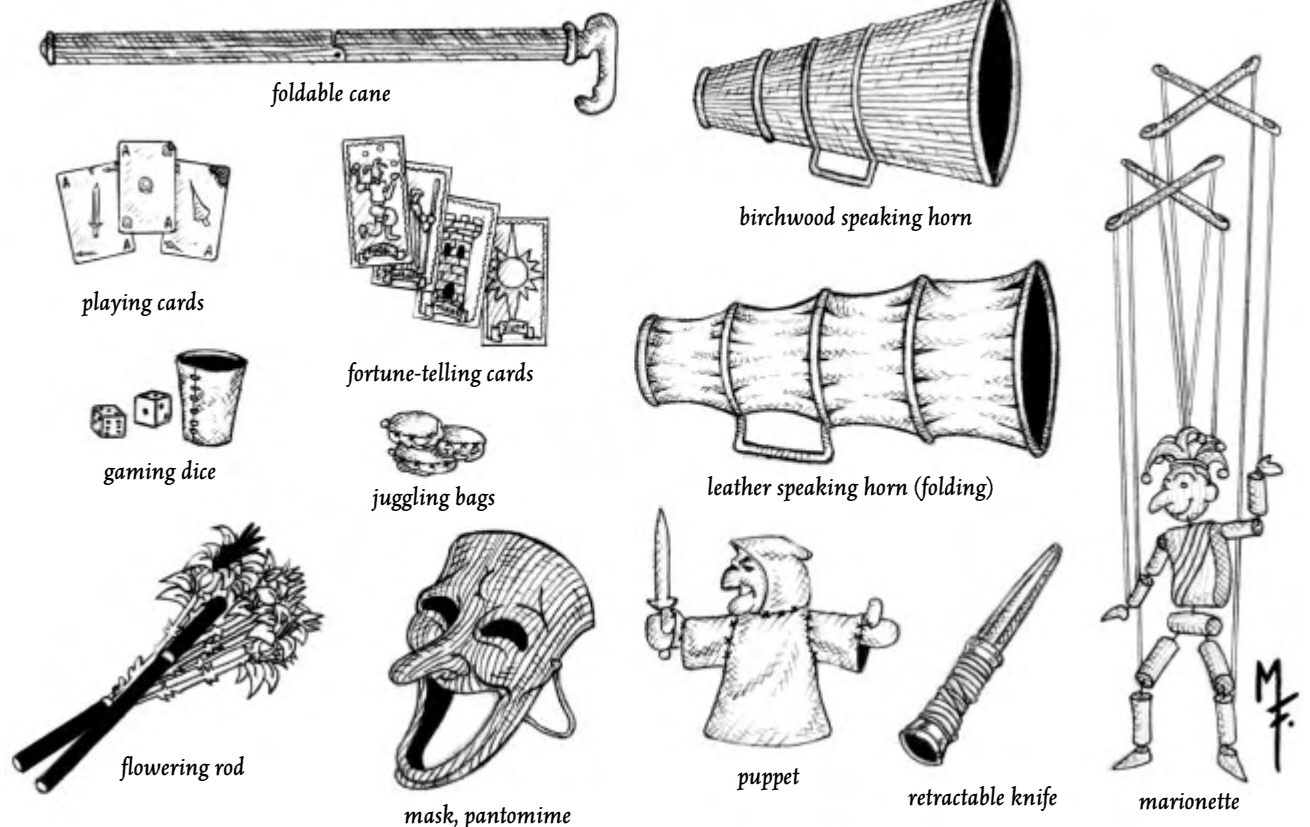
Horn, Folding Leather Speaking: This horn works as the birchwood speaking horn, but is constructed of folded leather attached to a series of iron rings. Leather is less efficient in amplifying voice, but does have the advantage of collapsing into a flat and easily transportable shape. Characters making a Listen check to hear someone using this speaking horn get +1 DC every 20 ft., instead of every 10 ft.

HackMaster: In HackMaster terms, the leather horn increases listeners' chances to detect noise by +35%.

Jugglables, Bean Bag: These small cloth or leather bags, typically 3 inches in diameter, are filled with dried beans that rattle as the bags as tossed. As the standard juggling item used by many performers, these give no bonus to Perform (Juggling) checks. They can never be used for a performance with a DC higher than 15.

HackMaster: In Garweez Wurld, they are simply standard tools for most jugglers, and only the best performers can make them really interesting.

Jugglables, Club: These 10 to 16 inch long clubs have a unique shape, best described as a long, thin conical section attached to the base of a shorter, wider conical section. They are usually made from a single piece of wood. The clubs are weighted so that they rotate three to five times a second when thrown by the handle. Juggling these clubs gives a -1 penalty to Perform (Juggling) checks because of their rotation. However, they can be used for a performance DC up to 20. If soaked in pitch and set on fire, they can be used in performances of any DC. However, if the Perform (Juggling) check fails, the player takes 1d4 damage.



Chapter 5: Games and Entertainment

HackMaster: *In HackMaster, the clubs impose a -5% penalty on the juggler's skill check. They tend to be used for more impressive performances. If set on fire, a failed check results in the juggler suffering 1d4 points of damage and a 50% chance of using the grenade scatter chart to see if a character too near the performer.*

Juggables, Knife: These specially balanced knives have a blade 6 inches in length and a handle of 6 to 8 inches. A skilled juggler can make them rotate a precise number of times when thrown a certain height. They are generally not as sharp as they appear to be. Knives give a -2 penalty to Perform (Juggling) checks because they are more difficult to catch, but can be used in a performance with a DC up to 25.

HackMaster: *In HackMaster terms, audiences frequently demand jugglers work with knives, largely because of the danger. On failure, the juggler takes 1d4-1 points of damage and suffers -1 temporal Honor.*

Juggables, Leather Ball: These are similar to bean bags, but are filled with scraps of leather instead. The leather is sometimes wound around a wooden core, and contained in a sealed round leather bag. These give no bonus to Perform (juggling) checks, and can never be used for a performance of DC higher than 15.

Juggables, Wooden Plate: These specially made plates are constructed from sturdy wood and polished to be virtually unbreakable (during normal use). They are flatter than eating plates, which makes them easier to juggle. These special plates give a -1 penalty to Perform (juggling) attempts. In a pinch, they still function as normal plates but attempting to juggle with dirty plates imposes an additional -4 circumstance penalty. They can be used in performances of DC 20 or less. Normal plates can be substituted for these special wooden ones with an additional -2 penalty to Perform (juggling) checks. (Thus giving normal dirty plates a total of a -7 penalty!)

HackMaster: *In HackMaster terms, dirty plates impose a -10% on juggling skill checks.*

Knife, Retractable: These trick knives have hollow wooden or bone handles slightly longer than their blades. The blades, which appear to be sharp but are in fact quite dull, are attached to a spring inside the handle. When someone is stabbed with such a knife, the blade retracts into the handle, although anyone watching would be fooled into thinking an actual stabbing had just taken place. A viewer must make a Spot check (DC 18) to realize the stabbing was faked, unless it is done in a circus, play or other obvious setting.

HackMaster: *In HackMaster terms, a successful observation skill check or a Wisdom check with a -3 penalty can spot the deception.*

Leaping Lever: This is a device made of one long plank of strong wood 8 to 10 feet in length, attached at a fulcrum point to a polished cylinder of wood or metal which freely rotates in a stand. This fulcrum is closer to one end than the other. When a performer stands on the end farthest away from the fulcrum, a companion (or two) can jump on the other end and propel the performer to great heights. A performer can add to his leaping ability in direct proportion to the weight of his companions. These levers are used in acrobatic performances and certain plays. Leaping levers give a +5 bonus to Jump skill checks for standing jumps and standing high jumps, and increase the maximum distance of standing jumps to height x3 and standing high jumps to height x2.

HackMaster: *In HackMaster terms, the lever grants a +20% bonus to jumping skill checks and allows the leaper to perform*

standing jumps up to thrice his height and standing high jumps up to twice his height.

Make-up: Make-up consists of various facial creams, oils and powders used for purely decorative purposes. They have no medicinal value, but may serve to darken or lighten skin, highlight facial features, add color to bland areas, and generally alter a person's appearance. Make-up adds a +1 bonus to Disguise checks. This bonus is already figured in to the +2 bonus when using a disguise kit (see Chapter 7: Tools, Gear and Equipment), and does not stack.

HackMaster: *In HackMaster, make-up alone adds +5% to disguise skill checks.*

Marionette: Marionettes are complicated puppets, having multiple strings attached to several points on the body of a doll, and manipulated with pieces of wood connected to the strings. (An alternate form of the marionette has the puppet controlled from below with thin wooden rods.) Various archetypes are available, the most common being marionettes of ancient heroes, modern nobility or religious figures. Marionettes are generally considered a higher form of entertainment than puppets. Marionette shows are silent or accompanied by music or a narrator, and usually require special stages or set-ups. Putting on a show with marionettes requires a Dexterity check (or Perform (puppetry) check), with the DC determined as if making a Perform check.

HackMaster: *In HackMaster, the performance requires a Dexterity check.*

Mask, Actor's: This carved wooden mask represents a specific character or idea, for use in plays and stage performances. The most common masks represent ideas such as joy, sorrow and anger. These masks also enhance voice volume via a small conical mouthpiece, in the same manner as a speaking horn. Listen checks to hear an actor with such a mask on receive +1 DC every 15 ft., instead of every 10 ft.

HackMaster: *In HackMaster, listeners' gain +5% to their chances to hear noise.*

Mask, Pantomime: A harlequin uses this black mask in pantomime theater. Pantomime is a new trend in theater that takes a popular fairy tale or current story and adds raunchy jokes, ludicrous situations and humorous songs. The "hero" of the pantomimes is the harlequin, who wears a black mask and is beset upon by all manner of misfortune, and often executed at the end. Pantomime masks add +1 to Perform (comedy) or Perform (buffoonery) checks.

HackMaster: *Mimes gain no special bonuses to perform in Garweeze World, and several highly committed vigilante organizations have sprung up to stop this new menace before it becomes unbearably widespread.*

Mask, Other: There are many standard masks available for purchase. Animal masks are easily available in many Deji, Fhokki and Svimohz cultures, while some other masks must be purchased in large cities or from specialty vendors. Masks may have religious significance, be used in secular festivals or worn to fancy parties thrown by the upper classes. Common masks available include bears, birds, cats, death, dogs, kings, queens, orcs, snakes and mice. Others require two months for special orders.

Plate Spinner Stand: This flat piece of wood has four holes drilled in it that can securely hold the poles used in plate spinning. With this, the performer can spin four plates simultaneously without requiring any assistance.

Plate Spinner Plate: This is a normal ceramic or wooden dinner plate, but with a special indentation in the bottom to accommodate a plate spinner pole. The wooden plates are hardened to be nearly unbreakable when dropped. This indentation does not make plate spinning simple, however. A Dexterity check (DC 15) is required to successfully keep four plates spinning, with +1 DC for each additional plate. The impressiveness and monetary reward of the performance scale as if making a Perform check with the same DC.

HackMaster: In *HackMaster* terms, the spinner must succeed at a Dexterity check with a -4 penalty.

Plate Spinner Pole: A thin cylindrical wooden rod, about 1/2 inch in diameter and 2 to 6 feet long. The ends are specially polished, and the same width as the indentation on the plate bottom. These poles are either held by volunteers chosen from the audience, balanced on the plate spinner's body, or set in a stand when used.

Rod, Flowering: A flowering rod is a thin wooden rod, about a 1 1/2 feet long and 1 inch in diameter. Though it appears solid, the rod has a trick panel that slides off the top, causing a stalk of silk flowers to spring forth. The trick panel is either manually moved or connected to a button elsewhere on the rod. While mainly used for delighting children, enterprising adventurers may be able to find other uses.

Puppet: A basic puppet is a hollow doll that can be crudely animated by the user's putting their hand inside of them and manipulating hollow limbs or switches inside. Puppets are made from cloth and wood, and often painted to resemble famous individuals. Many different puppets are available for sale and one can special order a puppet of almost any person or race. Puppet shows usually feature the performer providing voice and movement for several puppets and can be performed almost anywhere. Putting on a puppet show requires a successful Perform (puppetry) check.

Puppet, Silk Dragon: This puppet resembles an elaborate and painted silk puppet in the shape of a dragon. They are typically 6 feet long. The type of dragon represented varies depending on the region, but it is usually an evil dragon that has assaulted the region in the legendary or recent past. The city of Bronish, naturally, makes golden-colored puppets in the shape of their protector. This puppet requires a minimum of three persons to operate.

Scarf, Pocketable: A pocketable scarf is actually several very thin silk scarves can be folded on top of one another to appear as a single scarf. Some, or all, may be joined in a line at the corners by thin threads. A performer often treats the crowd to tricks such as color changing scarves, transporting scarves and pulling a very long chain of scarves out of a tiny space.

Stilts: Stilts are two poles of unpolished wood used to make a person appear taller than they really are. Blocks of wood are nailed to the sides creating a place for the feet to stand on. On occasion, leather straps bind the feet to their stands. Some stilts even extend up to the armpits, like crutches. Movement is reduced by half when wearing stilts. A Balance check (DC 10) must be made each round when moving in 2-foot tall stilts.

For larger stilts, the DC check increases by +1 for every extra 1 foot of stilt height. For example, 4 foot tall stilts require a Balance check (DC 12), 6 foot tall stilts require a Balance check (DC 14), and so on.

HackMaster: In *HackMaster* terms, moving on stilts more than 2 feet tall requires a Dexterity check. For every foot above that in height, apply a -2 penalty to the Dexterity check. For every month of practice (at least eight hours a day five days a week), a character can reduce this penalty by 1, to a minimum of 0.

Tightrope: A tightrope is a thick cord, usually made of silk, with a hook on one end. This end is hooked to a solid object 10 to 50 feet off the ground, with the other end firmly tied to a distant object. The cord is usually 1 to 2 inches in diameter, and varies in length. A Balance check (DC 20) is required for a standard tightrope performance (walking from one end to another).

HackMaster: Rules for tightrope walking in *HackMaster* can be found on page 331 of the *HackMaster Player's Handbook* and page 66 of the *Griftmaster's Guide*.

Walking Ball: A walking ball is a simple ball of polished stone, 1 to 2 feet in diameter, that a performer can balance on. She can roll the ball forward or backward, and even run with it under her feet. It is often used in combination with other acrobatic feats that are performed while on the ball. A Balance check (DC 15) is required to move anywhere.

HackMaster: In *HackMaster* terms, the walker must succeed at a Dexterity check with a -4 penalty to move anywhere (10 feet for each check).

Walking Wheel: A walking wheel is a simple hoop of iron, 2 to 4 feet in diameter, used by an acrobat. There are many tricks to perform with such a hoop. It is often used in conjunction with a walking ball. Sometimes the wheel is soaked in pitch (or other flammable liquids) and lit on fire for more spectacular performances. A Tumbling check (DC 15) is required for most uses.

HackMaster: In *HackMaster*, stunts performed with this device are *Difficult* or *Very Difficult* tasks for those with the tumbling skill.



GAMBLING SIMULATIONS

For characters who really want to experience the full flavor of tavern gaming, some common tavern games are detailed below.

Loaded dice, marked cards and other illegal methods can dramatically increase the odds of winning, but there is a chance of being detected as well. If found out as a cheat, the character forfeits all money brought to the table (including the money he started with). In areas where the clerics of Risk are a working force in the populace, cheating is punishable by the pillory and/or public flogging, plus dungeon imprisonment and/or mutilation. In other areas, most cheating is never brought to the law's attention. Instead, the wronged party takes it upon themselves to "pay back" the cheater for his offense.

DICE GAMES

Barrier: This game was originally named after Kolokar's Barrier, due to the ease of illegal shipments passing through the barrier. Though the barrier itself has long since fallen into disrepair, the name of the game remains.

To play, the character must roll 3d6 – two of one color and one of a different color. The character must roll a number in between the pair's rolls with the off-colored die. Failing to do so, or equaling a number is a loss. If the two dice with the same color equal each other, the loss is automatic.

Chariots: This game is a commoner's version of a chariot racing game, using a chessboard. Up to four characters place their tokens on alternate rows. The object is to move the token to the end of the board, sideways one, and then back on the adjacent file to the first row. A roll of d6 determines the number of spaces each character's "chariot" moves. Wagers are to be made prior to commencement of game.

Emperor's Luck: This Kalamaran game is popular among the middle classes. You may use any means to determine who goes first. Once that is decided, 5d6 are used, 6 high, 1 low. Lowest to highest hands are: pair, two pair, three of a kind, straight (1-5 then 2-6), full house (triplet and pair), four of a kind, five of a kind. The first roller may elect to roll once or twice. If only once, all other characters may roll only once to beat him. If two rolls are made, the roller may retain none, one, two, three or four of the dice of the first toss, rolling the remainder. Winner becomes the first roller or "emperor."

Old Lucky's: Originally known as "Old Lucky's Favorite," this game is one of the favored pastimes of the clerics of Risk. The shooter wins on a first roll (2d6) of 7 or 11, or loses on 2, 3 or 12. Otherwise, the shooter rolls until the number first rolled is rolled a second time – a win – or a 7 is rolled – a loss. Shooters bet before rolling, as observers may. Side bets may be made thereafter as applicable, if there are takers. Dice pass clockwise to next character when the shooter loses.

Three Kings: This is a dice game named after "Three Kings Bank," a staging point along the Izhoven River for expeditions into the Vohven Jungle. The name is said to symbolize the upcoming danger of the roll, and is rumored to be the spot where a stranded group of travelers first created the game.

Use 3d6, one roll only, the wager being made prior to the roll. The thrower must roll three of a kind to win, with the "ones" pip counted as a "wild" number. For example, a winning roll would be 2, 2, 2 or 2, 2, 1 or 2, 1, 1. A roll of three "ones" doubles the winnings.

CARD GAMES

Dwarven Downs: Dwarven downs is a mountain dwarf card game (now slowly spreading throughout the Kalamaran Empire) where each character gets two cards face down. Prior to dealing, some stake is placed in the pot. After looking at the cards, each character turns one up and the character with the highest card bets. Each character has the option of changing his up or down card for a fresh one from the deck. This takes place three times going around the table, with a betting interval after each round. A 2 card is low, an ace is high. The object is to have the highest hand (a pair on down) to a 2-3 (lowest possible hand, followed by 2-4, 3-4, 2-5, 3-5, 4-5, 2-6, 3-6, 4-6, 5-6, 2-7, and so forth). High and low hands split the pot equally, odd money to the high hand.

Twenty-One: This card game is popular in the gambling houses of Brandobia, and uses a 52-card playing deck, each character betting against the "house" dealer (in this case, the DM). As elven decks add a fourth court card (the page, or squire), they cannot be used in this game. It is said that the high elves have a similar game, but this has so far not been proven.

In this game, two cards are dealt to each character and the dealer. Characters, in turn, elect to take additional cards up to a total of five. Hands totaling over 21 automatically lose; hands of five cards under 21 automatically win double their wager, except for the dealer.

The object is to come as close to 21 as possible. Ties go to the "house." Aces count either 1 or 11 at the holding character's option, face cards count as 10, and numbered cards are as marked. Characters get the first two cards down; all others are dealt face up. The dealer gets his second card face up. The dealer must take a hit (additional card) on any total under 17, and cannot take a card on any total of 17 or better. The dealer gets cards last and bets are made after the first two cards are dealt around. If a character has a natural pair he may elect to "go double," flipping them up, asking for two additional face down cards (one for each face up card), and betting on each hand. The "house" always retains the deal.



CHAPTER 6: MUSICAL INSTRUMENTS

Each of the following entries offers a brief description of each instrument and details what races favor it. PC bards can choose any instrument they can play. NPC bards and musicians generally choose the instrument their race most favors. Note that (though they may appear in other fantasy campaigns) the more modern instruments known as the clavichord, harmonica, harpsichord, pipe organ and zither do not yet exist on the world of Tellene.

The instruments of bards on Tellene are many and distinctive, producing recognizable music that many find stimulating. Masterwork versions of each instrument also provide a special enhancement to bardic music, provided that the musician has the bardic music ability. (Masterwork musical instruments cost 50 gp more than the listed price in Table 6-1: Musical Instruments.) When playing the masterwork instrument, the bard can decide whether to use the standard +2 bonus on Perform checks, or the special enhancement.

Unless otherwise stated, the bard is immune to the effects of his own music. For example, the words "all listeners" does not include the bard, but "all listeners (including the bard)" does.

HackMaster: *In HackMaster terms, the performer can choose between a straight +5% to his skill check or the effect described below, for each encounter. Unless otherwise stated, the standard effects not mentioned below remain the same, even when some effects are enhanced.*

Adayra: This instrument is an open-ended, end-blown reed flute commonly found in the towns and villages of Reanaaria Bay. It has a fairly limited range (20 ft.), but its breathy, ornate sound adds a distinct and welcome sound to an ensemble.

Bardic Music: When a bard plays this instrument, the listeners suffer a -2 morale penalty to their saving throws against charm and fear effects. The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: *A performer using the adayra imposes a -2 on listeners' saving throws versus paralyzation to resist his Influence ability.*

Alphorn, Drhokkeran: The Drhokkeran alphorn is a straight conical wooden tube, 10 to 22 feet in length, with an upturned end that rests on the ground when played. Its low, moaning sound can be heard up to ten miles away echoing down from the mountains, where it is often used to herd sheep and goats. Due to its size, nomadic Fhokki rarely carry this horn with them. It is more often used by shepherds who live in small thorps and hamlets.

Bardic Music: A bard playing a Drhokkeran alphorn can use the countersong, inspire courage and inspire greatness effects up to 1d10 miles away.

HackMaster: *A character using an alphorn can extend the morale improving effects of his Performance ability out to 1d10 miles.*

The attack and weapon damage bonuses only extend out to about 120 feet.

Bagpipes, Svimohzish: This instrument originated long ago in the highlands of Svimohzia, later migrating to Reanaaria Bay, Kalamar and the rest of Tellene. It consists of an inflatable bag with one double-reeded "melody pipe," and one to four single-reeded "drone pipes" attached to it. The bag, which is made from animal skin or stomachs, is kept inflated both by a bellows attached to the elbow and by breathing through a small wooden mouthpiece. The bag is then compressed by the arm to force air through the pipes as the player opens and closes finger holes on the melody pipe, causing piercing, high-pitched chords.

During battle, worshippers of the Creator of Strife play discordant bagpipes, cymbals, horns and drums. Their chaotic, disturbing tunes urge Ill-luck's troops into the fray and announce to their enemies the strife to come.

Bardic Music: A bard playing this instrument supernaturally reduces any listeners' saving throws against fear effects by -1 (this is a morale penalty).

HackMaster: *Fangaerian bagpipes are larger and, many claim, louder. Though they probably did actually originate in Fangaerie, they can be found throughout Eder Soult and much of Garweeze Wurd. Opponents facing a bard (or minstrel) wielding masterwork bagpipes suffer a -1 morale penalty.*

Bandore: The bandore is a member of the lute family with three wire strings, a flat back, and a straight neck with frets. Its body is also unique in having ridged sides like the edges of a seashell. In Tokis, where this instrument originated, it is known as a padora. It is a popular instrument for Kalamaran bards.

Bardic Music: See Svimohzish bagpipes, above.

HackMaster: *A character using the bandore imposes an additional -2 penalty on listeners' saving throws versus paralyzation to resist his Influence ability.*

Banjolele, Gurin: The banjolele is a four or five-stringed instrument, with a long, narrow neck and a round body composed of stretched hide or very light wood. The strings are usually quite thick, and occasionally even made of wire. A banjolele is approximately 18 inches long. Banjoleles are most popular among gurin (commonly called lightfoot halflings), though they are also found in most areas of Tellene.

Bardic Music: When a bard plays the gurin banjolele, his or her allies gain a +1 morale bonus to their saving throws against fear effects. This modifier is cumulative with the modifiers from any bardic music effect, such as inspire courage.

HackMaster: *A performer using the banjolele can improve allied listeners' morale bonus to +3 when using his Performance ability.*

TABLE 6-1D: MUSICAL INSTRUMENTS

Item	D&D Cost	Weight (lbs.)	Item	D&D Cost	Weight (lbs.)	Item	D&D Cost	Weight (lbs.)
Adayra	24 gp	1	Gemshorn	8 gp	1	Rackett	30 gp	2
Alphorn, Dhrokkeran	12 gp	25	Glaur	6 gp	3	Rainstick	4 gp	2
Bagpipes, Fangaeriean	55 gp	20	Gong,	10 gp	10-200	Rattle	4 sp	1
Bagpipes, Svimohzish	30 gp	10	Gong, War	60 gp	90-250	Rebek	26 gp	2-5
Bandore	20 gp	5	Handbell, Kalamaran	2 gp	1	Recorder-Flute, Thumbed	10 gp	1
Banjolele, Gurin	15 gp	4	Harp, Noble	75 gp	25-30	Rishel	35 gp	3
Bell, Kalamaran Hanging	55 gp	130+	Harp, Elven Wind	25 gp	5	Seryf	22 gp	1
Bhazuq	20 gp	4	Hautbois, Fhokki	30 gp	1	Shawm, Theater's	14 gp	2
Bladder Pipe	11 gp	2	Hiren	14 gp	2	Sitar	60 gp	5
Blocks	5 gp	1	Horn, Drhokkeran Bull	40 gp	2	Sorawai	55 gp	2
Castanets	1 sp	-	Horn, Fitted Shell	16 gp	2	Tabor, Eldoran	5 gp	3
Chimes, Full	35 gp	30	Horn, Kalamaran Brass	16 gp	3-4	Tambourine	6 gp	1
Chimes, Half	14 gp	12	Hurdy-Gurdy	55 gp	16	Thelarr	4 gp	3
Cittern	35 gp	5	Jaw Harp	4 sp	-	Thenya	6 gp	6
Cornett	30 gp	1	Jynkari, Large	5 gp	25	Thenyevi	12 gp	11
Crumhorn, Elven	20 gp	3	Jynkari, Small	3 gp	12	Token	14 gp	5
Cymbal	4 gp	3	Khandyr	6 gp	5	Triangle	6 sp	1
Dhaarkk	20 gp	25	Lap-Harp, Mendarn	35 gp	6	Trumpet, Flared Herald's	39 gp	5
Didgeridoo	18 gp	4	Lizard	12 gp	6	Varevy	5 gp	2
Dolkoshy	4 gp	4	Lute, Pekalese	25 gp	5	Viol	40 gp	12
Drum, standard and strife	8 gp	5	Lyre, Darnetian	250 gp	15	Water Pipe, Thygashan	60 gp	8
Drum, Goresh-Korr	5 gp	3	Lyre, Wooden	50 gp	3	Whistle	2 gp	0.25
Drum, Elos Kettle	15 gp	20	Mandolin, Small	22 gp	2	Whistle-Pipe, Fulmaran	5 gp	1
Drum, Shaseth	5 gp	5	Meznar	18 gp	1	Xylophone, Metal	35 gp	18
Dularan	25 gp	12	Mezwar	8 gp	7	Xylophone, Wooden	30 gp	12
Dulcimer, Flat Hammered	35 gp	13	Nemarzen	8 gp	3	Yer	14 gp	6
Feromar	15 gp	4	Norbaj	10 gp	5	Zemvar	40 gp	5
Fiddle, Cosdolen	50 gp	3	Ocarina	4 gp	1			
Fife	5 gp	1	Organetto	18 gp	6			
Flute, Elven	20 gp	1	Pan Pipes, Sylvan	4 gp	1			

Bell, Kalamaran Hanging: This is a huge, frame-mounted version of a handbell, played by swinging or pulling on the rope attached to the clapper. The sound of a hanging bell can carry for miles, especially when mounted in a bell tower. Hanging bells are most often found in Kalamar, Brandobia, and Svimohzia, though they do exist in other regions.

Bardic Music: When a bard plays a Kalamaran hanging bell, his or her allies gain an additional +1 morale bonus against charm and fear effects. Also, any listening enemies suffer a -1 morale penalty to their saving throws against charm and fear effects. These modifiers are cumulative with the modifiers from any bardic music effect, such as inspire courage.

The bardic music effect reaches only up to 1/2 mile, though the sound of the bell itself can be heard up to 1d6 miles away.

HackMaster: *A performer using a hanging bell can add +4 to allied listeners' morale within one half mile.*

Bhazuq: The bhazuq is a long-necked, fretted lute popular among desert bards. It is primarily found in and around the Khydoban wastes, though bhazuqs can also be found in the larger cities along the eastern side of Reanaaria Bay.

Bardic Music: A bard playing this instrument supernaturally reduces any listeners' saving throws against charm effects by -2 (this is a morale penalty).

HackMaster: *A character using a bhazuq can add a +2 bonus to allied listeners' morale when using his Performance ability.*

Bladderpipe: The bladderpipe is a loud, unusual-sounding instrument made of two hollow reeds connected by a pig (or other animal's) bladder. The musician blows into the reed mouthpiece, inflating the bladder, at which point the wind slowly passes through the second reed, fingered in a manner similar to a crumhorn. The

bladderpipe is found primarily along the north and northwestern coast of Reanaaria Bay.

Bardic Music: When a bard plays this instrument, enemy listeners suffer a -2 morale penalty to their saving throws against fear effects. The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: *A character using a bladderpipe imposes a -2 morale penalty on opponents when using his Performance ability.*

Blocks: Blocks are not the most traditional musical instrument, but do have the most accurate name. Blocks, also known as bones, are simply 12 to 30 tiny blocks made of tapering, polished bone or wood. To play them, the bard simply holds a pair (or more) between her fingers, and strikes them together. Blocks are a popular instrument among dark elves, stone dwarves, deep gnomes and kobolds. Surface elves disdain this particular form of musical expression.

Bardic Music: See bladderpipe, above.

HackMaster: *A character using blocks gives a -2 morale penalty to opponents when using her Performance ability.*

Castanets: A pair of castanets is a small percussion instrument consisting of two concave seashell-shaped pieces of wood, metal or ivory attached with a leather band. The band is looped around the thumb and the pieces are rhythmically clicked together with the fingers.

Castanets are often used by Basiran dancers, who call them "finger cymbals." Castanet-playing bards are most often found along Whimdol Bay, as well as the eastern edge of Reanaaria Bay, where they call castanets by the name "sajats."

Bardic Music: See Svimohzish bagpipes, above.

TABLE 6-1H: MUSICAL INSTRUMENTS

Item	Weight (lbs.)	HM Cost	Base Availability			Item	Weight (lbs.)	HM Cost	Base Availability		
			Hi	Med	Low				Hi	Med	Low
Adayra	1	25 gp	60	40	20	Jynkari, Small	12	3 gp	55	30	10
Alphorn, Dhrokkeran	25	14 gp	75	65	40	Khandyr	5	6 gp	60	40	20
Bagpipes, Fangaerian	20	60 gp	70	60	50	Lap-Harp, Mendarn	6	36 gp	75	55	35
Bagpipes, Svimohzish	10	30 gp	65	55	30	Lizard	6	12 gp	80	60	40
Bandore	5	15 gp	75	65	55	Lute, Pekalese	5	25 gp	90	85	80
Banjolele, Gurin	4	16 gp	70	50	30	Lyre, Darnetian	15	200 gp	70	60	50
Bell, Kalamaran Hanging	130+	55 gp	60	40	20	Lyre, Wooden	3	50 gp	75	65	45
Bhazuq	4	20 gp	65	45	25	Mandolin, Small	2	28 gp	90	85	80
Bladder Pipe	2	12 gp	80	60	45	Meznar	1	20 gp	80	70	60
Blocks	1	5 gp	85	75	50	Mezwar	7	8 gp	60	40	20
Castanets	-	2 sp	90	70	50	Nemarzen	3	8 gp	55	35	15
Chimes, Full	30	20 gp	90	85	80	Norbaj	5	10 gp	65	45	25
Chimes, Half	12	12 gp	90	85	80	Ocarina	1	5 gp	75	55	35
Cittern	5	36 gp	80	65	50	Organetto	6	19 gp	70	50	30
Cornett	1	30 gp	75	55	35	Pan Pipes, Sylvan	1	5 gp	95	90	85
Crumhorn, Elven	3	25 gp	80	60	30	Rackett	2	30 gp	90	70	50
Cymbal	3	5 gp	90	70	60	Rainstick	2	4 gp	80	50	30
Dhaarkk	25	20 gp	60	40	20	Rattle	1	4 sp	95	85	75
Didgeridoo	4	20 gp	65	40	20	Rebek	2-5	30 gp	90	85	80
Dolkoshy	4	5 gp	70	50	30	Recorder-Flute, Thumbed	1	6 gp	95	90	85
Drum, standard and strife	5	4 gp	90	85	80	Rishel	3	35 gp	80	60	40
Drum, Goresh-Korr	3	6 gp	80	60	40	Seryf	1	24 gp	70	50	30
Drum, Elos Kettle	20	16 gp	85	70	55	Shawm, Theater's	2	15 gp	60	40	20
Drum, Shaseth	5	5 gp	80	60	40	Sitar	5	60 gp	85	70	55
Dularan	12	25 gp	75	55	25	Sorawai	2	55 gp	80	60	40
Dulcimer, Flat Hammered	13	36 gp	65	45	25	Tabor, Eldoran	3	5 gp	85	75	45
Feromar	4	15 gp	60	40	20	Tambourine	1	6 gp	90	80	70
Fiddle, Cosdolen	3	50 gp	80	60	40	Thelarr	3	4 gp	80	60	50
Fife	1	5 gp	90	85	80	Thenya	6	6 gp	75	55	35
Flute, Elven	1	15 gp	85	80	75	Thenyevi	11	12 gp	60	40	20
Gemshorn	1	9 gp	75	55	25	Tocken	5	15 gp	65	45	25
Glaur	3	6 gp	60	40	20	Triangle	1	6 sp	95	85	80
Gong,	10-200	5 gp	90	85	80	Trumpet, Flared Herald's	5	42 gp	80	70	50
Gong, War	90-250	65 gp	80	70	60	Varevy	2	5 gp	85	65	35
Handbell, Kalamaran	1	2 gp	90	70	50	Viol	12	40 gp	75	55	25
Harp, Noble	25-30	75 gp	95	90	85	Water Pipe, Thygashan	8	60 gp	85	65	45
Harp, Elven Wind	5	25 gp	70	50	30	Whistle	0.25	1 gp	95	90	85
Hautbois, Fhokki	1	30 gp	60	40	20	Whistle-Pipe, Fulmaran	1	5 gp	85	80	70
Hiren	2	15 gp	65	45	25	Xylophone, Metal	18	36 gp	85	70	55
Horn, Drhokkeran Bull	2	42 gp	80	70	60	Xylophone, Wooden	12	30 gp	80	60	40
Horn, Fitted Shell	2	18 gp	85	70	55	Yer	6	15 gp	75	50	25
Horn, Kalamaran Brass	3-4	6 gp	80	75	70	Zemvar	5	40 gp	80	50	20
Hurdy-Gurdy	16	55 gp	80	60	30						
Jaw Harp	-	5 sp	70	50	30						
Jynkari, Large	25	5 gp	60	40	15						

HackMaster: A character using castanets imposes a -2 morale penalty on opponents when using his Performance ability.

Chimes, Full: Full chimes are a set of eight to 10 open brass tubes of increasing lengths, typically one to four feet long, all hanging in order from shortest to longest on a metal stand. When struck with a metal hammer, each tube rings one of the primary notes of a specific octave. Chimes are popular in the western Reanaaria Bay region, as well as in the various elven, Brandobian and Kalamaran lands.

Bardic Music: A bard playing a set of full chimes bestows a +3 morale bonus to all listeners' saving throws against charm and fear effects. Wind, or another force, ringing the chimes does not create any effects other than a pleasing sound.

HackMaster: A character using chimes can add +1 to his saving throw versus spells when using his Countersong ability. He can also improve his allied listeners' Performance morale bonus to +3.

Chimes, Half: These are as above for the full chimes, though the brass tubes range in length from 6 to 12 inches, and it is played with a much smaller hammer. They produce higher but quieter pitches.

Bardic Music: A bard playing a set of half chimes bestows a +2 morale bonus to all listeners' saving throws against charm and fear effects. Wind, or another force, ringing the chimes does not create any effects other than a pleasing sound.

HackMaster: A character using chimes can add +1 to his saving throw versus spells when using his Countersong ability. He can also improve his allied listeners' Performance morale bonus to +3.

Cittern: The cittern is an eight to 10-stringed elven mandolin with a flat, pear-shaped body and a fretted neck. It uses finely crafted wire strings, and the versatility of its sound makes it popular with elven bards who play for the nobles of Lathlanian. Unlike the mandolin, the cittern's strings are far enough apart that it may be played either by hand or with a pick.

The cittern is native to the wood elves of the Voldorwoods and is rarely found outside of that forest (or its city of Lathlanian).

Chapter 6: Musical Instruments

Bardic Music: A bard playing this instrument can keep one bardic music effect active, while also beginning a second. For example, a bard could continue to fascinate an enemy while also inspiring heroics in her allies.

HackMaster: *A character using a cittern can maintain an effect already in progress (so long as he began it with the cittern), while initiating another.*

Cornett: Known in the Delnondrian Islands as a "lolavara," this instrument is a very simple Malavla (Dejy) flute, made of a single tapered piece of wood about two feet long. A tiny conical hole in the top acts as the mouthpiece, while six holes in the body are used for fingering. The narrow bore of this flute gives the instrument a very soft sound, which the native Dejy say is intended to calm the storms that beset their islands.

Bardic Music: Playing this instrument gives all listeners a -2 circumstance penalty to their saving throws against all charm and compulsion effects, including relevant bardic music effects. The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: *A character using this instrument to implement his Influence ability imposes a -2 penalty on listeners' saving throws versus paralyzation.*

Crumhorn: A crumhorn is a hollow piece of polished wood about 3 feet long and 1 inch in diameter. The last several inches decoratively curve upward and back toward the musician, without affecting the sound. It has a double reed contained in a wooden cap with a slit, between six and eight finger holes, and makes a pleasant humming sound when played. The crumhorn is said to be a descendant of the bladder pipe, and is primarily found in the hands of gray, high or wood elves from the northern lands.

Bardic Music: A bard playing the crumhorn can boost any listeners' Perform checks by +1 (or +2 for elves and half-elves). This is a circumstance bonus. Furthermore, any listener (excluding the bard himself) suffers a -4 penalty (-2 for elves and half-elves) on their saving throws versus the bardic music effects of fascinate or suggestion. The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: *A character using the crumhorn to implement his Influence ability imposes a -2 penalty on listeners' saving throws versus paralyzation.*

Cymbals: Cymbals are a pair of large concave brass plates one to two feet in diameter. They are held in the hands and struck together to produce a brilliant clashing sound of no specific tone. Cymbals often accompany and accentuate other percussion instruments.

During battle, followers of the Creator of Strife play discordant bagpipes, cymbals, horns and drums. Their chaotic, disturbing tunes urge Ill-luck's troops into the fray and announce to their enemies the strife to come.

Bardic Music: Until the sound of this instrument dies away (3 rounds), the bard can use this instrument to bestow a -3 circumstance penalty to any listener's Concentration check. Playing this instrument also gives the bard a +3 circumstance bonus to the required Perform check for countersong attempts. The bardic music effects created by this instrument are supernatural and sonic.

HackMaster: *A character using the cymbals gains a +2 bonus on his saving throw versus spells when attempting to use his Countersong ability.*

Dhaarkk: The dhaarkk is a Fymar lur horn consisting of an 8-foot long brass tube bent into an S-shape and held high above the head when played. It has a uniform diameter except for the steeply flaring

end that is often adorned with a clan or family symbol. The dhaarkk has two to three finger holes near the mouthpiece. Dhaarkk usually come in pairs, one curved to the right and one curved to the left, so that if both are played they resemble giant horns or tusks. Other than the Fhokki, few humans have the build to hold them for long or power two of them with their breath. (Be sure to factor in their weight to the bard's encumbrance.) The dhaarkk are used primarily as signal horns in Fymar.

Bardic Music: A bard playing a dhaarkk bestows a +1 morale bonus (per horn) to all Fhokki listeners' attack and damage rolls.

HackMaster: *A character using the bardic Performance ability can grant allied listeners a +4 bonus on morale.*

Didgeridoo: This instrument is made of a branch or small tree trunk hollowed out by termites. This wood is then cut to one to four feet in length, polished, and has one end covered in beeswax, leaving only a small opening. The player then blows gently from this end and produces a unique sad and haunting tone when the air passes through the hundreds of termite tunnels.

This unique wind instrument is one of the oldest on Tellene, and so far is only found in Svimohzia, though there are rumors of similar instruments to be found deep in the Obakasek jungle.

Bardic Music: See Svimohzish bagpipes, above.

HackMaster: *A character using the bardic Performance ability can impose a -4 penalty on opponents' morale.*

Dolkoshy: These drums, with their long, fluted bodies, are typically made of pottery with hide stretched over the top. They are fairly small, light, portable, and very popular and easy to play. They are typically decorated in accordance to their price and quality. They are played by holding the drum firmly between the legs just above the knees, and while either sitting or standing. The dolkoshy is primarily found in and around the towns and cities of Reanaaria Bay.

Bardic Music: When a bard plays this instrument, all listeners suffer a -2 morale penalty to their saving throws against charm, but gain a +2 morale bonus on saves against fear effects. These modifiers are cumulative with the modifiers from any bardic music effect, such as inspire courage.

HackMaster: *A character using the bardic Performance ability can improve the morale bonus of allied listeners to +4.*

Drum: A drum can be any one of a multitude of related percussion instruments consisting of a hollow cylinder with hide or parchment tightly stretched over one (or both) ends. A typical drum is about 1 foot in diameter and 6 to 12 inches high, and can be played while being carried.

Drums are common to all human and humanoid races on Tellene, though they are most popular among hobgoblin, Dejy and Fhokki musicians. Less intelligent monsters, including ogres, troglodytes and trolls, also enjoy drum music.

During battle, worshippers of the Creator of Strife will play discordant bagpipes, cymbals, horns and drums. Their chaotic, disturbing tunes urge Ill-luck's troops into the fray and announce to their enemies the strife to come. Drums used by these musicians are called strife drums.

Bardic Music: See dolkoshy, above.

HackMaster: *A character using the bardic Performance ability can impose a -4 penalty on opponents' morale. A character using the bardic Influence ability imposes an additional -1 on opponents' saving throws.*

Drum, Goresh-Korr: The goresh-korr are a specific type of hobgoblin drum with a cylindrical wooden body closed at one end, and a very stiff hide stretched only over the top. It is set on the floor

and played with the hands, and produces a dull thud when struck. They are almost always seen in pairs, one slightly larger than the other. Humans have a similar instrument they refer to as "bongo drums." Goresh-korr are most commonly found in Ul-Karg.

Bardic Music: See *dolkoshy*, above.

HackMaster: *A character using the bardic Performance ability can impose a -4 penalty on opponents' morale. A character using the bardic Influence ability imposes an additional -1 on opponents' saving throws.*

Drum, Elos Kettle: The kettle drum is played in sets of two to five, and made of heavy brass or copper. The drumheads are composed of parchment or skin, and played with cloth-wrapped mallets. Kettle drums must rest on the ground to be effectively played.

Kettle drums are said to originate in the lands of the Elos Desert, though they are now found in many areas of Tellene. The hobgoblins of Norga-Krangrel, as well as some gnoll tribes, are the primary users of kettle drums.

Bardic Music: See *dolkoshy*, above.

HackMaster: *A character using the bardic Performance ability can impose a -4 penalty on opponents' morale. A character using the bardic Influence ability imposes an additional -1 on opponents' saving throws.*

Drum, Shaseth: The shaseth drum is a simple instrument of hide stretched over a bowl-shaped frame and played with two small sticks. Originating in the lands of the Elos Desert, it is now found among desert nomads and the poorer residents of the Whimdol Bay area.

Bardic Music: See *dolkoshy*, above.

HackMaster: *A character using the bardic Performance ability can impose a -4 penalty on opponents' morale. A character using the bardic Influence ability imposes an additional -1 on opponents' saving throws.*

Dularan: This Kalamaran instrument consists of a piece of wood some five feet long, within which are two deep, long parallel holes. A U-curved mouthpiece, giving the instrument a deep, resonant sound covers one end. The opposite end is somewhat conical and can be left open, or muted for a softer tone. The dularan can be found in the hands of traveling musicians, at performances for nobles and royalty, and even among temples and monasteries.

Bardic Music: Provided that the dularan is played in a religious or aristocratic setting, such as a holy festival or court ball, the bard and his allies gain a circumstance bonus to Diplomacy checks for the next 1d6 hours. Of course, this bonus is only effective against listeners who heard the performance, and varies depending upon the type of performance (routine +3, enjoyable +4, great +5, memorable +6, extraordinary +7). See the Perform skill in the *D&D Player's Handbook* for more information.

It also beneficially influences the attitude of listeners towards the performer (by one category; see the Diplomacy skill in the *D&D Player's Handbook*). The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: *A character using the bardic Influence ability successfully can adjust opponents' reactions by two categories. A character using the Countersong ability gains a +2 bonus on his saving throw versus spells to succeed. Also, successfully playing the complicated instruments grants the performer +4 temporal Honor.*

Dulcimer, Flat Hammered: This is a smooth, trapezoidal instrument, consisting of a thin but hollow wooden frame one to three feet across. Ten to forty wire strings of different lengths are tied across it,

and struck in rapid succession with tiny hammers. A baldrick may be attached to the dulcimer for portability.

Though originating in what was once southwestern Kalamar (now Basir), where it is known as the "gibikar," the dulcimer can even be found as far away as Brandobia or the Wild Lands.

Bardic Music: When a bard plays this instrument, all listeners suffer a -1 morale penalty to their saving throws against charm, but gain a +1 morale bonus on saves against fear effects. These modifiers are cumulative with the modifiers from any bardic music effect, such as inspire courage.

HackMaster: *A character using the bardic Performance ability can boost allies' morale by +4. He can also gain a +1 bonus to his saving throw versus spells to successfully use the Countersong ability.*

Feromar: To construct a feromar, a tube of brass, typically eight feet long, is bent into a flat S shape, ending in a large flaring bell perpendicular to the S curve. Half of that S curve is then sawed off and replaced with slightly smaller metal tubes. The cut piece is then polished and greased on the inside so it will fit over the new metal tubes. By moving this "slide," the musician can create a wide range of different pitches very easily. The feromar has the unique ability to be tuned while playing it. It most resembles the modern trombone, and makes a shiny and brassy low-pitched sound.

The feromar originates in P'Bapar, conceived by an eccentric bard named Dol'Ren. It is slowly making its way eastward into the Young Kingdoms, but has yet to impress the general populace.

Bardic Music: When a bard plays this instrument, all allied listeners gain a +2 morale bonus to their attack rolls, but suffer a -2 morale penalty on weapon damage rolls. These modifiers are cumulative with the modifiers from any bardic music effect, such as inspire courage.

HackMaster: *A character using the bardic Performance ability can grant allied listeners a +2 bonus on attack rolls.*

Fiddle: This is a string instrument played by moving a bow across five strings set above a hollow wooden body connected to a solid neck. The player depresses different parts of the strings with his fingers when moving the bow across to create different notes. Fiddles have elaborately curved bodies, and the ends of the neck are often carved into specific shapes. Fiddles vary in length between 18 inches and 2 feet long, and can be found in Brandobia, Kalamar and Reanaaria Bay. Lightfoot halflings and rock gnomes seem to particularly enjoy its lively tunes.

Bardic Music: See *cittern*, above.

HackMaster: *A character using a fiddle can maintain an effect already in progress (so long as he began it with the fiddle), while initiating another.*

Fife: This small transverse flute with six to eight finger holes was adopted by the Kalamaran military some 150 years ago. For a brief time, they became popular among the armies of the Young Kingdoms. Nowadays, they are considered somewhat out of date, though they can often be found among smaller fiefdoms.

Bardic Music: Playing this instrument gives all listeners a -1 circumstance penalty to their saving throws against all charm and compulsion effects, including relevant bardic music effects. The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: *A character using the Performance ability can impose a -2 penalty to morale and a -1 penalty to attack rolls on those he plays against.*

Chapter 6: Musical Instruments

Flute: A flute is a narrow cylinder of wood or metal open on one end, with six to eight finger holes and a thumb hole. This 8 to 12-inch long instrument is held parallel to the ground and played by blowing through a vertical hole near the closed end. It can create high-pitched and tranquil tones, as well as martial and disharmonic sounds. The flute is also a common instrument among the surface elves. In decades past, some early flutes were called fifes.

Bardic Music: Playing this instrument gives all listeners a -2 circumstance penalty to their saving throws against all charm and compulsion effects, including relevant bardic music effects. The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: *A character using the Performance ability can impose a -2 penalty to morale and a -1 penalty to attack rolls on those he plays against.*

Gemshorn: The gemshorn is a horn flute with a sharply tapered end. This seven-holed instrument is about 10 to 12 inches long, and played like a normal flute. It is made of the hollowed-out horn of a bull or ox, and has a haunting, airy sound.

The gemshorn is found primarily in the hands of Dejoy and Fhokki bards hailing from northern Tellene.

Bardic Music: This instrument gives a -1 circumstance penalty to the listeners' skill checks with a particular skill (musician's choice, must be declared before playing, cannot be used on "trained only" skills). The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: *A character gains +2 to his saving throw versus spells to initiate Counterspell.*

Glaur: A glaur is a gleaming short tube of silver, copper or brass that gently curves upward and widens from 1 to 10 inches or more at the end. In some ways resembling a natural animal horn, the glaur has three valves near the small end that allow a wide variety of pitches to be created. Glours have a metallic sound when played.

The glaur is a particular favorite of deep gnomes, dark elves and other underground creatures. The surface elves, on the other hand, are said to despise the sound of the glaur.

Bardic Music: This instrument gives a +2 circumstance bonus to all Perform checks when the listeners are dark elves, deep gnomes or any other intelligent, naturally-subterranean creature.

HackMaster: *The glaur grants the performer a +2 bonus on attempts to use his Countersong ability.*

Gong: The gong is a large, solid brass platter at least 2 feet in diameter, hanging suspended from a metal or wooden frame. To play, it is struck with a soft, cloth-covered mallet, producing a very long ringing, crashing noise. It is most often used in large ensembles or to precede announcements and speeches in large gatherings. Gongs range in weight from 10 to several hundred pounds each, and are rarely used by bards.

Gongs are commonly found among the hobgoblin nations, as well as in the temples of the Old Man and the Powermaster.

Bardic Music: Until the sound of this instrument dies away (4 rounds), the bard can use this instrument to bestow a -4 circumstance penalty to any listener's Concentration check. Playing this instrument also gives the bard a +4 circumstance bonus to the required Perform check for countersong attempts. The bardic music effects created by this instrument are supernatural and sonic.

HackMaster: *The gong extends the Performance inspiration effects (+1 to attack and damage, +2 to morale) for three rounds while it reverberates.*

Gong, War: The war gong is similar to the standard gong, but is never less than three feet in diameter, and sometimes is as much as eight feet. Its reverberating crash can be heard for miles around (1d4 miles), and often precedes a battle or declaration of war. It requires immense strength to use the mallet, which is larger than most war hammers. Hobgoblin craftsmen boast that entire battles are fought before the last echo of their war gong fades away.

Bardic Music: Until the sound of this instrument dies away (5 rounds), the bard can use this instrument to bestow a -5 circumstance penalty to any listener's Concentration check. Playing this instrument also gives the bard a +5 circumstance bonus to the required Perform check for countersong attempts. The bardic music effects created by this instrument are supernatural and sonic.

HackMaster: *The gong extends the Performance inspiration effects (+1 to attack and damage, +2 to morale) for four rounds while it reverberates.*

Handbell: A handbell is a small bell less than 1-foot-long, with a clapper inside and a handle at the top. It produces ringing notes when the player flicks their wrist and the round clapper strikes the side repeatedly. Handbells may be used in musical performances or as a danger signal to others. Of the human races, Brandobians and Kalamarans are the fondest of handbell music. Of the demihumans, high elves are especially fond of handbells.

Bardic Music: Playing this instrument gives the bard a +1 circumstance bonus to the required Perform check for countersong attempts. Additional handbells cannot be used simultaneously by the same bard to grant more bonuses.

HackMaster: *The handbell grants a character a +2 bonus on his saving throw to successfully execute a Countersong effect.*

Harp, Elven Wind: This variant harp is an open rectangular box with closely-packed strings of the same length, but which have different widths and are stretched to different tensions. It is rarely played by pick, most musicians feeling that the soft touch of fingers produces better, softer chords. The elven harp originates in Lathlanian, elven city of the Lendelwood. It is rarely found in the hands of a non-elf.

Bardic Music: When a bard plays this instrument, all listeners gain a +1 morale bonus on saves against charm and fear effects. These modifiers are cumulative with the modifiers from any bardic music effect, such as inspire courage. The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: *A character using the elven wind harp can increase the Performance effect benefits of the attack rolls to +2, but it does not affect the damage bonus.*

Harp, Noble: This harp is most often seen in noblemen's houses, and (unlike the lap-harp) has a free-standing frame at least 5 feet high that contains thirty to sixty strings of increasing lengths. The frame is often a complicated curve attached to a vertical post and made of wood plated with silver or gold. A player plucks the strings from a seated position next to it and uses pedals (optional) as necessary to alter string tension and the corresponding pitch.

The harp is often found in the homes of wealthy Brandobians, Kalamarans, Reanaarians, gray and high elves. It is never found among the more militaristic or savage humanoids, such as hobgoblins or orcs.

Bardic Music: When playing, the musician can impose a -2 morale penalty on opponents' saves against charm effects. The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: *The noble harp allows a character using the Influence ability to adjust reactions by two categories. It also allows the*

character to add a +1 bonus to his saving throw versus spell to implement a Countersong.

Hautbois, Fhokki: This double-reed woodwind instrument has a 10-inch long wooden conical body with a slightly flared end. It has approximately ten finger holes covered by finger pads, some of which are interconnected. When played, it is held so that the open end faces the ground when played, and produces clownish and nasal tones. All types of humans and halflings seem to enjoy the sounds of this instrument, though it is predominately found in Narr-Rytarr.

Bardic Music: After this instrument is played, the bard and his allies gain a circumstance bonus to Bluff, Diplomacy and Gather Information checks for the next 1d6 hours. Of course, this bonus is only effective against listeners who heard the performance. Furthermore, the bonus varies depending upon the type of performance (routine +3, enjoyable +4, great +5, memorable +6, extraordinary +7). See the Perform skill in the *D&D Player's Handbook* for more information.

A bard playing a Fhokki hautbois also bestows a -4 circumstance penalty to all non-allied listeners' Intimidate rolls for the next 1d6 hours after the performance. It also beneficially influences the attitude of listeners towards the performer (by one category; see the Diplomacy skill in the *D&D Player's Handbook*). The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: A character using the hautbois to Influence listeners imposes an additional -1 penalty on listeners' saving throws versus paralyzation.

Hiren: A hiren is a cylindrical shawm ending in a large, trumpet-like end. It has a rich, fuzzy sound that herd animals find calming, but most humanoids find annoying. Only Kalamaran or elven musicians and shepherds are commonly found with this instrument.

Bardic Music: When a bard plays the hiren, she bestows a +2 morale bonus on all listeners' saving throws against fear effects. The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: The hiren grants the performer a +2 bonus on attempts to use his Countersong ability.

Horn, Kalamaran Brass: A simple form of the horn consisting of a 3-foot-long, tapering tube of brass wound two or more times into an ellipse with a large flaring end. There is a small mouthpiece at the other end and the horn is held parallel to the ground in front of the player. It can only produce a limited number of harmonic tones. It may have two to four finger holes that allow a wide range of tones.

Brass horns are commonly found in Kalamar, and used to summon or warn troops, rather than as a musical instrument. As mentioned above, worshippers of the Creator of Strife play discordant bagpipes, cymbals, horns and drums when in battle. Their chaotic, disturbing tunes urge Ill-luck's troops into the fray and announce to their enemies the strife to come.

Bardic Music: When a bard plays this instrument, all allies gain a +2 morale bonus to their attacks and weapon damage, but suffer a -4 morale penalty on saves against charm effects. These modifiers are cumulative with the modifiers from any bardic music effect, such as inspire courage.

HackMaster: The horn allows the performer to increase the Performance morale bonus to +3 and weapon damage to +2 to damage rolls.

Horn, Drhokkeran Bull: Also known in other regions as a "natural horn," this instrument is the actual horn of some animal, typically a goat, bull or other animal. They usually only produce one

loud and ill-defined tone. They are occasionally found as sacred artifacts in Dejy and Fhokki culture, often inlaid with metal and inscribed. The horns of certain demons are said to grant the user terrible powers when used in this way.

The most valued natural horns are those of the (now extinct) bright red Drhokkeran plains bulls whose horns curled tightly in a vertical twist. These horns are valued at approximately ten times the amount of a standard natural horn. Natural horns are particularly popular among hobgoblins and orcs, as well as less-intelligent, more primitive humanoids.

Bardic Music: When a bard plays this instrument, all allies gain a +1 morale bonus to their attacks and weapon damage, but suffer a -2 morale penalty on saves against charm effects. These modifiers are cumulative with the modifiers from any bardic music effect, such as inspire courage.

HackMaster: This type of horn improves the morale of allied listeners to +4 when used by a character with the Performance ability.

Horn, Fitted Shell: As its name implies, the shell horn is a large conch shell, typically 6 to 10 inches long, producing a single tone when blown through a hole either natural or carved near the tapered end. This shell is fitted with a brass mouthpieces, and has intricate designs inscribed on its outer surface. A plain, unfitted shell horn costs half as much.

Popular with the Malavla (Dejy) of the Delnondrian Islands, its booming tone is said to be heard many leagues distant in calm seas.

Bardic Music: When a bard plays a fitted shell horn, all allies gain a +1 (+2 for aquatic creatures) morale bonus to their attacks and weapon damage, but suffer a -2 morale penalty (-1 for aquatic creatures) on saves against charm effects. These modifiers are cumulative with the modifiers from any bardic music effect, such as inspire courage.

HackMaster: A character with the Performance ability can use this horn to increase weapon damage rolls to +2, but adds no bonus to morale.

Hurdy-Gurdy: The hurdy-gurdy, or "wheel fiddle," is a boxed stringed instrument some two to three feet long. The sound is produced by cranking a handle, causing the wheel inside the box to turn, and the gut strings (also inside) to vibrate. The wooden wheel rim must be kept coated with resin to keep the instrument in working order.

The hurdy-gurdy is commonly found in the western Young Kingdoms, in and around Korak, Ek'Kasel and the city-state of P'Bapar.

Bardic Music: See cittern, above.

HackMaster: The hurdy-gurdy allows a performer to maintain an effect already begun (with this instrument) while initiating another.

Jaw Harp: A jaw harp is a flat instrument of only 4 to 8 inches across, typically made of either bamboo, bone or metal. It has a mushroom-shaped frame, with a wire or piece of gut attached to the top and sticking out the base. The base is placed against the teeth, and gently blowing causes the wire to vibrate at a specific tone. Different tones can be achieved by varying breath speed and tongue position.

The jaw harp is common among northern Dejy and Fhokki, who construct these instruments from the bone of an ass or ox. However, it may be found in almost any region of Tellene.

Bardic Music: The music of the jaw harp is a favorite sound of commoners and other similar persons. If this instrument is success-

Chapter 6: Musical Instruments

fully performed for such persons, the bard and his allies gain a circumstance bonus to Bluff, Diplomacy and Gather Information checks for the next 1d6 hours. Of course, this bonus is only effective against listeners who heard the performance. Furthermore, the bonus varies depending upon the type of performance (routine +3, enjoyable +4, great +5, memorable +6, extraordinary +7). See the Perform skill in the *D&D Player's Handbook* for more information.

It also beneficially influences the attitude of listeners towards the performer (by one category; see the Diplomacy skill in the *D&D Player's Handbook*). The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: *The performer imposes an additional -2 on listeners' saving throws against the Influence ability, if the listeners are of Middle Middle class or lower standing.*

Jynkari, Large: These pottery kettledrums are built in a variety of sizes, the largest of which are affixed to a special frame for mounting over the shoulders of horses or camels and played while riding. Large jynkari are most popular among desert caravans, with nearly identical variants being found among the nomadic Dejay and Fhokki of northern Tellene.

Bardic Music: See *dolkoshy*, above.

HackMaster: *The jynkari allows a performer to boost the Performance morale bonus to +4.*

Jynkari, Small: From the ancient Khydoban there emerged the small jynkari, a bowl-drum similar to the shaseth drum but slightly larger and made of more hardy material. It is played with two medium sized sticks and features a baldric so as to be played while walking, with the drum hanging from one shoulder and carried about at waist level.

Bardic Music: See the flat hammered dulcimer, above.

HackMaster: *The jynkari allows a performer to boost the Performance morale bonus to +3.*

Khandyr: The khandyr is a simple hide snare drums stretched over wood or pottery frames, or more rarely, metal. They come in a variety of sizes, and are popular in the eastern Reanaaria Bay area.

Bardic Music: When a bard plays this instrument, all listeners suffer a -2 morale penalty to their saving throws against fear, but gain a +2 morale bonus on saves against charm effects. These modifiers are cumulative with the modifiers from any bardic music effect, such as inspire courage.

HackMaster: *The jynkari allows a performer to boost the Performance morale bonus to +4.*

Lap-Harp, Mendarn: The most common lap-harp is a wooden semi-circle about 1 foot in diameter that is filled with fifteen to thirty strings of increasing lengths that are strummed with the fingers. A popular instrument with Mendarn bards for many years, its lyrical and haunting sound can be found almost anywhere. Versions with silver frames are occasionally available in large cities (for triple the price and double the weight).

Bardic Music: See cittern, above.

HackMaster: *The lap-harp allows the performer to maintain a Performance ability while initiating an attempt to use his Influence ability, or vice versa.*

Lizard: This is a long, flattened, S-shaped horn with a tone like a muffled tenor. The finger holes are placed in the S-curves, to help with balance in holding such a large instrument.

This horn (known as the "granamin" in the Brandobian tongue) is a common instrument in Dalen, where dances number in the hundreds of attendees, and are exclusively multiple-person affairs; a

couple dancing by themselves is not seen in Eldor (at least not in public). These dances have bands to match their size: a musical group of 20-30 instruments is not uncommon, nor is a conductor who can bring that many sounds together much less common. These events usually take place outdoors, where they disturb no one because everybody for miles is there.

Bardic Music: When a bard plays this instrument, all allied listeners gain a +1 morale bonus to attack and weapon damage rolls, but suffer a -2 morale penalty bonus on saves against charm effects. This instrument does not modify fear effects. These modifiers are cumulative with the modifiers from any bardic music effect, such as inspire courage.

HackMaster: *A character performing on the lizard and using the Performance ability can improve weapon damage rolls to +2, but adds no bonus to morale.*

Lute, Pekalese: This is a stringed instrument with a pear-shaped body, a rounded back, six to 13 strings, and frets along the neck. The top of the neck is usually bent at an acute angle towards the body and contains pegs for tuning the instrument. Lutes are typically three feet in length. The strings are generally plucked or strum with the hands. The lute is very popular with bards, and is produced mainly in the Young Kingdoms.

Bardic Music: See cittern, above.

HackMaster: *A performer using the lute allow can maintain a Performance ability while initiating an attempt to use his Influence ability, or vice versa.*

Lyre, Wooden: This instrument has a hollow wooden body comprising two symmetric curved arms and a flat rod joining them at the top. It is held in the lap, and played by being strummed or plucked. While played with strings in the vertical position similar to the lap harp, its strings are attached to its frame in the opposite manner, perpendicular to the straight edge. It has a mostly straight neck, with the section housing the frets seemingly bent backward.

Lyres are popular among wood elves, high elves, forest gnomes, lightfoot halflings and sylvan folk. Simple, turtle-shell versions are also popular among small human towns and thorps, though city-dwellers often regard the instrument as "primitive." The turtle-shell lyre weighs one pound more than the wooden lyre, but costs half as much.

Bardic Music: A wooden lyre bestows a +1 circumstance bonus (+2 for fey listeners) on the required Perform check for countersong, fascinate or suggestion attempts. Turtle-shell lyres give a +1 bonus to all listeners (no additional bonus to fey).

HackMaster: *A performer using the lyre gains a +2 on his saving throw versus spell when attempting a countersong. A turtle-shell lyre only adds a +1 bonus.*

Mandolin, Small: A small, lute-like instrument, the mandolin has a rounded pear-shaped body, eight to twelve strings and a straight, fretted neck. It is slightly larger than the lute, has a straight neck and is played with a pick rather than plucked by hand.

This sweet-sounding instrument is most popular with rock gnomes, forest gnomes and lightfoot halflings. A mandolin sized for a human costs twice as much as listed. Human-sized mandolins are most commonly found in Fopasido.

Bardic Music: See cittern, above.

HackMaster: *A performer using the lute allow can maintain a Performance ability while initiating an attempt to use his Influence ability, or vice versa.*

Meznar: A meznar is a double-reeded flute with a flared end. Typically, musicians play it in accompaniment with another person

playing a thenyevi drum. The meznar can be found among the nomadic tribes of the Elos, as well as among the Meznamns of Svimohzia. Both groups claim to have created this instrument, though the name implies that the meznar is actually of Meznamishii origin.

Bardic Music: In the hands of a bard, a meznar grants a +2 competence bonus on allied listeners' attack rolls. The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: *A performer using the meznar for his Performance ability can grant allied listeners a +2 bonus on attack rolls.*

Mezwar: The mezwar is, essentially, a varevy affixed to a soft, squeezable leather bag. It is carried by shoulder straps and played bagpipe style. Like the meznar, this instrument is found among the nomadic Elos tribes and the Meznamns, both of whom claim its origin.

Bardic Music: The mezwar produces a melodic screech that imposes a -2 morale penalty on all listeners' saving throws against charm and fear effects. The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: *A performer using the mezwar gains a +2 on his saving throw versus spells when using his Countersong ability.*

Nemarzen: The nemarzen is a two-string fiddle, with strings of gut laced on a thin frame with a small round body fashioned from a coconut shell. It is frequently used to accompany poetic sagas and has a distinctive and popular sound, and many bards in northern Svimohzia are trained on this instrument. The nemarzen is also known as the "spike fiddle." Strangely, an almost identical version developed independently on the Delnondrian islands, where it is known among the Malavla (Dejy) as the "roljara."

Bardic Music: See cittern, above.

HackMaster: *A performer using the lute allow can maintain a Performance ability while initiating an attempt to use his Influence ability, or vice versa.*

Norbaj: The norbaj, or grain grinder, is a mark of status in Dynaj, as well as a symbol of hospitality. A 1-foot wide base houses a 1-foot tall pestle, and in practiced hands it also makes an amazingly fun percussion instrument which – handily – retains its household function as well.

Bardic Music: While played, the norbaj grants a +1 competence bonus on all listeners' Fortitude saves.

HackMaster: *A performer using a norbaj gains +2 temporal Honor among desert-dwellers.*

Ocarina: The ocarina is a simple wind instrument made of baked clay. Ocarinas are usually shaped and painted to resemble animals or seashells, though the simplest ocarinas simply look like elongated eggs with a hole in each end and seven to 10 small finger holes. The ocarina is said to originate in the lands of the Elos Desert, and is most often found in the cities and towns bordering the Whimdol and western Elos bays.

Bardic Music: The lively music of the ocarina grants the bard a +4 circumstance bonus on Perform checks for countersong attempts. The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: *A performer using the ocarina gains +3 on his saving throw versus spells when attempting to use his Countersong ability.*

Organetto: This lightweight instrument most closely resembles a lap-sized pipe organ with two rows of lead pipes. The musician pumps a bagpipe-like bellows with one hand, while playing a double

keyboard made of buttons with the other hand. The organetto can only play one note at a time, and is used primarily to accompany a larger group of instruments. However, it can be played solo as well.

The organetto is one of the most popular instruments in Balelido, where every week has a major dance for some reason or another. Local music has a strong, irresistible beat and is made by percussion and stringed instruments of wide variety and excellent construction. The Theater of the Arts contains a separate building used as a dance hall that is full every weekend.

Bardic Music: A bard playing an organetto grants all allied listeners a +2 morale bonus to saves against fear effects.

HackMaster: *A performer using the organetto can increase the morale bonus for his Performance ability to +4.*

Pan Pipes, Sylvan: Twelve to fifteen narrow wooden pipes of increasing length are tied together with strips of leather and wood to form this instrument. The length of each pipe is tuned to a specific note, and the performer blows through each individually.

As pan pipe music has a sylvan and lyrical quality, it is often found in the hands of fey. Humans, elves and lightfoot halflings also find pan pipe music enjoyable. Pan pipes crafted by sylvan creatures are typically very intricate and detailed, causing them to be worth twice as much as human-crafted pan pipes.

Bardic Music: A bard playing the sylvan pan pipes can boost any listeners' Perform checks by +1 (or +2 for fey). This is a circumstance bonus.

HackMaster: *In Garweeze Wurld, pan pipes are more often called a pan flute. A performer using pan pipes can improve the morale bonus for his Performance ability to +3.*

Rackett: The rackett most closely resembles a flute that has been altered to half its normal size and twice its normal width. This instrument has a warm, rich tone, but a very wide range. This allows it to alternate between the buzziness of a didgeridoo and the softness of the dularan. The rackett can be played solo, or in concert with other instruments such as the flute, harpsichord and feromar.

This gnomish instrument is most common among rock gnome settlements, particularly in the hills of the Young Kingdoms. However, it may also be found in the hands of humans in the same area.

Bardic Music: In the hands of a bard, the rackett imposes a -2 circumstance penalty on opposing listeners' saving throws against charm and fear effects. The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: *A performer using the rackett can inspire allied listeners to +3 morale via his Performance ability.*

Rainstick: A rainstick is a hollow, sealed wooden tube about three feet long containing a large amount of small nails or needles pushed inside, although always perpendicular to the opening. The tube is then filled with dried beans or small rocks, and caps are placed on both ends. When inverted, the small items inside slowly cascade to the bottom, creating a rainfall-like sound.

The rainstick is common to the Dejy tribes of central Tellene, particularly the Defohy and the Fitonshir. Similar versions may also be found among the wild elves and golden halflings.

Bardic Music: When a bard plays this instrument, all listeners suffer a -2 morale penalty to their saving throws against charm, but gain a +2 morale bonus on saves against fear effects. These modifiers are cumulative with the modifiers from any bardic music effect, such as inspire courage. However, because the sound of the rainstick is so soft, it only affects listeners within 20 feet.

Chapter 6: Musical Instruments

HackMaster: *The rainstick only affects listeners within 20 feet. Allied listeners gain a +4 bonus to morale.*

Rattle: Rattles are a class of simple percussion instruments made of a closed hollow shell of wood or a dried vegetable husk. They contain many small seeds or rocks that collide with the sides to produce noise when shaken, and accompany other percussion instruments. They are often polished and painted on the outside, and are vary between 3 to 10 inches across.

Rattles are common to the Dejy of central Tellene, though the Fhokki, hobgoblins and orcs have been known to favor rattles for their martial sound.

Bardic Music: When a bard plays this instrument, all allied listeners gain a +1 morale bonus to attack and weapon damage rolls, but suffer a -2 morale penalty bonus on saves against fear effects. This instrument does not modify charm effects. These modifiers are cumulative with the modifiers from any bardic music effect, such as inspire courage.

HackMaster: *A performer using rattle can inspire allied listeners to +2 on weapon damage rolls, though they gain no morale or attack roll bonus.*

Rebek: The rebek is a small stringed instrument with a hollow and rounded body, a short narrow neck and three strings without a bridge. It is played with a bow while resting it on the shoulder or chest, or cushioning it in the armpit. It most closely resembles a tiny fiddle about 1-foot-long and 3 to 4 inches wide, though its tone is thinner and more nasal.

The rebek originates in Sobeteta, from where it is slowly beginning to spread northward into Kalamar. Nobles and royals shun the rebek as an "inferior" instrument.

Bardic Music: See cittern, above.

HackMaster: *A character using a rebek can maintain an effect already in progress (so long as he began it with the rebek), while initiating another.*

Recorder-Flute, Thumbed: This 12 to 18-inch-long wooden flute consists of six to eight finger holes, some versions also including a thumbhole near the mouthpiece. Because of the ease in construction and simplicity of play, the thumbed recorder-flute quickly spread from its origin in Mendarn throughout many areas of Tellene.

Bardic Music: Playing this instrument gives all listeners a -1 circumstance penalty to their saving throws against all charm and compulsion effects, including relevant bardic music effects. The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: *A character using a recorder can impose a -2 morale penalty on enemy listeners who fail a saving throw versus paralyzation.*

Rishel: The single-string rishel, or "horsehair fiddle," is popular among nomadic peoples, who play it as part of an ensemble. The instrument itself is typically unadorned or given simple decorations, is made of wood, and both instrument and bow each consist of a single strand of horsehair.

Bardic Music: See cittern, above.

HackMaster: *A character using a rishel can maintain an effect already in progress (so long as he began it with the rishel), while initiating another.*

Seryf: The seryf originates in the lands of eastern Svimohzia. It is an open ended and obliquely blown reed flute with a breath tone and a range of two and a half octaves. Having been carried by ship across the oceans, the seryf can now be found in many other areas of

Tellene. Humans, surface elves, hill dwarves, and most gnomes and halflings enjoy the seryf's breathy music.

Bardic Music: Playing this instrument gives all listeners a -4 circumstance penalty to their saving throws against all charm and compulsion effects, including relevant bardic music effects. The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: *A character using a seryf can impose a -2 morale penalty on enemy listeners who fail a saving throw versus paralyzation.*

Shawm, Theater's: The shawm is a double-reeded, conical instrument almost three feet long with a narrow flared end. The shawm has seven finger holes and a thumb hole is played while standing up. It has a clownish and reedy tone similar to a crumhorn.

The main producer of the shawm is the Theater of the Arts, in the city of Xaarum. The shawm is often seen (or heard) in the city's ceremonies and entertainment.

Bardic Music: Provided that the instrument is played in a theatrical setting, such as a play in a theater or city square, the bard and his allies gain a circumstance bonus to Bluff, Diplomacy, Disguise and Gather Information checks for the next 1d6 hours. Of course, this bonus is only effective against listeners who heard the performance. Furthermore, the bonus varies depending upon the type of performance (routine +3, enjoyable +4, great +5, memorable +6, extraordinary +7). See the Perform skill in the *D&D Player's Handbook* for more information.

A bard playing a theater's shawm bestows a -4 circumstance penalty to all enemy listeners' Intimidate checks for the next 1d6 hours after the performance. It also beneficially influences the attitude of listeners towards the performer (by one category; see the Diplomacy skill in the *D&D Player's Handbook*). The bardic music effects created by this instrument are supernatural and mind-affecting.

HackMaster: *A character who can successfully play the shawm gains +4 temporal Honor.*

Sitar: A variant type of lute, this stringed instrument has a very small round body with a long, wide and hollow neck typically four feet in length. It has many frets and ten to sixteen strings. In the hands of a skilled player, sitar music has a bright and hypnotic quality to it. Though not a commonly used instrument, a persistent searcher may be able to find one for sale in one of the larger towns and cities of Reanaaria Bay.

Bardic Music: A bard playing this instrument can keep one bardic music effect active, while also beginning a second, then a third. For example, a bard could continue to fascinate an enemy while also inspiring heroics in her allies and using countersong against an enemy spellcaster.

HackMaster: *A character using a sitar can maintain an effect already in progress while initiating two others.*

Sorawai: A rare, centuries-old instrument from the high elves, made of a hollowed out ram's horn. The horn has six finger holes, and is highly decorated and engraved. Though simple when compared to other, more modern, instruments, the horn still remains an often-played instrument.

Bardic Music: When a bard plays this instrument, all allied listeners gain a +3 morale bonus to attack and weapon damage rolls, but suffer a -4 morale penalty bonus on saves against charm and fear effects. These modifiers are cumulative with the modifiers from any bardic music effect, such as inspire courage.

HackMaster: *A character using a sorawai can use his Performance ability to increase allied listeners' weapon damage rolls to +3, but actually drops morale to -1.*

Tabor, Eldoran: A tabor is a small drum with a cylindrical wooden body and one head made of calfskin, often carried around the waist. It produces a dull thud when struck, and often accompanies flutes. The tabor originates in Eldor, though it can now be found throughout most of Brandobia, the western Young Kingdoms, and the cities of the Elos Desert.

Bardic Music: See *dolkoshy*, above.

HackMaster: *A character using the bardic Performance ability can impose a -4 penalty on opponents' morale. A character using the bardic Influence ability imposes an additional -1 on opponents' saving throws.*

Tambourine: Tambourines are a hybrid of drums, rattles and cymbals. They look like very shallow drums with pairs of small brass plates set inside the rim. This instrument can have one or no heads, and is played by banging the rim against an open palm or rapidly shaking it to produce a jangling noise from the plates.

The tambourine is said to originate in Elos Desert, where it is known as a "riqq." The riqq is frequently an integral part of an ensemble performance and many desert dwellers say that a piece of music is incomplete without it. Basiran dancers especially love the accompaniment.

Bardic Music: When a bard plays this instrument, all allied listeners gain a +1 morale bonus against fear effects, but suffer a -2 morale penalty bonus on saves against charm effects. These modifiers are cumulative with the modifiers from any bardic music effect, such as inspire courage. The bardic music effects created by this instrument are supernatural and sonic.

HackMaster: *A character using the bardic Performance ability improves allied listeners' morale bonus to +3.*

Thelarr: A thelarr is also known as a "whistle cane." To create this instrument, bamboo canes are dried and cut to specific lengths between three and six feet. They are then hollowed so that when either end is blown, the thelarr produces a single cheery whistling note. The thelarr originates in Svimohzia, but may now be found in many areas of Tellene. Despite the instrument's size, lightfoot halflings often cut groups of them to different lengths, and play them during certain festivals.

Bardic Music: A thelarr grants the band a +2 bonus for countersong attempts, as well as bestowing a +1 morale bonus to allied listeners' saving throws against fear effects.

HackMaster: *A character using the thelarr for his Countersong gains a +2 bonus on his saving throw versus spells to implement to effect.*

Thenya and Thenyevi: The thenya are double-sided hide drums usually stretched over a wood frame and struck with a stout stick. The thenyevi is a larger version which, along with the larger jynkari (see above) are frequently found in mosques dedicated to the Storm Lord for thunder rituals. These thundering drums, with skilled accompaniment of up to three flutes, can make it seem like a storm is imminent. Some people swear that an ensemble played thusly, with the blessing of a cleric of the Thunderer, will bring rain.

Bardic Music: Playing the thenya grants a +1 competence bonus to weapon damage for all allied listeners. The thenyevi grants a +2 competence bonus to weapon damage, also for all listeners allied with the musician.

HackMaster: *A character using the thenya or thenyevi can improve listeners' weapon damage bonuses to +2 when using his Performance ability, but the attack roll bonus goes to +0.*

Token: Token are sets of wooden bells with no clappers inside. They are hung from a stand or a branch, and struck with a wooden hammer. They produce lively but hollow tones. Token may be found in all areas of Tellene.

Bardic Music: In the hands of a bard, the sound of a token imposes a -2 morale penalty on all listeners' saving throws against fear effects.

HackMaster: *A performer using the token can impose a -2 morale penalty on chosen listeners within 40 feet.*

Triangle: The musical instrument called a triangle is simply a thick cylindrical rod of iron bent into the shape of an equilateral triangle, leaving one corner open. It is typically 6 inches in height, and one corner has a string attached that is tied to a stand or held. When struck with a metal rod, it produces a single clear tone of definite pitch. Triangles are popular in the western Reanaaria Bay region, as well as in the various elven, Brandobian and Kalamaran lands.

Bardic Music: In the hands of a bard, triangles add +1 to the DC for each Concentration check made by a listener (including the bard). Playing this instrument also gives the bard a +2 circumstance bonus to the required Perform check for countersong attempts. The bardic music effects created by this instrument are supernatural and sonic.

HackMaster: *A character using the triangle gains +1 on his saving throw versus spells to use his Countersong ability.*

Trumpet, Flared Herald's: This noble instrument is a straight cylinder of brass some three to five feet long, with a small mouthpiece and an end more widely flared than usual. This more complex version also has three to six fingerholes used to sound different notes. A non-flared herald's trumpet typically costs three-fourths as much.

This instrument is used in many lands, to announce the entrance of an important person or precede their proclamations. It is also used to send instructions from a distance. Banners often hang off the length.

Bardic Music: See *Drhokkeran bull horn*, above.

HackMaster: *A character using the bardic Performance can improve allied listeners morale bonus to +4 and attack roll bonuses to +2 with his Performance ability.*

Varevy: The varevy is a double horn-pipe sometimes compared to pan-pipes, though each pipe is a single-reed mouthpiece and both are blown through at once. The varevy is said to originate in the mysterious depths of the Khydoban Desert.

Bardic Music: A bard playing the varevy can boost any listeners' Spot, Listen and Search checks by +2 (or +4 for undead listeners). This is a circumstance bonus.

HackMaster: *A performer using the varevy can improve the morale bonus for his Performance ability to +3.*

Viol: A viol is a large stringed instrument with a deep hollow wooden body and flat back, reaching some five feet high and two feet across. It has an hourglass shape and six strings with a low bridge. The viol is played with a bow and rests on the ground between the legs. Because of its large and unwieldy nature, a viol is extremely impractical for the traveling adventurer. The viol is primarily found among sedentary clerics of the Eternal Bard.

Bardic Music: See *cittern*, above.

Chapter 6: Musical Instruments

HackMaster: *A character using a viol can maintain an effect already in progress (so long as he began it with the viol), while initiating another.*

Water Pipe, Thygashan: A rare musical instrument on Tellene, water pipes began as smoke filtration devices, and over time began to be used for their musical properties. A water pipe consists of a large glass or ceramic tube some two to four feet long, filled with water and attached at the bottom to a small pot of burning leaves or incense. A small flexible tube allows one to breathe in the smoke after it is filtered through the water – its primary purpose. However, if finger holes are placed along the long tube, it can be played as an instrument by opening and covering the holes as the smoke rushes past. The water pipe is commonly found along the eastern side of Reanaaria Bay, where it is said to originate.

Bardic Music: When a bard plays this instrument, all listeners suffer a -2 morale penalty to their saving throws against fear, but gain a +2 morale bonus on saves against charm effects. These modifiers are cumulative with the modifiers from any bardic music effect, such as inspire courage. Because the sound of the water pipe is so soft, it only affects targets within 30 feet.

HackMaster: *A character using a water pipe can use his Performance ability to improve allied listeners' morale bonus to +4, but they must be within 30 feet.*

Whistle: The whistle class includes any of a number of small wood, metal, or clay instruments that can produce a single piercing tone when blown into. They have one opening for the mouth and one opening for the air to escape, and can be round, cylindrical, or amorphous. These common signal devices can be found almost anywhere.

Bardic Effect: Until the sound of this instrument dies away (1 round), the bard can use this instrument to bestow a -1 circumstance penalty to any listener's Concentration check. Playing this instrument also gives the bard a +1 circumstance bonus to the required Perform check for countersong attempts. The bardic music effects created by this instrument are supernatural and sonic.

HackMaster: *A skilled performer with a whistle gains a +2 bonus on his saving throw versus spells to use his Countersong ability.*

Whistle-Pipe, Fulmaran: This is a straight metal tube, closed at one end, with up to seven finger holes. The instrument is held vertically and played by blowing through a small opening in the closed end, producing a shrill and clownish tone. The whistle-pipe is a favorite instrument of jesters and court buffoons, though forest gnomes, or fulmaran, have been known to make quite cheery, piping music with it.

Bardic Music: The bard can use this instrument to bestow a +5 circumstance bonus to any listener's Concentration check. Playing this instrument also gives the bard a +5 circumstance bonus to the required Perform check for countersong attempts.

HackMaster: *A skilled performer with a whistle gains a +2 bonus on his saving throw versus spells to use his Countersong ability.*

Xylophone, Metal: The xylophone is a percussion instrument made of flat rectangular bars of metal of graduated lengths that are attached to two ridges above a table. There are thirty to fifty-five metal bars, each tuned to a different note. It is played by striking the bars with a metal hammer, and creates a ringing note.

Both dwarves and gnomes claim to have created the first xylophone, though few humans seem to care either way. Most elves disdain this instrument, and few hobgoblins find its light, ringing music enjoyable.

Bardic Music: When a bard plays this instrument, all allied listeners gain a +2 morale bonus to their saving throws against charm and fear effects, but suffer a -1 morale penalty on weapon damage rolls. These modifiers are cumulative with the modifiers from any bardic music effect, such as inspire courage.

HackMaster: *A skilled performer on a xylophone imposes an additional -2 penalty on listeners when using his Influence ability.*

Xylophone, Wooden: This instrument is identical to the metal xylophone, save that the bars and hammer are wooden instead of metal. It produces a more dampened, hollow sound.

Bardic Music: When a bard plays this instrument, all allied listeners gain a +1 morale bonus to their saving throws against charm and fear effects, but suffer a -1 morale penalty on weapon damage rolls. These modifiers are cumulative with the modifiers from any bardic music effect, such as inspire courage.

HackMaster: *A skilled performer on a xylophone imposes an additional -1 penalty on listeners when using his Influence ability.*

Yer: Another popular and fashionable instrument for the desert bard's repertoire, the yer consists of five double courses of gut string, commonly plucked with an eagle feather. With its warm timbre, it is easily adaptable to either ensemble or solo play. It is easy to learn, usually decorated, and sometimes called the "Prince of Enchantment" when in the hands of a skilled player. The yer can usually be found amongst the nomadic Deji and Fhokki tribes of central and northern Tellene.

Bardic Music: In the hands of a bard, the yer bestows a +2 circumstance bonus on all Perform checks for countersong, fascinate or suggestion attempts.

HackMaster: *A skilled performer on the yer can Influence listeners and change their reactions by two categories. He can also improve the morale bonus for allied listeners to +3 with his Performance ability.*

Zemvar: The purchase of a zemvar is a wise investment for any bard skilled in its use, for this instrument is popular almost anywhere. It is particularly welcome in the houses of the nobility and the wealthier merchant classes, where its presence is a symbol of affluence and good taste. A flat, trapezoidal instrument with a wooden frame and flat sounding board, it has 26 triple courses of strings, each with its own adjusting key. It is played sitting with the zemvar in the lap or on folded legs, or with the zemvar on a table. The player plucks the strings with two small metal ring picks, one on each index finger. The zemvar originated in Ahznomahn.

Bardic Music: When a bard plays this instrument, all allied listeners gain a +1 morale bonus to their saving throws against charm and fear effects, but suffer a -1 morale penalty on attack rolls. These modifiers are cumulative with the modifiers from any bardic music effect, such as inspire courage.

It also beneficially influences the attitude of noble and "high-class" listeners towards the performer (by one category; see the Diplomacy skill in the *D&D Player's Handbook*).

HackMaster: *A character using his Performance ability with a zemvar can improve his allied listeners' morale bonus to +4 and attack roll bonus to +2, but weapon damage rolls go to +0.*

CHAPTER 7: TOOLS, GEAR AND EQUIPMENT

This chapter lists both exotic and mundane items for characters in the *KINGDOMS OF KALAMAR* or any other campaign setting. Items are conveniently grouped into helpful categories and listed with price, weight and volume where applicable. Items that have no weight indicated are considered negligible for game purposes. Use common sense to determine the resulting weight if your character carries multiple units of these items. Those items that are very common in everyday use are not always described with their own text entries.

ACADEMIC AND COMMERCE-RELATED EQUIPMENT

Astrolabe: A handheld instrument that one uses to observe and extrapolate the positions of celestial bodies. See also Seafaring Equipment, below.

Alchemist's Lab: This lab includes a smorgasbord of glassware, from beakers to vials and test tubes, in addition to various commonly used chemicals, measuring and mixing equipment, filter paper and the like. Use of the lab provides the alchemist with a +2 circumstance bonus to Craft (alchemy) checks. D&D players can find more information in Chapter 7: Equipment, in the *D&D Player's Handbook*.

Arcane Lab: Similar to an alchemist's lab, the arcane lab provides a +2 circumstance bonus to Spellcraft checks when determining the viability of new spells and doing spell research. It is also used when crafting potions, golems and other magic items.

HackMaster: *In HackMaster, an arcane lab adds +10% to spellcraft checks and a character's chance to successfully make magic items, such as scrolls.*

Armillary: This device is a three-dimensional model of celestial bodies (real or speculated) consisting of a series of concentric rings.

Balance: This is a tabletop scale used for small quantities of goods and laboratory measurements. This item grants a +1 circumstance bonus to Appraise checks involving items that are valued by weight (including precious metals).

HackMaster: *In HackMaster, it provides a +5% bonus to the appropriate skill mastery rating.*

Bindery Glue: This particular glue is used to hold books to their covers.

Book Covers: Books are typically covered by wood or leather, though some may have covers of more expensive materials.

TABLE 7-1D: ACADEMIC AND COMMERCE-RELATED EQUIPMENT

Item	D&D Cost	Weight (lb.)
Astrolabe	100+ gp	2
Alchemist's lab	500 gp	40
Arcane lab	500 gp	40
Armillary	350+ gp	1
Cartographer's kit	25 gp	5
Balance	12 sp	3
Balance weights	2 sp	1-10
Bindery glue	3 cp	1
Book cover	15 cp	1/2
Book, arcane	50+ gp	1
Book, religious	15+ gp	1
Book, scholarly	20+ gp	1
Counter boards	15 cp	4
Gold leaf (6 inch x 6 inch sheet)	5 cp	-
Hourglass	25 gp	1
Ink (1 oz)	8 gp	-
Inkpen	1 sp	-
Inkwell, horn	6 cp	-
Inkwell, silver	15 sp	-
Inkwell, tin	1 gp	-
Magnifying glass	100 gp	-
Map, local (nearby landmarks)	1 gp	-
Map, regional (nearby towns, cities, etc)	10 gp	-
Map, national (entire kingdom)	20 gp	-
Map, continent	50 gp	-
Map, known world	100 gp	-
Minuteglass	2 gp	-
Paper (per sheet)	2 gp	-
Papyrus (per sheet)	1 sp	-
Parchment (per sheet)	2 sp	-
Personal seal, bronze	1 gp	-
Personal seal, gold	50 gp	-
Personal seal, silver	5 gp	-
Portable writing case	25 sp	1
Scale, merchant's	2 gp	1
Sealing ribbon	1 cp	-
Sealing wax	1 gp	1
Signet ring	5 gp	-
Spellbook, wizard's (blank) parchment	15 gp	3
Spellbook, wizard's (blank) vellum	45 gp	3
Spellbook, wizard's (blank) paper	90 gp	3
Stylus, wood	3 cp	-
Vellum (per sheet)	6 sp	-
Walking stick	1 cp	4
Writing brush	1 cp	-
Writing tablet, clay	2 sp	1
Writing tablet, wax	40 sp	1/2
Writing tablet, slate	6 sp	3

TABLE 7-1H: ACADEMIC AND COMMERCE-RELATED EQUIPMENT

Item	HM Cost	Weight (lb.)	Base Availability		
			Hi	Med	Low
Astrolabe	200+ gp	2	90	70	40
Alchemist's lab	500 gp	40	80	60	40
Arcane lab	600 gp	40	80	50	20
Armillary	350+ gp	1	80	60	40
Cartographer's kit	28 gp	5	95	75	55
Balance	13 sp	3	95	85	75
Balance weights	2 sp	1-10	95	85	75
Bindery glue	3 cp	1	90	70	40
Book cover	16 cp	1/2	90	60	30
Book, arcane	50+ gp	1	85	45	5
Book, religious	15+ gp	1	95	75	40
Book, scholarly	20+ gp	1	95	60	20
Counter boards	16 cp	4	95	90	85
Gold leaf (6 inch x 6 inch sheet)	1 sp	-	90	60	30
Hourglass	25 gp	1	90	70	50
Ink (1 oz)	8 gp	-	95	85	80
Inkpen	1 sp	-	95	85	80
Inkwell, horn	7 cp	-	90	60	30
Inkwell, silver	16 sp	-	90	50	20
Inkwell, tin	1 gp	-	95	50	25
Magnifying glass	100 gp	-	85	75	70
Map, local (nearby landmarks)	1 gp	-	95	70	50
Map, regional (nearby towns, cities, etc)	10 gp	-	90	50	20
Map, national (entire kingdom)	20 gp	-	75	35	15
Map, continent	50 gp	-	60	30	10
Map, known world	100 gp	-	50	20	1
Minuteglass	3 gp	-	90	70	50
Paper (per sheet)	2 gp	-	80	75	70
Papyrus (per sheet)	8 sp	-	80	75	70
Parchment (per sheet)	1 gp	-	90	85	80
Personal seal, bronze	5 sp	-	95	85	80
Personal seal, gold	50 gp	-	90	60	30
Personal seal, silver	5 gp	-	95	75	55
Portable writing case	25 sp	1	90	70	40
Scale, merchant's	2 gp	1	90	85	80
Sealing ribbon	1 cp	-	90	80	70
Sealing wax	1 gp	1	95	85	80
Signet ring	6 gp	-	90	80	70
Spellbook, wizard's (blank) parchment	50+ gp	3	80	40	2
Spellbook, wizard's (blank) vellum	100+ gp	3	70	35	1
Spellbook, wizard's (blank) paper	200+ gp	3	60	30	1
Stylus, wood	5 cp	-	95	85	80
Vellum (per sheet)	8 gp	-	80	75	70
Walking stick	3 cp	4	95	80	75
Writing brush	2 cp	-	95	90	65
Writing tablet, clay	1 gp	1	95	85	80
Writing tablet, wax	10 sp	1/2	95	85	80
Writing tablet, slate	2 gp	3	95	80	75

Book, Arcane: Length and subject matter varies depending upon the book, but some sample titles include: monsters, spellcraft and the planes.

Book, Religious: These include books on religious history, religious parables and the like. Canons of the faith and prayer books are described in Table 7-7: Religious Gear.

Book, Scholarly: Length and subject matter varies from book to book, but some sample titles include: architecture, art, engineering, geography, history, military, music, nature, nobility and royalty and races.

Cartographer's Kit: This package comes with the following useful items: curve, bevel, plumb bob, level and chalk line. It also includes writing and recording implements (ink, quill and papyrus).

Counter Boards: This is a plain wooden board used in kitchens across Tellene. It is used for cutting or other messy work, protecting the underlying table surface.

Gold Leaf: This thin material is a decorative addition to furniture, art and other equipment. It typically comes in a 6-inch by 6-inch sheet.

Hourglass: This is a glass jar with a very narrow central cross section. Each hourglass is calibrated such that the time it takes for an amount of sand to run through the central cross section is approximately one hour.

Ink: Standard black ink is useful for writing letters and creating maps. Other colors cost twice the listed amount.

Inkpen: This is a thin, pointed stick of a quill, wood or metal design. When dipped in ink, it draws up the liquid enabling the user to redeposit it on a writing surface.

Magnifying Glass: This useful lens allows one to see tiny objects close up. D&D players can find rules for this item in Chapter 7: Equipment, in the *D&D Player's Handbook*.

HackMaster: To many less clever characters, a magnifying lens is simply an oddity. However, a thief using a magnifying glass or lens to inspect a lock may add +5% to his chance to open it. Of course, this only applies if the thief has some element of the lock apparatus exposed to his view – he must see something of the inner workings of the lock. The GM may disallow this bonus due to other conditions, as well (such as poor light, inaccessibility, poorly ground lens, etc.). It can also be used to help start fires or roast insects. As proven by the once-proud thief Gruver the Charred, it does not effectively reflect Lightning Bolts.

Map: Maps of various quality are available throughout Tellene (or any world), though maps made by the Temple of the Stars are widely held to be the most accurate. The prices shown here are for maps made by the Temple of the Stars (or the most reliable independent cartographers). Lower quality maps, or those made by others, are almost always cheaper.

Minuteglass: This is a smaller version of the hourglass that measures one minute. Some types of minuteglasses are available in 5 and 10-minute increments.

Inkwell: This is simply a small capped container used for storing ink. Inkwells can be made from horn, tin or even silver. Wood and leather are, in general, too porous to serve as inkwells.

Paper: This price given in the table reflects one sheet of common writing surface made from pressed wood pulp.

Papyrus: This is one sheet of paper-like material made from cutting thin strips from the pith (spongy central section) of a papyrus plant. This plant is commonly found near water sources in the Elos and Khydoban deserts, the Reanaaria and Elos bays and along Svimohzish and southern Kalamaran rivers.

Parchment: The price given in the table is for one sheet of this paper-like substance. Parchment is made from a thinly stretched skin of a sheep or goat, and is the most common writing material on Tellene.

Personal Seal: A personal seal is a stamp made of metal, used for pressing one's seal into wax. This is done to seal a letter or identify goods.

Portable Writing Case: This leather case is used for storing paper, quills, an inkwell, sealing wax, signet and other similar instruments useful for writing letters or conducting business.

Scale, Merchant's: This is a larger version of the balance. The merchant's scale comes with several weights and is often used for measuring small amounts of larger trade goods (such as sacks of grain). D&D players can find rules for this item in Chapter 7: Equipment, in the *D&D Player's Handbook*.

HackMaster: In *HackMaster*, a merchant's scale makes weight comparisons possible but provides no skill check bonuses. Individuals are advised to check them for accuracy.

Sealing Wax: This is wax melted onto a letter or scroll to seal it. This does not prevent someone unauthorized from reading the contents, but it does inform the receiver of the message if its contents have been compromised.

Sealing Ribbon: Documents are sometimes sealed with a knotted ribbon, rather than sealing wax. This is a common practice among the Skryvalkkers of Skarrna.

Spellbook, Wizard's (Blank): The standard spellbook contains blank parchment pages with a leather cover. D&D players can find more information in Chapter 7: Equipment, in the *D&D Player's Handbook*. Spellcasters in the Elos and Khydoban deserts (near a water source), Reanaaria and Elos bays, the Svimoziish coast, southern Kalamaran rivers and within a 50-mile radius of those areas may even find papyrus spellbooks. These versions are equivalent to the standard spellbook in page count and cost.

For three times the cost of the parchment version, a spellcaster may purchase a spellbook with 125 blank vellum pages.

Spellcasters in Imperial Kalamar, central and southern Brandobia and some elven cities may have access to spellbooks with paper pages. Such spellbooks cost six times as much as parchment, but have 200 blank pages.

HackMaster: For detailed *HackMaster* rules concerning spell book construction, consult pages 85-87 of the *Spellslinger's Guide to Wurld Domination*.

Stylus, Wood: This is a thin wooden stick with a tapered end used for pressing characters into wax or clay writing tablets.

Vellum: A writing surface similar to parchment but of a higher quality. The price given in the table is for a single sheet. Vellum is most often used by wealthy characters not able to afford (or locate) paper.

Walking Stick: This is a decorated stick, standing at approximately the waist height of the bearer. It is primarily used for balance and testing for unsafe ground.

Writing Tablet: Though cumbersome, writing tablets are sometimes more readily available than paper, parchment or the like. Common tablets are generally made of clay or slate. Clay tablets are common in and around the Elos and Khydoban deserts, with slate tablets often found in the extreme north where paper is difficult to obtain, or among underground dwellers such as the durvalk, mythar or drow. Both clay and stone tablets are common in jungle areas where the humidity quickly ruins paper and parchment.

Writing Brush: This instrument serves a similar function as the quill, pen or stylus, though it is generally used for more artistic writing styles.

CONTAINERS

Amphora: This ceramic jug incorporates a design with a bulbous main basin and reduced diameter neck that flares out on all sides at the top. It has two handles situated on either side of the jug and a pointed bottom. The pointed bottom serves to stabilize the jug when it is packed in sand, straw and so on. An amphora holds approximately 10 gallons, and is used primarily for storage and transportation, rather than serving.

Backpack: Backpacks come in various styles, materials and sizes. The basket style is literally a wicker basket with straps, with the sack style includes straps on a rough burlap material. While these two styles add the convenience of having one's hands free, they are not ideal for long treks. The canvas style is better for travel, with its more comfortable design for distributing weight, but the leather, waterproof style tops even that. A deluxe leather backpack combines most advantages of the other styles including water resistance, large volume and ergonomically sound design for long travels on foot.

Bandoleer: This carrying device is a leather strap often worn over the shoulder. It is similar to a baldric, but is also fitted with a series of small pockets. It can hold up to eight tiny objects weighing approximately 1 pound. Masterwork versions can hold up to 12 tiny objects.

Barrel: A standard barrel has a generally cylindrical shape with slightly bowed sides. They are made of wood and bound with metal - usually iron.

Basket: Baskets are woven from small twigs and can include a cover or an open face design. They are lightweight and cheap to make.

Beaker, Glass: Beakers are made of thick glass and boron oxide, giving it excellent properties of heat resistance. As such, it is essential for alchemical lab work.

Belt, Vial Holder: This leather device is similar to a bandoleer but it is worn on the waist. It is ordinarily designed to securely hold up to six vials while a masterwork version holds up to 10.

Bucket: Normally a bucket is made of wood, though leather or animal hide buckets are used when wood is scarce. These leather or hide buckets resemble a large bladder and have limited durability. A standard wooden water bucket is similar to an open-faced barrel bound with strips of metal.

Box: A box is a wooden cube or rectangle, one side of which can be removed for access to the goods inside. When holding valuables, they are sometimes lined with cloth.

Canteen: A canteen is a small wooden or metal container for carrying modest amounts of water. It is sealed with pitch to prevent leakage.

Case, Map or Scroll: This leather satchel is designed to keep papers organized and protected from the elements.

Chest: The standard chest is a rectangular design with a hinged lid. The wooden sides are held tight with nails and strips of leather or iron. Although heavy, they offer good durability. More expensive designs sometimes incorporate a padded cloth interior. One can also add wheels to a chest for easier mobility for a fee of 20 gp. The wheels are unidirectional (like a cart) but work well enough for most uses.

Crock, Pottery: This versatile container can be used to store dry goods, water or wine and can even be used for cooking due to its durability when heated.

TABLE 7-2H: CONTAINERS

Item	HM Cost	Weight (lb.)**	Holds or Carries	Base Availability		
				Hi	Med	Low
Dry Goods						
Backpack, basket	5 sp	1/2	1 cu. ft.	95	85	75
Backpack, canvas, small	3 sp	1/4	1/4 cu. ft.	95	90	85
Backpack, canvas, medium	1 gp	1	1 cu. ft.	95	90	85
Backpack, canvas, large	16 sp	1 1/2	2 cu. ft.	95	90	80
Backpack, leather, small	7 sp	1/2	1/4 cu. ft.	95	90	85
Backpack, leather, medium	2 gp	2	1cu. ft.	95	85	75
Backpack, leather, large	3 gp	3	2 cu. ft.	95	90	85
Backpack, leather, deluxe	4 gp	5	4 cu. ft.	95	85	75
Backpack, sack	4 sp	1/2	1 cu. ft.	95	90	85
Bandoleer	5 sp	1/2	see description	95	80	65
Bandoleer, masterwork	5 gp	1/2	see description	95	70	50
Barrel, 12 gal	8 cp	5	12 gal	95	90	85
Barrel, 25 gal	3 sp	10	25 gal	95	90	85
Barrel, 50 gal	1 gp	20	50 gal	95	90	85
Barrel, 75 gal	2 gp	30	75 gal	95	90	85
Barrel, 100 gal	5 gp	40	100 gal	90	80	70
Basket, small	5 cp	1	2 cu. ft.	95	90	85
Basket, large (bushel)	3 sp	1	3 cu. ft.	95	85	75
Beaker, glass	5 gp	-	1 pint	95	75	55
Belt, vial holder	1 gp	1	see description	95	90	85
Belt, vial holder, masterwork	60 gp	1	see description	90	70	50
Box, small gold	100 gp	10	1/8 cu. ft.	90	60	30
Box, small, lead	20 gp	20	1/8 cu. ft.	95	75	65
Box, small, wood	1 gp	1	1/8 cu. ft.	90	70	50
Bucket, leather, 1 gal	2 cp	1	1 gal	95	90	85
Bucket, leather, 5 gal	5 cp	2	5 gal	95	90	85
Bucket, wooden, 1 gal	2 cp	1	1 gal	95	90	85
Bucket, wooden, 5 gal	5 sp	2	5 gal	95	90	85
Case, map or scroll	8 sp	1/2	1/4 cu. ft.	90	85	80
Chest, large, wood & leather 2x2x3	9 gp	150	12 cu. ft.	95	90	85
Chest, med., wood & leather 1.5x1.5x2	2 gp	75	6 3/4 cu. ft.	95	90	85
Chest, small, wood & leather 1x1x2	1 gp	25	2 cu. ft.	95	90	85
Chest, large, wood & iron 2x2x3	26 gp	180	12 cu. ft.	90	75	50
Chest, med., wood & iron 1.5x1.5x2	14 gp	90	6 3/4 cu. ft.	90	80	70
Chest, small, wood & iron 1x1x2	5 gp	30	2 cu. ft.	95	80	65
Chest, wheeled	+25 gp	2	as base chest	75	55	25
Pouch, belt	1 gp	1*	1/5 cu. ft.	95	90	85
Pouch, spell component	7 sp	1/4*	1/8 cu. ft.	95	90	80
Ring, poison container	1 gp	-	1 ounce	65	50	45
Sack, small	5 cp	-	1/4 cu. ft.	95	90	85
Sack, large	2 sp	1/2	1 cu. ft.	95	90	85
Scroll strap	5 gp	1/2	see description	90	70	50
Scroll strap, masterwork	50 gp	1/2	see description	85	65	45
Scroll tube	1 gp	1/2	3 feet of paper	90	70	50
Liquids						
Amphora	1 cp	2	1 gal	90	70	50
Bottle, wine, glass	2 gp	-	1 1/2 pint	85	75	65
Canteen (full) 1 pt	2 cp	1/2	1 pint	95	85	75
Canteen (full) 2 pts	5 cp	1	2 pints	95	80	70
Canteen (full) 3 pts	1 sp	2	3 pints	95	75	60
Crock, pottery, 5 gal	6 cp	1	5 gal	95	90	85
Flask	10 sp	-	1 pint	90	80	70
Jar, pottery, 1 pt	1 cp	-	1 pint	95	85	75
Jar, pottery, 1 qt	2 cp	-	1 quart	95	85	70
Jar, pottery, 1 gal	4 cp	1/2	1 gal	90	80	70
Jar, glass, 1 pt	4 cp	-	1 pint	95	85	75
Jar, glass, 1 qt	2 sp	-	1 quart	95	85	75
Jar, glass, 1 gal	4 sp	1/2	1 gal	95	85	75
Jug, clay	3 cp	9	1 gal	95	90	85
Mug/tankard, clay	2 cp	-	1 pint	95	90	85
Pitcher, clay	2 cp	1 lb.	1/2 gallon	90	80	70
Vial, glass	15 sp	-	1 ounce	95	75	55
Vial, pottery	1 cp	-	1 ounce	95	80	60
Vial, tin	2 cp	-	1 ounce	95	75	55
Waterskin (full) 1/2 gal	1 gp	2 1/2	1/2 gal	95	90	85
Waterskin (full) 1 gal	2 gp	5	1 gal	95	90	85
Waterskin (full) 5 gals	5 gp	40	5 gal	95	90	85

* These items weigh one-quarter this amount and carry one-quarter the normal amount when made for Small characters.

** Empty weight unless otherwise noted.

Flask: A flask is a small metal bottle for liquids usually sealed with a cork or wooden stopper.

Jar: This is a glass food container that can be sealed by stretching paper or animal hide over the top.

Jug: A clay container for storing liquids that is generally cylindrical but comes to a narrow opening on the top.

Mug: A tankard made of clay and typically found in taverns. Tankards made of other materials are also available for at least twice the price.

Pitcher: Clay pitchers are commonly found in taverns and inns. Pitchers made of other materials are also available for at least twice the price.

Pouch, Belt: This is a removable pocket-like bag, usually sealed with one or more buttons. It is useful for carrying small items like money.

Pouch, Spell Component: This is a convenient carrying case designed specifically for spellcasters. This item is a water resistant leather belt pouch with many sub-compartments inside for holding (and keeping separate) various commonly needed spell components.

Ring, Poison Container: This is a fairly large ring with a hollow cavity inside. It is used for covertly storing small amounts of powdered or herbal poisons.

Sack: These are generally a burlap material that can be tied off at the top with rope or sometimes sewn shut.

Saddlebags: See Tack and Harness in Chapter 3: Armor, Shields and Barding.

Scroll Strap: This leather belt is similar to a vial holder belt, but can be worn over the shoulder as well as around the waist. Furthermore, instead of holding vials, it is designed to hold scrolls of a single spell. The scrolls protrude slightly from the individual pockets. A standard strap is designed to hold 15 scrolls, though a masterwork version can hold up to 20.

Scroll Tube: This container is usually made of leather, metal or even bone. It is a long narrow cylinder with a latched, stoppered or sealed top designed to protect scrolls from the elements.

Vial: A tiny bottle used for storing liquids and sealed with a cork or wooden stopper.

HEALING

Bandages, Linen: These plain white strips of linen are used to bind wounds.

Basin, Bleeding: This simple wood or metal basin is used to collect blood from sick people. This practice is primarily carried out in Brandobia among the commoners.

Book, Medical: Only a limited knowledge of medicine exists amongst the people of Tellene, as divine healing magic tends to diminish interest in traditional medicine. Since divine magic is not widely available, there are healers and doctors who have written about their findings and practices. Those with

TABLE 7-2D: CONTAINERS

Item	D&D Cost	Weight (lb.)**	Holds or Carries	Item	D&D Cost	Weight (lb.)**	Holds or Carries
Dry Goods				Dry Goods			
Backpack, basket	5 sp	1/2	1 cu. ft.	Pouch, belt	1 gp	1*	1/5 cu. ft.
Backpack, canvas, small	3 sp	1/4	1/4 cu. ft.	Pouch, spell component	5 gp	1/4*	1/8 cu. ft.
Backpack, canvas, medium	1 gp	1	1 cu. ft.	Ring, poison container	1 gp	-	1 ounce
Backpack, canvas, large	15 sp	1 1/2	2 cu. ft.	Sack, small	5 cp	-	1/4 cu. ft.
Backpack, leather, small	6 sp	1/2	1/4 cu. ft.	Sack, large	1 sp	1/2	1 cu. ft.
Backpack, leather, medium	2 gp	2	1 cu. ft.	Scroll strap	5 gp	1/2	see description
Backpack, leather, large	3 gp	3	2 cu. ft.	Scroll strap, masterwork	50 gp	1/2	see description
Backpack, leather, deluxe	4 gp	5	4 cu. ft.	Scroll tube	1 gp	1/2	3 feet of paper
Backpack, sack	4 sp	1/2	1 cu. ft.	Liquids			
Bandoleer	5 sp	1/2	see description	Amphora	1 cp	2	1 gal
Bandoleer, masterwork	5 gp	1/2	see description	Bottle, wine, glass	2 gp	-	1 1/2 pint
Barrel, 12 gal	4 cp	5	12 gal	Canteen (full) 1 pt	2 cp	1/2	1 pint
Barrel, 25 gal	2 sp	10	25 gal	Canteen (full) 2 pts	5 cp	1	2 pints
Barrel, 50 gal	5 sp	20	50 gal	Canteen (full) 3 pts	9 cp	2	3 pints
Barrel, 75 gal	1 gp	30	75 gal	Crock, pottery, 5 gal	6 cp	1	5 gal
Barrel, 100 gal	3 gp	40	100 gal	Flask	3 cp	-	1 pint
Basket, small	4 sp	1	2 cu. ft.	Jar, pottery, 1 pt	1 cp	-	1 pint
Basket, large (bushel)	5 sp	1	3 cu. ft.	Jar, pottery, 1 qt	2 cp	-	1 quart
Beaker, glass	45 sp	-	1 pint	Jar, pottery, 1 gal	4 cp	1/2	1 gal
Belt, vial holder	1 gp	1	see description	Jar, glass, 1 pt	4 cp	-	1 pint
Belt, vial holder, masterwork	60 gp	1	see description	Jar, glass, 1 qt	2 sp	-	1 quart
Box, small gold	100 gp	10	1/8 cu. ft.	Jar, glass, 1 gal	4 sp	1/2	1 gal
Box, small, lead	20 gp	20	1/8 cu. ft.	Jug, clay	3 cp	9	1 gal
Box, small, wood	1 gp	1	1/8 cu. ft.	Mug/tankard, clay	2 cp	-	1 pint
Bucket, leather, 1 gal	2 cp	1	1 gal	Pitcher, clay	2 cp	1 lb.	1/2 gallon
Bucket, leather, 5 gal	5 cp	2	5 gal	Vial, glass	15 sp	-	1 ounce
Bucket, wooden, 1 gal	2 cp	1	1 gal	Vial, pottery	1 cp	-	1 ounce
Bucket, wooden, 5 gal	5 sp	2	5 gal	Vial, tin	2 cp	-	1 ounce
Case, map or scroll	1 gp	1/2	1/4 cu. ft.	Waterskin (full) 1/2 gal	1 gp	2 1/2	1/2 gal
Chest, large, wood & leather 2x2x3	12 gp	150	12 cu. ft.	Waterskin (full) 1 gal	2 gp	5	1 gal
Chest, med., wood & leather 1.5x1.5x2	6 gp	75	6 3/4 cu. ft.	Waterskin (full) 5 gals	5 gp	40	5 gal
Chest, small, wood & leather 1x1x2	2 gp	25	2 cu. ft.				
Chest, large, wood & iron 2x2x3	25 gp	180	12 cu. ft.				
Chest, med., wood & iron 1.5x1.5x2	12 gp	90	6 3/4 cu. ft.				
Chest, small, wood & iron 1x1x2	4 gp	30	2 cu. ft.				
Chest, wheeled	+20 gp	2	as base chest				

* These items weigh one-quarter this amount and carry one-quarter the normal amount when made for Small characters.

** Empty weight unless otherwise noted.

interest in necromancy are most likely to have such books. Accuracy varies considerably.

Crutches: These are wooden frames used to assist those with leg injuries in walking.

Eyeglasses: Many crafters throughout Tellene are skilled in making glass, but specialized glass (such as that found in eyeglasses) is beyond the budget of most common folk.

Flat Probe: A bronze stick used to examine wounds without the need to touch them by hand.

Healer's Bag: This lighter version of a healer's kit lasts for only 5 uses, but is otherwise identical to the heavier version.

Healer's Kit: This wooden box includes bandages, medicinal herbs, and other such items useful for Heal checks. D&D players can find more information in Chapter 7: Equipment, in the *D&D Player's Handbook*. Healer's kit and healer's bag bonuses are not cumulative.

HackMaster: *In HackMaster, this item grants +10% to the First Aid skill rating.*

Herbal Remedy: There are many herbal remedies available for common illnesses, some being more effective than others. Remedies against specific diseases found in the Sovereign Lands are listed in the section on herbal concoctions in Chapter 9: Concoctions.

Hook, Prosthetic: This device is an iron or bronze hook that one straps to his or her arm when part of it has been severed.

Knife, Surgical: This tiny, yet very sharp, blade of hardened steel is designed to cut flesh. It is used when removing foreign objects from the body or performing surgery.

Lancet, Bleeding: This long, needle-like device is used to open arteries.

Leeches: Leeches are often used for "bleeding" sick people, in order to release the ills from their body.

Litter: This piece of equipment is essentially the same as a stretcher, except that extra rope or cord is required to bind the victim to the frame. One character (or one mount or beast of burden) can transport a character bound into a litter, as long as the carrier can drag the combined weight.

HackMaster: *For HackMaster, the carrier must be able to support half of the victim's weight without being too encumbered to move. It is usually not wise to try to transport a character in a litter over rugged or very rugged terrain, because one end of the litter is always on the ground and the injured character can be jostled as the litter skids and bumps along the ground. If it is important for the victim to be kept more or less motionless because of the nature of his injuries, the GameMaster may decide that a trip over rugged or very rugged terrain will actually cause the character to suffer further damage as a result of the rough handling (1 point of jostling damage per 20 feet of movement).*

TABLE 7-3D: MEDICAL SUPPLIES

Item	D&D Cost	Weight (lb.)
Bandages, linen	10 cp	-
Basin, bleeding	1 cp	1/2
Book, medical	20+ gp	1
Book, medical, exotic	35+ gp	1
Crutches	2 cp	2
Eyeglasses	100+ gp	-
Flat probe	4 sp	-
Healer's bag	25 gp	1/2
Healer's kit	50 gp	1
Herbal remedy	3+ cp	-
Hook, Prosthetic	10 gp	1
Knife, surgical	5 sp	-
Lancet, bleeding	2 sp	-
Leeches (50)	2 sp	-
Litter	3 gp	10
Needle, suturing	3 cp	-
Pegleg, ivory	1+ gp	5
Pegleg, wooden	8 sp	2
Pegleg, wooden*	2 gp	2
Saw, amputation	5 sp	1/2
Stretcher	2 gp	8
Surgeon's kit	100 gp	2
Surgical scissors	15 sp	-
Tongue depressor	2 sp	-
Tooth wrench	20 cp	-

* with compartment

TABLE 7-3H: MEDICAL SUPPLIES

Item	HM Cost	Weight (lb.)	Base Availability		
			Hi	Med	Low
Bandages, linen	10 cp	-	95	90	85
Basin, bleeding	1 cp	1/2	95	85	75
Book, medical	20+ gp	1	90	70	50
Book, medical, exotic	35+ gp	1	90	60	20
Crutches	3 cp	2	95	85	65
Eyeglasses	100+ gp	-	85	65	25
Flat probe	5 sp	-	90	70	50
Healer's bag	25 gp	1/2	95	85	65
Healer's kit	50 gp	1	95	85	75
Herbal remedy	3+ cp	-	90	70	50
Hook, Prosthetic	10 gp	1	95	85	75
Knife, surgical	5 sp	-	90	80	70
Lancet, bleeding	2 sp	-	95	85	75
Leeches (50)	2 sp	-	90	80	70
Litter	4 gp	10	90	80	70
Needle, suturing	3 cp	-	95	90	85
Pegleg, ivory	1+ gp	5	90	70	50
Pegleg, wooden	1 gp	2	90	85	70
Pegleg, wooden*	2 gp	2	90	70	60
Saw, amputation	5 sp	1/2	90	70	50
Stretcher	3 gp	8	90	80	70
Surgeon's kit	100 gp	2	95	55	15
Surgical scissors	18 sp	-	90	50	20
Tongue depressor	2 sp	-	95	85	75
Tooth wrench	20 cp	-	95	85	80

* with compartment

Needle, Suturing and Thread: This curved needle is very useful for repairing lacerations made from slashing attacks. A healer can sew the wounds of the injured and gains a +1 circumstance bonus (+5% on first aid skill checks in HackMaster) on Heal checks made when using this item.

Pegleg: These prosthetic devices are affixed to the stump of one's leg, after all or part of it has been severed. Common materials are wood, or ivory for the wealthy. There is also a style that has a thicker hollowed out shaft in which items can be stored.

Saw, Amputation: With the nature of certain diseases, poisons or injuries, amputation sometimes becomes necessary to save the victim's life. A skillful healer can use one of these saws to perform the operation (along with a hot iron for cauterization and plenty of bandages). Successfully amputating a limb with such a saw requires a Heal check (DC 15). The patient suffers a loss of 90% of his hit points in nonlethal damage during the experience. A failed check indicates the patient loses blood at a rate of 1 hit point per round (real damage, not nonlethal) until stabilized or magically healed.

HackMaster: An amputation saw is necessary to perform amputations. The wielder suffers a -25% penalty to his first aid or healing skill check. The object of his efforts must succeed at a saving throw versus breath weapon to remain conscious. If the amputating character fails his skill check, the victim takes 1d4-1 points of damage immediately. Even if he succeeds, the character performing the operation must make a second healing or first aid skill check at a -25% penalty to stop the bleeding. He can make repeated checks, but the victim loses 1 hit point the first round, 2 the second, 3 the third, and so on.

Splints: If characters know they are going to be traveling through a wooded area during at least part of their journey through the wilderness, it may not be necessary to set out with splints among their gear. But if they have to climb a mountain or cross a desert, it is wise to pack at least a couple of straight, short (2-3 feet long) pieces of wood or some other rigid material that can be bound along

the sides of a broken limb to keep the bones properly aligned. A large piece of thick leather or untanned hide (perhaps acquired along the way) can be used as a splint, as long as it is large enough and rigid enough to keep the limb and the joints on both sides of the limb immobilized, in the same manner that a plaster cast is used in present-day medicine.

Stretcher: Although a stretcher can be fashioned from its component parts before it is needed and then transported as part of a party's gear, most groups of adventurers prefer to carry the parts separately and assemble a stretcher if and when it is needed. The kit includes a pair of poles at least as long as the injured character's height, one or more pieces of sturdy cloth or leather large enough to offer a surface upon which the victim can recline, and some means (rope or cord of sufficient length) of binding the poles to the edges of the cloth or leather. Character(s) must be able to drag the combined weight if the victim.

HackMaster: For HackMaster, two comrades can carry an injured character on a stretcher, as long as each of them is able to support half of the victim's weight without being too encumbered to move.

Surgeon's Kit: This selection of medical instruments functions like a healer's kit but it may also be used for more advanced medical procedures. It contains various scalpels, clamps bandages, braces and salves. It is useful for Healing skill checks and grants a +4 circumstance bonus (or +15% on first aid skill checks in HackMaster) when doing so. It has a maximum of 10 uses.

Surgical Scissors: This is a handy bronze tool used for cutting bandages to size, and dead skin from wounds.

Tongue Depressor: A thin strip of bronze, placed on the tongue when examining the interior of the mouth.

Tooth Wrench: Unfortunately for the common man in the world of Tellene, problems with one's teeth are solved by removal. The would-be dentist must make a Heal check (DC 18, average difficulty for HackMaster skills) to successfully remove a tooth or the victim takes 1d4 points of nonlethal damage. Even with a successful check, the patient takes 2 points of nonlethal damage. In HackMaster, all of this is real damage.

ILLUMINATION

Candelabra: These devices are elaborately decorated candleholders. The larger variety is typically used in temples, while the smaller variety is found in upper-class homes. The smaller candelabra can also be carried more easily. Candelabras can be made of wood, pewter, glass, brass/bronze, silver and gold.

Candle: This is a cylindrical stick of wax or tallow with a central wick. Wax is a substance secreted by bees while tallow is rendered from animal fat.

TABLE 7-4D: ILLUMINATION

Item	D&D	Weight (lb)	Range (ft)	Duration (hr.)
	Cost			
Candelabra, 2-candle, brass	1 gp	1/2 lb.	7	1
Candelabra, 2-candle, glass	8 sp	1/2 lb.	7	1
Candelabra, 2-candle, pewter	5 sp	1/2 lb.	7	1
Candelabra, 2-candle, wood	1 sp	1/2 lb.	7	1
Candelabra, 3-candle, brass	15 sp	1/2 lb.	8	1
Candelabra, 3-candle, glass	12 sp	1/2 lb.	8	1
Candelabra, 3-candle, pewter	9 sp	1/2 lb.	8	1
Candelabra, 3-candle, wood	4 sp	1/2 lb.	8	1
Candelabra, 8-candle, gold	35 gp	2 lb.	15	1
Candelabra, 8-candle, silver	20 gp	1 lb.	15	1
Candelabra, 16-candle, gold	45 gp	6 lb.	20	1
Candelabra, 16-candle, silver	25 gp	3 lb.	20	1
Candle, 12-hour	2 gp	1/2 lb.	5	12
Candle, Timekeeping	varies	-	5	varies
Candle, Tallow	3 cp	-	5	2
Candle, Wax	1 cp	-	5	1
Candlestick, gold	20 gp	2 lb.	-	-
Candlestick, gold hand-held	3 gp	1 lb.	-	-
Candlestick, silver	12 gp	1 lb.	-	-
Candlestick, silver hand-held	5 sp	1/2 lb.	-	-
Lamp	1 sp	1	15	6/pint
Lantern, beacon	150 gp	50	240 ft. long cone 80 ft. diameter	3/pint
Lantern, bullseye	12 gp	3	60-ft. long cone 20 ft. diameter	6/pint
Lantern, hooded	7 gp	2	30	6/pint
Lantern, waterproof	37 gp	2	30	6/pint
Oil, fire	10 gp	2	5	10 min
Oil, lamp	1 sp	1	-	6/pint
Sunrod	2 gp	1	30	6
Torch	1 cp	1	20	1

TABLE 7-4H: ILLUMINATION

Item	HM	Weight (lb)	Range (ft)	Duration (hr.)	Base Availability		
					Hi	Med	Low
Candelabra, 2-candle, brass	1 gp	1/2 lb.	7	1	95	85	75
Candelabra, 2-candle, glass	9 sp	1/2 lb.	7	1	95	80	60
Candelabra, 2-candle, pewter	6 sp	1/2 lb.	7	1	95	85	75
Candelabra, 2-candle, wood	1 sp	1/2 lb.	7	1	95	85	75
Candelabra, 3-candle, brass	16 sp	1/2 lb.	8	1	95	75	55
Candelabra, 3-candle, glass	13 sp	1/2 lb.	8	1	95	70	45
Candelabra, 3-candle, pewter	1 gp	1/2 lb.	8	1	95	75	55
Candelabra, 3-candle, wood	4 sp	1/2 lb.	8	1	95	75	55
Candelabra, 8-candle, gold	36 gp	2 lb.	15	1	95	50	1
Candelabra, 8-candle, silver	22 gp	1 lb.	15	1	90	45	10
Candelabra, 16-candle, gold	45 gp	6 lb.	20	1	70	30	1
Candelabra, 16-candle, silver	25 gp	3 lb.	20	1	80	35	2
Candle, 12-hour	2 gp	1/2 lb.	5	12	95	85	75
Candle, Timekeeping	1-10 sp	-	5	varies	90	70	40
Candle, Tallow	3 cp	-	5	2	95	90	85
Candle, Wax	1 cp	-	5	1	95	90	85
Candlestick, gold	20 gp	2 lb.	-	-	80	50	20
Candlestick, gold hand-held	4 gp	1 lb.	-	-	80	50	20
Candlestick, silver	13 gp	1 lb.	-	-	90	60	30
Candlestick, silver hand-held	6 sp	1/2 lb.	-	-	90	60	30
Lamp	2 sp	1	15	6/pint	95	90	85
Lantern, beacon	150 gp	50	240 ft. long cone 80 ft. diameter	3/pint	85	75	60
Lantern, bullseye	12 gp	3	60-ft. long cone 20 ft. diameter	6/pint	90	85	80
Lantern, hooded	7 gp	2	30	6/pint	90	85	80
Lantern, waterproof	42 gp	2	30	6/pint	80	60	40
Oil, fire	10 gp	2	5	10 min	60	40	25
Oil, lamp	6 cp	1	-	6/pint	90	85	80
Sunrod	5 gp	1	30	6	60	30	1
Torch	1 cp	1	20	1	95	90	85

Candle, Timekeeping: This is a candle with graduated markings to indicate how long the candle has been burning. Timekeeping candles may be made of tallow or wax. A timekeeping candle may be a standard 1-hour or 12-hour candle. Like standard candles, they illuminate a 5-foot radius.

Candlestick: This device is a candleholder for a single candle. A widened ledge, upon which the candle sits, protects the bearer's hand from hot drippings.

Lamp: This device includes a wick that draws oil from a reservoir. It is usually encased in glass.

Lantern: A hooded lantern is a standard lantern with shuttered or hinged sides. It is not directional, as its light is cast equally in all directions. Glass sides and waterproofing can be added to ensure the lantern is not disabled by exposure to moisture.

A bullseye lantern has only a single shutter, the other sides being highly polished to reflect the light in a single direction. Both hooded and bullseye lanterns can be carried in one hand. More information on the bullseye and hooded lanterns can be found in Chapter 7: Equipment in the *D&D Player's Handbook*.

The beacon lantern is a much larger affair and is typically mounted on the prow of a ship, the bed of a wagon or other large structure. It operates like the bullseye lantern but illuminates a cone of 120 feet long and 40 feet wide at the end. The beacon also burns oil twice as fast (3 hours per pint of oil).

Oil, Fire: Fire oil (also known as "Greek fire" in some worlds, such as Garweeze Wurd) is a volatile substance used to quickly start a fire. It usually comes in a ceramic or glass bottle sealed with a rag or cork stopper and wick. A pint of fire oil burns for 10 minutes in a lamp or lantern, or for one round if poured on the ground (where it does 1d6 points of damage to each creature in its 5-foot area). If

using a flask of fire oil as a weapon, see Thrown Splash Weapon in Chapter 8: Combat, in the *D&D Player's Handbook*. Treat fire oil as alchemist's fire, with the following notes: As fire oil typically comes readied with fuse or wick, there is no need to prepare one (as you would with normal lamp oil) before throwing. There is a 75% chance that a prepared flask of fire oil ignites upon impact.

Oil, Lamp: Lamp oil is less volatile than fire oil and burns longer. For more information on lamp oil, or using a flask of lamp oil as a weapon, see the oil in Chapter 7: Equipment, of the *D&D Player's Handbook*.

Sunrod: See Chapter 9: Concoctions.

Tindertwig: See Chapter 9: Concoctions.

Torch: A torch is a wooden stick with one end wrapped in oil- or pitch-soaked rags. In some areas, the torch is still known by its Ancient Kalamaran name, "akiror." A torch illuminates a 20-foot radius and burns for one hour.

MISCELLANEOUS

Air Bladder: This is a weighted sack of animal hide that can be tied off and used by swimmers as an auxiliary 5-minute air supply when diving in deep water or subterranean caverns.

Bridle Cutter: A long-handled tool with short ax blades set at various angles. Cutting an opponent's bridle or reins gives that opponent a -2 to Ride checks (or a -10% penalty to his riding skill checks).

Caltrops: Caltrops are spiked metal jacks, typically used to slow down or injure mounts or enemies with light foot covering. Intelligent creatures can easily avoid them with care. For more

TABLE 7-5D: MISCELLANEOUS GEAR

Item	D&D Cost	Weight (lb.)
Air bladder	15 gp	-
Bridle cutter	3 gp	4
Caltrops	1 gp	2
Chain, heavy (10 foot)	40 gp	5
Chain, light (10 foot)	30 gp	2
Chain, Measuring	3 cp	25
Chalk (1 piece)	1 cp	-
Fire-starting bow	1 sp	1/2
Firewood (1 day)	1 cp	20
Fish trap	5 cp	2
Fishhook	1 sp	-
Fishing line (20 feet)	4 cp	-
Fishing net (25 square foot)	4 gp	5
Fishing net, hand	5 sp	1
Flag, small	1 sp	-
Flag, large	2 gp	2
Flint and steel	1 gp	-
Grappling hook	1 gp	4
Hook, bronze	8 sp	1/2
Hook, steel	5 sp	1/2
Jester's Kit	5 gp	10
Khajeni	6 gp	5
Ladder, 10 foot-	5 cp	20
Lard (pint)	5 cp	1
Lock, very simple	20 gp	1
Lock, average	40 gp	1
Lock, good	80 gp	1
Lock, amazing	150 gp	1
Lock, padlock, very simple	25 gp	1
Lock, padlock, average	45 gp	1
Lock, padlock, good	85 gp	1 1/2
Lock, padlock, amazing	155 gp	1 1/2
Manacles	15 gp	2
Manacles, masterwork	50 gp	2
Marbles	15 gp	1/2
Mirror, small steel	10 gp	1/2
Outfitting bundle, basic excursion	10 gp	7
Outfitting bundle, extended excursion	25 gp	16
Outfitting bundle, prolonged excursion	50 gp	25
Outfitting bundle, basic dungeon	15 gp	16
Outfitting bundle, extended dungeon	30 gp	35
Outfitting bundle, basic overland	20 gp	30
Outfitting bundle, extended overland	35 gp	75
Pell	5 sp	5
Piton	1 sp	1/2
Pole, 10 foot-	2 sp	8
Pole, 10 foot-, collapsible	10 gp	12
Quintain	2 gp	10
Ram, portable	10 gp	20
Rations, trail (per day)	5 sp	1
Rope, hemp (50 ft)	1 gp	10
Rope, silk (50 ft)	10 gp	5
Sewing needle	5 sp	-
Signal whistle ²	8 sp	-
Soap (per pound)	5 sp	1
Soap, perfumed (per pound)	9 sp	1
Spyglass	1,000 gp	1
Tinderbox	3 sp	1/2
Vial, ink or poison (empty)	1 gp	0
Water clock	1,000 gp	200
Masterwork (miscellaneous items)	+50 gp	-

1) For small characters, divide the weight and volume by 4.
2) These items weight little individually but ten together weigh approximately 1 pound.

information on caltrops, see Chapter 7: Equipment, of the *D&D Player's Handbook*.

HackMaster: *The exact effect of caltrops depends on how many are thrown. The basic density is 10 in 25 square feet (one 5-foot by 5-foot square). Any creature stepping into this area must make a saving throw versus paralyzation. Characters use their Dexterity reaction bonus (or penalty) on this save. Success indicates that the character has avoided all the dangers, failure means that it has stepped on one and suffers 1d4 points of damage. It must also immediately halt its movement that round. Note that creatures moving at one-third their normal speed need make no save; they can pick their way through and avoid all the caltrops automatically.*

With only five caltrops in a 25-square-foot area, the creature gains +4 to its saving throw. For every full five used beyond the base ten, the creature suffers -2 on its save.

A creature must remove a caltrop before continuing movement, a process that takes one full round. It must then make a second saving throw versus paralyzation (without any Dex bonus for reaction adjustment) to see if it has gone lame. A lame creature is reduced to one-third movement for 24 hours until magically healed (restoring all of the points of damage inflicted by the caltrops) or just 1d4 hours with a successful use of the healing skill.

Clever thieves can also improvise caltrops, though the GM will certainly apply modifiers to saving throws. For example, a thief with a bag of nails and a sack of potatoes could make fairly effective caltrops (+2 on creatures' initial saving throws versus paralyzation to avoid all the spikes).

Chain: Chain links are available in various gauges, and are usually cast from iron. Common designs include light and heavy varieties.

D&D players can find rules on breaking common light chains in Chapter 7: Equipment, in the *D&D Player's Handbook*. Heavy chains require a more difficult Strength check (DC 28), and have hardness 10 and 10 hit points.

Chain Breaking in HackMaster:

Light: half of bend bars/lift gates %, min AC 2, effective armor points 4, hit point range 12-36, damaged by crushing attacks.

Heavy: one-third of bend bars/lift gates %, min AC 0, effective armor points 5, hit point range 18-48, damaged by crushing attacks.

Chain, Measuring: This is a light chain generally sold in 60-foot lengths. It has markings every 2 feet for measuring distance.

Chalk: These writing instruments are available in 4-inch sticks with a diameter of about 1/2 inch. They are quite useful for marking waypoints when traveling in a dungeon.

Cushions: See Chapter 12: Lodging.

Fire-starting Bow: This small, bow-like piece of wood holds a wooden stick upright so that it can be rapidly spun. While resting on another piece of wood, the resulting heat of friction between the two starts a fire. Lighting a fire with a fire-starting bow takes two full-round actions.

Firewood: This bundle of wood generally comes wrapped in thin twine. It is a sufficient amount for one day's use.

Fish Trap: A fish trap consists of a wooden cage linked together with rope and sufficiently weighted to remain submerged. Contrary to its name, this device is not actually used to catch fish. Instead, it

holds caught fish underwater while the fisher continues his or her task.

Fishhook and Fishing Line: Using a fishhook and fishing line grants a +2 circumstance bonus to Survival checks when fishing (+10% bonus to fishing skill checks in HackMaster), provided there is an ample source of fish nearby.

Fishing Net: Using a fishing net grants a +2 circumstance bonus to Survival checks for fishing (+10% bonus to fishing skill checks in HackMaster), as long as there is an ample source of fish nearby.

Fishing Net, Hand: This type of net is suspended from a wooden hoop with an attached wooden handle. It is used in conjunction with a fishing line to ensure fish don't fall back in before being captured.

Flag: Size and designs of flags vary, depending upon owner and region. Patterns are either sewn into the base fabric of the flag, or dyed/painted on. Large flags give a +2 circumstance bonus to be spotted (or +1 for small flag.s)

Flint and Steel: This is a useful tool for generating sparks when trying to light a fire. Using this item is a full-round action.

Grappling Hook: This is a thick metal hook with two to four prongs facing at 90 degrees from one another. Grappling hooks are connected to one end of a long rope for use in climbing (usually walls).

D&D players can find more information on securing grappling hooks in Chapter 7: Equipment, in the *D&D Player's Handbook*. Use of a grappling hook steadies the rope and grants a +2 circumstance bonus to Climb checks.

HackMaster: A character can throw a grappling hook upward a distance in feet equal to one-third of his Strength score (rounded up) times 10. For example, a character with a 12 Strength could throw a grappling hook 40 feet vertically. The character can throw a grappling hook a horizontal distance equal to the vertical distance, unless he has enough room to swing the hook in a circle several times before the cast. In this case, if a character has the area within 10 feet from his body cleared of obstacles, he can throw the hook twice as far horizontally as he could vertically. (Throwing a grappling hook normally has a speed factor of 3, spinning to throw it horizontally has a speed factor of 7. A grappling hook used as a weapon inflicts 1d6-1 points of damage on creatures of Small or lesser size, 1d6-2 on Man-sized creatures, and 1d6-3 on creatures of Large or greater size).

Throwing a grapple takes one round. Table 6C: Grappling Success indicates the chance for success when throwing a grappling hook. A character of the thief group (but not characters of any other class) can add his experience level to the roll.

For an ice wall, the GM must determine which structure listed in that table most closely matches the shape of the wall, if it can catch a grapple at all. If a character is directly underneath his target, and the unmodified die roll on the throw is 1-5, the falling hook strikes the thrower for 1d6 points of damage.

A "miss" result indicates that the grapple has not caught at all. Reeling in the rope and retrieving the iron for another attempt after a failure takes 1d4 rounds.

A "catch and slip" result means that the grapple seems to have caught solidly, as far as a character pulling on the rope can tell. In reality, the grapple slips free after 1d6 rounds of supporting a load. Characters who pull on the rope for that many rounds are able to dislodge the hook, so characters with functioning

TABLE 7-5H: MISCELLANEOUS GEAR

Item	HM Cost	Weight (lb.)	Base Availability		
			Hi	Med	Low
Chain, heavy (10 foot)	4 gp	5	95	85	70
Chain, light (10 foot)	3 gp	2	95	85	70
Chalk (1 piece)	1 cp	-	95	85	70
Firewood (1 day)	1 cp	20	95	90	85
Fishhook	1 sp	-	95	90	85
Fishing net (25 square foot)	4 gp	5	90	85	80
Flint and steel	5 sp	-	90	85	80
Grappling hook	8 sp	4	90	85	80
Jester's Kit	8 gp	10 lb.	70	60	50
Ladder, 10 foot-	5 cp	20	95	90	85
Lock, very simple	20 gp	1	90	85	80
Lock, average	50 gp	1	90	85	80
Lock, good	100 gp	1	90	85	80
Lock, amazing	175+ gp	1	80	60	40
Mirror, small steel	10 gp	1/2	90	85	80
Piton	3 cp	1/2	90	85	80
Rations, trail (per day)	3 gp	1	85	80	75
Rope, hemp (50 ft)	1 gp	10	90	85	80
Rope, silk (50 ft)	10 gp	5	70	60	50
Sewing needle	5 sp	-	95	90	85
Signal whistle ²	8 sp	-	90	85	80
Soap (per pound)	5 sp	1	90	85	80
Soap, perfumed (per pound)	1 gp	1	90	80	60
Spyglass	1,000 gp	1	80	65	50
Tinderbox	3 sp	1/2	95	90	85
Water clock	1,000 gp	200	80	75	60

1) For small characters, divide the weight and volume by 4.
2) These items weight little individually but ten together weigh approximately 1 pound.

brains (and time) check the grapple for six rounds whenever possible.

A "catch" result indicates that the grapple is securely fastened and ready for use.

A thrown grappling hook does not make as much noise as a hammered spike, but it is not silent. A successful throw can be heard automatically for 50-100 ((1d6+4) x10) yards in ideal conditions; an unsuccessful throw raises an audible clang 100-400 (1d4 x10) yards away. A successful detect noise check allows a character to hear the grapple at double that range. The GM may allow certain conditions to reduce these ranges. A thief can cut these ranges in half by using a muffled grapple (one with padding or coarse cloth around most of the metal).

Climbing a wall using a grappling hook and rope adds +40% to the normal climb walls chance.

HACKMASTER GRAPPLING SUCCESS

Grapple Target	Miss	Catch and Slip	Catch
Stone Parapet	1-72	73-78	79-100
Stone Wall Top	1-83	84-89	90-100
Tree Branches	1-66	67-70	71-100
Rocky Ledge	1-88	89-93	94-100
Wooden Wall	1-70	71-74	75-100

HACKMASTER SPECIAL FUNCTION ARROWS*

Arrow Type	Special Effects
Major Grapple	+15 for stone parapet, tree branches; +10 for rocky ledge, wooden wall; +5 to stone wall top
Minor Grapple	+10 for stone parapet, tree branches; +5 to all others

Chapter 7: Tools, Gear and Equipment

Stone Biter	+10 for stone parapet, stone wall top; +5 for wooden wall
Stone Biter, Adamantite	+20 for stone parapet, stone wall top; +5 for wooden wall
Wood Biter	+15 for tree branches and wooden walls

*This table shows modifiers to dice rolls on Table 7-12H: Grappling Success, when using a special function arrow.

Broken Glass Dangers: *Thieves need to watch out for GMs (or PCs) who set shards of glass into walls to sever the rope of a grappling line in 2d6 rounds. Broken glass is best set into the tops of walls, of course. In this case, the GM may allow a thief near the top of the wall a Dexterity check to avoid falling as the rope severs. Success means that his hands are now impaled on savagely sharp wedges of glass coated in dust and filth, inflicting 1d4+1 points of damage per round (and probably giving him some disease if he lives long enough to worry about it).*

Hook: This curved metal bar is typically mounted on a wall and used to hang items on.

Jester's Kit: This collection of tiny musical horns, wooden balls, face paint and other similar materials gives a +2 circumstance bonus to Perform (act) or Perform (comedy) checks.

HackMaster: *This kit provides a +10% bonus to interpret/perform mime, mocking jig, joke telling and taunting skill checks.*

Khajeni: This is an ornate copper or tin water-pipe in which tobacco is smoked. The khajeni sits in the center of the company, with a chamber for lit tobacco, the smoke of which is drawn down through a tube to a chamber with gently boiling water and released through a flexible tube which is passed around from person to person. The tobacco is flavored, frequently with apple or other fruitlike additives, and is pleasant and strong, providing an enjoyable experience.

Ladder: Almost all ladders are straight, simple and made of wood.

Lard: Lard (rendered hog fat) is used as a lubricant, generally for metal items and/or moving parts. The clock tower of Geanavue, or some dungeon traps, are two items that may need routine lubrication to function properly.

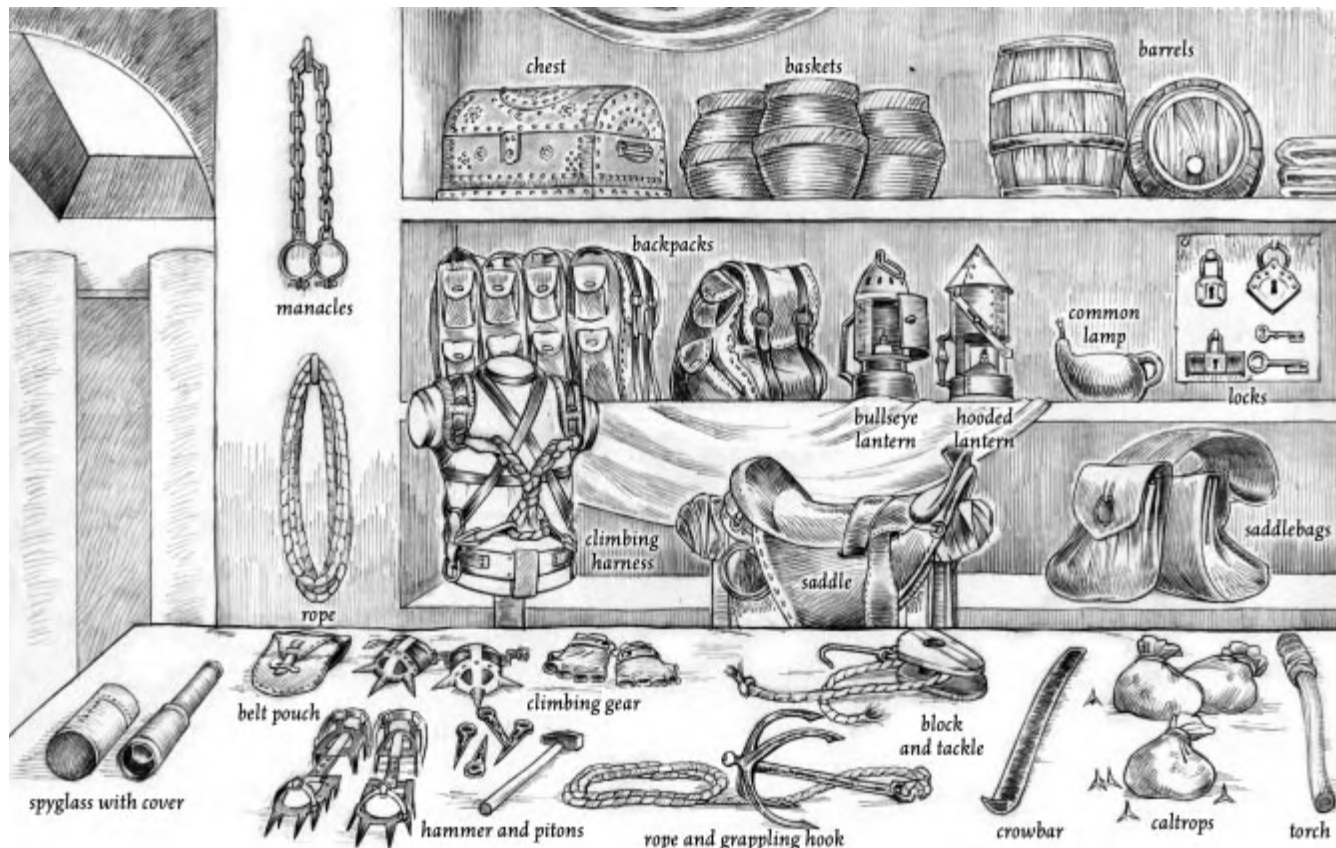
Lock: Lock styles vary, with quality determining the DC to open the lock (anywhere from 20 to 40 generally). Locks can be ordered that are integral to doors or chests. Removable padlock designs are also available.

HackMaster: *The GMG and Griftmaster's Guide discuss locks in greater detail.*

Manacles: These metal wrist or ankle bracelets are secured in place with a lock or rivet, and generally attached to chains. D&D players can find rules information on manacles in Chapter 7: Equipment, in the *D&D Player's Handbook*.

Marbles: Sometimes used as a toy for wealthy children, these round, polished pieces of stone or glass can also be useful in slowing down or tripping an opponent. One bag is enough to sufficiently cover a level area of 5 square feet. A Balance check (DC 15) is required for all subsequent creatures moving through or fighting in the area. Success means the creature may move for half its speed that round. Failure stops the creature from moving for one round and failure by five or more causes the creature to fall.

HackMaster: *When unleashed upon a smooth floor (best when it is stone or marble), marbles roll and impede any creature moving over them. These creatures have their movement slowed to half normal or else must make Dexterity checks each round. On failure, the creature falls and must spend one full round regaining its footing. A creature that tries to move faster than its normal (walking) movement rate (including encumbrance and any other factors) suffers a -2 penalty on his effective Dexterity for this check and suffers 1d4 points of damage when he falls.*



Mirror: These are typically highly polished circles or rectangles of metal or glass. The dull side is often painted with a dark cover or attached to a piece of cork or felt.

Outfitting Bundle, Basic Excursion: This pack contains one flask of water, one loaf of bread, dried fish, sausage, three pieces of fruit, three vegetables, needle/thread, 10 feet of hemp rope and a whetstone, with the consumable items lasting three days.

Outfitting Bundle, Extended Excursion: This pack contains three flasks of water, four loaves of bread, sausage, six pieces of fruit, five potatoes, three carrots, one onion, needle/thread, 10 feet of hemp rope, one flask lamp oil, whetstone and a wool blanket, with the consumable items lasting seven days.

Outfitting Bundle, Prolonged Excursion: This pack contains three flasks of water, one flask of cut ale, eight loaves of bread, two blocks of hard cheese, pickled fish, blood sausage, five days worth of trail rations, one jar of honey, one jar of jam, pressed dates, one dozen eggs, 5 pounds of smoked venison, needle/thread, 10 feet of hemp rope, whetstone, flint and steel, a tinderbox and two flasks of lamp oil, with the consumable items lasting fourteen days.

Outfitting Bundle, Basic Dungeon Crawl: This pack contains one flask of water, one loaf of bread, sausage links, one wedge of cheese, one apple, needle/thread, 10 feet of hemp rope, whetstone, five pitons and ten torches, with the consumable items lasting one day.

Outfitting Bundle, Extended Dungeon Crawl: This pack contains one flask of water, two loaves of bread, one jar of honey, one jar of nuts, three days worth of trail rations, three potatoes, one radish, smoked beef, whetstone, ten pitons, twenty torches, two flasks of lamp oil and a piece of chalk, with the consumable items lasting for three days.

Outfitting Bundle, Basic Overland Excursion: This pack contains one flask of water, one wedge of cheese, smoked venison,

one loaf of bread, peppered sausage, one apple, two carrots, two bags of oats (horse feed), one woolen blanket, one chopper and 10 feet of hemp rope, with the consumable items lasting for two days.

Outfitting Bundle, Extended Overland Excursion: This pack contains two flasks of water, two loaves of bread, five pickled eggs, smoked sausage, five pieces of fruit, five vegetables, 10 feet hemp rope, whetstone and six bags of oats (horsefeed), with the consumable items lasting for about seven days.

Pell: A pell is a wooden post with targets painted or attached to it. Fighters often use pells to practice their swordsmanship.

Piton: A piton is an iron spike with a hole in one end, generally used to hold objects in place or as a support for climbing. In D&D, a piton or pitons act as a ledge or ledges, reducing a wall Climb DC 11+ to DC 10. For wall Climb DCs of 10 or below, use of a piton or pitons grants a +1 circumstance bonus to wall Climb checks.

Another function of a piton is to shorten the distance that a character falls, should such an accident occur. If, for example, a character hammers in a piton 200 feet up the face of an underground cliff, and then connects a rope between himself and the piton, he has protected himself against falling the entire distance. If, 20 feet farther up, he loses his grip, he only falls 40 feet (20 feet down to the piton, and another 20 feet to use up the slack in his rope). The character takes falling damage of 40 feet as he is caught tight by the rope and banged against the wall, but is saved from suffering the falling damage of 200 feet.

D&D users can find more information on falling damage in Chapter 8: Glossary, in the *D&D Dungeon Master's Guide*.

HackMaster: *A climber can hammer these into a normal rock surface and use them to anchor a rope that subsequently protects a climbing character against falls. The character must have a hammer and spend 1d4 rounds pounding in each piton. The clanging of such activity can be heard up to a mile away in*



Chapter 7: Tools, Gear and Equipment

windless conditions, though this requires a successful detect noise check beyond 200 yards. Putting a piton in a very smooth surface takes 2d4 rounds per spike.

Whenever a piton is called upon to arrest a fall, as in the above example, there is a 5% chance per 100 pounds supported that it gives way. For example, if two roped together 100-pound half-elves rely upon a piton to arrest their fall, the piton has a 10% chance of popping free. If the piton comes free, the characters fall the full distance to the ground (or twice the distance of rope to the next piton). Characters can help prevent such accidents, or at least lessen the injuries from them, by using more than one piton.

Pole, 10-Foot: These poles are made of sturdy wood and typically used to probe the floor or ground ahead, searching for pit traps or quicksand. The collapsible variety is held together by a single interior rope running through a central hole in the wooden rods and knotted on the ends. The individual pieces of wood fit snugly together via male to female mating joints. Collapsible poles are designed in five sections of 2 feet each. If wielding a 10-foot pole as a weapon, use the statistics for a quarterstaff.

HackMaster: Thieves in Garweeze Wurld often use a special version of this pole in their work. It has notches cut into it at regular intervals (approximately every two feet, often alternating on each side so that each notch is but one foot from one on the opposite side) to enable the thief to climb using it. Proper use of the climbing pole requires the user to set it at a suitable angle against the wall. Thieves often do not need such an item, but it can be quite useful in dealing with very slippery or smooth surfaces, walls made with broken glass shards in the mortar, and similar unusual cases.

Quintain: Similar to a pell, this is a device designed for use in martial training and practice. However, it is specifically geared toward mounted combat. The quintain has a target attached to a long arm radiating out from a central support pole. The radial arm is designed to rotate when hit.

Ram, Portable: This device is a stout piece of timber with wooden or metal handles and a flat plate on the end. Unlike larger rams, it is too small to be effective as a siege weapon. D&D players can find more information in Chapter 7: Equipment, in the *D&D Player's Handbook*.

Rations, Trail: Rations is a generic term for foodstuffs that are suitable for travel. Trail rations typically consist of dried meats and/or vegetables, bread, nuts and berries.

Rope: Rope is available in both hemp and silk, and is commonly found in 50-foot lengths. D&D players can find rules information in Chapter 7: Equipment, in the *D&D Player's Handbook*.

HackMaster: *Hempen: Strength check vs. one-third Str to break, min AC 6, effective armor hit points 0, hit point range 2-5, damaged by backing weapons*

Silk: Strength check vs. one-fourth Str to break, min AC 5, effective armor hit points 0, hit point range 3-8, damaged by backing weapons

Sewing Needle and Thread: These are incredibly useful for mending clothing, tents or pouches.

Signal Whistle: This carved wooden device is used to send secret signals or messages. Range can be up to a half mile in favorable conditions.

Soap: This is a cleaning agent rendered from fat.

Spyglass: This device consists of a hollow metal tube housing one or more lenses. Typical designs allow one to see an object at twice its size.

Tinderbox: This tiny waterproof box contains dry organic material (such as leaves, grass or bark) suitable for starting a fire.

Vial: A tiny glass bottle, usually sealed with a stopper, used to hold poisons or potions. Other materials such as opaque ceramic or metal are also available.

Water Clock: This large, elaborate mechanical device takes advantage of dripping water to keep time. It is generally only found in the homes of the nobles, royalty or wealthy devotees of arcane lore.

PRECIOUS METALS

Certain refined metals have a fixed value based on the value of their finished product. Raw ores for these metals can vary in price depending on the purity of the ore and the nature of the by-products left over when refining it. For metals that have a variable value listed, this reflects the market prices in various regions of Tellene. Higher prices are generally commanded in larger cities where people understand the value of such materials and have better access to those skilled in working with them.

RELIGIOUS

Altar Cloth: This decorative covering is placed over an altar before services are performed. The altar cloth comes in a variety of styles and fabrics, including linen, velvet, silks, gold brocade and other dyed cloths. Specific requirements are dictated by the particulars of the church's faith.

Aspergillum: These mace-like devices have a hollowed out head (and sometimes shaft, as well), used to sprinkle holy water during

TABLE 7-6D: PRECIOUS METALS

Item	D&D	Weight (lb.)
	Cost	
ingot, adamantine	44 gp - 250 gp	1
ingot, bronze	7 sp	1
ingot, copper	5 sp	1
ingot, electrum	25 gp	1
ingot, gold	50 gp	1
ingot, iron	1 sp	1
ingot, lead	3 sp	1
ingot, mithral	22-200 gp	1
ingot, platinum	500 gp	1
ingot, silver	5 gp	1

TABLE 7-6H: PRECIOUS METALS

Item	HM Cost	Weight (lb.)	Base Availability		
			Hi	Med	Low
ingot, adamantine	750 gp	1	15	3	1
ingot, bronze	3 sp	1	95	80	60
ingot, copper	5 sp	1	95	85	75
ingot, electrum	25 gp	1	80	60	40
ingot, gold	50 gp	1	85	65	45
ingot, iron	1 sp	1	95	90	85
ingot, lead	3 sp	1	95	85	75
ingot, mithral	75 gp	1	40	20	1
ingot, platinum	250 gp	1	80	60	40
ingot, silver	5 gp	1	90	80	70

religious ceremonies. It can be made from a variety of materials including bronze, iron, silver and gold. Common sizes typically hold about three pints of water. If used in melee it counts as a ranged touch attack (standard action) against a target within melee reach. Even normal maces are sometimes referred to as “holy water sprinklers,” though in that case the “water” referred to is actually blood.

Brazier: This metal container holds hot coals, a large amount of incense or other burnt sacrifice. Sizes range from about 18 inches in diameter to 4 or even 6 feet for Medium and Large respectively. Large and Medium braziers are typically installed in shrines and temples while the field variety is designed to be portable. They are made of bronze or iron, though silver or gold plating is sometimes added. Braziers are not generally intended as a good source of illumination, though they do provide warmth.

Candle, Temple: Temple candles are made of wax, and are generally thicker and longer than comparable secular candles. See the Illumination section for more details on candles.

Canon or Prayer Book: Each major religion on Tellene has a book that defines its precepts and practices. Each are described in Chapter 6: Religion, of the *KINGDOMS OF KALAMAR Player's Guide*. Some religions also have supplemental prayer books available. The contents of these lesser books vary depending upon the region and religion.

Censer: A censer is a metal container used to hold burning incense. It is often suspended from a short rope or chain so that it can be gently swung to disperse the smoke in a wider path. The censer is generally only used during ceremonies.

Chalice: This is an often-ornate cup used for drinking liquids or as symbolism during religious ceremonies.

Divine Focus: See holy symbol.

Holly and Mistletoe: Though they have other uses, these plants are the default divine focus for druids and rangers.

Holy Symbol: A holy symbol is an item of spiritual significance for its bearer. When used as a component of divine spells, it is

TABLE 7-7D: RELIGIOUS ITEMS

Item	D&D	
	Cost	Weight
Altar cloth, linen	15 gp	*
Altar cloth, velvet	30 gp	*
Altar cloth, silk	35 gp	*
Altar cloth, gold brocade	40 gp	*
Altar cloth, dyed	+5 gp	*
Aspergillum, bronze ¹	8 gp	2 lb.
Aspergillum, iron ¹	10 gp	3 lb.
Aspergillum, silver ¹	20 gp	3 lb.
Aspergillum, gold ¹	45 gp	3 lb.
Brazier, field, bronze	4 gp	5 lb.
Brazier, field, iron	6 gp	6 lb.
Brazier, field, silver	15 gp	6 lb.
Brazier, medium, bronze	17 gp	25 lb.
Brazier, medium, iron	22 gp	30 lb.
Brazier, medium, silver	30 gp	30 lb.
Brazier, medium, gold	70 gp	60 lb.
Brazier, large, bronze	30 gp	75 lb.
Brazier, large, iron	40 gp	80 lb.
Brazier, large, silver	70 gp	80 lb.
Brazier, large, gold	110 gp	160 lb.
Candle, temple (per ft.)	1 gp	1/2 lb.
Canon or prayer book ^{1,2}	10 gp	3 lb.
Canon or prayer book, compact ¹	15 gp	1 lb.
Censer, brass	1 gp	1 lb.
Censer, gold	5 gp	4 lb.
Censer, silver	3 gp	2 lb.
Chalice	1 gp	1/2 lb.
Chalice (ornate)	10+ gp	1/2 to 1 lb.
Holly and mistletoe (per sprig)	2 cp	-
Holy symbol, bronze	10 gp	1 lb.
Holy symbol, gold	50 gp	2 lb.
Holy symbol, iron	5 gp	1 lb.
Holy symbol, silver	10 gp	1 lb.
Holy symbol, wood	1 gp	-
Incense	5 cp/dozen	1 lb.
Incense, exotic	15 gp	*
Incense burner	1 gp	1 lb.
Pilgrimage badges	1 cp	-
Prayer beads	1 gp	-
Prayer rug	3 gp	12 lb.
Reliquary, granite ¹	40 gp	40 lb.
Reliquary, spruce ¹	20 gp	5 lb.
Snuffing bell	6 gp	4 lb.

1) These items weigh one-quarter this amount when made for Small characters.

2) The price listed for these prayer books is typical. For a canon book of a particular faith, the prices can vary widely. See page 96 of the *Kingdoms of Kalamar Player's Guide* for more information.

TABLE 7-7H: RELIGIOUS ITEMS

Item	HM Cost	Weight	Base Availability		
			Hi	Med	Low
Altar cloth, linen	15 gp	*	100	90	70
Altar cloth, velvet	30 gp	*	80	70	60
Altar cloth, silk	35 gp	*	60	50	40
Altar cloth, gold brocade	40 gp	*	70	50	30
Altar cloth, dyed	+5 gp	*	95	90	80
Aspergillum, bronze ¹	8 gp	2 lb.	90	80	70
Aspergillum, iron ¹	10 gp	3 lb.	90	80	70
Aspergillum, silver ¹	20 gp	3 lb.	60	50	40
Aspergillum, gold ¹	45 gp	3 lb.	50	40	30
Brazier, field, bronze	4 gp	5 lb.	50	40	30
Brazier, field, iron	6 gp	6 lb.	50	40	30
Brazier, field, silver	15 gp	6 lb.	40	30	20
Brazier, medium, bronze	17 gp	25 lb.	60	50	40
Brazier, medium, iron	22 gp	30 lb.	60	50	40
Brazier, medium, silver	30 gp	30 lb.	50	40	30
Brazier, medium, gold	70 gp	60 lb.	40	30	20
Brazier, large, bronze	30 gp	75 lb.	50	40	30
Brazier, large, iron	40 gp	80 lb.	50	40	30
Brazier, large, silver	70 gp	80 lb.	40	20	10
Brazier, large, gold	110 gp	160 lb.	30	20	10
Candle, temple (per ft.)	1 gp	1/2 lb.	100	90	80
Canon or prayer book ^{1,2}	10 gp	3 lb.	99	90	80
Canon or prayer book, compact ¹	15 gp	1 lb.	90	80	70
Censer, brass	1 gp	1 lb.	95	85	75
Censer, gold	5 gp	4 lb.	75	65	55
Censer, silver	3 gp	2 lb.	85	75	65
Chalice	1 gp	1/2 lb.	95	90	85
Chalice (ornate)	10+ gp	1/2 to 1 lb.	90	80	70
Holly and mistletoe (per sprig)	2 cp	-	100	90	80
Holy symbol, bronze	10 gp	1 lb.	95	85	65
Holy symbol, gold	50 gp	2 lb.	95	85	80
Holy symbol, iron	5 gp	1 lb.	95	85	80
Holy symbol, silver	10 gp	1 lb.	95	85	80
Holy symbol, wood	1 gp	-	95	85	80
Incense	5 cp/dozen	1 lb.	95	85	80
Incense, exotic	15 gp	*	60	40	20
Incense burner	1 gp	1 lb.	95	95	80
Pilgrimage badges	1 cp	-	90	70	50
Prayer beads	1 gp	-	95	85	80
Prayer rug	3 gp	12 lb.	100	95	90
Reliquary, granite ¹	40 gp	40 lb.	60	30	10
Reliquary, spruce ¹	20 gp	5 lb.	80	50	30
Snuffing bell	6 gp	4 lb.	95	85	75

1) These items weigh one-quarter this amount when made for Small characters.

2) The price listed for these prayer books is typical. For a canon book of a particular faith, the prices can vary widely.

Chapter 7: Tools, Gear and Equipment

known as a divine focus. The divine focuses for the deities of Tellene can be found in the *KINGDOMS OF KALAMAR Player's Guide*.

In the hands of a cleric or paladin, a holy symbol focuses positive energy. Unholy symbols act in the same manner as holy symbols, but focus negative energy, and are only used by evil clerics. Non-spellcasting characters may also own holy symbols - as a symbol of their faith only.

On Tellene, a cleric must be associated with one particular religion for a holy symbol to be effective - there are no "default" holy symbols. See also the entry for holly and mistletoe.

Incense: Incense is a scented assembly of wood, gums or spices that releases a pleasant, fragrant smoke when burned. It is commonly used in religious ceremonies.

Incense Burner: This is a less complicated version of a censer. It is typically made of wood, incorporating a metal plate for the placement of the burning incense. An incense burner may be designed to rest upon a table, altar or be carried by hand.

Pilgrimage Badges: These devices are simple affairs (usually stiff woven cloth) that may be pinned or clasped onto a traveler's outer garments. It identifies the wearer as belonging to a particular religion, in hopes that he or she will find hospitality from other members of the same religion and, ideally, freedom from assault as a faithful servant of the gods. The latter purpose is rarely effective, as bandits and highwaymen have little regard for such devices. Even so, it is said that assaulting a peaceful, religious pilgrim bearing such a device will cause a curse to befall the instigator. One such curse might impose a -1 penalty to all skill checks until the offender atones in the eyes of the gods (HackMaster -5% to all skill checks). It is up to the DM to determine whether these curses exist, as well as their exact effect and duration.

Prayer Beads: This necklace of beads, stones or other tiny symbolic fragments (such as teeth) is a mnemonic device worn to help recall certain prayers and in what order or quantity they are to be said. The style and arrangement of the beads is specific to each faith.

Prayer Rug: A rug that covers the area in front of an altar or shrine. Penitent worshippers kneel on the rug and offer their prayers to their deity.

Reliquary: This is a box or cabinet in which clergy store religious items used for services. These items include candles, prayer books or canon, cloths and other small accoutrements. They are sometimes portable, and/or blessed to serve as a traveling altar.

Snuffing bell: A long handled, clapper-less bell used to extinguish candle flame in temples and shrines. Those of upper class often use a miniature snuffing bell to extinguish their bedside candles.

REPAIR KITS

When armor falls prey to the ravages of the elements or sees significant amounts of brutal combat, it soon becomes in need of repair. Armor can be repaired by someone with the ability and the necessary tools - included in armor repair kits.

Repairing armor requires a Craft (armorsmithing) check (DC 10 + armor's total non-magical AC bonus). The cost of repair equals 5% of the armor's cost, in addition to the cost of the appropriate repair kit. D&D players should use the method described in the Craft skill in the *D&D Player's Handbook* to determine how long it takes to make the repairs.

Armor maintenance differs from armor repair. Details on maintaining, rather than repairing, armor can be found in Chapter 3: Armor, Shields and Barding.

SEAFARING EQUIPMENT

Anchor: Except for tying up at a dock, nothing keeps a ship from drifting better than a heavy metal anchor.

Astrolabe: The astrolabe is an ancient but effective device used to determine a ship's position by, in essence, creating a miniature map of the heavens. It can also be used to determine the positions of various celestial bodies, measure the time of day or night, or determine the altitude of celestial bodies. An astrolabe consists of several

TABLE 7-8D: ARMOR REPAIR KITS

Item	D&D Cost	Weight (lb.)
Repair Kit, banded mail	20 gp	10
Repair Kit, bone	20 gp	4
Repair Kit, brigandine	10 gp	5
Repair Kit, bezainted leather, bezainted hide	5 gp	8
Repair Kit, breastplate, backplate, front plate	20 gp	8
Repair Kit, chain mail	12 gp	10
Repair Kit, chain mail, elven	25 gp	10
Repair Kit, coat or jack	45 gp	7
Repair Kit, cord	2 gp	5
Repair Kit, dwarven platemail	250 gp	25
Repair Kit, full plate	100 gp	20
Repair Kit, gambiset, soft leather, skins	1 gp	2
Repair Kit, half plate	50 gp	15
Repair Kit, hide	1 gp	3
Repair Kit, lamellar	6 gp	3
Repair Kit, leather	1 gp	3
Repair Kit, padded	5 gp	2
Repair Kit, ring mail	3 gp	5
Repair Kit, scale mail	5 gp	10
Repair Kit, splint mail	27 gp	10
Repair Kit, studded leather	10 gp	6
Repair Kit, wooden breastplate	10 gp	6
Repair Kit, wooden lamellar	10 gp	6
Repair Kit, wooden splint mail	10 gp	6

TABLE 7-8H: ARMOR REPAIR KITS

Armor Type	Kit Cost	Kit Weight	Max. Damage Restored
Banded mail	150 gp	12 lbs.	10 hp worth
Brigandine	25 gp	12 lbs.	5 hp worth
Bronze Plate mail	165 gp	15 lbs.	11 hp worth
Chain mail	60 gp	13 lbs.	7 hp worth
Field plate	500 gp	15 lbs.	17 hp worth
Full Plate	975 gp	17 lbs.	25 hp worth
Hide	12 gp	10 lbs.	4 hp worth
Leather	3 gp	8 lbs.	3 hp worth
Padded	2 gp	7 lbs.	3 hp worth
Plate mail	250 gp	15 lbs.	11 hp worth
Ring mail	10 gp	9 lbs.	3 hp worth
Scale mail	20 gp	14 lbs.	5 hp worth
Splint	100 gp	14 lbs.	10 hp worth
Studded Leather	12 gp	14 lbs.	4 hp worth

Armor repair kits are an analytically chosen set of spare parts designed to replace those most commonly damaged when the armor is subjected to extreme wear (i.e. combat). These parts are greased against rust and carefully packed into a waterproof sack along with specialized tools and extra links and rivets so as to provide a portable field service kit. Each kit is designed for a specific type of armor and cannot be used to perform field maintenance on any other variety. The table above lists the cost of each such kit, its weight and the maximum amount of damage that may be restored to a suit of armor before its inventory of spare parts is expended. Robes/garments must be repaired by a tailor.

See *The Combatant's Guide to Slaughtering Foes* for details on repairing armor.

movable disks that let the navigator set the appropriate date and time, and allows him to compare the stars in the sky to the star map on the astrolabe. The astrolabe is a very accurate navigational instrument, and grants a +5 bonus on Profession (navigator) checks when used.

Boarding Hook: Essentially a grappling hook mounted on the end of a pole, a boarding hook is used to hook onto an enemy ship's railings, grappling it in order to keep it from breaking away. A boarding hook is similar to a grappling hook. For those who are interested, Chapter 7: Naval Combat, in *Salt and Sea Dogs: the Pirates of Tellene*, has more information on attaching boarding hooks and breaking away from boarding actions.

Charts, Navigational: Various maps, charts, and tables used to convert the data gained from other instruments into useful navigational data are essential to the professional navigator. Cheap, poor-quality charts often have distortions or flat-out inaccuracies (for example, listing a region of water as safe to travel despite dangerous reefs), while high-quality maps made by professional cartographers are much more accurate.

If the navigator has no charts or information about the region the ship is traveling to, she must rely on her general geographical knowledge and hope that she points her ship in the right direction.

Poor Quality Charts: These charts are often made by people with little or no knowledge of cartography. They tend to be wildly inaccurate, and may even include pure guesswork. Most hand-drawn maps to buried swag fall into this category. At best, they give a +5 circumstance bonus to Profession (navigator) checks.

Average Quality Charts: Made by an apprentice or journeyman cartographer, these charts are usually far more accurate than those made by untrained cartographers. All the data is based on actual nautical research (though some of that research itself may be spotty). These charts give a +10 circumstance bonus to Profession (navigator) checks.

Good Quality Charts: Master cartographers often travel to the locations they are mapping and check the data firsthand. These charts are the standard for most well to do merchants and royal navies. These charts give a +15 circumstance bonus to Profession (navigator) checks.

Amazing Quality Charts: Quite simply the finest charts money can buy, these are as accurate as the mapmakers of Tellene can produce. Some might even be made with magical assistance, and a rare few are actually enchanted in their own right. Unless stated otherwise, magic maps are always considered to be Amazing quality. These charts give a +20 circumstance bonus to Profession (navigator) checks.

Compass: The most basic of navigational instruments, the compass contains a magnetic needle that always points north, allowing a navigator to determine her current course. Unfortunately, without some other tool, she cannot determine where she is, so a compass cannot be used on its own to navigate. A compass grants a +2 bonus to Profession (navigator) checks.

Cross-Staff: The cross-staff is a long, straight shaft of wood that comes with a series of crosspieces of varying lengths. It can be used to find the angle between the horizon and a fixed celestial body for navigational purposes. It serves a similar purpose as the astrolabe, but is not as accurate. If you use a cross-staff as a navigational tool, you gain a +1 bonus to your check. The cross-staff is most commonly employed by less advanced cultures.

Dead Reckoning Gear: This set of navigational equipment includes a compass, a logbook, and a crude form of speedometer which uses the time it takes a bit of flotsam thrown overboard at the bow to reach the stern to calculate a vessel's approximate speed. Each day, heading and speed are entered into the logbook, and the navigator uses that to calculate the ship's distance and bearing from a known point (such as the ship's port of sail) to estimate the ship's position. Profession (navigator) checks gain a +3 bonus while using dead reckoning.

Flag: Flags can be purchased in the colors and patterns of various nations. Pirate vessels commonly hoist a large flag with a morbid insignia (usually unique to each pirate captain) when they go into battle. For cost and weight, see the Miscellaneous section, above.

Flags, Semaphore: A complete set of signal flags. A character should have the Pantomime skill to use these effectively. (Those without the *KINGDOMS OF KALAMAR Player's Guide* can use the Speak Language (semaphore) skill.)

Gaff: This is a large hook commonly found aboard ship. For cost and weight, see the Miscellaneous section, above. Gaffs can also be used in combat (see the Miscellaneous section of Chapter 2: Weaponry).

Leg, Wooden: Pirates who have lost a leg in battle (and do not have convenient access to magical healing) often attach a wooden peg to the stump to allow them to move about. While a significant improvement over having only one leg, a wooden leg is clumsier and harder to use than a real leg. Treat a character with a peg leg as if he or she is carrying a medium load (counts as medium armor) for the purpose of abilities or skills that are restricted by armor. If the character is actually wearing armor, or carrying a load, the penalties stack.

Navigator's Kit: This kit includes an astrolabe, compass and quadrant, as well as basic measuring tools and good quality charts of the local region.

Nocturnal: This device is used to determine time rather than position. First, a ring on the device is set to the current date. A star (usually the northernmost star in the constellation of the Enlghtener) is then sighted through the hole in the middle, and an arm is rotated around until it is parallel with one side of the triangle of the Enlghtener constellation. Times are marked along the circumference of the nocturnal, and when the arm is properly placed, it marks the time. A nocturnal does not count as a navigational instrument for the Profession (navigator) skill.

Quadrant: This simple device is shaped like a quarter circle and has a small, weighted string hanging down from it. A navigator sights a star along one of the edges, then notes where along the circular edge the string hangs. This gives him the angle to the star which, when compared to star charts, gives his position. The

Sailing Gear		
Item	Cost	Weight
Anchor	30 gp	50 lb.
Astrolabe	100 gp	4 lb.
Boarding Hook	15 gp	15 lb.
Chart, poor quality	10 gp	3 lb.
Chart, average quality	20 gp	3 lb.
Chart, good quality	50 gp	3 lb.
Chart, amazing quality	100 gp	3 lb.
Compass	75 gp	1 lb.
Cross-staff	15 gp	2 lb.
Dead reckoning gear	20 gp	5 lb.
Flags, semaphore	10 gp	8 lb.
Gaff	3 gp	5 lb.
Leg, wooden	3 gp	2 lb.
Navigator's Kit	250 gp	8 lb.
Nocturnal	50 gp	4 lb.
Quadrant	15 gp	3 lb.
Sextant	500 gp	5 lb.
Sounding line	10 gp	50 lb.
Spellbook, waterproof	+50 gp	-

Chapter 7: Tools, Gear and Equipment

quadrant is more accurate than the cross-staff but less so than the astrolabe. A quadrant grants a +4 bonus on Profession (navigator) checks when used.

Sextant: The most accurate navigational device available on Tellene, the sextant utilizes mirrors to allow extremely precise calculations. The navigator looks through an eyepiece and centers the horizon on the mirror he sees. He then adjusts an arm, connected to a second mirror, until that mirror's light is reflected onto the first mirror. When the navigator sees the sun or star superimposed over the horizon, he simply notes the angle indicated on the sextant's scale. Sextants are accurate down to a tiny fraction of a degree—using one grants a +6 bonus on Profession (navigator) checks.

Sounding Line: This is a 500-foot-long coil of rope with marks every 10 feet and a large weight at the end. The weight sinks to the bottom when thrown overboard, and the depth of the ocean can be seen by reading off the length marks.

Spellbook, Waterproof: This spellbook has been specially oiled and treated to resist water damage. It is a popular item among ship mages.

Spyglass: As noted in Miscellaneous section (above), a spyglass magnifies viewed objects to twice their size. For those using Salt and Sea Dogs: the Pirates of Tellene, this item also doubles the nautical spotting distance rolled.

Sunstone: This peculiar lump of crystal allows the user to locate the sun, even through cloud cover, and provides a +2 circumstance bonus to Profession (navigator) checks. See Chapter 9: Concoctions for more information.

TALISMANS

A talisman is an item that bears the specific symbol of an individual outsider. They can be found in a variety of shapes and sizes, though most are crafted in the form of an amulet. One can use a talisman when summoning an outsider to favorably influence the creature's reaction, and to reduce the likelihood of having the creature escape the binding circle once summoned. For more information on how to use a talisman for summoning an outsider, see the *KINGDOMS OF KALAMAR Villain Design Handbook*.

Destroying a creature's talisman causes 1d10 points of nonlethal damage to the creature. Since a crafter can produce more than one talisman per individual creature it is easy to see why they could be quite valuable based on the power they give the bearer over the outsider.

Because one must know the creature's personal symbol to craft a talisman, they are impossible to make without that knowledge. In the absence of specific information on the symbol of an outsider, one can make a Knowledge (arcana) check with DC 30 (or more, depending on the relative obscurity of the creature) to determine it. After determining the appropriate symbol, the maker of a talisman uses the Craft (talisman) skill to create one. The DC for the craft check is 15 + the CR of the creature.

Talismans are not generally available on the open market. For obvious reasons, many outsiders hunt down and kill those who know how to craft such devices. Still, one can find the devices from time to time tucked away in quiet corners of the marketplace. The base price of a talisman is the creature's challenge rating times 100. This is further modified depending on the plane from which the outsider originates. Typical price modifiers for talismans associated with various types of outsiders are provided in Table 7-11: Talisman Price Modifiers. As described in the Craft skill in the *D&D Player's Handbook*, it is necessary to know the market price of an item to

determine how long and how expensive it is to craft. A masterwork talisman grants an additional +1 bonus to reaction modifier and escape modifier DC when summoning an outsider.

HackMaster: A talisman increases the chances of successful manipulation of an extraplanar being by 5%. This item is NOT the same as the demon's amulet, though some scholars believe it is a lesser reflection of that (there is no evidence to support this).

Constructing a talisman require a spellcraft skill mastery of at least 75% and a blacksmithy skill mastery of at least 75%. Thus, creating one often involves at least two people. Determining the personal symbol of a specific nefarian requires research (this is an exacting question for sages). Construction of a single talisman takes two weeks per it Hit Die of the nefarian in question.

A masterwork (1-5 on the blacksmithy skill check) talisman reduces the chances of a nefarian breaking free by half (round up, of course).

Note that nefarians are quite likely to take an interest in someone creating a talisman against them, or even seeking their symbol to do so. They will use agents, lackeys, allies, mercenaries, assassins, Invisible Stalkers, summoned monsters, followers, thugs, and anything else they can find, eventually assaulting the offenders personally. Most elemental creatures do not have talismans, only extraplanar creatures with an individual, personal identity (those capable of trading in souls).

The base cost of the talisman is 100 gp x the Hit Dice of the creature in question, modified by its plane of origin according to Table 7-10: Talisman Price Modifiers.

TABLE 7-11D: TALISMAN PRICE MODIFIERS

Plane (D&D)	Modifier
Ethereal Plane	0
Plane of Shadow	0
Astral Plane	0
Positive Energy Plane	+5%
Elemental Planes	0
Negative Energy Planes	-5%
Celestia	+20%
Bytopia	0
Elysium	+10%
The Beastlands	0
Arborea	0
Ysgard	+5%
Limbo	-5%
Pandemonium	-5%
The Abyss	-20%
Carceri	0
The Gray Waste	-5%
Gehenna	-5%
Baator	-10%
Acheron	-5%
Mechanus	0
Arcadia	0
The Outlands	0
Other	0
Masterwork	+20%

TABLE 7-11H: TALISMAN PRICE MODIFIERS

Plane (HackMaster)	Modifier
Ethereal Plane	0
Plane of Shadows	0
Astral Plane	0
Positive Energy Plane	+5%
Elemental Planes	0
Negative Energy Planes	-5%
Seven Heavens	+20%
Twin Paradises	0
Elysium	+10%
Happy Hunting Grounds	0
Olympus	0
Vigrid	+5%
Limbo	-5%
PanDemonium	-5%
Abyss	-20%
Tartarus	0
Hades	-5%
Gehennah	-5%
Nine Hells	-10%
Acheron	-5%
Nirvana	0
Arcadia	0
Concordant Opposition	0
Other	0
Masterwork	+20%

TOOLS

Some of the tools listed in this section, particularly those with handles and blunt or sharpened edges, may occasionally be wielded as weapons. An adventurer on Tellene would rarely be found using such weapons. Instead, they are the weapons of the commoner who owns no other means of defense. For details on wielding such tools as weapons, see the related statistics in Chapter 2: Weaponry.

Adze: This is a cutting tool used for shaping wood.

Anvil: An anvil is a heavy block of iron or stone upon which heated metal objects are shaped by hammering.

Artisan's Tools: These come in different sets, depending upon need, and are designed to assist crafters with skill checks related to their craft. A carpenter would buy carpenter's tools, an armorer would buy armorer's tools, and so on. Though there is some overlap, the tools are generally specific to the particular craft. D&D players can find more information in Chapter 7: Equipment, in the *D&D Player's Handbook*.

Auger: An auger is a carpenter's wood boring tool.

Awl: This small, hand-held tool is similar in appearance to an ice pick, and used for boring small holes in leather or wood.

Bellows: A manual air pumping device used to draw air into a valve and then force it through a nozzle to create a draft. Smiths use bellows in their forges to heat metals.

Block and Tackle: This is a set of pulleys coupled together with rope. It allows a character to haul or hoist twice as much weight than one could ordinarily lift with a single pulley.

Bow Drill: This tool is similar to the fire-starting bow in appearance, but it is only used to drill holes in soft material. Leatherworkers generally have a bow drill somewhere in their workshop.

Branding Iron: An iron rod whose twisted or flat plate end has a raised design. The iron is heated in a fire, then applied to the skin of livestock. The resulting brand is the owner's identifying mark.

Carding Comb: This is a device in which a toothed cylinder is hand-cranked to comb wool or similar material. A carding comb is a favored tool of weavers.

Carpenter's Square: This flat piece of wood or iron is cut at a 90-degree angle. It is used as a template for further similar cuts.

Carpentry Tools: This set of specialized artisan tools comes with an adze, awl, bow drill and iron drill bit, carpenter's square, wood chisel, carpenter's hammer, hatchet, wooden mallet, nails, an iron and wooden wedge, wood file, wood glue and a wood saw.

Chisel, Cold: This is a small metal rod with a tapered, sharpened end.

Chisel, Masonry/Stone: The end of this cold chisel is also wide and serrated.

Chisel, Wood: A wood chisel is a flat strip of metal (with wood handle) having a sharpened edge.

Climber's Kit: This kit is a neatly packaged bundle of useful climbing equipment (giving +2 to Climb checks) including 50 feet of hemp rope, climbing harness, dozen pitons, climbing boots, climbing gloves, hammer and pulley. See Chapter 4: Clothing for additional information on climbing gloves and boots. D&D players can find more information in Chapter 7: Equipment, in the *D&D Player's Handbook*.

Climbing Harness: This series of straps allows the climber to secure a rope to the belt of the harness. This means that the force of the rope is distributed more evenly and securely in the front and center of the climber.

This leather harness gives a +2 circumstance bonus to the user's Climb checks. It is intended to be worn only when climbing, and

TABLE 7-10D: TOOLS

Item	D&D Cost	Weight (lb.)	Item	D&D Cost	Weight (lb.)	Item	D&D Cost	Weight (lb.)
Adze	3 gp	2	Drill bits, iron	2 cp	-	Plow	6 cp	10
Anvil, heavy, portable	4 gp	30	Drill bits, steel	5 sp	-	Plow blade, iron	3 gp	30
Anvil, light, portable	3 gp	20	Drill, iron	5 gp	1	Potter's wheel	6 sp	30
Anvil, standard	9 gp	80	File, small	6 cp	2	Powder, chalk	2 sp	-
Artisan's tools	5 gp	5	File, medium	9 cp	1.5	Pulley, small (2:1)	25 gp	-
Artisan's tools, masterwork	55 gp	5	File, large	15 cp	1	Pulley, large (5:1)	35 gp	1
Auger	25 cp	10	Forge	40 gp	1000	Rake	4 cp	4
Awl	1 sp	-	Forge, portable	400 gp	500	Reed, hollow	1 sp	-
Bellows	5 cp	8	Grindstone	28 sp	80	Rope, hawser (per 50 ft)	26 cp	30
Bellows, portable	2 cp	2	Hammer, armorer's	2 gp	4	Saw, iron	35 cp	3
Block and tackle, light	5 gp	5	Hammer, blacksmith's	2 gp	8	Saw, steel	95 cp	3
Block and tackle, medium	15 gp	7	Hammer, carpenter's	5 sp	2	Shepherd's crook	4 cp	3
Block and tackle, heavy	25 gp	10	Handaxe	6 gp	5	Sledge	1 gp	10
Bow drill	5 cp	1/2	Hoe	6 cp	1	Spade or shovel	2 gp	8
Branding iron	8 cp	1/4	Locksmithing tools	50 gp	5	Tongs, small	12 cp	3
Carding comb	1 cp	3	Loom, small	2 sp	125	Tongs, large	22 cp	6
Carpenter's square	6 cp	1/4	Loom, large	9 sp	250	Wedge, wooden	1 cp	1/2
Carpentry tools (set)	6 gp	25	Mallet, wood	3 cp	1	Wedge, iron	2 sp	2
Chisel, cold	3 cp	1/4	Mining tools (set)	9 gp	40	Wheelbarrow	3 cp	25
Chisel, masonry/stone	2 cp	1/4	Molds (metal casting)	1-100 cp (varies)	1-20	Whetstone	2 cp	1
Chisel, wood	2 cp	-	Nails (10 lbs.)	5 sp	10	Whitewash (10 gal.)	7 cp	30
Climber's kit	60 gp	25	Paint (gal.)	2-5 cp	2	Windlass	2 sp	300
Climbing harness	8 gp	-	Pickaxe	6 gp	4	Wire, iron (per 10 ft.)	4 cp	1/4
Crampons, pair	4 gp	2	Pitchfork	15 cp	7	Wood file, small	3 cp	1
Crowbar	1 gp	3	Planer	2 gp	1	Wood file, medium	7 cp	1 1/2
Crowbar, heavy	2 gp	5	Pliers, small	20 cp	1	Wood file, large	12 cp	2 1/2
Disguise kit	50 gp	8	Pliers, large	38 cp	2	Wood glue (per pint)	4 cp	1/2

TABLE 7-10H: TOOLS

Item	HM	Weight (lb.)	Base Availability			Item	HM	Weight (lb.)	Base Availability		
	Cost		Hi	Med	Low		Cost		Hi	Med	Low
Adze	3 gp	2	80	65	50	Loom, small	3 sp	125	90	80	70
Anvil, heavy, portable	4 gp	30	90	65	40	Loom, large	1 gp	250	90	70	65
Anvil, light, portable	3 gp	20	90	70	50	Mallet, wood	3 cp	1	95	85	75
Anvil, standard	10 gp	80	95	85	75	Mining tools (set)	2 gp	30	90	85	80
Artisan's tools	5 gp	5	90	70	60	Molds (metal casting)	1-100 cp	1-20	90	80	70
Artisan's tools, masterwork	60 gp	5	90	50	30	Nails (10 lbs.)	5 sp	10	95	90	85
Auger	25 cp	10	90	80	70	Paint (gal.)	2-10 cp	2	95	85	75
Awl	1 sp	-	70	60	50	Pickaxe	6 gp	4	95	90	80
Bellows	5 cp	8	90	65	40	Pitchfork	15 cp	7	75	85	95
Bellows, portable	2 cp	2	90	70	50	Planer	2 gp	1	90	80	70
Block and tackle, light	5 gp	5	90	85	80	Pliers, small	20 cp	1	95	85	75
Block and tackle, medium	15 gp	7	90	85	80	Pliers, large	40 cp	2	95	85	75
Block and tackle, heavy	26 gp	10	90	85	80	Plow	7 cp	10	90	85	80
Bow drill	5 cp	1/2	90	80	70	Plow blade, iron	3 gp	30	90	85	80
Branding iron	9 cp	1/4	95	75	55	Potter's wheel	7 sp	30	90	85	80
Carding comb	1 cp	3	90	70	50	Powder, chalk	3 sp	-	95	90	80
Carpenter's square	6 cp	1/4	95	85	75	Pulley, small (2:1)	25 gp	-	90	80	70
Carpentry tools (set)	50 gp	60	90	85	80	Pulley, large (5:1)	35 gp	1	90	75	65
Chisel, cold	3 cp	1/4	95	85	75	Rake	4 cp	4	90	85	80
Chisel, masonry/stone	2 cp	1/4	90	80	70	Reed, hollow	1 sp	-	90	70	60
Chisel, wood	2 cp	-	95	80	70	Rope, hawser (per 50 ft)	28 cp	30	90	80	70
Climber's kit	60 gp	25	95	80	60	Saw, iron	36 cp	3	95	85	75
Climbing harness	9 gp	-	95	80	65	Saw, steel	10 sp	3	90	80	70
Crampons, pair	4 gp	2	90	85	80	Shepherd's crook	5 cp	3	85	75	65
Crowbar	8 sp	6	90	85	80	Sledge	1 gp	10	95	90	85
Crowbar, heavy	1 gp	10	90	80	70	Spade or shovel	2 gp	8	95	90	85
Disguise kit	55 gp	8	95	75	50	Tongs, small	15 cp	3	90	75	60
Drill bits, iron	2 cp	-	90	80	70	Tongs, large	24 cp	6	85	70	55
Drill bits, steel	5 sp	-	85	75	65	Wedge, wooden	1 cp	1/2	90	85	80
Drill, iron	5 gp	1	90	80	70	Wedge, iron	2 sp	2	90	85	80
File, small	7 cp	2	95	90	85	Wheelbarrow	4 cp	25	95	85	80
File, medium	1 sp	1.5	95	90	85	Whetstone	2 cp	1	95	90	85
File, large	16 cp	1	95	90	85	Whitewash (10 gal.)	8 cp	30	90	80	70
Forge	45 gp	1000	90	80	60	Windlass	2 sp	300	85	75	65
Forge, portable	400 gp	500	80	75	70	Wire, iron (per 10 ft.)	5 cp	1/4	90	80	70
Grindstone	30 gp	80	95	90	85	Wood file, small	3 cp	1	95	85	75
Hammer, armorer's	2 gp	4	85	75	55	Wood file, medium	8 cp	1 1/2	95	80	65
Hammer, blacksmith's	2 gp	8	90	85	80	Wood file, large	15 cp	2 1/2	90	75	60
Hammer, carpenter's	2 gp	2	95	90	85	Wood glue (per pint)	5 cp	1/2	90	85	80
Handaxe	1 gp	5	95	90	85						
Hoe	8 sp	1	75	85	95						
Locksmithing tools	100 gp	5	85	75	70						

those who wear it elsewhere suffer a -2 penalty to Balance, Escape Artist, Hide, Jump, Move Silently and Tumble checks.

A climbing harness is known in thieves' cant as a "spider" or "housebreaker's harness." The thieves' version also includes up to eight straps of varying lengths (up to 2 feet long). At the ends of these straps are small metal rings, upon which the user can affix many different devices: tools, climbing daggers, and the like.

If the character uses rope to climb, he can tie the rope through one or more of the rings of the harness, removing any chance of falling from letting go of the rope. If the character reaches a stopping point (such as where he hopes to effect a break-in), he can fix two of the straps to either side of him. This is usually done with climbing daggers, or perhaps with wedges in a window frame, and provides him a firm base and allows free hands to open a lock, cut glass, check for traps, and so on.

Crampons: This device includes a pair of hooks suspended from a further pair of chains that join at a common point about 2 feet up from the hooks. Crampons are used to lift heavy loads by placing the hooks into the item to be lifted and hoisting the main chain. The hooks are joined by a lighter chain, such that the lower chain assembly forms a triangle.

Crowbar: This thick metal rod (usually cast iron) has tapered ends that are useful for prying open chests and doors. The light crowbar has a flat plate design, and is usable on chests, doors and similar items weighing less than 300 pounds. The heavy crowbar is designed as a thick metal rod, and is used specifically on items weighing over 300 pounds. The circumstance bonus to Strength for D&D characters, however, is identical for both versions.

HackMaster: At the GM's option, use of a crowbar adds +10% to a thief's chance on any bend bars roll when trying to force open some portal. The GM may allow a thief to use a crowbar as a weapon, although a character needs to use a weapon proficiency slot to avoid a non-proficiency penalty when using the device in this way. See Chapter 5: StealthHack, in the HackMaster Griftmaster's Guide for more information.

Disguise Kit: This is a package of make-ups, false hair and dye and various styles of garments that aids in Disguise checks. D&D players can find more information in Chapter 7: Equipment, in the D&D Player's Handbook.

Drill Bits: These metal rods are grooved and sharpened such that they can bore into certain materials (such as wood) when rotated under force.

Drill, Iron: This hand crank allows you to rotate a drill bit and press down upon it at the same time. It is useful for boring small holes through stone, metal or wood.

Forge: A forge is the workshop of a smith. Forges must at least include a heating furnace and working surface for shaping metals.

File: A file is a flat metal strip with sharp-edged furrows. Different patterns are used depending on whether wood or metal is to be worked.

Grindstone: A coarse stone wheel that can be manually spun in order to grind a sharp edge onto a piece of metal, or to reduce an object to powder.

Hammer, Armorer's: This hammer has a wooden shaft with a metal mallet on each end. The design incorporates two heads, one with a flat surface and one rounded.

Hammer, Blacksmith's: This is a heavy hammer with a simple rectangular head similar to a sledge, but it can be wielded in one hand.

Hammer, Carpenter's: A light hammer with a flat metal on one side and a single or double prong on the other. It is also known as a claw hammer.

Handaxe: This is a carpentry tool used for cutting wood. It may also be referred to as a hatchet.

Hoe: A hoe is an agricultural tool used for cultivating soil in order to plant crops. It is constructed of a long wooden shaft with a flat metal head on the end.

Locksmithing Tools: These are locksmith tools necessary for the crafting of locks and keys. Many thieves' guilds also have a set of these tools.

Loom: A machine that aids in weaving fabric.

Mallet, Wood: A wooden mallet is a short hammer with a large, rectangular wooden head. It is useful for working on surfaces that might be damaged by a harder metal hammer.

Maul: This two-handed tool features a wooden haft and a thick, mallet-shaped head made of many compressed pieces of leather.

Mining Tools: This set of tools includes a heavy crowbar, miner's pick, 10 pitons, a shovel, a sledge hammer and a 5-gallon bucket.

Molds: These molds (for metal casting) come in a variety of shapes and sizes depending on the item to be cast. They must be made of a heat resistant material, such as ceramic.

Nails: Nails are tiny metal spikes, typically used by carpenters. These typically come in 10 pound packages, each package with 100 nails.

Planer: A planer is a woodworking tool with a wooden frame holding a sharp metal blade. It is run across the top of a piece of wood in order to remove thin shavings.

Pickaxe: a mining tool with a metal head affixed to a wooden shaft. The head includes a sharp pick on one end and a flat, bladed end on the other. The pickaxe is also known as a miner's axe.

Pitchfork: A pitchfork is an agricultural tool with wooden shaft and three-tined end used for shoveling hay and similar crops.

Pliers: This is a metal or wooden tool used to hold items in place as an extension of the hand.

Plow: A wooden instrument for breaking and tilling the soil so that it becomes suitable for planting seeds. The plow blades are typically iron or bronze.

Potter's Wheel: A low circular table that can be spun with a crank or foot pedal. This device is used to shape wet clay when making pottery.

Powder, Chalk: Some workmen (or even fighters) use chalk powder as a dry lubricant on the hands or tools to prevent stickiness from sweat.

Pulley: A pulley is essentially a grooved circular disk around which a rope is routed. It is used to change an application of force from pushing to pulling.

Rake: A rake is similar to a pitchfork except with lighter, smaller and more frequent tines used for gathering small debris such as leaves. Rakes may be wooden, metal or a combination of both. The statistics listed here and in the weapons chapter are for a wooden rake with a metal-tined head.

Reed, Hollow: This is a useful thieves' tool that allows one to breathe while hiding underwater. It is included in the masterwork thieves' tools kit.

Rope, Hawser: This thick rope can be found in shipyards across Tellene. It is used for tying off ships, and comes in 50-foot lengths.

Saw: This is a toothed cutting instrument with a narrow, jagged-teeth blade and a wooden handle. Iron blades are the most common, though steel blades also exist.

Shepherd's Crook: This long wooded shaft with a curved top is used for herding sheep.

Sledge: This is a heavy wooden or stone mallet fastened to the end of a wooden handle. It is used for driving nails or spikes into larger wooden objects, or crushing stone to remove expose ore.

Spade or Shovel: A tool with a metal scoop on one end, fastened to a wooden handle.

Tongs: Tongs are long, two-handed metal grabbing devices similar to pliers. In the houses of the wealthy, tongs are used for arranging and placing coal in the fireplaces.

Wedge: A wedge is any piece or material (usually wood or metal) that tapers to a thin edge on one end with the other end being flat and rectangular. Metal (splitting) wedges are used for splitting wood, while wooden (staying) wedges are used to tighten objects by filling space between them - such as a door stop. Pitons can also be used as wedges.

Wheelbarrow: This is a wooden pushcart with one wheel in front and two handles and legs behind.

Whetstone: A small, rectangular stone block used to sharpen knives and other bladed weapons. Keeping a weapon in its scabbard also prevents it from getting dull (see Chapter 2: Weaponry for more details on scabbards and weapon maintenance.)

Whitewash: Whitewash is a common white paint with low lustre.

Windlass: This is a winch used for hoisting and lowering loads (such as the crank mechanism on a well).

Wire: A thin strand of metal (copper, bronze or iron) commonly used in mechanical traps. Wire typically comes in 10-foot allotments. Wire is formed by hammering thin strips of metal.

Wood Glue: This adhesive material is made from heating animal materials (hide or bone) to yield collagen and gelatin.

THIEVES' TOOLS

While the common thieves' tool kits contain the basic equipment for important skill checks (such as Disable Device and Open Locks), a good thief need not limit herself to only those items. Both standard thieves' kits and other additional items are listed here.

Acid, Akirakar: If faced with a lock that his best efforts cannot pick open, a Kalamaran rogue may turn to akirakar, which roughly translates in Merchant's Tongue as "fire acid" or "metal-eating acid." Only the most daring risk its use, however, for the acid easily eats through most other substances as well... especially flesh.

A clever thief does not often use such things himself, however. First, the acid is very hazardous to carry. While it may be contained in glass (and possibly ceramic) containers, such vessels are fragile. Imagine falling down a pit and hearing the sound of breaking glass as acid begins to seep through clothing and over one's back.... Second, if the acid does not do the job, it may ruin the lock and any hope of opening it in another way. Third, it is a blow to the professional reputation of a thief to have to resort to such means as acids!

In D&D terms, akirakar deals 2d6 points of damage per round, though total immersion deals 20d6 points per round. Its fumes are identical to common (hydrochloric) acid as detailed in Chapter 7: Equipment of the *D&D Player's Handbook*, and Chapter 8: Glossary of the *D&D Dungeon Master's Guide*.

HackMaster: *Metal-eating acids can eat through a lock if the lock fails a saving throw (for metal) vs. acid (most locks save as soft metal and thus need a 13 against acid; the very finest of locks may save as hard metal). If the lock succeeds at the saving throw, it cannot be opened. If it fails a second saving throw, it will be ruined (and unopenable!). A thief (or assassin) who resorts to*

acid to open locks takes a -1 hit to temporal Honor for each person who hears of it (up to 12 maximum).

Aniseed: A small quantity of this simple, plant-derived flavoring can be used to throw off creatures that track by scent (such as dogs or owlbears). Dropping a vial of aniseed in an appropriate place (at a fork in the trail or at the base of a wall, for example) can ruin the pursuing beast's ability to scent for 1d4+1 hours (Fortitude save (DC 10) negates). Even if the aniseed affects the creature, a spell such as Delay Poison can remove the effect. Still, the beast must pick up the scent anew once the aniseed has done its work.

HackMaster: *Trained guard dawgs (and similar creatures) can avoid this smell with a successful saving throw versus poison. As aniseed is designed to work against dawgs, the GM may allow other creatures a +1 to +3 bonus on the saving throw. Once dropped, the aniseed remains potent for 5-20 (5d4) minutes.*

Arm, Artificial Lockpicking: This partial wooden arm is designed specifically for one-armed thieves who have had their hand or lower arm removed through violence or punishment. It includes a socket specially designed to fit into any of several picks and files. The user holds one pick in place with this artificial arm and works the tumblers with a pick in her flesh hand. Note that the user's arm must be severed below the elbow, not above, or she does not retain enough muscle strength in that arm to move the attached artificial arm.

The user suffers a -2 circumstance penalty to Disable Device and Open Lock checks when using this arm, but it is still better than nothing. The artificial arm does not help the thief with Climb, Craft, Escape Artist, Forgery, Heal, Sleight of Hand, and Use Rope checks; or attack rolls.

TABLE 7-12H: THIEVES' TOOLS

Item	Legality*	Cost	Weight			Availability			Item	Legality*	Cost	Weight			Availability		
			(lbs.)	Hi	Med	Low	(lbs.)	Hi				Med	Low				
Acid, metal-eating (1 vial)	L	50 gp	1	45	25	5			Funnel, small	L	3 cp	-	90	80	70		
Aniseed (1 vial)	L	2 sp	-	70	45	20			Glass Cutter	L/I	120 gp	1	50	35	15		
Arm, Artificial Lockpicking	I	50 gp	3 lbs.	40	20	1			Gloves, Climbing (pair)	L/I	12 gp	1/2	90	80	70		
Arm Sling	L	3 cp	-	85	65	45			Hand Warmer	L	2 sp	3	60	40	20		
Arrow, major grapple	L/S	10 gp	-	30	15	2			Hooked Pole	S	5 gp	5-8	75	65	55		
Arrow, minor grapple	L/S	6 gp	-	40	25	10			Keymaking set	L/S	50 gp	3	75	65	55		
Arrow, stone biter	L	1 gp	-	45	25	10			Limewood Strips (2)	L	3 cp	-	80	60	40		
Arrow, stone biter, adamantite	L	7 gp	-	20	10	1			Listening Cone	L	2 gp	0.5	70	50	30		
Arrow, wood biter	L	8 sp	-	65	45	25			Lock Chisel (set of 3)	L	2 gp	1	80	60	40		
Blade Pole	S/I	3 gp	7	60	30	5			Lockpick Set	I	30 gp	1	70	65	60		
Blinding Powder	var.	var.	-	50	35	10			Mini-Blade	L	5 cp	-	70	60	45		
Book, Hollow	L	var.	var.	70	45	20			Mirror Pole	S	22 gp	8	70	60	50		
Boots, Bladed (pair)	I	15 gp	3	55	40	25			Pin Ring (iron)	S/I	2 gp	-	65	55	45		
Boots, Climbing (pair)	L/I	15 gp	1	90	80	65			Ring, Pin (silver)	S/I	10 gp	-	55	40	25		
Boots, Hollow (pair)	I	15 gp	3	55	35	15			Salimic Acid (1 vial)	S	150 gp	-	65	55	45		
Bow, Folding	L/S	45 gp	2	45	30	15			Sharkskin (per sq. ft.)	L/S	12 gp	1 lb.	60	40	10		
Caltrops (10)	L/S	3 gp	1	80	55	30			Skeleton Key	I	var.	-	55	35	5		
Catstink (1 vial)	S/I	40 gp	1	40	20	3			Strapping (pair)	L	3 sp	1	90	85	80		
Cutter, Bolt	L/I	10 gp	5	60	50	30			Tar Paper	L	1 sp	-	80	60	40		
Cutter, Wire	L/I	5 gp	1	60	50	30			Thieves' tools (kit)	I	40 gp	1 lb.	60	50	40		
Dagger, Climbing	L	5 gp	1	45	30	5			Water Shoes (pair)	S/I	5 gp	1	55	45	35		
Darksuit	S	30 gp	5	40	20	5			Wax, Block	L	3 cp	2	65	55	45		
Dawg Pepper (packet)	S	1 sp	1	70	50	30			Weapon Black (1 vial)	S	2 gp	1	50	35	10		
Death Knife	S/I	12 gp	1	50	20	5			Woodland Suit	L/S	35 gp	5	75	65	55		
Face Black (1 vial)	L/S	10 sp	-	95	95	95			Wrist Sheath	S	3 sp	-	60	40	20		
Footpads	I	8 gp	3	55	45	25											
Forger's Kit	I	30 gp	2	50	20	5											

*L (legal; freely available on the open market); S (shady; available in more liberal countries and in dodgy back-street shops under the counter); I (illegal; from a thieves' guild only). Items with two classifications (such as L/S) may be borderline, or because they are legal only for some specific occupation, with restrictions on their sale.

HackMaster: The user suffers a -25% penalty to his chance to open locks with this device. Still, picking a lock takes two arms, so without it he has no chance at all. A thief with an arm severed above the elbow can attempt to use the device, but his chance of success is penalized at -40%.

Arm Sling: This is simply a cloth sling that a rogue wears to appear as if she has a broken or injured arm. Though it gives a -2 penalty to Sleight of Hand checks when using the arm in the sling, the use of this unusual strategy makes sense when the priority is not to be discovered, rather than to be sure of success. When a thief works in a city where he is not a guild member, or one where legal penalties for theft are extremely harsh, he should keep this ruse in mind. Fortunately, a coin-sized object may be concealed in the sling, imposing a -2 penalty to the Search check of anyone frisking you.

Obviously, a character cannot use this trick for an extended period of time in the same place (save possibly by posing as a beggar). There is a limit to how long an arm can plausibly need to heal, after all. DMs may remove the -2 Search check penalty after two weeks in the same town, or one week in the same village or market.

HackMaster: The sling actually reduces the chances of successfully picking pockets by 5%, but the payoff is that the chances for being discovered are halved (though a natural 100 on d100 always means discovery). People simply do not expect to see a man with a broken arm picking pockets and the expectation affects the perception.

Arrow (or Bolt), Grapple: A grapple bolt is, simply put, a regular arrow or bolt with a special head like a grappling hook, attached to approximately 100 feet of light rope. Firing this arrow or bolt incurs a -3 circumstance penalty to attack and damage rolls, and requires a successful Use Rope check (DC 10, +1 per 10 feet of distance

shot). The climber must make a successful Climb check (DC 15) to ascend or descend the rope.

HackMaster: Garweeze Wurld thieves have two versions of grappling arrows or bolts, as seen in Table 7-13H: Special Function Arrows.

Arrow (or Bolt), Stone Biter: The stone biter has a narrow, heavy head of metal, with small ridges rather than barbs. Careful craftsmanship is needed to produce these arrows from steel and sharpen them to the greatest possible extent. The arrows are designed to give a grip when shot into stone, but only work on relatively soft stone such as sandstone or brick. Firing this arrow or bolt incurs a -4 circumstance penalty to attack rolls, and requires a successful Use Rope check (DC 10, +1 per 10 feet of distance shot). The climber must make a successful Climb check (DC 15) to ascend or descend the rope.

Arrow (or Bolt), Adamantine Stone Biter: This is as the same as the above arrow, save that adamantine is used in its manufacture. This makes the arrow capable of biting into all but the hardest stone surfaces, but also makes it more expensive.

Arrow (or Bolt), Wood Biter: This has a broad, flat head with backward-facing barbs. It is specifically designed to give a good grip when shot into wooden surfaces. Firing this arrow or bolt incurs a -2 circumstance penalty to attack rolls, and requires a successful Use Rope check (DC 10, +1 per 10 feet of distance shot). The climber must make a successful Climb check (DC 15) to ascend or descend the rope.

Blade Pole: A blade pole consists of a small blade wedged into one end of a pole, used for cutting objects from up to 5 feet away. The most notable use for the blade pole is in cutting trip wires, when the thief is unsure whether traps may be triggered. This device is not used as a combat weapon, for the pole is too thin and the blade is too fine for such use.

TABLE 7-12D: THIEVES' TOOLS

Item	Legality*	Cost	Weight (lbs.)	Item	Legality*	Cost	Weight (lbs.)
Acid, akirakar (1 vial)	L	50 gp	1	Funnel, small	L	3 cp	-
Aniseed (1 vial)	L	2 sp	-	Glass Cutter	L/I	120 gp	1
Arm, Artificial Lockpicking	I	50 gp	3	Gloves, Climbing (pair)	L/I	10 gp	1/2
Arm Sling	L	3 cp	-	Hand Warmer	L	2 sp	3
Arrow, major grapple	L/S	10 gp	-	Hooked Pole	S	5 gp	5-8
Arrow, minor grapple	L/S	6 gp	-	Keymaking set	L/S	50 gp	3
Arrow, stone biter	L	1 gp	-	Limewood Strips (2)	L	3 cp	-
Arrow, stone biter, adamantite	L	7 gp	-	Listening Cone	L	2 gp	.5
Arrow, wood biter	L	8 sp	-	Lock Chisel (set of 3)	L	2 gp	1
Blade Pole	S/I	3 gp	7	Lockpick Set	I	20 gp	1
Blinding Powder	var.	var.	-	Mini-Blade	L	5 cp	-
Book, Hollow	L	var.	var.	Mirror Pole	S	22 gp	8
Boots, Bladed (pair)	I	15 gp	3	Pin Ring (iron)	S/I	2 gp	-
Boots, Climbing (pair)	L/I	15 gp	3	Ring, Pin (silver)	S/I	10 gp	-
Boots, Hollow (pair)	I	15 gp	3	Salimenza (1 vial)	S	150 gp	-
Bow, Folding	L/S	45 gp	2	Sharkskin (per sq. ft.)	L/S	12 gp	1
Caltrops (10)	L/S	3 gp	1	Skeleton Key	I	var.	-
Catstink (1 vial)	S/I	40 gp	1	Strapping (pair)	L	3 sp	1
Cutter, Bolt	L/I	8 gp	5	Tar Paper	L	1 sp	-
Cutter, Wire	L/I	3 gp	1	Thieves' tools (kit)	I	30 gp	1
Dagger, Climbing	L	5 gp	1	Thieves' tools (kit), masterwork	I	100 gp	2
Darksuit	S	30 gp	5	Water Shoes (pair)	S/I	5 gp	1
Death Knife	S/I	12 gp	1	Wax, Block	L	3 cp	2
Dog Pepper (packet)	S	1 sp	1	Weaponblack (1 vial)	S	2 gp	1
Faceblack (1 vial)	L/S	10 sp	-	Woodland Suit	L/S	35 gp	5
Footpads	I	8 gp	3	Wrist Sheath	S	3 sp	-
Forger's Kit	I	25 gp	2				

*L (legal; freely available on the open market); S (shady; available in more liberal countries and in dodgy back-street shops under the counter); I (illegal; from a thieves' guild only). Items with two classifications (such as L/S) may be borderline, or because they are legal only for some specific occupation, with restrictions on their sale.

Chapter 7: Tools, Gear and Equipment

HackMaster: *Those who try using a blade pole as a weapon face a speed factor of 7, deal 1 point of damage, and have a 50% chance of breaking the blade every time they strike something with it.*

Blinding Powder: This general term includes any powder that is highly abrasive, irritating to the eyes, and disabling to the victim as a result. Blinding powder can be made from powdered stone, pepper, dust soaked in onion juice, strong ammonium salts – or just about anything a clever character can think of. These powders are commonly used in combination with the eye closer weapon (see the Miscellaneous section of Chapter 2: Weaponry).

In D&D terms, a blinded character is subject to the blinded rules in Chapter 8: Glossary in the *D&D Dungeon Master's Guide*. If the victim can wash his eyes with plenty of water, he can spend one full round washing the powder away. Otherwise, the victim remains blind for 1d4+1 rounds. Although typical blinding powder can contain some unpleasant ingredients, it causes no permanent damage.

Blinding powder made from glass, however, permanently blinds the victim unless she can make a successful Fortitude save (DC 15). If successful, the blindness is only temporary (1d4+1 rounds).

HackMaster: *Blinding powder is only useful if it is thrown right into the eyes of a victim. This counts as a called shot to the eyes, so the attack roll is made at -10 to-hit. However, the Dexterity bonus of the person throwing the powder applies to the attack roll. Further, the base AC of the target ignores any armor or shield used, save for the helmet or great helm. Magical protections (such as from Bracers of Defense or a Ring of Protection) also apply, as does Dexterity (unless the attacker has an element of surprise).*

If blinding powder strikes a victim, he must make a successful saving throw versus poison or be struck blind and suffer a coughing fit. The victim suffers all the effects of blindness and cannot make any attacks (or cast spells, or use skills) for the rest of that round and the entire next round. Thereafter, he suffers a -8 penalty to any attacks, -75% to any skill, and a base 55% chance of spell mishap if he does attempt any of those actions. This lasts 1d4 rounds.

Non-thief characters who use blinding powder suffer the loss of 2 points of temporal Honor per use.

Book, Hollow: This thick volume appears to be a normal tome until opened, at which point the hollowed-out inside is visible. Hollow books may be fitted with various types of locks or traps.

Boots, Bladed: This exotic title is a catchall for specially modified boots that have concealed blades within them. The blades have to be small, of course; they are usually little more than 2 inches long. Concealed in secret compartments in the heels of boots (see the entry for hollow boots), slender blades can even be hidden in the soles of boots.

In D&D terms, a hit with a bladed boot is treated as an unarmed strike, dealing damage as an unarmed strike in addition to the damage of a Tiny dagger. See Chapter 7: Equipment, in the *D&D Player's Handbook* for more information on weapon sizes and unarmed strikes. As clothing, these boots provide no additional style points (see Chapter 4: Clothing) over those of a normal pair of the same boots.

Boots, Climbing: See Chapter 4: Clothing.

Boots, Hollow: These come in various forms, but a common design has swiveling heels. The heel of the boot is grasped and twisted firmly toward the inside surface. The heel swivels and reveals a small, hollow compartment within the boot. Such

compartments are very small, typically holding only one to four coin-sized objects. The design of the boot is such that it gives no external sign of a compartment (the heel is normally sized). The best use of these is when a thief can impersonate a legitimate guest and need not sneak out; these boots stand up well even in the houses of suspicious lords who might have their guards search visitors. As clothing, these boots provide no additional style points (see Chapter 4: Clothing) over those of a normal pair of the same boots.

In D&D terms, these boots impose a -1 circumstance penalty to Move Silently checks when one or more hard items are placed within the hollow compartment. This penalty is negated if the items are wrapped to prevent rattling.

HackMaster: *A thief wearing these boots suffers a -5% penalty to any move silently rolls.*

Bow, Folding: Bows are very useful for thieves, but are very hard to conceal because of their size and shape. A folding bow solves this problem, dividing neatly in half when unstrung, making it a much more suitable size and allowing concealment – for example, in a thigh sheath. Only shortbows have folding-bow equivalents. The joint in the middle of the bow weakens it, however, giving a -2 circumstance penalty to attack and damage rolls.

HackMaster: *The effective ranges are reduced to Short 40 yards, Medium 80 yards, Long 130. There is a -1 penalty per die on damage rolls (but any hit causes at least 1 point of damage). Non-thief (group) characters suffer the loss of 1 point of temporal Honor if found carrying or seen using a folding bow.*

Caltraps: Though bandits more commonly use them, thieves also use caltraps, usually to delay pursuers. More information on caltraps can be found in the Miscellaneous section of this chapter.

Catstink: A few alchemists have been able to manufacture a substance that closely imitates the crucial elements of scent by which dogs recognize feline creatures. While many know that alchemists use ingredients taken from real cats, the secret ingredients of this mixture remain just that. Thieves' guilds pay well for this thick, foul-smelling reddish gray liquid known as catstink. The substance is specifically designed to distract dogs by overwhelming them with the odor of felines, allowing the thief to make his escape without being clawed, bitten, and rent in pieces.

In game terms, dropping a vial of catstink works like aniseed (see above), but only affects dogs.

HackMaster: *No matter how well trained the dawg, it must succeed at a saving through versus apology (at -4) to continue pursuing a thief rather than investigating the pungent odor of a nearby cat to chase. Spells such as Slow Poison and Neutralize Poison can counter the effect, but if the dawg is still near enough to smell the catstink, it must make a new saving throw. The catstink can also be used to delay dawgs tracking a thief who makes his escape. In this use, it functions much like a more expensive (and more effective) version of aniseed. Catstink can be detected by dawgs up to 200 yards away, or up to a half mile away if the dawg is downwind.*

Clothing, Two-Sided: This set of reversible clothing allows a thief to quickly alter her appearance in just under 2 minutes, gaining a +5 circumstance bonus to Disguise checks. As clothing, this outfit provides no style points (see Chapter 4: Clothing).

HackMaster: *A thief using two-sided clothing gains a +10% chance to his secret persona or other related skill (GM's call).*

Cutters: Cutters consist of strong, sturdy bolt cutters or thin, smaller wire cutters. Bolt cutters deal 15 points of damage against

metal bars (or lesser items), while bolt cutters deal 5 points of damage against wires (or lesser objects, such as ropes). This damage does not include any additional or negative modifier for Strength.

Dagger, Climbing: Daggers have been used to aid climbing from time immemorial, so it is to be expected that generations of thieves have devised a more specialized form especially for this task. Climbing daggers have relatively short blades (some 6 to 8 inches long) which are stiff, strong, flat, and very sharp. This allows the dagger to be inserted into wood or between bricks with greater ease than an ordinary dagger. They can aid in climbing on any surface other than very smooth ones. The handle is also flat and quite broad, and usually bound with leather strips or thick string to make a good grip, or even to allow a foot easy purchase when the dagger is used as a step. Also, in place of a normal pommel a climbing dagger has a broad, smooth iron ring. This allows the climber to pass a rope through or attach the dagger to one of the straps of a climbing harness.

In game terms, climbing daggers act as pitons (see the Miscellaneous section of this chapter, as well as the Climb skill in the *D&D Player's Handbook*), but can also deal damage as a normal dagger (see Chapter 2: Weaponry).

HackMaster: Climbing daggers add +15% to a thief's chance to climb walls, although their main use is with a climbing harness. They may be used in combat, but due to their very different design they require a separate weapon proficiency from the standard dagger. Characters using climbing daggers in combat without this to proficiency suffer the standard penalty (climbing dagger: small puncturing weapon, speed factor -3, damage 1d6-1 on creatures up to Small size, 1d6-2 on Man-sized creatures, and 1d6-3 on creatures of Large or greater size).

Darksuit: As noted in both the HackMaster and *D&D Player's Handbook*, the skill of hiding is not limited to areas of shadow. It also covers hiding in bushes, shrubs, behind drapes, in alcoves – anywhere a character can hope to skulk about immobile and remain unseen.

Blending in with a background begins with the largest cross section of visibility – clothes. The right color of clothing (usually dark, since a good rogue works best at night) goes a long way towards getting sleepy people's eyes to slide off oneself. The DM may create exceptional variants on this – for example, a thief who needs to hide amongst the crimson curtains of a lady's boudoir might use a crimson set of clothing. Regardless, he should have some more generic camouflage as well, if he intends to get away with her jewelry and make his way across the courtyard.

Apart from such singular special cases, two general types of camouflage clothing have proven useful in various situations: the darksuit and the woodland suit. (More information on the woodland suit can be found later in this section.)

A darksuit comprises black or very deep blue clothes, usually fairly voluminous robes or what might be termed a "utility suit." Such clothing is properly made lightweight so it can be carried about easily and worn under normal clothing if needs be. It always includes significant facial covering, often in the form of a hood but frequently as a scarf attached to the neck of the suit.

In D&D terms, use of the darksuit provides a +2 circumstance bonus to Hide checks when in areas of shadowy illumination. As clothing, this outfit provides no style points (see Chapter 4: Clothing).

HackMaster: A darksuit adds +5% to a hide in shadows chance in any area which is shadowy, has a light level equal to dusk or early dawn, or equivalent. In significant darkness (a thick forest, an

unlit room), it adds +15%. In a moonless night, an unlit interior room, or similar situation a darksuit adds +25%. These bonuses are halved against creatures using invisibility.

Death Knife: This sinister instrument can appear to be a bladeless knife, but more often it is disguised as something more innocent, such as a case for a comb or spectacles or quill pen, an innocuous tool of some sort, etc. The disguise will not fool anyone who closely inspects the device, however. The blade of the knife is within a barrel inside the handle and is spring-loaded. Pressing a catch on the handle triggers the blade mechanism, which thrusts the hidden blade forward with considerable force. The weapon does the same damage as a normal dagger, plus one point of additional damage for the first strike (when the blade is triggered).

The obvious advantage of the death knife is its capacity for surprise. Since it appears to be a weapon until the blade is sprung, a victim can be taken totally off guard by its use. As with most concealed weapons, these are more easily available through an assassins' guild than a thieves' guild.

In game terms, a death knife deals damage as a standard dagger. It also adds a +8 circumstance penalty to the Search DC of anyone searching the thief for a weapon.

HackMaster: If the thief manages to get the weapon into close melee range and gain surprise, the thief can actually make a backstab attack with the death knife (a backstab is not always literally a stab in the back!). An envenomed death knife in the hands of a skilled assassin is an extremely dangerous weapon. The GM will check each turn to see if the poison on the blade has lost its potency. The chance is 15% per turn, cumulative, and is checked the first round of each turn.

A non-thief (group) character using a death knife loses 4 points of base Honor each time he springs the blade mechanism to attack. A thief or assassin actually gains 1 point of temporal Honor for such boldness.

Dog Pepper: This substance works like aniseed or catstink, to put pursuing dogs off the chase. However, it is less effective than either, disrupting scent only for 1 round. Still, the dog must pick up the scent anew once the pepper has done its work.

Dog pepper may also be scattered into the air, a small packet holding enough to fill a 10-foot square. The pepper hangs in the air for 1d4 rounds, and a dog entering the area during this time must succeed at a Fortitude save (DC 15) to negate the pepper's effect.

HackMaster: The pursuing dawg gets a saving throw versus poison (with a +4 bonus to the save) to avoid the effect of the dawg pepper completely. If it fails the save, the dawg cannot continue pursuit for 1d4+1 turns. A packet of dawg pepper scattered into the air fills a 10-foot by 10-foot by 10-foot cube (or the equivalent). The pepper hangs in the air for 1d4 rounds after the thief flings it. A dawg entering the area during this time gets no saving throw to avoid the effect of the pepper. If a dawg gets pepper thrown right into its face, the unfortunate animal gets no saving throw and becomes hysterical for an hour, during which time it is totally uncontrollable.

Faceblack: This paste is used to darken any exposed flesh, in order to provide a bonus to Hide checks. See the Alchemical Mixtures section of Chapter 9: Concoctions for more information.

Footpads: These little pieces of equipment items are so useful that they even had a type of robber named after them. They do have some disadvantages, however. Footpads can be improvised from rags or cloth tied to the feet, or built into footwear – which negates any risk of cloth falling off!

Chapter 7: Tools, Gear and Equipment

In D&D terms, footpads give a +2 circumstance bonus to Move Silently checks. However, they are hard to walk on, and penalize the wearer with an additional movement cost of x2 (as if hampered by movement over difficult terrain). More information can be found in the Hampered Movement section of Chapter 9: Adventuring in the *D&D Player's Handbook*.

HackMaster: *A thief using footpads gains +5% to his chance to move silently. But the pads also reduce traction, so their use imposes a -5% penalty to any climb walls checks the wearer makes. Additionally, they reduce movement rates by 2" when running. A character wearing footpads suffers a -2 to Dexterity checks that require nimble leg movement and footwork (such as negotiating a floor covered with ball bearings or similar loose footing).*

As an aside, the normal, unmodified move silently chance assumes that the thief wears normal, everyday footwear. If for some reason he wears, say, hob-nailed boots or dangling anklets, the GM may readily apply a penalty modifier ranging from -5% to -25% to any attempt to move silently.

Forger's Kit: This kit includes enough special waxes, knives, pens and other similar tools to lasts for up to 10 uses. In D&D terms, it gives a +2 circumstance bonus to Forgery checks.

HackMaster: *A thief attempting to forge documents with this kit gains 10% chance of success to his forgery skill.*

Funnel, Lock: Some locks may grow rusty with age and disuse, and be harder to pick than newer locks of the same quality. Seasoned adventurers know only too well that dungeon door locks often fall into this category.

With this tiny, long-necked, special funnel, a character may apply a little light oil to the inside of rusted and dirty locks. In D&D terms, this bestows a +2 circumstance bonus to Open Locks checks (for that particular lock). It also gives a -1 penalty to Listen checks for anyone attempting to hear the character opening the lock.

HackMaster: *Using this special oil funnel may negate the penalty (ranging from -5% to -25% for the lock's condition) in whole or in part. It takes one round to apply the oil and 5-10 (d6 +4) rounds for the oil to have its effect on the mechanism.*

Oil also helps keep lock picking efforts quiet (granting the thief a +10% to his chances of manipulating the lock without being heard, that is negating the -10% penalty for silently opening a lock).

Glass Cutter: This very simple instrument consists of a small diamond cut to a fine point and set into a suitable handle or ring. Such a tool cuts through glass with almost as much ease as a knife through butter! In principle, attempting an entry through a window is always superior to forcing a door, since nonmagical windows cannot be as physically tough as doors. Using this item with tar paper (see below) considerably increases its effectiveness.

To use a glass cutter, the thief must make a successful Dexterity or Open Lock check (DC 15), or accidentally break the glass (almost certainly notifying any nearby enemies of the thief's presence).

Gloves, Climbing: See Chapter 4: Clothing.

Hand Warmer: This small device (also known as the hard warming lamp) burns oil from a reservoir via a small wick sunk into an earthenware shell. The character uses it to warm her hands, cupping them around the lamp, if cold would otherwise impair her talents (try picking a lock with frozen fingers in a cold climate!). The lamp produces virtually no light, the aim simply being to warm

the hands. The simplest version of this is a corked earthenware sphere that the character can fill with hot oil before setting off on her work. She can later draw it from a pocket to hold in the hands when needed.

Hooked Pole: A strong hook set into the end of a 10-foot pole has several uses. The first is to yank discovered trip wires, if this is what the thief wishes to do, although typically a blade pole serves that purpose better. The more common use is to catch the hook on objects so they can be retrieved. Depending on the size of the hook, a thief can hook anything from a key ring or small jewelry casket (hooked through the catch) to a rich man's joint of beef.

In D&D terms, using a hooked pole successfully requires a Sleight of Hand check (DC 15).

HackMaster: *Successful use of the hooked pole requires a pick pockets check (though there are no penalties for working at a distance). The pole cannot be used as a weapon.*

Housebreaker's Harness: See climbing harness, above.

Keymaking Set: This item allows a thief to make duplicates of keys he holds in his possession or from impressions of keys made using a wax pad or block (included). The keymaking set includes a number of molds, files, small blades, metal-working instruments and the like. It also uses a small oil-burning apparatus for softening and molding metal, so its use is usually restricted to a safe, secure lair where the thief will not be disturbed.

The keymaking set permits the manufacture of poor-to fair-quality soft metal replicas of keys, which are rough in appearance and do not resemble the work of a professional. Each rough duplicate key is worth approximately 3 cp to the average person, though those with evil intent might pay more. For example, a shady merchant may pay a hefty sum for the key to his main rival's warehouse. (Note that any such price increase does not affect the cost of the key's raw materials.) A character cannot use a keymaking set to duplicate a skeleton key.

In D&D terms, using this kit to craft a duplicate key requires a successful Craft (locksmithing) check (DC 10).

HackMaster: *Duplicating a key takes 1d4 hours, plus 0-5 turns (non-combat) as determined by the GM, depending on the size and intricacy of the original.*

The duplicate key opens the same locks as the original if the thief makes a successful Dexterity check (the GM should roll this in secret). If the thief made his duplicate from a wax pad impression, there is a penalty of -2 to the thief's effective Dexterity for purpose of this roll. The thief always thinks his duplicate is a successful piece of workmanship, of course. Only when it is actually tried on the appropriate lock(s) will the thief know for sure.

Any character not of the thief group must make a successful locksmithing skill check (untrained or otherwise) to even attempt to use a keymaking set. Thief characters not only have easier access to such sets, but also need no special skill to use it. If they do have the skill, a successful check eliminates the penalty to the effective Dexterity.

The keymaking set does not preempt the role of locksmiths or their skill. Professional locksmiths can duplicate keys with a 95% chance of success and have tools far superior to the keymaking set described here. Each locksmith's set of tools are individually crafted and modified to suit the locksmith and are too complex for thieves who are not themselves locksmiths to employ.

Limewood Strips: These are thin strips of wood, usually around 4 to 6 inches long and 1 inch wide. They are also very tough, being made of resilient wood and often coated on one or both sides with a very thin coat of toughening varnish. The thief slips the limewood strips between a door and its door frame so that he can raise a latch on the other side of the door and open it normally (possibly after picking a lock). The strips can help open a normal latch, but a bar is too strong for the limewood to lift.

Listening Cone: The simplest listening cones consist of bronze or brass (or similar material) constructed with a wide end and a narrow end. The thief using the device places the wide end against the surface through which he wishes to hear, and the narrow end against his ear.

In D&D terms, a listening cone adds a +2 circumstance bonus to Listen checks when attempting to hear through doors and walls.

HackMaster: Listening cones add +10% to a character's chance to detect noise. A generous GM may allow a thief to improvise such an item from a humble wineglass (with a +5% bonus). While the cone itself must be hollow, wise thieves use some kind of wire mesh over the wide end to protect against the burrowing Ear Seeker!

If such an item is used for a combination lock (listening for falling tumblers to assist in the open locks roll), the thief can gain +3% to his chance with a special miniaturized cone.

Lock Chisel: A thief may attempt to force a lock open with a lock chisel and a small hammer. These are included in the thieves' tools kit, below. Obviously, forcing a lock is a noisy activity and any hope of subtlety and surprise evaporates with the first blow.

HackMaster: The base chance for success is equal to the open doors percentage (which is Strength-based, of course). A thief may add one-fourth of his open locks chance to this base chance, as knowing something about locks does give a slight advantage in this operation.

Lockpick Set: These are essential for the thief to use this skill at anything like his "natural" ability level. They are usually short lengths of rigid wire and flat, narrow plates of iron or steel, specially designed for dealing with locks, and a set holds a dozen or so. They will be supplied either on a ring (like keys) or in a cloth or leather wallet that unrolls. These items are not freely available on the open market, but are included in the thieves' tools kit, below.

Mini-Blade: This generic term refers to a very small (and usually very sharp) blade that can be held with care between the fingers or in the "edge of the hand." A sharp, filed down coin or ring can also be used in this way. The thief uses the mini-blade to cut a soft container – most often a purse or pouch – so that she can get at what is inside. This is the most effective technique for getting at coins, gems, etc., inside a purse with drawn and tied strings.

In D&D terms, a mini-blade provides a +1 circumstance bonus to Sleight of Hand checks when attempting to lift a small object attached to a person. If used in combat, a hit with a mini-blade is treated as an unarmed strike, dealing damage as an unarmed strike in addition to 1 point of damage for the blade. See Chapter 7: Equipment, in the *D&D Player's Handbook* for more information on unarmed strikes.

HackMaster: With a mini-blade, the thief has only to make a single pick pockets roll to effect the larceny. Trying to open the purse strings on a closed pouch and then extract what's inside can require two pick pockets rolls for success (one to open the purse, one to get at the goodies) – which also means two chances at getting caught!

Mirror Pole: This device has mirrors at both ends of the pole, set at a suitable angle so that the thief can peer, periscope-like, around corners using the instrument. More sophisticated mirror poles allow the user to adjust the angles of the mirrors somewhat.

Ring, Pin: This simple weapon is most often seen as a needle affixed to a hollow ring filled with poison, though some rings may have a flip-up lid for the wearer's protection.

In D&D terms, a hit with a pin ring is treated as an unarmed strike, dealing damage as an unarmed strike in addition to delivering a dose of poison to the target (provided it strikes flesh). See Chapter 7: Equipment, in the *D&D Player's Handbook* for more information on unarmed strikes.

HackMaster: The most primitive version has a pin simply sitting in a small reservoir of liquid drug or toxin. Since administration of the poison/drug is rather haphazard here, the victim receives a bonus of +2 to any saving throw against its effects. Subtler and more refined designs have a needle capable of drawing up liquid from a reservoir, so that only a normal saving throw (or even a penalty) applies. This potential penalty is equal to the normal penalty imposed by the poison, up to -2.

An attack with a pin ring is a special called shot (with a -6 penalty to the attack roll) because it must strike exposed flesh – the pin will not deliver poison through any but the flimsiest clothing. A strike to the neck is the time-honored way of making sure the toxin gets into the bloodstream quickly. The GM may rule in unusual cases that the attack requires no called shot (e.g. the thief surprises a victim in his bath) or that the pin ring cannot be effective at all (e.g. the victim is clad from head to toe in field plate armor).

If a non-thief (group) character uses a pin ring, he loses 2 points of base Honor.

Salimenza: This simple acidic solution eats away at the fine workings inside a lock, allowing it to open. See Chapter 9: Concoctions for more information.

Sharkskin: Thieves' sharkskin is made from thick cloth with hundreds of tiny curved and barbed hooks, rather like miniature fishing hooks, sewn into it. These hooks are very sharply curved, and are all sewn with the hooks lying in the same direction. Thus, when stroked in one direction the cloth feels relatively smooth, but it grips tightly when stroked in the opposite direction.

Sharkskin is often used as a hanging board; a square of the material affixed to a surface with hooks pointing downward can be used to keep tools and such in place. Small items can simply be pressed down on the surface of the sharkskin, and they will effectively stick to it. This is most useful for a thief climbing a wall and has utility in many other circumstances. Sharkskin-coated gloves can be used to assist in climbing walls, in which case they can be treated as climbing gloves (see above) in all respects.

Skeleton Key: The thieves' tools kit (below) includes several skeleton keys.

HackMaster: The best skeleton keys can open individual locks of up to a certain complexity level. Skeleton keys may be of good, excellent, or superior quality (wretched and poor don't warrant them), and a skeleton key of any particular level of quality can open all locks with a quality the same as, or lower than, that of the skeleton key itself. Be assured that competent GMs will not hand these things out – they'll be as rare as magic items and, sometimes, simply won't work on a particular lock. There may be some cockamamie explanation for this, but what it really means is

Chapter 7: Tools, Gear and Equipment

simply: the GM has something planned here. Consider this useful as a warning device even if the key cannot open the lock.

Many skeleton keys can be treated as a "master keys" that can open all the locks in some particular area (such as all the non-residential rooms in the east wing of the Vampire's castle). In this instance it is really only a glorified substitute for a bunch of keys, although it saves time having just one key to use. Most often a skeleton key can open all the locks commissioned from a particular locksmith (in the last few years, perhaps) or even the students of a certain master craftsman. If the locksmith (and his students) were well thought of and often hired, there could be adventures built around just finding out which locations he had built the locks for, let alone going around opening them all!

Finally, note that a skeleton key may open a particular lock, but it does not disarm any trap(s) attached to the lock or portal unless the original key would do so.

Strapping: A thief may use lengths of strapping – usually of stiff, hardened leather – to improve her chances of moving silently when walking on squeaky floorboards (but not otherwise). These straps typically range from 30 to 36 inches or so in length, and help distribute the thief's weight over a wider area. Their use negates any Move Silently penalties arising from squeaky floorboards, but the thief must pick up the strips and move them before her as she walks along. This reduces her movement rate to half of that which normally applies for attempting to move silently.

In D&D terms, your movement becomes one-quarter of normal speed. You can move up to one-half your normal speed and continue to place strapping, but you receive a –5 penalty to Move Silently checks. You cannot run or charge while still laying down strapping.

Tar Paper: This is simply any kind of heavy paper or (more usually) cloth soaked in tar, honey, treacle, or any suitably sticky substance. The thief places it on a window before breaking the glass in a windowpane, so the sticky surface keeps all the fragments together as the glass breaks. This procedure considerably reduces noise both by cushioning the impact of a hammer on glass and by preventing broken glass from scattering all over the floor beyond the window.

Tar paper can also be used with a glass cutter (see above), being affixed to the center of the area of glass to be cut out, so that it can be simply pulled out when the cutter has done its work.

In D&D terms, tar paper reduces the difficulty of using a glass cutter from DC 15 to DC 10. If the thief still fails to successfully use the glass cutter, or does not use a glass cutter at all, the tar paper imposes a –2 circumstance penalty to Listen checks for anyone within range to hear the breaking glass.

Thieves' Tools (Kit): This kit includes items such as locksmithing tools, skeleton keys, hammers and picks. D&D players can find rules information about this tool set in Chapter 7: Equipment, in the *D&D Player's Handbook*. (HackMaster players can refer to the HackMaster Player's Handbook and the Griftmaster's Guide.)

Thieves' Tools (Kit), Masterwork: This kit gives greater bonuses to thieving skill checks, as seen in Chapter 7: Equipment, in the *D&D Player's Handbook*.

Water Shoes: Water shoes are simply large, wickerwork basket-like devices that a thief wears over his feet (they come to mid-calf height). The thief balances in an upright position and propels himself across the water with a paddle or oar. However, for every 5 feet of movement, the character must succeed at a successful Balance

check (DC 15) to avoid unbalancing and falling into the water. The DM may also insist on a Move Silently check (–2 modifier) if enemies are nearby.

Water shoes are not known to exist in the *KINGDOMS OF KALAMAR* campaign setting.

HackMaster: *If anything happens to startle the thief (such as an arrow whizzing past his head or some monster rising up in the water), he must make a Dexterity check (with a –2 penalty to his Dex) to avoid falling over into the water. If the waters get choppy, he must make this check every round.*

Wax, Block: A thief keeps this small stick of wax in a rigid container to keep it all in one piece (often something like a large snuffbox). Using the wax, the thief can make an impression of a key she wishes to duplicate later. Obviously, she must have access to the key (at least briefly). The thief can use this impression with a keymaking set herself or hire a locksmith to do a more thorough job. A small block of wax is included in a keymaking set (above).

With very soft wax (which likely needs to be softened by heat on the spot) a thief might even make a wax impression of such things as seals – but success often requires someone with expert knowledge of forging or constructing seals.

In D&D terms, seal forging requires a successful Forgery check (DC varies). For check modifiers, use the Reader's Forgery Check Modifier in Chapter 4: Skills of the *D&D Player's Handbook*, replacing the word "document" with "seal." This type of wax is included in a forger's kit, above.

HackMaster: *A thief attempting to construct heavy seals on his own has a base 5% chance of success.*

Weaponblack: This paste is used to darken any shiny metal surfaces, in order to provide a bonus to Hide checks. See the Alchemical Mixtures section of Chapter 9: Concoctions for more information.

Woodland Suit: This has a similar basic design to a darksuit (see earlier in this section), but is made of light clothing dyed in irregular patterns of greens and browns. As clothing, this outfit provides no style points (see Chapter 4: Clothing).

In D&D terms, use of the woodland suit provides a +2 circumstance bonus to Hide checks when in terrain with enough vegetation of similar coloring to provide cover or concealment for the character.

HackMaster: *This outfit adds +10% to the hide in shadows chance when the thief attempts to conceal himself in any suitable outdoors setting such as woodland, a field, or the garden of a town house.*

Wrist Sheath: This small leather sheath holds a knife, dagger or other weapon of similar or smaller size. The user straps it to his forearm (below the sleeve of a garment) so that the weapon can be flipped to the hand by a small arm movement, readying the blade for action.

A similar variant on this theme is called the drop sheath, which is usually sewn into a leather jacket or similar articles of clothing. Here, release of the dagger from the sheath can be triggered by mechanical means (pressing a jacket sleeve stud, etc.) or by muscular stimuli triggering pressure pads (tensing the biceps firmly against the fist of the other arm, etc.).

In D&D terms, this works just like drawing a hidden weapon. See Chapter 8: Combat, and the Move Silently skill in Chapter 4: Skills, both in the *D&D Player's Handbook*.

HackMaster: *A dexterous thief can work a blade into his hand by arm movements disguised in the context of changing posture while sitting in a chair, or similar, seemingly innocuous moves. (He must make a successful Dexterity check or else observers get a Wisdom check to notice "something odd" about the movement. Experienced observers, i.e. those who have seen it before, will recognize the motion as readying a knife from a wrist sheath.) Again, the obvious advantage is that of concealment. The weapon functions as a normal knife or dagger.*

A non-thief (group) character using a wrist or drop sheath loses 3 points of temporal Honor if caught (whether he actually uses it or not).

VARIANT CLASS TOOLS, GEAR AND EQUIPMENT

The following special items are commonly used by two of the six variant core classes found in the *KINGDOMS OF KALAMAR Player's Guide*. Any specialized variant class-specific equipment for the brigand and gladiator will appear in the upcoming class book entitled "Greed and Glory," while shaman and spellsinger equipment will be found in the upcoming supplement, "Totem and Tenor."

BASIRAN DANCER EQUIPMENT

As would be expected, the Basiran dancer's equipment revolves around enhancing the performance. These items are available at any decent-sized marketplace, or a specialty store. Note that many specialty stores have a 10% markup for exotic or hard to find items.

Item	Cost	Weight (lbs.)
Ankle Bells	1 gp	-
Dancer's Outfit	25 gp	2
Dancer's Outfit, Masterwork	325 gp	2
Finger Cymbals	1 gp	-
Incense Candles	1 gp	-*
Veils	1 sp - 1 pp	-

*6 candles weigh 1/2 lbs.

Other performance-based classes such as bards and spellsingers may be interested in some of the goods listed below. Costs and weights for all items are found on Table 7-12: Basiran Dancer Equipment.

Ankle Bells: These small brass bells jingle when the dancer moves her foot. They are meant to add to the music and rhythm. The bells give a -10 circumstance penalty to the dancer's Move Silently checks.

Dancer's Outfit: This outfit consists of the brightly colored, swirling robes worn and made famous by the Basiran dancer. The dancer can choose basic things like color and style. As clothing, this outfit provides 5 style points (see Chapter 4: Clothing).

Dancer's Outfit, Masterwork: This outfit is identical to the standard version, but made at a level of expertise that is practically legendary. The Basiran dancer is the only class that can properly use the robes in order to gain their benefit as listed in the *KINGDOMS OF KALAMAR Player's Guide*, as well as the supplement, *Stealth and Style*. The dancer can choose basic things like color and style.

When wearing the masterwork dancer outfit, the Basiran dancer need not use the full defense combat option in order to get improved concealment. Instead, it becomes a move action. As clothing, this outfit provides 10 style points (see Chapter 4: Clothing).

Finger Cymbals: These small brass cymbals fit on the dancer's fingers, and with them he can tap out a rhythm. The dancers also use them to communicate to each other during a performance.

Incense Candles: These tall, thin candles are mixtures of basic candle wax and incense. Many Basiran dancers use them to help create a mood, to put a room at ease, or on a very basic level, mask the scents of audience members who may be a bit deficient in personal hygiene.

Veils: These beautiful, gauzy bits of cloth range from the cheap, basic simple veils to the most expensive: the Basiran pearl veils. They are used for dramatic effect and subtle concealment. If a veil is used either as part of a disguise or a means of hiding something, it grants a +1 circumstance bonus to the Disguise and Hide skills respectively.

INFILTRATOR EQUIPMENT

Much more so than the Basiran dancer, the infiltrator often times relies on specialized equipment to help him accomplish a mission. Other classes that rely on stealth or other abilities in common with the infiltrator may find these items useful. Costs and weights for all items are found on Table 7-13: Infiltrator Equipment.

Item	Cost	Weight (lbs.)
Cleanburn torches	1 gp	1
Masked cloak	2 gp	2
Poison glove	5 gp	1/2
Quick clean (1 jar)	1 gp	1/2

Cleanburn torches: These amazing torches are made of the purest wood that is in turn treated with special alchemical mixtures. When the torches burn, they do not smell of smoke, and when they are extinguished, there is no residual scent. Other than that, they are considered normal torches. They require a Craft (alchemy) check (DC 13) to make.

Masked cloak: This black cloak has a cowl and hood that can be pulled completely over the wearer's head, masking his identity completely. A pair of eyeholes grants the wearer unobstructed vision. The cloak is so designed that the wearer can pull the hood up and over his face as a free action, thereby protecting the infiltrator's identity from someone who suddenly arrived on the scene. Naturally, the person will be immediately suspicious of a stranger with their face covered, but that's another matter. The important thing is that the infiltrator's features are hidden.

Poison glove: Thick leather gloves that are stylishly designed and do not appear to be as bulky as they truly are. The gloves are available in a variety of colors and styles. The gloves are specially saturated with any contact poison the wearer has on hand. Handshakes, a pat on the back, or any sort of contact with skin or light clothing causes poison to be delivered. The gloves do not work through leather or metal armors. However, any fiber-based armor will absorb the contact poison, letting it leech eventually into the armor wearer's skin.

At the Dungeon Master's discretion, a victim may be allowed to make a Spot check (DC 30) to notice the fact that the glove is damp. The contact poison remains active on the glove for one hour.

Quick clean: A disguise is a wonderful thing - unless you have to remove it quickly. Quick clean is an alchemical mixture that removes hair dye and makeup if the wearer takes a full round action to clean off. The mixture resembles water, colorless and odorless. It comes in an innocuous small jar. The disguise wearer puts some on a face cloth or handkerchief and rubs his face and hair vigorously. This allows the infiltrator to make a quick change. It requires a successful Craft (alchemy) check (DC 15) to create.



CHAPTER 8:

FOOD AND DRINK

As would be expected, food and drink vary widely across Tellene, for each culture has its own ethnic specialties. As expansion and trade occurs, these specialties spread to other nations, and a brisk trade in items indigenous to one region or nation and exotic elsewhere, has sprung up. While certain cultural differences exist, other themes are consistent. Most of these fall in the areas of the differences in the diets of the common and the well off.

Food also has a prominent place in social events. Most major events of a person's life have some type of celebration involving food associated with them. Even among the poor, a wedding celebration includes a feast. Obviously, the scale of these events suits the means of the participants. In the countryside, the feast may consist of the usual bread and vegetables, but be supplemented with various meats. These feasts may be accompanied by wine, in addition to ale, mead or other beverages, and cakes or sweets.

In the castles of the nobles, feasts are a spectacle of gluttony. Nobles are often judged on the splendor and magnitude of these events, and plan accordingly. The feast celebrating a marriage may last many days. Along with breads, meats, poultry and fish will all be served. Wines of all kind, as well as candies and exotic fruits are made available to the sometimes hundreds of guests. In some rare cases, the guests may number in the thousands, as the noble opens the event to all that live in his domain.

The sections below detail several regions of Tellene, with details on the agriculture and husbandry of the region, along with tips on dining and etiquette. Three standard types of meals (Poor, Common and Good) are also listed.

It should be emphasized that, within a region, there will still be multiple variations of each. For example, an Eldoran from Dalen may not eat the same foods or abide by the same rules of etiquette as an Eldoran from Randolen. The following sections give a general guideline for each major region or population center, leaving very specific regional or racial details open for the Dungeon Master to modify.

TABLE 8-1: MEAL COSTS

Meal (per day)	D&D Cost	Weight (lbs.)
Poor	1 sp	-
Common	3 sp	-
Good	5 sp	-

BRANDOBIA

AGRICULTURE AND HUSBANDRY

The primary source of meat for Brandobians is seafood, with poultry, pork, goats, beef and mutton following. Many types of grains, fruits and vegetables can be found in Brandobia, due to its

mild climate and abundant rainfall. The staple crop is corn, though other crops raised include apples, cabbages, carrots, mushrooms, onions, turnips and (primarily in Cosdol) potatoes.

DINING AND ETIQUETTE

There are several rules that a traveler should remember when planning to dine in a Brandobian household. First, he must be sure not to arrive "fashionably" late – once dinner has begun, no further guests are admitted to the dining room. Second, the guests should ensure that they are dressed in a manner appropriate to the host's wealth. Being drastically overdressed (or underdressed) is seen as a source of embarrassment to the host.

Once inside the house, the host will be sure to offer pre-dinner drinks. These are usually mildly alcoholic in nature, so it is of great importance not to overindulge before the meal. It is also considered rude to take these drinks to the dinner table. Once all are seated, with the hosts at either end, dinner is served. The host always takes the first bite – everyone else must wait until the host has begun his second bite before beginning their own meals.

When making dinner conversation, it is expected for the speaker to confine himself to addressing the person to his left side, right side or directly across the table. Only the host may address others further away. If all at the table are known to be friends, however, this rule is often waived.

In general, no one should leave the table until the host has left – though this guideline is waived for children, the elderly or infirm, and those with an urgent need to visit the "facilities." If a dinner includes guests of honor, it is expected that no one leave the building until they have departed (assuming, of course, that they are not spending the night).

When taking a meal in a Brandobian tavern or inn, the adventurer is expected to seat himself at the bar or at a table and wait for a server to attend to him. Unlike a Brandobian household, there are few (if any) rules of etiquette. Any such rules will generally be posted so that patrons will easily spot them.

MEALS

On a normal day, a rural resident of Brandobia rises very early to start work in the fields after eating a simple breakfast of bread and cheese. The largest meal, or "leldamor" is served at mid-day, consisting of bread and a thick soup made from turnips, onions, leeks, berries, greens and the like – whatever is readily available from the garden. If the family is lucky, they may have some salt pork or fatty bacon to add for flavor and protein. The last meal, "rondamor," taken after work is done for the day, is lighter – perhaps some bread and a small portion of cheese or the leftover vegetable stew from mid-day. Ale is an important element of the rural diet as a much-needed source of calories.

Chapter 8: Food and Drink

In the castles or manor houses, the pattern is similar in that the largest meal is the one taken at mid-day, but the actual menu leans more toward meats rather than vegetables.

An adventurer on the road who chooses to stop for a meal will have a variety of choices, depending upon the quality of the inn and how much he is willing to spend. Poor meals are composed of a chunk of cheese, some “dandril” (a thick brown sauce made from vegetables, spices and vinegar, eaten with cold meats, cheeses and pies), a pickled onion, a hunk of coarse bread and a mug of cut ale or cider. Common meals might consist of a slightly higher quality bread, stew or pie (light on the meat), carrots and ale or cut wine. Some other Common meals include tea with brown bread, puddings and sausages. Good meals may consist of a high quality bread, cheeses, meat pie or black pudding, a vegetable (typically corn in most regions, or peas in Cosdol), a pastry for dessert and uncut wine.

THE CENTRAL PLAINS

This section focuses primarily on the tribal Dejoy of central Tellene, who cover the Young Kingdoms and northern Kalamar (Pekal and O’Par). Though certain aspects of their culture (with regards to food and drink, among other things) vary from tribe to tribe, the basic details are as follows. General information on food and drink of the Young Kingdoms can be found in its own section below.

AGRICULTURE AND HUSBANDRY

For the most part, the numerous Dejoy tribes of the central plains live as hunter/gatherers, planting few, if any, crops. Their domesticated animals primarily include cattle, pigs and goats, with additional meat supplies coming from a variety of game, depending upon region.

Central Tellene hosts a wide variety of domestic animal life, including sheep, poultry, pigs, goats, cattle and fish. The Dejoy supplement these meats with wild game, including bear, buffalo, deer, elk, rabbit and snake. The primary agricultural crops in these lands are corn, rye and wheat, along with many other fruits and vegetables. The Dejoy most often add carrots, pumpkins, squash, wild rice and a variety of berries and herbs to their diets.

DINING AND ETIQUETTE

Dining among the plains Dejoy is, as with many other Dejoy, very much a communal affair. Once the food is prepared, each diner seats him or herself outside, in a circle around the fire (or inside during rain or winter). Each person is served a portion appropriate to his status within the tribe and/or his contribution to the hunt. The person who delivered the killing blow, or gathered the most food, receives the largest portion.

If there is more than enough food, second portions may be served. If there is enough for everyone, everyone will be served. However, second portions are usually served first to the most important persons in the tribe. If there is not enough food to go around, some may receive nothing. Naturally, all foods are eaten by hand.

The seating around the fire (usually stumps or carved logs) is reserved for tribal members or certain honored guests. Any seating covered by a blanket or shawl is taken and should not be bothered. It is considered extremely rude to take someone’s seating or to sit on their blanket unless asked to do so. When looking for seating, or at some other object, nod with the head to indicate direction. Some tribes consider pointing at something with the fingers to be a sign of poor breeding.

If eating “adagy” (a soup of boiled fish heads and backbones), there is a special etiquette that should be followed. After each guest begins to sup his soup (there are rarely any spoons), the host or hostess’ mate (or some relative or servant if unmarried) will place small wooden dishes on the ground, in front of each guest. This is the “chodagy,” or “fish bone plate.” As each guest finds a bone, he or she tosses it onto the chodagy. After finishing the soup, each guest should replace the chodagy with the soup bowl. The diner then picks up the backbones and chews on them (the intent being to suck out the fat). The fish heads are only eaten in the evening, or at night, for their fat content tends to make the eater sleepy.

Once each diner finishes the last backbone on his chodagy, the host’s wife (or hostess’ husband, depending upon the tribe) takes each chodagy away, washes them out, and returns them with water in them. Each guest then washes his or her hands. After the washing, drinks are passed around, and the meal continues (or ends).

It is a breach of etiquette to enter a home, tent or other building without having obtained permission first. When leaving a meal, it is a sign of good manners to give a small gift of appreciation to the host. However, there is no special stigma attached to the character who does not.

MEALS

A Poor meal typically consists of water, frybread and squash soup (with seeds). A Common meal includes water or berry juice, frybread, fish soup or “enjon” (soup with chicken, chilies and corn) and a hunk of meat. A Good meal may consist of spicewood tea, frybread, a large hunk of meat with greens and, for dessert, black-berry dumplings.

THE DELNONDRIAN ISLANDS

Since their colonial occupation, the islanders’ food has become an exotic blend of many cultural influences, including Eldoran, Mendarn and even Svimohzish. Though various Brandobian fare can also be found on the islands, the sections below discuss traditional food and drink as found on the main island, Malavla.

AGRICULTURE AND HUSBANDRY

As would be expected for an island chain, fish is the most common meat source, with chickens, pigs, goats, cattle and game following. Rice is fairly common, followed by corn (mostly imported from Brandobia) and other grain products. The most common vegetables are beans, chilies, garlic and other herbs, along with a wide variety of fruits.

DINING AND ETIQUETTE

During a traditional Malavla (Dejoy) meal, guests are seated at a table, where each receives a bowl of bland white rice, a mug of water, a small bowl of water (for hand washing) and a cloth napkin. The guests may then take their bowl over to a separate table where various foods (sauces, meat dishes and vegetable dishes) are laid out along a table. Almost all of these are very spicy (which is why the rice is bland). The guest then spoons out however much food he or she wants into the rice and returns to the main table.

In an inn or public eating establishment, patrons will be seated in the same manner as above, while the server brings the various dishes directly to the table. The diner will be charged for the bowl of rice, along with a small cost for each item added to the bowl. The buffet bowls will then be removed, and the diners may enjoy their meal.

Other meals are generally available, though the cost is usually higher than the buffet.

If dining in a Malavla (Dejy) household, it is considered polite to bring flowers as a gift. After having been seated at the table, and after food has been served, it is still not polite to begin eating until after the host. During the meal, be sure to compliment the hosts on the excellence of the food. However, humorous remarks about the food (even if made with good intentions) are considered to be extremely rude.

Though it is traditional to eat with the fingers, it is not impolite to ask for a spoon or fork (knives are not used at the table). The fork is always used in the left hand and the spoon in the right.

After the meal, it is polite to offer help with the post-dinner cleaning, even though the offer will always be refused. Guests who are staying the night should also be careful not to drink too much alcohol and oversleep. Guests are expected to rise when called and have breakfast with their hosts. Not to do so is extremely rude.

MEALS

Poor meals generally consist of water or coconut milk, rice and fish. Common meals may include ale, coconut milk or watered (cut) fruit juice, rice, “temelpe” (a fried soybean cake) and “galogalo” (a dish of vegetables, potatoes and eggs). Good meals may consist of ale, fruit juice or rice wine, “jakarla” (soup with herbs, meat and coconut milk), temelpe, “golenay” (mixed rice, vegetables and very spicy chicken) and “taola” (fresh tangerines coated with sugar and cherry syrup).

THE ELOS DESERT

AGRICULTURE AND HUSBANDRY

Along the coastline, sorghum is the primary agricultural crop. Other foodstuffs (such as corn, rice and barley) come from trading ships. Seafood is, naturally, the main source of meat.

Deeper within the desert, some tribes have managed to grow small, but hardy crops of tubers, beans, onions, garlic, lettuce, cucumbers and “emmer” (a wheat-like grain). Most nomads subsist on the meat of wild antelope and small desert creatures (primarily lizards and desert hares) or upon the supplies and goods of traveling adventurers or caravans. Barley is highly prized for its ability to make “joda” (a thick beer that is more of a meal than a drink). Away from an oasis, the typical drink is camel or goat milk.

DINING AND ETIQUETTE

The inhabitants of the Elos Desert area typically greet guests by placing their left hand on the guest’s left shoulder while simultaneously grasping the right hand. Kisses on each cheek are then shared (but only by persons of the same gender). It is considered coarse behavior for members of the opposite sex to kiss each other in public.

Male guests of honor are usually seated to the right of the host, who typically sits slightly higher than the other diners. Everyone else may sit where they desire, though the host’s marital partner, favored concubine or eldest daughter usually sits on his or her left. For one reason or another, some Dejy men of the Elos may not introduce the female – in this case, it is polite to act as if she is not there.

In some tribes, meats may be undercooked. Travelers should take care with these. While the natives may be hardened to its influence, foreign guests might not be so lucky. In this case, it is best to eat only breads or vegetables, with some polite nibbling at the meat.

Emmer-wheat breads can be spotted by their unusual texture (small pieces of sand and tiny fragments of stone often get accidentally mixed into the flour). This makes the bread hard to chew, and will even wear down the eater’s teeth if consumed regularly for an extended period of time. Fortunately (and strangely), it is an offense to the chef if the diner consumes everything on the plate.

MEALS

Poor meals usually consist of beer, emmer-wheat bread and joda. Common meals include beer or cut wine, emmer-wheat bread, a small plate of vegetables and a hunk of meat or cheese. Good meals consist of wine, barley bread, and a small plate of mixed meat and vegetables, with dates or honey cakes for dessert.

KALAMAR

AGRICULTURE AND HUSBANDRY

In Imperial Kalamar and its holdings, cattle, goats and pigs are the main sources of meat. Staple agricultural crops are rice and wheat, though other lesser crops include eggplants, figs, grapes, olives, onions, peas, tomatoes, zucchini and various herbs. What the Kalamarans lack, they import.

DINING AND ETIQUETTE

In Kalamar, the main meals have different names as follows: Porima (breakfast), Kolazin (lunch), Porano (dinner) and Kena (after midnight). The time of these meals depends upon the region (northern Kalamaran meals are taken an hour to two earlier than in southern Kalamar).

When dining in a Kalamaran home, guests are expected to arrive for dinner on time, rather than being fashionably late. When guests arrive, the host will be waiting in the dining room. The host then offers drinks as requested (usually juice or wine), along with small pieces of bread, cubes of cheese and olives. When all of the guests have arrived, the servants announce that dinner is ready and the guests will be seated.

The wealthy recline on couches while the poor sit on stools at tables. Hosts always sit (or lay) opposite each other, while the guests are placed in an alternating male/female pattern. The oldest and/or most important male guest is always placed to the right of the female host, and the oldest and/or most important female guest to the right of the male host. Singles, younger family members and less important people are always located furthest from the host.

Aside from dining as a guest in a Kalamaran’s home, a traveler should be familiar with several different types of eating establishments.

A “biranar” is a tavern that specializes in various types of ale and beer, though it also sells other drinks, as well as a small menu of hot or cold dishes. A “biranar fimal” makes a point of featuring a menu of cold dishes, while a “biranar kironon” features a variety of hot foods. A “biranar rosemir” specializes in roast meats.

The “hotarisa” is simply an inn that provides food and lodging, along with a slightly better than average selection of wine. A “risoran” is an eating establishment that features a large menu and a wide selection of wines and other drinks. Risorans are generally only found in large cities. Finally, there is the “tatare,” a smaller version of a risoran that serves only local foods and drinks. The tatare is usually run by a close family or group of relatives.

Chapter 8: Food and Drink

MEALS

For the wealthy, porima typically consists of bread or pastries, along with water, tea or imported coffee. The poor may have cold porridge. Kolazin and (particularly) porano, however, can be much more filling.

Whether in a home or inn, the typical porano consists of multiple courses, starting with the appetizer (“anipas”). Next come two to six courses, possibly with side dishes, followed by dessert and more drinks. Guests are expected to partake of at least the first two courses (or an anipas and first course at lunch).

Poor meals are served with watered wine and only two courses. The first course usually consists of soup, with the second course being a plate of beans or cabbage. Alternate courses could include leeks, fish or (in the northern areas) sheep lips. Common meals might consist of wine, a first course of pasta or soup, with a second course that includes a small serving of meat (usually beef, though goat, pork and fish is also possible) and a dish of cooked cheese or vegetable dishes. With the first and second course may come a side dish of noodles, rice or other cooked vegetables. A third course consists of fresh fruit, followed by a liquor or more wine.

Good meals begin with an anipas of lettuce, leeks and tuna garnished with eggs, followed by a first course of pasta, soup, or sausage on a bed of beans and rice (and occasionally also bacon). The second course may include almost any type of meat, depending upon the wealth of the host (or landlord), including sweet and sour pork, rabbit with fruit sauce, chicken and honey, or a dish made with snails. Alternatively, this second course may consist of omelets or cooked cheeses and vegetables. The second course also includes a side dish of noodles, rice, salad or other cooked vegetables (such as peas). Later courses may follow, featuring other meats, cheeses, fresh fruit, nuts, dessert (sweet breads and cakes) and wines or other alcoholic beverages.

Note that, in general, Kalamarans are fond of herbs and spices, and a traveler unaccustomed to such flavorful foods may be taken aback. Kalamarans are particularly fond of “ladafo,” a sweet and sour syrup made of cooked honey and grape juice, as well as a sauce made from rotting fish entrails, known as “garum.”

THE KHYDOBAN DESERT

This section focuses primarily on the eastern coast of Reanaaria Bay, along the edges of the Khydoban Desert. Here stand the predominantly Dejy cities of Dynaj and Thygasha, the last major outposts of civilization before the looming Khydoban. Outside of these two cities, several Dejy and a few humanoid tribes make up the primarily nomadic population.

AGRICULTURE AND HUSBANDRY

The Dejy living along the edges of the Khydoban rely heavily on wheat, barley and dates, as well as the meat and milk of sheep, goats and camels. Chicken is the most common poultry, excluding the occasional wild game.

DINING AND ETIQUETTE

Dining in the home of such a Dejy means that the guest accepts not only the host’s hospitality, but also his or her protection. The formalized rules of hospitality are so powerful that the guest remains under the host’s protection for three days after a meal – even if he is no longer under the host’s roof, or even in the same area.

Whether dining in a home or inn, guests sit (or recline) at a raised platform covered with rugs, cushions and pillows. It is considered rude to wear shoes during the meal.

Nearly all food is eaten with three fingers (the thumb, index and middle) of the right hand – excluding soup-like items, of course. All guests are expected to eat most of their dinner from their own dish, and only from the side of the dish closest to their body. Some dishes are eaten out of a commonly shared bowl, but these are few in number.

When dining, it is best to eat slowly (or nibble if full). If one person stops eating, the rest will also stop, even if they are not finished. Always keep a discreet eye on the host – when he or she stops eating and begins to lick their fingers, the meal is considered to be over. At that point, other guests should finish eating and lick their own fingers. A pitcher of water will be passed around the table for diners to wash their hands.

During the meal, be sure not to stare at the host or other guests – it is considered rude. It is also rude to discuss business (or any other subjects that might be displeasing) at the table. Passing at least three comments on the high quality of the meal is a sign of good manners and politeness.

MEALS

Poor meals might be composed of coffee, “nonsha” (a small oval bread), a small hunk of goat cheese, and a plate of rice and mung beans. Common meals typically include coffee, nonsha sprinkled with sweet cumin seeds and “bhodance” (an eggroll-like pastry containing ground beef, potatoes and vegetables). Good meals may consist of coffee or wine, a bowl of fresh herbs (to cleanse the mouth before the meal), a plate of lamb with spinach, bride’s finger pastry and a small dish of fruit or nuts.

THE OBAKASEK JUNGLE

Though inhabited primarily by numerous goblinoid tribes, some Dejy tribes also inhabit this area.

AGRICULTURE AND HUSBANDRY

On the jungle’s northern edge, cattle, pigs and goats are the main meat staple, while fish is predominant along the coast. Exotic game (such as crocodile, giant lizards and even insects) are the primary protein source within the jungle itself. The inhabitants of this peninsula grow few agricultural crops, choosing instead to subsist on the naturally-grown fruits and vegetables (including the bush tomato, lilly pilly, muntries, quandong, warrigal greens, wild lemons and limes), nuts and seeds of the area.

DINING AND ETIQUETTE

Dining among the jungle inhabitants is, like most events, a communal affair. Once the food is prepared, each diner seats him or herself in a circle, inside the huts or outside around the fire. Each person is served a portion appropriate to his status within the tribe and/or his contribution to the hunt. The person who delivered the killing blow or gathered the most foodstuffs receives the choicest portion.

If there is more than enough food, second portions may be served. If there is enough for everyone, everyone will be served. However, second portions are usually served first to the most important persons in the tribe. If there is not enough food to go around, some may receive nothing. Naturally, all foods are eaten by hand.

Jungle dwellers rarely boil water, roasting all meats (and most insects) over a fire. The only use of boiling water is for shamanic preparations, or to boil nuts – this makes it easier to extract them from their hard shells. Nuts and fruit are eaten raw or roasted, occasionally being ground and pounded together to make a kind of

bread. The inhabitants of this peninsula rarely, if ever, add spices or flavorings to their foodstuffs.

MEALS

A Poor meal typically consists of fruit or berry juice and three to four bush grubs (raw or cooked in ashes). Cooking is preferred, for it causes the grubs to swell and stiffens the skin. Ten large bush grubs provide the daily nutritional needs for an adult male human. Common meals might be composed of fruit or berry juice, bread or nuts, grubs and a small roasted lizard. Good meals may consist of slightly alcoholic fruit or berry juice, bread or nuts, a large hunk of roasted meat and a tiny bowl of honey.

REANAARIA BAY

AGRICULTURE AND HUSBANDRY

Throughout Reanaaria Bay, the main source of meat is fish, pigs, goats, cattle (in the north) and sheep. Agricultural staples are wheat, rye and barley, with lesser crops including almonds, beans, cucumbers, dates, garlic, grapes onions, peas, potatoes, spinach and tomatoes. The cities of Reanaaria Bay, with its seagoing trade, also have access to foods from many lands.

DINING AND ETIQUETTE

When dining at a Reanaarian home, it is common to arrive approximately one to two hours before dinner will be served. Guests are greeted warmly, and offered fine (but weak) wine along with a small tray of pastries. During this extra time, guests are encouraged to talk openly about themselves. This questioning is not at all unusual, and it is perfectly acceptable to turn the question back on the host, for it shows interest in their lives.

Most Reanaarian meals begin with a selection of “miavadoor,” or appetizers. Unlike Kalamaran dining, there are no set courses. However, the diners often eat for as long a time as if they had several courses. Reanaarians love to eat, and guests are encouraged to continue eating for as long as they wish. Servants (or the host) will continue to bring food for as long as the guest desires. One important piece of dining etiquette involves wine. In Reanaarian dining, it is traditional for wine glasses to be filled only halfway. However, the drinker should not empty the glass – this is considered rude. Instead, there should always be at least a small remnant of wine remaining in the glass.

Facial expressions are also important during dinner conversation. When accepting a compliment, the gracious host makes a puffing noise though pursed lips. A Reanaarian man who spots an attractive woman will stroke his chin with his forefinger, while making eye contact. When saying “yes,” Reanaarians typically tilt their heads to one side, though slightly raising their head or raising their eyebrows means “no.” When leaving a Reanaarian house after a meal, it is typical to leave a small gift for the host. Toys are acceptable if there are children in the house, though money is not.

Travelers who stop at Reanaarian inns or eating places are expected to seat themselves, though it is customary to greet the barkeep or server upon entering. Typical greetings are “talaamera” (good day) or “tenaadur” (good evening). Upon choosing a table, diners will be approached by the server for their order. It is uncommon, but not unusual, for patrons to ask if they may stop into the kitchen to see what dishes are offered. Not all eating-places display their food in this way, though diners are usually welcome to step into the kitchen and choose their seafood. Reanaarian inns and eating-places are very informal, as well as being very relaxing.

MEALS

The typical Poor meal consists of cut ale, rough bread and “gesaanar” (large dried beans with onion and tomato sauce), while Common meals are mostly cut wine and “veuwao,” a dish of either tomatoes or green peppers stuffed with mince meat or rice. Good meals include wine and a miavadoor, which may be “keaftao” (meatballs), “dolmaadaa” (vine leaves stuffed with minced meat and served with an egg sauce), “meliazano” (eggplant dip) or “tilatabi” (curdled cream dip with garlic and cucumber). The main course of a Good meal may consist of “giouvesiari” (baked macaroni with minced meat and a butter and milk sauce), “peesaso” (veal or lamb with pastry) or “koorazix” (layers of eggplant, minced meat and potatoes topped with cheese sauce and baked).

The usual beverages can be substituted for cut or uncut “ousoo,” a popular Reanaarian alcohol. Dessert costs extra, and may include “kaataifis” (barley or rye cakes soaked in honey), “loukou” (fritters with honey or syrup) or “paasesti” (very sweet cakes with cream).

SVIMOHZIA

AGRICULTURE AND HUSBANDRY

On the island of Svimohzia, the main food staple is meat from domesticated animals, including cattle, poultry, goats, lambs and pigs. Game meat, less common but by no means rare, can come from a wide variety of animals, including antelopes, gazelles, monkeys and snakes. Staple agricultural crops are corn, rice and wheat, though other crops include bananas, beans, cassava, citrus fruits, cocoa, coffee, cotton, palm oil, peanuts, soy beans, sugar, sweet potatoes, tea and tobacco.

When crops are poor and game is scarce, the Svimohz rely on berries, herbs, roots and even insects. Along the coastline, as well as in the lakes and rivers, fishing also helps to bring in enough food for survival.

DINING AND ETIQUETTE

Traveling adventurers who dine in the homes and taverns of Svimohzia will find the experience quite different from what they are used to on the main continent. The main meal of the day is known as “iriz,” while the last meal of the day is called “ugazhi.”

If dining in a Svimohzish home, travelers will be greeted warmly before being seated at a wooden table covered by a plain white or striped tablecloth. No one sits at the ends of the table – these places are reserved for bowls and platters of excess foods, including a large soup tureen. The host or hostess sits on the sides of the table along with the guests. All plates, bowls and other tableware are already turned upside down before the guests are seated. Each guest turns over his own plate, mug or soup bowl (he only gets one of each, regardless of the number of courses) when the food is served. All foods (including any appetizers, drinks, entrees and desserts) arrive at the table at once, and are placed at the ends of the table. No dishes leave the table until after the meal is finished.

Travelers stopping at an eating-place will open the door to find the proprietor dressed in bright clothing, with a flamboyantly colored hat or other headpiece on his or her head. Cheerily beckoning travelers inside, he seats his patrons at a table covered with a brightly colored cloth. He then serves small cups of weak tea to each patron before returning to the kitchen to prepare the meals.

MEALS

Poor meals are typically composed of weak tea, bread and “zamoam” (a thick soup made of crushed peanuts, water and salt).

Chapter 8: Food and Drink

Common meals include “maziwaya” (slightly sour skimmed milk), bread and “kozranga” (a plate of beef and potato stew), along with a plate of beans. Good meals are composed of a pitcher of ginger beer, “maboza” (a light, thin cornmeal bread), a small bowl of beans and a large plate of chicken (or fish) in coconut. Good meals also include dessert, or “nindiz,” consisting of small bananas peeled and cooked in banana leaves.

The size of these portions varies slightly, depending upon the strength or weakness of the latest harvests (or of the host’s wealth). Alternate main courses include “couzez” (rice with spicy vegetables and/or meat), “mombazah” (hot oysters on a bed of rock salt) or, in northwestern Svimohzia, “whemin” (a mixture of mashed potatoes and corn).

THE WILD LANDS

Primarily inhabited by nomadic Deji and Fhokki, the Wild Lands also contain towns and cities where Deji tribes and Fhokki clans have chosen to settle. Both consume similar foods and use similar etiquette, though this naturally varies from tribe to tribe and clan to clan.

AGRICULTURE AND HUSBANDRY

Meat is a large part of diet in the Wild Lands, with beef, goats, pork and mutton dominating domesticated animals, while deer and buffalo are the main sources of wild game. Fish and seafood is commonly eaten only around lakes or northern Reanaaria Bay.

DINING AND ETIQUETTE

If dining with Wild Lands nomads, there are several notes on table manners that are worth knowing. Each typically carries a wooden plate, wooden bowl and bronze or iron dagger in his gear, bringing them out for mealtimes. Meats are served on the platter and broth in the bowls, as the diners squat on their heels around a campfire.

Though the leader always takes the first portion of meat, he may not always take the choicest portions, but leave them for someone else who he deems deserving. The choicest portions of the sheep are the head, shoulder and tail. The recipient of these may never refuse these portions and must eat them himself.

It is considered poor breeding to poke the dagger into the fire or touch it in any way, or to use the dagger to spear a piece of meat from a plate or bowl. Meat must be picked up with the fingers and held with the teeth – the dagger is only used to slice the meat between the diner’s lips and the meat bone.

If a meal is interrupted, or there is no time to remove all the flesh from the bones, the bones are saved for later gnawing. A guest is expected to save his own bones. They will quickly be taken if left behind, but the act of leaving the bones is disrespectful. At the end of a meal, diners typically clean their hands by wiping them on clothing, particularly when on the march and when water is scarce. When washing the face, hands or hair, a nomad fills his or her mouth with water and spits it into their hands a little at a time. Except when water is easily available, bowls and plates are washed with the soup broth, which is then poured back into the cooking pot.

Dining in a house or inn is similar, but cleaner (and forks, spoons and knives are common). After the meal, a basin of water is passed around the table, starting with the host, for diners to wash their hands in. Tableware is washed with water.

MEALS

A Poor meal for nomads is mare’s milk and one or two mouthfuls of boiled horsemeat with broth. Common meals include tea with milk and a bowl of broiled beef in broth. Good meals may consist of ale, dried cheese and “jhekdhadd” (raw, finely minced beef mixed with salt and chopped onions or garlic).

In the towns and cities, a Poor meal often consists of water or tea, grilled leeks, beef broth and a hunk of rye bread. A Common meal may include tea or cut ale, fried bread and steamed minced meat dumplings. A Good meal usually includes ale or wine, bread with butter, noodle soup and steamed lamb.

THE YOUNG KINGDOMS

AGRICULTURE AND HUSBANDRY

Common meats within the Young Kingdoms include cattle (primarily Ek’Gakel, Ek’Kasel and Pekal), along with pigs, goats and sheep (all mostly found within Ek’Kasel, Korak and Norga-Krangrel). Fish is also common along the Pekal coastline, as well as in Lake Eb’Sobet and the Renador Lakes. Wheat is the most common crop (all nations except the city-state of P’Bapar), with rye (mostly Ek’Gakel and Korak) and corn (Pekal) following. A variety of fruits and vegetables, including apples, beets, cabbages, mushrooms and potatoes are grown here.

DINING AND ETIQUETTE

Though specific customs vary, depending upon area, the following are common to most in the Young Kingdoms.

When dining in an inn or house, foreigners will be received warmly, but will need to “prove themselves” before they will be truly welcomed. This generally involves doing or saying the right thing at just the right time.

Some helpful tips include: punctual arrival for mealtimes (usually late in the evening), keeping direct eye contact when speaking and limiting hand gestures to a minimum. One exception involves flicking the index finger against the side of the neck – this is an invitation to join in an (alcoholic) drink.

Upon entering a house, it is wise to keep an eye out for shoes lined up inside the front door. Evidence of such means that guests are expected to remove their shoes upon entering. While dining, the knife stays in the one hand, with the fork held in the other. Wise guests should keep an eye on the host or hostess to determine which is proper. When leaving, it is impolite not to say personal good-byes to everyone in a group beforehand.

In wealthy houses, the meal may matter less than the manner in which it is served. Some nobles are even known to enter to a trumpet fanfare, as guests participate in a ceremony where rosewater is poured over their hands. Guests who appear to be surprised or shocked at such events are called “common” or worse.

MEALS

A Poor meal might be composed of water or tea, bread, beets and a mixed vegetable dish. Common meals often consist of tea or ale, bread, stew and sausages or another meat dish. Good meals might consist of tea or wine, sweetbreads, stuffed eggs and a fancy regional meat and vegetable, or meat and pastry, dish.

Foodstuffs

Most of the items on the list below are named in Merchant's Tongue. Region-specific items appear only in a certain area, and may have no corresponding translation in Merchant's Tongue.

BREADS & CEREALS

The staple of most diets on Tellene is some form of cereal grain with meat or fish an occasional luxury. Wheat and rye is generally made into bread, whose degree of fineness or coarseness varies depending upon the consumer's social status and income. Commoners tend to eat oats, in the form of porridge, rice, or other cheap breads like brown or horse bread. For the average farmer, his

wheat is too valuable at market for his own family to consume. Traveling adventurers eat a wide variety of breads depending upon the quality of the inn or tavern where they choose to rest their feet. Nobles prefer to eat only the finest breads, of course.

Corn Dodgers: A kind of cake (usually oval) made of corn and baked very hard. Corn dodgers remain edible for months after baking and are consequently used for provisioning on long journeys. Though tough and bland, they are somewhat more palatable when cooked in gravy.

Darukan Seed: This tasty bread comes only from the independent city-state of Daruk. Foreigners pay good prices for a loaf of Darukan Seed bread, sold out of the largest rye fields northwest of the city.

Emmer-Wheat: This coarse bread can be found in and around the Elos Desert. Small pieces of sand and tiny fragments of sand or

bone often get accidentally mixed into the flour. This makes the bread hard to chew, and will even wear down the eater's teeth if consumed regularly for an extended period of time.

Frybread: A thin, puffed, deep-fried flat bread. Frybreads are popular among the plains Dejy.

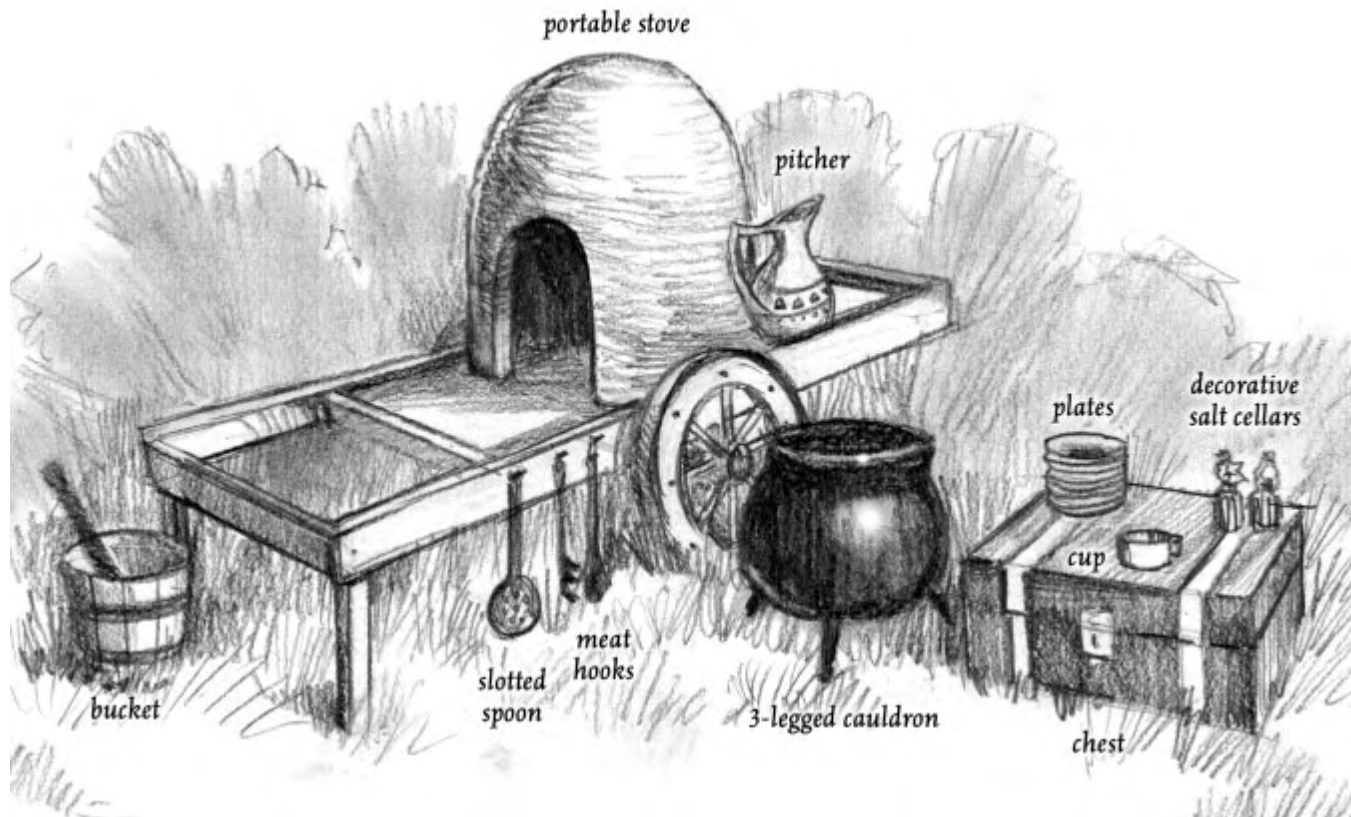
Horse: This is a poor quality bread, made from beans, grains and peas. It is called horse bread because it is eaten by horses as well as by the common man. This

TABLE 8-2D: BREADS

Item	D&D	
	Cost	Wt
Corn Dodgers (1 wk rations)	4 gp	37.5 lbs.
Darukan Seed (per loaf)	5 sp	1/2 lb.
Emmer-Wheat (per loaf)	1 cp	1/2 lb.
Frybread (per serving)	1 cp	1/4 lb.
Horse (per loaf)	3 cp	1/2 lb.
Maboza (per serving)	3 cp	-
Manchet (per loaf)	2 gp	1/2 lb.
Maslin (per loaf)	4 cp	1/2 lb.
Nonsha (per serving)	1 cp	-
Pan and Egg (per serving)	4 sp	-
Ration, Dry	10 gp	65 lb.
Ration, Iron	5 gp	25 lb.
Ration, Std.	3 gp	50 lb.
Strongbread (per loaf)	5 cp	1/2 lb.
Wastel (per loaf)	6 cp	1/2 lb.

TABLE 8-2H: BREADS

Item	HM cost	HM Wt	Base Availability		
			Hi	Med	Low
Corn Dodgers (1 wk rations)	2.5 gp	37.5#	90	85	80
Darukan Seed (per loaf)	7 sp	1/2 lb.	60	40	20
Emmer-Wheat (per loaf)	1 cp	1/2 lb.	85	75	65
Frybread (per serving)	1 cp	1/4 lb.	90	85	80
Horse (per loaf)	4 cp	1/2 lb.	80	70	60
Maboza (per serving)	4 cp	-	70	50	35
Manchet (per loaf)	25 sp	1/2 lb.	80	50	20
Maslin (per loaf)	5 cp	1/2 lb.	95	90	85
Nonsha (per serving)	2 cp	-	80	60	40
Pan and Egg (per serving)	5 sp	-	85	75	65
Ration, Dry	10 gp	65 lb.	85	80	75
Ration, Iron	5 gp	25 lb.	90	85	80
Ration, Std.	3 gp	50 lb.	85	80	75
Strongbread (per loaf)	6 cp	1/2 lb.	95	90	85
Wastel (per loaf)	7 cp	1/2 lb.	95	85	75



Chapter 8: Food and Drink

is the most likely bread to be found on the table of the average farmhouse.

Maboza: This light, thin cornmeal bread is common to the island of Svimohzia.

Manchet: This white bread is made of fine wheat flour that is well-sieved for bugs, flakes and other debris; the most desirable bread. Manchet is always the bread of choice at a noble's table, and is sometimes known as "Lord's Bread."

Maslin: This is the standard bread for the middle class. Maslin is typically made from mixed grains such as half wheat and half rye, or half rye and half barley. The word "maslin" is occasionally used to describe the mixed grains themselves, instead of the bread, as some farmers sow multiple grains in the same field to guarantee at least some production. If one grain fails, then the others can still be harvested.

Nonsha: This small oval bread is generally eaten by poor Deji living in and around the Khydoban Desert.

Pan and Egg: This term refers to any bread that is covered with an egg mixture (by dipping or pouring) and then baked or fried. Other spices and flavorings are sometimes added to the egg mix to give sweet or savory flavors.

Rations, Dry: These rations are superior to other varieties of excursion food in that they not only will last for months but also provide a well-balanced meal.

Rations, Iron: These are in some ways improved dry rations, in that they last longer. Iron rations consist of one pound of preserved meat, a 12 ounce biscuit, 5/8 of an ounce of tea, 2 ounces of sugar, 1/2 ounce of salt, 3 ounces cheese, and one ounce of meat extract (divided into two cubes.)

Rations, Standard: Standard rations can last several weeks, but provide more variety than most dry or iron rations. They consist of 1/4 pound of fresh or frozen meat, or one pound of preserved or salted meat; with 1 1/4 pound of bread or one pound of biscuit or flour; 4 ounces of bacon; 3 ounces of cheese; 5/8 of an ounce of tea; 4 ounces of jam; 3 ounces of sugar; 1/2 an ounce salt; 1/36 ounce of pepper; 1/20 of an ounce of mustard; 8 ounces fresh or 2 ounces dried vegetables; and 1/10 of a gill of lime juice if fresh vegetables are not issued. They also include (at the discretion of commanding general for military types) 1/2 gallon of rum and perhaps 2 ounces of tobacco.

The following substitutions were permitted if necessary: 4 ounces oatmeal or rice instead of 4 ounces bread or biscuit; 1/30 of an ounce chocolate instead of 1/6 of an ounce of tea; 1 pint porter instead of 1 ration spirit; 4 ounces dried fruit instead of 4 ounces jam; 4 ounces butter, lard or margarine, or 1/8 gallon oil instead of 4 ounces bacon.

Sop: This term refers to any small bit of bread used for dipping, in such liquids as soup or wine.

Strongbread: This bread is named after its heavy use of pepper as a spice. Strongbread is generally made from wheat grain, though other grains are sometimes mixed or substituted, with the addition of pepper and honey for flavor.

Wastel: This fine wheat bread is eaten by those who cannot afford white bread but are too wealthy or self-conscious to eat maslin or horse bread.

DAIRY

Other main staples of the Tellenian diet are milk, butter and cheese. The milk used to make butter and cheese (heavily salted for preservation) may come from goats, sheep or cows. Cheese-making also leaves residues of curds, whey and buttermilk that are consumed by sopping with bread.

The consistency and flavors of these cheeses vary widely, based on method of making, fat content, and the type of milks used to produce them. There will be a variety available in any region. The most common resemble the modern brie, camembert, farmer's, mozzarella and provolone.

DRINKS

As with bread, the drink of choice varies depending upon the imbiber's income and social status.

For the nobility, clergy and merchant classes, this drink is wine. Both red and white wines of varying qualities are available throughout Tellene, but certain more exotic types are particular to certain cultures. These wines are listed below, and many nobles pride themselves on a well-stocked wine cellar. In most inns and taverns, more standard wine would be available. The best wines on Tellene generally come from the city-state of Shyta-na-Doby, also known as the "city of wine."

For everyone else, however, wine is rarely seen. Instead, the drink of choice is ale, beer or mead. This is actually often a nutritional staple. For the average commoner, the ale they drink is probably their major source of calories in a day.

When a character drinks an alcoholic beverage, he or she must make a Fortitude saving throw. If he fails, he takes the drink's initial damage. Even if he succeeds, he typically faces more damage 1 minute later, which can also be avoided with a successful Fortitude saving throw. Unlike poisons, there is only one type: ingested. Characters preparing alcoholic drinks are not at risk of exposing themselves to the drink's effects unless they actually ingest it. Watered-down (also known as "cut" or "weak") drinks deal no damage.

Damage dealt from drinks returns at the rate of 1 point per hour, after the characters stops consuming such drinks. If a character takes 10 points of Wisdom damage from drinks, then stops drinking for 5 hours, he or she has healed 5 points. If he then consumes more alcoholic drinks, the healing stops until the character stops drinking again.

When viewing the drinks table, remember that price is tied mostly to taste and availability, not to its damage. Of course, damages dealt will vary depending upon ingredients methods of the various brewers.

Akavit: This distilled Pekalese liquor is flavored with caraway seeds.

TABLE 8-3D: DAIRY

Item	D&D Cost	Weight
Butter (per lb.)	6 cp	1 lb.
Cheese (per lb.)	2 sp	1 lb.
Eggs (per dozen)	5 cp	1 1/2 lb.
Milk (per gallon)	3 cp	8 1/2 lb.

TABLE 8-3H: DAIRY

Item	HM Cost	Weight
Butter (per lb.)	2 sp	1 lb.
Cheese (per lb.)	1 gp	1 lb.
Eggs (per dozen)	1 sp	1 1/2 lb.
Milk (per gallon)	6 cp	8 1/2 lb.

TABLE 8-4D: DRINKS*

Item	D&D Cost	Weight (lbs.)	Ingested DC**	Initial Dmg**	Secondary	
					Dmg**	
Akavit (mug)	3 cp	1	11	1 Int	1 Dex	
Ale, Common (mug)	4 cp	1	11	0	1 Dex + 1 Wis	
Ale, Cut/Weak (mug)	2 cp	1	-	-	-	
Ale, Dead Fhokki (mug)	1 sp	1	15	1d3 Wis	1d3 Dex	
Ale, Lamb's Wool (mug)	4 cp	1	10	0	1 Dex	
Ale, Pekal Stout (mug)	5 cp	1	11	1 Int	1 Dex	
Almond Milk (mug)	2 cp	1	-	-	-	
Barley-broth (mug)	4 cp	1	11	1 Wis	1 Dex	
Bitter Broth (mug)	3 sp	1	11	1 Wis	1 Dex	
Braggart (mug)	5 cp	1	10	0	1 Wis	
Bandy, Orluian (mug)	5 gp	1	13	1 Wis	1d3 Dex	
Celaar (mug)	1 sp	1	12	1 Wis	1 Wis + 1 Dex	
Clarroan (mug)	8 cp	1	11	0	1 Wis	
Dikarma (mug)	1 sp	1	12	0	1 Dex	
Finch-Yager (mug)	5 gp	1	11	1 Wis	1 Dex	
Furmure (mug)	5 cp	1	15	1d3 Wis	1d3 Dex	
Grog (mug)	2 sp	1	-	-	-	
Gut Bruiser (mug)	1 gp	1	15	1 Wis + 1d3 Dex	0	
Honey Brew (mug)	8 sp	1	-	-	-	
Hordeate (mug)	4 cp	1	11	1 Int	1 Dex	
Joda (mug)	3 cp	1	13	1 Wis	1d3 Dex	
Kaerzee (mug)	5 cp	1	10	0	1 Wis	
Kamage (mug)	2 cp	1	10	0	1 Dex	
Liver Squeezings (mug)	2 gp	1	13	0	1 Int	
Maziwaya (mug)	2 cp	1	-	-	-	
Miracle Water (mug)	3 cp	1	11	0	1 Wis	
Mead, Common (mug)	3 sp	1	11	1 Wis	1 Dex	
Mead, Dwarven (cask)	300 gp	336	15	1d3 Wis	1d3 Dex	
Mead, Nordlar (mug)	2 gp	1	10	0	1 Dex	
Mead, Orluian (mug)	18 gp	1	11	1 Wis	1 Dex	
Must (mug)	1 cp	1	-	-	-	
Ousoo (mug)	4 cp	1	11	1 Wis	1 Dex	
Posset (mug)	2 cp	1	-	-	-	
Rianaabi (mug)	3 cp	1	-	-	-	
Roshova (mug)	1 sp	1	11	0	1 Wis + 1 Dex	
Rum (mug)	4 sp	1	13	1 Wis	1d3 Dex	
Spicewood Tea (mug)	3 cp	1	-	-	-	
Stout Brown (mug)	5 sp	1	15	1d3 Dex	1 Wis + 1 Int	
Sweet Froth (mug)	2 cp	1	-	-	-	
Tozulka-Ran (mug)	2 cp	1	11	0	1 Con + 1 Dex	
Whiskey, Bitter-korn (mug)	1 gp	1	15	1 Wis + 1 Dex	1 Wis + 1 Dex	
Wine, Bajdar (bottle)	40 gp	1 1/2	11	1 Wis	1 Dex	
Wine, Basiran Gold (bottle)	15 gp	1 1/2	11	0	1 Int + 1 Dex	
Wine, Blackberry (pitcher)	5 sp	1	12	0	1 Wis	
Wine, Common (pitcher)	2 sp	6	11	0	1 Wis	
Wine, Cut (pitcher)	1 sp	6	-	-	-	
Wine, Dopromond Dry (bottle)	11 gp	1 1/2	11	0	1 Wis + 1 Dex	
Wine, Elderberry (pitcher)	2 gp	1	11	0	1 Wis	
Wine, Fine (bottle)	10 gp	1 1/2	12	0	1 Dex	
Wine, Faldhaad (bottle)	10 gp	1 1/2	10	0	1 Dex	
Wine, Gakite Scarlet (bottle)	12 gp	1 1/2	11	0	1 Wis + 1 Dex	
Wine, Gutberry (pitcher)	3 gp	1	13	1 Wis + 1 Dex	0	
Wine, Iced (mug)	2 cp	1	-	-	-	
Wine, Kalamaran Rosaleta (bottle)	15 gp	1 1/2	10	0	1 Dex	
Wine, Malvasia (bottle)	18 gp	1 1/2	13	0	1d3 Int + 1 Dex	
Wine, Morleen (bottle)	10 gp	1 1/2	11	1 Wis	1 Dex	
Wine, Noerataal (bottle)	12 gp	1 1/2	12	1 Dex	1 Wis + 1 Dex	
Wine, Taohuu (bottle)	12 gp	1 1/2	12	0	1 Wis + 1 Dex	
Wine, Tarisato Clear (bottle)	14 gp	1 1/2	12	0	1 Wis + 1 Dex	
Wine, Thokka (pitcher)	2 sp	6	12	0	1 Wis + 1 Dex	
Wine, Urakil (bottle)	10 gp	1 1/2	15	1d3 Wis	1d3 Dex	

* A gallon weighs 8 pounds and costs five times the price of a mug. One cask holds 42 gallons (equivalent to 56 bottles of fine wine or pitchers of common wine, or 336 mugs of ale or other drink).

** For alcoholic drinks only.

TABLE 8-4H: DRINKS*

Item	HM Cost	Weight (lbs.)	Base Availability		
			Hi	Med	Low
Akavit (mug)	4 cp	1	90	80	70
Ale, Common (mug)	5 cp	1	95	85	75
Ale, Cut (mug)	3 cp	1	95	90	85
Ale, Dead Viking (mug)	1 sp	1/6	95	95	95
Ale, Lamb's Wool (mug)	5 cp	1	90	70	50
Ale, Pekal Stout (mug)	1 sp	1	70	40	10
Almond Milk (mug)	3 cp	1	95	80	65
Barley-broth (mug)	5 cp	1	90	80	70
Bitter Broth (mug)	5 sp	1	65	70	80
Braggart (mug)	6 cp	1	75	65	55
Bandy, Orluian (mug)	5 gp	1/6	70	50	35
Celaar (mug)	2 sp	1	85	75	65
Clarroan (mug)	1 sp	1	90	85	80
Dikarma (mug)	2 sp	1	80	60	40
Finch-Yager (mug)	7 gp	1	70	60	50
Furmure (mug)	8 cp	1	80	70	60
Grog (mug)	2 sp	1	95	85	75
Gut Bruiser (mug)	1 gp	1	75	65	55
Honey Brew (mug)	1 gp	1	80	70	60
Hordeate (mug)	6 cp	1	85	75	65
Joda (mug)	4 cp	1	80	60	30
Kaerzee (mug)	1 sp	1	70	50	30
Kamage (mug)	4 cp	1	80	50	20
Liver Squeezings (mug)	2 gp	1	85	70	60
Maziwaya (mug)	3 cp	1	50	30	10
Miracle Water (mug)	5 cp	1	60	20	5
Mead (pint)	5 sp	1	95	85	80
Mead, Dwarven, Keg	300 gp	64	30	20	10
Mead, Nordlar (gallon)	10 gp	1	75	60	45
Mead, Orluian (gallon)	100 gp	1	65	50	40
Must (mug)	2 cp	1	90	50	20
Ousoo (mug)	6 cp	1	75	55	35
Posset (mug)	3 cp	1	80	60	40
Rianaabi (mug)	5 cp	1	90	80	70
Roshova (mug)	2 sp	1	80	75	70
Rum (mug)	5 sp	1	75	65	55
Spicewood Tea (mug)	4 cp	1	70	60	50
Stout Brown Grevan (mug)	7 sp	1	90	85	80
Sweet Froth (mug)	3 cp	1	80	70	60
Tozulka-Ran (mug)	3 cp	1	90	70	50
Whiskey, Bitter-korn (mug)	2 gp	1	90	80	70
Wine, Bajdar (bottle)	40 gp	1 1/2	60	30	5
Wine, Basiran Gold (bottle)	16 gp	1 1/2	65	35	15
Wine, Blackberry (pitcher)	1 gp	1	85	70	60
Wine, Common (pitcher)	4 sp	6	95	90	80
Wine, Cut (pitcher)	2 sp	6	95	95	90
Wine, Dopromond Dry (bottle)	14 gp	1 1/2	70	40	10
Wine, Elderberry (pitcher)	40 gp	1	60	40	20
Wine, Fine (bottle)	15 gp	1 1/2	75	65	35
Wine, Faldhaad (bottle)	16 gp	1 1/2	50	25	1
Wine, Gakite Scarlet (bottle)	14 gp	1 1/2	60	35	10
Wine, Gutberry (pitcher)	4 gp	1	85	70	60
Wine, Iced (mug)	1 sp	1	80	50	25
Wine, Kalamaran Rosaleta (bottle)	18 gp	1 1/2	70	50	30
Wine, Malvasia (bottle)	25 gp	1 1/2	50	20	2
Wine, Morleen (bottle)	13 gp	1 1/2	60	40	20
Wine, Noerataal (bottle)	14 gp	1 1/2	55	35	15
Wine, Taohuu (bottle)	15 gp	1 1/2	60	30	10
Wine, Tarisato Clear (bottle)	17 gp	1 1/2	65	45	25
Wine, Thokka (pitcher)	4 sp	6	50	40	20
Wine, Urakil (bottle)	12 gp	1 1/2	70	50	30

* A gallon weighs 8 pounds and costs five times the price of a mug. One cask holds 42 gallons (equivalent to 56 bottles of fine wine or pitchers of common wine, or 336 mugs of ale or other drink).

Chapter 8: Food and Drink

Ale, Dead Fhokki: One of the stiffest ales available, found only in northern Torakk.

HackMaster: *In Garweeze Wurld, this drink is known as "Dead Viking" ale, and is rumored to have supernatural powers. It is consumed by prophets and seers, both real and charlatan.*

In addition to its intoxicating properties, the drinker can use the 3rd level cleric spell Speak to the Dead, though with certain conditions. The power can only be used once per hour and lasts only one hour per drink. Also, the deceased must have been a viking. In ancient days, warriors used this ale to speak with their ancestors before battle.

Ale, Lamb's Wool: This is a spiced ale, traditionally drunk on the first of Renewal.

Ale, Pekal Stout: This dark ale is brewed exclusively in Pekal.

Almond Milk: Almond milk is made of crushed or ground almonds, mixed with boiling water, wine, or broth, and allowed to stand until the liquid becomes milky in color. The mixture is sweetened and used as a substitute for milk.

Barley-broth: This is another name for malt liquor.

Bitter Broth: This is a halfling farmer's concoction made from leftover bits of fermented juices and various grains. It is known for its bitter taste.

Braggart: Braggart is a drink brewed with spices, honey, herbs and ale.

Brandy, Orluian: This powerful brandy is a favorite of high society. In the *KINGDOMS OF KALAMAR* setting, this drink is said to have been created by Orlu, a female rock gnome. It is most common in the Young Kingdoms.

HackMaster: *This drink gains the imbiber a +1 bonus to all initiative rolls for each three drinks consumed, up to a maximum of +4. This lasts for one half hour per drink. The man who drinks Orluian brandy is usually the last man standing after a bar fight.*



The drink is a favorite of monks who practice drunken fighting styles. For each 15 drinks consumed in a lifetime, the maximum bonus decreases by one as the body builds up a tolerance.

Celaar: This is a fiery Reanaarian liqueur. Some ales have mixtures of celaar in them, and are incorrectly called by the same name.

Clarroan: This is an elven drink made of mixed wines and flavored with honey and sweet spices.

Cut ale or wine: Cut ale or wine is watered down and served to the young, or to those who wish to appear to be drinking more than they really are. Cut drinks are often served in taverns as part of a poor or common meal. Some particular types of cut drinks listed here are grog and iced wine.

Decoction: This term refers to any tea made by boiling tea leaves in water, rather than (as is typical) pouring hot water over the leaves.

Dikarma: This is a Basiran drink where grape brandy is added to wine during the fermentation process, fortifying the wine and increasing the sugar level. The resulting drink is hearty and warming, often drunk on winter evenings.

Finch-Yager: This amber-colored Brandobian ale is a favorite of the middle classes.

HackMaster: *This delicious brew is found mostly in and near Fangaerie.*

Furmore: Furmore is a fermented dwarven drink made with rye bread or rye flour.

Grog: Popular with sailors, this drink (usually rum) is diluted with water.

Gut Bruiser: Some rougher establishments have a concoction of alcohol and mild poison locally known as a "gut bruiser." Though the mixture varies in each establishment, its use is usually the same – to test the mettle of a newcomer. If the drinker handles the drink well (in D&D terms, frequently succeeds at Fortitude saves), he or she is accepted by the locals.

HackMaster: *A newcomer who drinks gut bruiser must make a Con check (DC 12 in D&D) or sputter and spit the drink all over the bar and himself, earning ridicule. He loses 5 points of Honor and suffers a -1 Charisma penalty in the eyes of the bar's regulars. He may try again, but he suffers a cumulative -2 penalty on each further attempt. If he succeeds, he can stomach the liquor and earn respect. He gains 5 points of Honor and a +1 Charisma bonus when dealing with any of the bar's regulars. A new check must be made at each establishment, but once the drinker stomachs one gut bruiser, he need no longer check for that particular establishment's mixture.*

Honey Brew: This is a sweet tasting lager. It is very easy on the system and often given to patients under long term medical care, sometimes mixed with herbs and healing draughts.

HackMaster: *This drink restores 1d4-2 hit points, up to a maximum of 5 hit points.*

Hordeate: This gnomish drink is made with barley.

Joda: A thick beer often found in and around the Elos Desert, made of barley.

Kaerzee: This hot, mulled cider is commonly found in Geanavese taverns.

Kamage: Kamage is the Kalamaran word for fermented mare's milk, a common drink in Dodera and among nomadic peoples.

Liver Squeezings: This Dazlak hobgoblin drink is made from fermented grains and the liver juices of various desert creatures, though rumor has it that human and humanoid livers are occasionally included as well.

HackMaster: *On Garweeze Wurld, this drink is made from the juice of a female owlbear's liver. Each drink restores 1d8 hit points. Unfortunately, a humanoid drinker faces a 5% chance of going permanently blind when he drinks it.*

Maziwaya: This is the Svimohzish word for slightly sour skimmed milk.

Mead: This drink is made of fermented honey and water, often with spices.

Mead, Dwarven: This is a highly potent mead, made with special ingredients that the brewmasters guard fiercely. It is only sold in casks.

Mead, Nordlar: This bitter Brolenese mead is often flavored with native fruits, particularly apples.

HackMaster: *This type of mead is popular in the northern parts of Garweeze Wurld.*

Mead, Orluian: This drink is made of mead mixed with Orluian brandy.

HackMaster: *The drinker gains a +1 initiative bonus for every three drinks he consumes, up to a maximum of +2. The effect lasts one hour per drink consumed. For every 12 drinks consumed in a lifetime, the maximum effect is permanently decreased by one, as the body builds up a tolerance.*

Miracle Water: This beverage (believed by many to be medicinal) is made primarily with distilled alcohol.

Must: Must is unfermented or fermenting grape juice. It is sometimes used as bread leavening.

Ousoo: This alcoholic Reanaarian drink is made from a precise combination of the juice from pressed grapes, herbs and berries. It includes aniseed, fennel, hazelnut, licorice, mint and wintergreen.

Posset: This spiced sweetened milk is warmed, then curdled with ale or wine.

Rianaabi: This Reanaarian drink is made of lemon, sugar, currants, almonds, must and amber.

Roshova: This Svimohzish cordial is flavored with brandy, sugar and the juice of the sundew plant.

Rum: This strong liquor is distilled from something sweet such as fermented sugar cane or molasses.

Spicewood Tea: This tea has a cinnamon-like taste, and is very popular among the plains Dejj.

Stout Brown: This is a potent concoction of fermented grains and potherbs that wild elves drink to prove their worth.

HackMaster: *This drink is known as "stout brown grevan" or "grevan stout" on Garweeze Wurld. The drinker temporarily gains one point of Strength for every two drinks consumed. This effects lasts one hour for each drink consumed, with no maximum duration. For every 12 drinks consumed, the maximum effect is permanently reduced by one. After 24 drinks, stout brown grevan no longer affects a character's Strength, but he most likely acquires a strong taste for it.*

Sweet Froth: Sweet froth is milk or cream, sweetened and curdled with wine or cider. The clear liquid settles to the bottom of the mug while a froth forms on top.

Tozulka-Ran: This is a spiced and sugared hobgoblin gruel with wine or ale added. The gruel often accompanies a late night meal or snack, such as a plate of leftover roast.

Whiskey, Bitter-korn: This potent drink is often found among isolated farming communities, where they distill their own drinks and sell to a close network of friends.

Wine, Bajdar: To make this fine wine, white grapes are allowed to stay on the vine past harvest and become overripe. A mold forms that perforates the skin of the grapes, and allows evaporation to occur, thickening the juice. The grapes are then allowed to experience one frost before they are harvested, resulting in a sweet, heavy wine of a deep golden color and extraordinary sweetness. This is a specialty wine of Shyta-na-Doby.

Wine, Basiran Gold: This fine wine comes from the gray elf city of Doulathanorian, where it is known as vahianallis enoala, or "winter sunrise." The elves often trade this wine with the nearby halflings in exchange for foods such as beef, corn and bread.

Wine, Blackberry: This dark wine is made from blackberries and known as an acquired taste.

Wine, Dopromond Dry: This dry, but fruity, fine wine is made by halflings living in the Dopromond Hills.

Wine, Elderberry: This common wine is made from a certain berry that only grows under certain types of trees. It is highly regarded and thought to be a mild aphrodisiac, though this has not yet been proven.

HackMaster: *All members of the opposite sex appear to have a Comeliness 2 points higher to someone drinking elderberry wine.*

Wine, Faldhaad: This fine Fhokki wine is mixed with spices and honey.

Wine, Gakite Scarlet: This fine, sweet red wine comes from the heartlands of Ek'Gakel.

Wine, Gutberry: This weaker form of a "gut bruiser" (see above) is a particularly nasty tasting wine. Drinking it is more a matter of honor than taste.

HackMaster: *The drinker must make a Con check with a +4 bonus. Success means he can stomach the liquid and gains one point of Honor. If he fails, he spits up the wine and loses one point of Honor. Characters who drink gutberry wine in front of people drinking gut bruiser gain no Honor and lose 4 points of Honor if they can't stomach it. A character need only check once for each establishment's gutberry wine in his lifetime, but he must make a new check for a different establishment's version.*

Wine, Iced: This refers to any wine mixed with snow to become slush. It is a winter treat for noble children.

Wine, Kalamaran Rosaleta: This fine, aged sweet red wine is produced in the city of Rosaleta, and is much prized by the Kalamaran nobility.

Wine, Malvasia: Malvasia is a fine, strong, sweet elven white wine.

Wine, Morleen: This fine, sweet Brandobian wine is made from large, white grapes.

Wine, Noerataal: This fine but rough, sweet red Reanaarian wine is made of unbruised grapes and a mixture of Taohuu wine.

Wine, Taohuu: This fine Reanaarian red wine is always served chilled.

Wine, Tarisato Clear: This is a very clear fine white wine from the E'Korug valley in Tarisato. It has a rich, nutty taste.

TABLE 8-5D: FRUITS AND POTHERBS

Item	D&D	Weight
	Cost	(lbs.)
Barberries (per lb.)	3 sp	1 lb.
Bush Tomato (per lb.)	8 sp	1 lb.
Canabens (per lb.)	2 sp	1 lb.
Cardoons (per lb.)	8 sp	1 lb.
Carrots (per lb.)	2 sp	1 lb.
Celozia (per lb.)	3 sp	1 lb.
Currants (per lb.)	4 sp	1 lb.
Flattops (per lb.)	10 gp	1 lb.
Fruits, Common (per lb.)	3 sp	1 lb.
Lemons (per lb.)	3 gp	1 lb.
Liakeer (per lb.)	4 gp	1 lb.
Limes (per lb.)	2 gp	1 lb.
Meat Grass (per serving)	2 sp	-
Muntries (per lb.)	4 gp	1 lb.
Onions (per lb.)	1 sp	1 lb.
Orange (per lb.)	1 gp	-
Pippins (per lb.)	2 sp	1 lb.
Pomace (per lb.)	1 sp	1 lb.
Potherbs, Common (per lb.)	2 sp	1 lb.
Quadong (per lb.)	4 sp	1 lb.
Quinces (per lb.)	3 sp	1 lb.
Raisins (lb.)	2 sp	1 lb.
Roundberries (per lb.)	2 sp	1 lb.
Rozele (per lb.)	2 sp	1 lb.
Salad (per serving)	1 sp	-
Smalledge (per lb.)	3 sp	1 lb.
Skyrwits (per lb.)	4 sp	1 lb.
Spinach (per lb.)	2 gp	1 lb.
Taola (per serving)	6 cp	-
Wardons (per lb.)	4 sp	1 lb.
Warrigals (per lb.)	5 sp	1 lb.
Wortes (per lb.)	1 sp	1 lb.

TABLE 8-5H: FRUITS AND POTHERBS

Item	HM	Weight	Base Availability		
			Cost	(lbs.)	Hi
Barberries (per lb.)	4 sp	1 lb.	80	60	40
Bush Tomato (per lb.)	1 gp	1 lb.	75	55	35
Canabens (per lb.)	3 sp	1 lb.	80	60	40
Cardoons (per lb.)	1 gp	1 lb.	80	60	40
Carrots (per lb.)	3 sp	1 lb.	90	80	70
Celozia (per lb.)	4 sp	1 lb.	80	60	40
Currants (per lb.)	5 sp	1 lb.	80	60	40
Flattops (per lb.)	12 gp	1 lb.	70	50	30
Fruits, Common (per lb.)	4 sp	1 lb.	95	90	85
Lemons (per lb.)	4 sp	1 lb.	60	40	20
Liakeer (per lb.)	5 gp	1 lb.	70	50	30
Limes (per lb.)	3 gp	1 lb.	80	60	40
Meat Grass (per serving)	3 sp	-	80	60	40
Muntries (per lb.)	5 gp	1 lb.	70	50	35
Onions (per lb.)	2 sp	1 lb.	90	85	80
Orange (per lb.)	2 gp	-	95	85	75
Pippins (per lb.)	3 sp	1 lb.	80	60	40
Pomace (per lb.)	2 sp	1 lb.	80	60	40
Potherbs, Common (per lb.)	3 sp	1 lb.	95	90	85
Quadong (per lb.)	5 sp	1 lb.	80	60	40
Quinces (per lb.)	4 sp	1 lb.	80	60	35
Raisins (lb.)	2 sp	1 lb.	90	85	80
Roundberries (per lb.)	3 sp	1 lb.	85	75	65
Rozele (per lb.)	3 sp	1 lb.	80	65	50
Salad (per serving)	1 sp	-	95	90	85
Smalledge (per lb.)	4 sp	1 lb.	80	70	50
Skyrwits (per lb.)	4 sp	1 lb.	70	50	30
Spinach (per lb.)	2 gp	1 lb.	75	65	45
Taola (per serving)	8 cp	-	80	60	40
Wardons (per lb.)	5 sp	1 lb.	75	55	35
Warrigals (per lb.)	6 sp	1 lb.	70	45	20
Wortes (per lb.)	2 sp	1 lb.	90	80	70

Wine, Thokka: This spiced apple and cinnamon Fhokki common wine can be found in and around the northern tip of Reanaaria Bay.

Wine, Urakil: This fine, strong, sweet dwarven wine has a brandy-like consistency.

FRUITS AND POTHERBS

Potherb is the standard Merchant's Tongue name for any kind of vegetable, including many edible flowers and herbs. Most households, including the castle or keep itself, have a small garden where they can grow hearty potherbs for drying and storing. The eating of uncooked potherbs is widely believed to be unhealthy. The nobility considers potherbs to be food for the lower classes of society, and makes limited use of them. A sampling of fruits and potherbs are described below.

Barberries: This is a small, fairly acidic red berry. Barberries are popular among the common man because of their many uses; they can be candied, pickled, dried for use as a garnish, used in jams or jellies, or eaten plain. Unfortunately, they are also the perfect host for a black rust fungus that attacks grain crops.

Bologi: This perennial plant is usually found climbing on stakes and specially designed trellises in backyards of rural households. The plant thrives well under light shade. Direct exposure reduces the rate of growth. The edible succulent leaves look just like spinach, but they are more glabrous and triangular in shape. The leaves are dark green in color. A combination of well-drained, fertile soils and a high proportion of organic matter produces good yields. Bologi is typically eaten as a steamed vegetable in combination with okra and smoked fish.

Bush Tomato: This small shrub grows in and around the Obakasek Jungle, and produces a reddish fruit with an intense, tomato and caramel-like taste. It is favored for its ability to provide great piquancy and pungency to meals.

Canabens: These are fava beans that have been soaked until they swell up and burst their hulls. They are then dried and the hull is removed. The beans are chopped into pieces and toasted. They cook quickly and have a long shelf life.

Cardoon: A cardoon is a type of artichoke grown by halfling farmers.

Carrots: Unlike the modern orange carrot that originates from several specific hybridized breeding lines, the carrots of Tellene vary in color (and are not quite as tasty or nutritious). In general, carrots are white and more root-like in appearance. However, red and purple carrots can be found in the more arid areas of Reanaaria Bay, particularly in areas where the Khydoban desert gradually fades into grassland. Yellow carrots are a mutation of the purple and red carrots, and are occasionally isolated and bred on their own by wily farmers who know that they can always charge more for the unusual. A carrot is also a type of potherb.

Celozia: These nutty-flavored Svimohzish greens are often steamed and added to stews, though they may also be flavored with garlic, lime, olive oil and pepper and eaten separately.

Currants: These dried fruits are also known as "raisins of Kaleta," where it is said they were first grown.

Flattops: Also known as Fautee truffles, these mushrooms are a preferred commodity at the Zoan market. They store well, sell for high prices and are welcome in ports across Tellene.

Liakeer: Once native to the Obakasek Jungle, this hardy plant can now be found in many areas of Tellene, though it thrives best in subtropical rainforest areas and in dry rainforest areas near a fresh water source. The small pink berry produced by this tree is eaten fresh and used in jams, jellies, preserves and drinks.

Meat Grass: This is a salad of spring greens, sometimes flavored with meat or meat drippings.

Muntries: These small berries have a taste like a spicy apple and are used in jams, relishes or eaten raw. They are most common to the Obakasek and Vohven Jungles.

Onions: Onions are a lower-class potherb, typically eaten by commoners.

Pippin: A pippin is a small, tart green apple mostly used for cooking.

Pomace: This term refers to the pulp of apples crushed in the cider press, after all the liquid is pressed out.

Roundberry: This is the name for any trees and bushes producing edible fruits used in jams and wines. The berries and their juice are a dark red.

Rozele: Rozele is cultivated throughout western Svimohzia. There are two types of rozele, red and green, though both are grown for their pleasant sour taste. The red- and pink-blossomed rozele is occasionally grown for decorative use as well. Both types can be cooked to make a sauce, or boiled to make tea.

Quadong: This blue, sour fruit grows only in the Obakasek Jungle.

Quince: This fruit is pear-shaped, though slightly larger than an actual pear (known as a wardon on Tellene). Fragrant, fuzzy and yellowish (when ripe), this fruit must be cooked before eating. If eaten raw, the character's organic tissue will suffer spasms and painful contractions until the toxins are purged from the body. This generally takes 2d12 hours. Unfortunately, the eater suffers 1d4 points of nonlethal damage each hour until the toxins are purged.

Salad: A salad is a simple mixture of lettuce and other potherbs, served with vinegar and oil; a staple of the commoner's diet. Salads may also be boiled until tender, then seasoned with salt, and butter or oil.

Smalledge: This Merchant's Tongue name specifies all varieties of celery.

Skyrwit: This is a certain water parsnip used as a root vegetable.

Taola: This is a Malavla (Dejy) term for fresh tangerines coated with cherry syrup and sugar.

Wardons: Another name for pears. Wardons are eaten raw, or baked or roasted when cooked.

Warrigal: This tangy green-leafed plant is native to the Obakasek Jungle, and can be used in sauces, vegetable pies and other vegetable dishes.

Wortes: This is the Merchant's Tongue name for most green, leafy potherbs such as cabbage, parsley and spinach. Strangely, this also includes leeks and onions.

FISH AND OTHER MEATS

In the wild, unsettled areas of Tellene, wild game of all sorts can be found, including antelope, bear, boar, deer, fox, gazelle, monkey, wolf and many more, depending upon region. Most rural households will also salt and preserve some meat, or possibly cure or smoke it as a way of assuring a supply through lean times, or simply to stretch the small supply available to them.

In more populated and cultivated lands, only the nobles are legally allowed to hunt wild game (though this usually fails to stop the determined commoner). While the nobles generally hunt for sport, the common man must hunt for food, using the animal skins and furs for clothing. Though the penalties for hunting in a restricted area are severe, sometimes including execution, a father with hungry children often feels it is worth the risk.

Mutton, beef, fowl and pork are, in descending order of popularity, available from the local butcher to anyone who can afford it. Commoners with even the smallest bit of land may try their hand at raising their own fowl and pigs to supplement their meager incomes.

Many commoners keep chickens, and noble estates and castles usually have flocks of chickens, ducks and geese. These are both harvested for their eggs and killed for their meat. Some castles may also keep doves and raise pigeons for meat in the winter.

Fresh fish and eel, on the other hand, are the mainstay for those who live on or near a coastline or lake. Those who live some distance from any body of water must instead rely on barrels of pickled, salted or smoked fish, instead of fresh.

Adagy: A soup of boiled fish heads and backbones, common among Dejy of the Central Plains.

Akagh-Karz-Ran: This is the hobgoblin name for a shredded meat dish.

Bear Fat Dumplings: This somewhat unappetizing dish consists mostly of bear fat, but does have a certain nutritional value. At any rate, it is quite filling.

Bedroll: This is common slang for a strip of meat rolled around forcemeat or vegetable stuffing.

Beef: Beef is the flesh of the cow, bull or ox.

Bleak: This small freshwater fish is common to the lakes of Tellene.

Boulainoa: Boulainoa is a fish chowder common to the Reanaaria Bay region.

Bream: A bream is a type of freshwater fish.

Celedol: This Brandobian platter contains a young chicken, covered with sauce thickened with egg yolks.

Charmeats: Charmeats are any meat prepared with salt and butter, then cooked over a coal fire in an enclosed pan. The pan is rotated on a spit to baste the meat in the butter, spices and its own juices.

Civet: This small cat is native to central Svimohzia. Aside from being eaten as a delicacy, a brownish or yellowish oily substance can be found in the glands of the civet's anal pouch. This musky smelling substance is used both as a seasoning as well as to make perfume.

Coney: This is the Merchant's Tongue name for a young hare, favored for its tender meat.

Daintiers: Testicles of the red deer are highly prized as a delicacy both by barbarians of the Wild Lands and by nobles in the court of Kalamar.

Enjon: This chicken soup also contains chilies and corn. It is common among the plains Dejy.

Farmeta: This bowl of meat, filled with goat or sheep milk, is a common meal of dwarven miners.

Fishhold: Not actually a type of meat, this is a private fish pond used to ensure a supply of fish. A castle may have a fishhold for convenience, and to prevent starvation in the case of a siege.

TABLE 8-6D: FISH AND OTHER MEATS

Item	D&D	Weight
	Cost	(lbs.)
Adagy (per serving)	2 sp	-
Akagh-Karz-Ran (per serving)	3 sp	-
Bear (per lb.)	8 sp	1
Bear Fat Dumplings (per serving)	4 cp	-
Bedroll (per serving)	3 sp	-
Beef (per lb.)	6 sp	1
Boar (per lb.)	1 gp	1
Celedol (per serving)	1 gp	-
Charmeat (per serving)	5 sp	-
Civet (per lb.)	10 gp	1
Daintiers (per lb.)	3 gp	1
Eel, Fresh (per lb.)	6 sp	1
Eel, Pickled (per lb.)	8 sp	1
Eel, Salted (per lb.)	7 sp	1
Eel, Smoked (per lb.)	7 sp	1
Enjon (per serving)	2 sp	-
Farmeta (per serving)	2 sp	-
Fish, Fresh (per lb.)	3 sp	1
Fish, Pickled (per lb.)	5 sp	1
Fish, Salted (per lb.)	4 sp	1
Fish, Smoked (per lb.)	4 sp	1
Forcemeat (per lb.)	8 sp	1
Fowl, Domestic (per lb.)	4 sp	1
Fowl, Game (per lb.)	9 sp	1
Fox (per lb.)	2 gp	1
Galantine (per serving)	4 sp	-
Gelana (per lb.)	2 sp	1
Giblets, Chicken (per lb.)	3 sp	1
Giblets, Other (per lb.)	5 sp	1
Grampus (per lb.)	1 gp	1
Groh (per lb.)	2 gp	1
Hare (per lb.)	6 sp	1
Hare, Coney (per lb.)	1 gp	1
Karanis (per serving)	3 sp	-
Keevin (per serving)	3 sp	-
Korit'Sa (per serving)	1 sp	-
Laobou (per lb.)	6 sp	1
Limon (per oz.)	5 sp	1
Liver (per lb.)	6 sp	1
Manarkka (per serving)	2 sp	-
Mugget (per lb.)	6 sp	1
Mutton (per lb.)	1 gp	1
Nice Drippings (per lb.)	2 sp	1
Numbles (per lb.)	4 gp	1
Pork (per lb.)	6 sp	1
Quenelle (per serving)	3 sp	-
Roe (per oz.)	2 gp	-
Routarai (per lb.)	6 sp	1
Sausage, Blood (per lb.)	2 sp	1
Sausage, Peppered (per lb.)	2 sp	1
Sausage, Sailor's (per lb.)	7 cp	1
Scincus (per lb.)	1 gp	1
Soringue (per serving)	4 sp	-
Veirsevi (per lb.)	2 gp	1
Venison (per lb.)	2 gp	1
Wolf (per lb.)	8 sp	1

TABLE 8-6H: FISH AND OTHER MEATS

Item	HM Cost	Weight (lbs.)	Base Availability		
			Hi	Med	Low
Adagy (per serving)	3 sp	-	70	50	30
Akagh-Karz-Ran (per serving)	4 sp	-	60	30	10
Bear (per lb.)	1 gp	1	60	40	20
Bear Fat Dumplings (per serving)	6 cp	-	70	60	50
Bedroll (per serving)	4 sp	-	80	70	60
Beef (per lb.)	8 sp	1	95	90	85
Boar (per lb.)	15 sp	1	90	85	80
Celedol (per serving)	14 sp	-	75	55	35
Charmeat (per serving)	6 sp	-	70	50	30
Civet (per lb.)	12 gp	1	60	40	20
Daintiers (per lb.)	4 gp	1	70	60	40
Eel, Fresh (per lb.)	8 sp	1	75	35	5
Eel, Pickled (per lb.)	1 gp	1	65	45	20
Eel, Salted (per lb.)	9 sp	1	70	55	20
Eel, Smoked (per lb.)	9 sp	1	65	55	25
Enjon (per serving)	3 sp	-	70	60	50
Farmeta (per serving)	3 sp	-	75	55	35
Fish, Fresh (per lb.)	4 sp	1	70	60	50
Fish, Pickled (per lb.)	6 sp	1	70	60	50
Fish, Salted (per lb.)	3 sp	1	85	80	75
Fish, Smoked (per lb.)	4 sp	1	75	65	55
Forcemeat (per lb.)	1 gp	1	90	85	80
Fowl, Domestic (per lb.)	5 sp	1	95	90	85
Fowl, Game (per lb.)	1 gp	1	80	70	60
Fox (per lb.)	3 gp	1	60	70	80
Galantine (per serving)	5 sp	-	75	55	35
Gelana (per lb.)	3 sp	1	75	55	35
Giblets, Chicken (per lb.)	4 sp	1	90	80	75
Giblets, Other (per lb.)	6 sp	1	75	55	35
Grampus (per lb.)	2 gp	1	75	55	35
Groh (per lb.)	3 gp	1	55	35	10
Hare (per lb.)	8 sp	1	85	90	95
Hare, Coney (per lb.)	15 sp	1	90	80	70
Karanis (per serving)	5 sp	-	55	35	15
Keevin (per serving)	5 sp	-	60	30	10
Korit'Sa (per serving)	2 sp	-	70	50	30
Laobou (per lb.)	8 sp	1	75	55	35
Limon (per oz.)	7 sp	1	75	55	35
Liver (per lb.)	8 sp	1	90	85	80
Manarkka (per serving)	3 sp	-	80	70	60
Mugget (per lb.)	8 sp	1	90	80	70
Mutton (per lb.)	16 sp	1	95	90	85
Nice Drippings (per lb.)	4 sp	1	80	50	20
Numbles (per lb.)	5 gp	1	75	55	35
Pork (per lb.)	8 sp	1	95	90	85
Quenelle (per serving)	5 sp	-	60	45	30
Roe (per oz.)	3 gp	-	75	55	35
Routarai (per lb.)	8 sp	1	70	50	30
Sausage, Blood (per lb.)	2 sp	1	90	85	80
Sausage, Peppered (per lb.)	2 sp	1	85	80	75
Sausage, Sailor's (per lb.)	7 cp	1	90	85	80
Scincus (per lb.)	15 sp	1	65	45	25
Soringue (per serving)	5 sp	-	60	30	10
Veirsevi (per lb.)	3 gp	1	75	55	35
Venison (per lb.)	2 gp	1	90	85	80
Wolf (per lb.)	1 gp	1	40	60	70

Forcemeat: Forcemeat is a stuffing made from meat. Variations may be made from veal, poultry or fish.

Fowl: A fowl is any bird of the poultry kind, such as chicken, duck, goose or wild pheasant. The chicken is the most common domesticated fowl on Tellene, while the hazel hen is one of the most prized wild game birds.

Galantine: Galantine is a dish consisting of meat in jelly. It is always served cold.

Gelana: This is the Kalamaran word for pork fat. Gelana is used extensively in cooking.

Giblets, Chicken or Goose: These gizzards are tossed in seasoned flour, then sautéed with onion and cooked to completion.

Grampus: This is the term for whale meat.

Groh: This cetacean resembles a dolphin but without a snout, and is often seen in the Straits of Svimohzia. Its meat is usually served with breads and spices.

Karanis: This is a spicy smoked pork sausage, heavily seasoned with garlic and commonly served in Basir.

Keevin: Keevin is a meal made of crushed and fried crabs served on a hard bun. It is a staple food in Geanavue.

Korit'Sa: This spicy sausage is a specialty of the towns and cities around Lake Eb'Sobet in Pekal.

Laobou: A laobou is a type of sausage found in the Reanaaria Bay region.

Limon: This natural, slimy protective coating on fish is a delicacy in Skarrna.

Livers: Aside from being cooked and eaten, chicken livers are used as a common thickening ingredient, along with almonds, blood, bread and egg yolks.

Manarkka: This Fhokki stew is made from assorted meats and served in a rectangular wooden bowl shaped like an animal's food trough.

Muggets: Muggets are the small entrails of a calf, hog or sheep.

Mutton: This word refers to all lamb or mutton, excluding the youngest spring lambs.

Nice Drrippings: These are grease drippings from meat that has been grilled, fried and so on. This refers specifically to the sweet white fat, without any of the brown bits routinely seen in grease drippings. The fat itself is often fried and eaten as a meal in itself, particularly in northern Brandobia.

Numbles: Numbles are the choice entrails of a deer, including the heart, lungs, liver, etc., and sometimes part of the loin and back.

Roe: Glass jars of roe, or fish eggs, are becoming the new favorite export of Shyta-na-Dobyo. A desperate halfling fisherman recently sold a cart of jarred roe for 10,000 gold pieces in Bet Regor and jammered about it for weeks.

Quenelle: A quenelle is a ball of forcemeat boiled like a dumpling.

Routarai: This is the Reanaarian term for crayfish tails.

Sausage, Blood: This is a type of link sausage made from pig's blood, diced pork fat, and other flavorings, including onions and breadcrumbs. It is also sometimes called blood pudding.

Sausage, Peppered: Sausage can be made form many types of meat, but most often peppered sausage is venison or pork.

Sausage, Sailor's: This cheap collection of suspicious bits of various animals is commonly used for rations aboard ship. It is one of the cheapest forms of rations.

HackMaster: For each day a character lives solely on sailor's sausage (after the first), he faces a 1% cumulative chance to develop scurvy (a gastro-intestinal disorder with unpleasant cosmetic side effects, see the GMG pages 22-24)

Scincus: This is dried and salted skink lizard; sometimes used as an aphrodisiac by the peoples of Meznamish.

Soringue: This is an eel dish.

Veirsevi: This is the elven term for meat taken from the breast cut of a wild boar.

Venison: Venison is the meat of a deer. In cities, it is often eaten by nobles and royalty. It is also a common food of nomadic peoples in the Young

Kingdoms and the Wild Lands. Stored venison is usually smoked or salted.

HERBS

Many dishes of Tellene are heavily flavored with herbs, due to the general rareness and cost of spices. On any given day, most rural homes will usually be drying a selection of herbs from their garden, some of which will be for their own household use, and some will be used to supplement their income on market day.

Betony: This common seasoning is also called wild hop or wood betony.

Boltleaf: The seeds of this herb are thought to be an aphrodisiac.

Dythlarra: An herb found only in northern Torakk, the dythlarra has blue star-shaped flowers. It is used in cooking, as a garnish, a confection and to flavor drinks.

Garlic: Only commoners typically eat this lower-class herb.

Graz-Makran-Dar: This plant has clusters of yellow button-shaped flowers, and is generally found in and around Ul-Karg.

Henavozh: Henavozh is an aromatic substance obtained from the wood and leaves of the hezvan tree, used externally for medicines. The Svimozh often combine henavozh with alcohol, for dramatic effect in flaming presentations of food.

Henelevi: This herb is often found in wood elf lore. It is used medicinally for bruises, or in salves for wounds, etc. It is also used as perfume, and to keep clothes from smelling musty while in storage.

Ildorn: The fleshy leaves of this Brandobian herb are often served pickled.

Lenamosha: This Svimozhish herb yields a purple, red or blue dye depending upon treatment.

Mal'Lemar: This is a common, low-growing herb used in salads and pickling; easily found in central Kalamar.

Robusar: Robusar is an herb found most often in western Ek'Gakel. It is also known as hartwort or herb frankincense.

Wolvesbane: This poisonous herb is rumored to be of use against werewolves.

TABLE 8-7D: HERBS

Item	D&D
	Cost
Betony	2 cp
Boltleaf	6 cp
Cloves	1 gp
Dythlarra	3 cp
Garlic (per bulb)	2 cp
Graz-Makran-Dar	3 cp
Henavozh	4 cp
Henelevi	5 cp
Herbs, Other Common	2 cp
Ildorn	4 cp
Lenamosha	3 cp
Mal'Lemar	2 cp
Robusar	3 cp
Saffron	1 gp
Tea Leaves	2 cp
Wolvesbane	5 cp

TABLE 8-7H: HERBS

Item	HM Cost	Base Availability		
		Hi	Med	Low
Betony	3 cp	70	50	20
Boltleaf	7 cp	60	40	20
Cloves	1 gp	80	75	65
Dythlarra	4 cp	65	45	25
Garlic (per bulb)	3 cp	90	85	80
Graz-Makran-Dar	4 cp	50	25	2
Henavozh	5 cp	70	50	20
Henelevi	6 cp	70	50	20
Herbs, Other Common	3 cp	90	85	80
Ildorn	5 cp	70	50	20
Lenamosha	4 cp	55	35	15
Mal'Lemar	3 cp	70	50	20
Robusar	4 cp	65	45	25
Saffron	1 gp	80	75	65
Tea Leaves	3 cp	90	80	70
Wolvesbane	1 sp	90	85	80

TABLE 8-8D: MISCELLANEOUS

Item	D&D Cost	Weight (lbs.)
Banquet (per person)	10 gp	-
Benioone (per oz.)	8 cp	-
Bezoar	1 sp	-
Brimstone (per oz.)	1 sp	-
Cheese	4 sp	-
Cheese, Rank (hard)	7 sp	-
Ku'Ala (per oz.)	5 cp	-
Nettle (per sprig)	1 cp	-
Rose-water (per oz.)	6 cp	-
Royal Tree Dye (per oz.)	5 cp	-
Sandragon (per oz.)	4 cp	-
Sea Scent (per oz.)	1 sp	-
Tail (per oz.)	2 cp	-
Umber-grease (per oz.)	4 sp	-

TABLE 8-8H: MISCELLANEOUS

Item	HM Cost	Weight (lbs.)	Base Availability		
			Hi	Med	Low
Banquet (per person)	12 cp	-	90	80	70
Benioone (per oz.)	1 sp	-	60	40	20
Bezoar	2 sp	-	50	30	10
Brimstone (per oz.)	2 sp	-	75	55	35
Cheese	6 sp	-	95	85	75
Cheese, Rank (hard)	10 sp	-	80	75	60
Ku'Ala (per oz.)	1 sp	-	80	60	40
Nettle (per sprig)	2 cp	-	65	45	25
Rose-water (per oz.)	8 cp	-	70	60	50
Royal Tree Dye (per oz.)	7 cp	-	50	30	5
Sandragon (per oz.)	5 cp	-	60	40	20
Sea Scent (per oz.)	2 sp	-	55	35	15
Tail (per oz.)	3 cp	-	90	80	70
Umber-grease (per oz.)	5 sp	-	80	70	60

MISCELLANEOUS

Barding: On the field of battle, barding refers to the armor given to a warrior's mount, but in culinary terms it refers to dress meat for roasting by draping over it large slices of pork fat. The "bard" is the strip of pork fat used for this purpose.

Baste: Basting involves spooning or brushing fat or pan drippings over meat as it cooks, to prevent it from burning, drying and to improve the flavor.

Benioone: This tree resin is found in warm coastal areas, such as the Brolenese coastline. It has an aromatic taste and odor, and is used in the preparation of certain medicines and perfumes. Strangely, otters dislike the smell of this substance.

Bezoar: Bezoar stones are not actually stones, but are hard masses of hair or fibers commonly found in the intestines or stomachs of animals. They are believed (by the superstitious) to have magical properties, and to work as a poison antidote.

Brimstone: Brimstone, or sulfur, is burned to sterilize bottles, flasks, casks and so on.

Button: To "button" meat means to dress it for roasting. Slices of pork fat are pinned to the meat with small skewers.

Cheese: This can be made from the milk of many different animals, but most often from cow's or goat's milk.

Cheese, Rank (hard): This tougher cheese is not as tasty, but lasts longer and has all the nutritional value of normal cheese.

Ku'Ala: This red resin or powder is commonly used in fumigation.

Nettle: This term refers to a family of spiny-leafed plants. Various types can be used to produce infusions with different effects, including insect repellent.

Rose-water: This is water to which essential oil of rose has been added. This perfume and cooking ingredient is available in herb stores, gourmet shops and some apothecaries.

Royal Tree Dye: This dye comes from the "royal tree," also known as bloodwood in Merchant's Tongue. When treated, the red heartwood yields a dark blue or violet dye that can be used as a food or wood dye.

Sandragon: This toxic, crystalline mineral can be found throughout Tellene. Sandragon may be combined with wax to be used as a varnish, and also as a pigment for paint.

Sea Scent: These are the opercules (shell-hinges) of certain bivalves that are used in some perfumery. They also have a strong smell when ground and heated.

Skinning: One method of skinning an animal involves inserting a hollow tube between the flesh and the skin and inflating the animal like a balloon. The air then ruptures the interior membrane, loosening the skin and making it easier for the cook to remove.

Tail: This is a Merchant's Tongue nickname for fat from sheep tails, commonly used as cooking oil in Prompeldian recipes.

Umber-grease (ambergris): This waxy substance contains indigestible matter produced in the intestines or stomach of toothed whales. The whale regurgitates this substance. Dried ambergris can sometimes be found floating in the Whimdol and lower Elos Bay. It is used in the manufacture of perfumes, and as a fixative.

OTHER FOODSTUFFS AND MEALS

Aaraun: Aaraun is a hearty, hearth-warmed savory soup. It usually contains leftovers, but all "chunks" in it (such as diced meat, potato or fish) will be small enough to drink down in a swig from a tankard, without benefit of knife or fork. It is a common Reanaarian meal, left to simmer overnight and eaten at breakfast.

Alegorn: Also known as "sour ale," this is a Brandobian vinegar made from sour ale or beer.

Almond-cream: This pastry cream is made with flour, eggs, milk, sugar, butter and crushed almonds.

Alojas: This Reanaarian confection is made from sugar, water, wheat starch and rosewater. It is cooked until thick, then poured into a box where it cools and is then cut into squares.

Bhodanee: This eggroll-like pastry contains ground beef, potatoes and potherbs, and is often eaten by Deji found in and around the Khydoban Desert.

Blood: Animal blood is commonly used as food coloring, or as a thickening agent when preparing meals with bread, eggs and livers.

Boulikaar: Boulikaar is an olive spread or relish of Reanaarian origin. The spread's seasonings contain salt and various herbs.

Bree: This thick pottage is mainly eaten by commoners and poor adventurers.

Bride's Finger: These long, thin pastries are commonly eaten by the few wealthy Deji living in and around the Khydoban,, and contain syrup, dough, butter, sugar and crushed nuts.

Brose: Brose is a porridge made with oatmeal and water. For the nobles, this is generally made with oatmeal and milk.

Broth: Broth is the name for liquid in which anything is boiled, particularly meat. The broth is sometimes thickened (see blood) and flavored with vegetables.

Candy: This term refers to any sweet made mainly of flavored sugar. Because of its cost and rarity, sugar is generally kept under lock and key.

Candy, Rock: Rock candy is made of crystallized sugar, often formed around a flower or spice.

Colysshe: This is a Deji word for a strained broth of boiled meat; typically given to sick persons.

Comfits: These small candies are made of sugar-coated seeds (like anise or caraway) or bread (cinnamon sticks or spiced breadcrumbs).

Couzez: This is a Svimohzish main dish made of rice with spicy vegetables and/or meat.

Crisp: This pastry is made by dropping bits of batter into boiling fat.

Dolendor: This Brandobian dish is a mixture of breadcrumbs mixed with eggs and chopped herbs, which is then poured into boiling broth and stirred until mostly solid. The closest modern equivalent would be “stuffing.”

Dolmaadaa: This Reanaarian appetizer is made of vine leaves stuffed with minced meat and served with an egg sauce.

Ears: Ears are small pastries made to resemble human or elven ears. It is said that the ear is the favorite pastry of the hobgoblins.

Eggs: Most eggs come from chickens or other poultry, but reptile eggs can also be found in some warmer regions such as the southern parts of Reanaaria bay.

Fish Glass: Fish glass is a clear gelatin made from the air bladders of a sturgeon.

Fry: A fry is a fried piece of smoked fish, often wrapped in a bread cone.

Galo-Galo: This is a Malavla (Deji) dish made of a mixture of potherbs, potatoes and eggs.

Gesaanar: This is a simple Reanaarian dish composed of large dried beans with onion and tomato sauce.

Giouvesiari: This dish of baked macaroni with minced meat and a butter and milk sauce is often part of a good Reanaarian meal.

Gold: Fine dustings of gold are occasionally used as a medicine and as a garnish, but only among the very wealthy.

Golenay: This Malavla (Deji) dish contains mixed rice, potherbs and very spicy chicken.

Gormeta: This rich dwarven custard is made with eggs and cream, and covered with a layer of sugar cooked until lightly browned. This forms a thin, crunchy topping to contrast with the creamy custard.

Grouse Onion Stew: The two main ingredients of this concoction are grouse and onions, making it a strong, if not exactly unpleasant, tasting dish. Innkeepers like this dish because it is easy to make and can serve many customers. Many have their own “special” recipes, mostly involving a handful of cheap spices or other flavorings.

Gum Dragon: Gum dragon is not a dragon, but a gummy substance exuded by several plants. The Svimohz mix it with sugar for use in sweets.

Gut Warmer: This is dark onion stew. Animal blood is often used to thicken the broth.

Handpie: A handpie is a small breakfast pie filled with meat or paste. It is a common meal among city-dwellers.

TABLE 8-9D: OTHER FOODSTUFFS AND MEALS

Item	D&D Cost	Weight (lbs.)	Item	D&D Cost	Weight (lbs.)	Item	D&D Cost	Weight (lbs.)
Aaraun (per serving)	6 cp	-	Gum Dragon (per oz.)	3 cp	-	Peesaso (per serving)	2 sp	-
Alegorn (per gallon)	1 sp	8 lb.	Gut Warmer (per serving)	3 cp	-	Pie (per pastry)	3 sp	-
Almond-cream (per oz.)	5 cp	-	Handpie (per serving)	3 sp	-	Pottage (per serving)	3 sp	-
Alojas (per lb.)	2 sp	1 lb.	Honey (per gallon)	4 gp	8 lb.	Preserves, Fruit (1 day's rations)	3 cp	1 lb.
Bhodanee (per serving)	2 sp	-	Honeyleaf (per serving)	2 sp	-	Pynepaste (per oz.)	1 sp	-
Blood (per oz.)	1 cp	-	Hot water pastry (per serving)	1 sp	-	Quoses (per serving)	3 sp	-
Boulikaar (per oz.)	3 cp	-	Jakarla (per serving)	6 cp	-	Rations, Trail (per day)	5 sp	1 lb.
Bree (per serving)	6 cp	-	Jhekhdadd (per serving)	3 sp	-	Salt (per lb.)	1 gp	1 lb.
Bride's Finger (per pastry)	4 cp	-	Jowtis (per serving)	2 sp	-	Scratch-Root Stew (per serving)	5 cp	-
Brose, Common (per serving)	5 cp	-	Kaataifis (per serving)	8 cp	-	Smallsweet	2 sp	-
Brose, Noble (per serving)	1 sp	-	Keaftao (per serving)	6 cp	-	Soorea (per serving)	3 cp	-
Broth (per serving)	3 cp	-	Keep-cake (per cake)	7 sp	-	Sour Juice (per gallon)	2 sp	8 lb.
Candy (per lb.)	3 sp	1 lb.	Kingsthron (per oz.)	6 cp	-	Sugar, Cane (per lb.)	5 sp	1 lb.
Candy, Rock (per lb.)	4 sp	1 lb.	Koorazix (per serving)	3 sp	-	Sugar, Ronazagh (per lb.)	8 sp	1 lb.
Comfits (per lb.)	2 sp	1 lb.	Kozranga (per serving)	2 sp	-	Sugar, White (per lb.)	1 gp	1 lb.
Crisps (per lb.)	1 sp	1 lb.	Ladafo (per gallon)	3 sp	8 lb.	Syrup (per gallon)	4 sp	8 lb.
Couzez (per serving)	2 sp	-	Lard (per oz.)	3 cp	-	Temelpe	2 cp	-
Dolendor (per serving)	2 sp	-	Lettuce (per serving)	2 sp	-	Tilatabi (per serving)	4 cp	-
Dolmaadaa (per serving)	1 sp	-	Lesynge	5 cp	-	Varoukei (per pastry)	4 sp	-
Ear (per pastry)	3 cp	-	Loukou (per serving)	1 sp	-	Veuwao (per serving)	2 sp	-
Eggs (per dozen)	6 cp	1.5 lb.	Mastic (per oz.)	2 cp	-	Wheat (per pound)	1 cp	1 lb.
Fish Glass (per oz.)	2 cp	-	Mearg (per oz.)	2 cp	-	Whemin (per serving)	2 sp	-
Flour (per pound)	2 cp	-	Meliazanoo (per serving)	5 cp	-	Zamoam (per serving)	2 cp	-
Fry (per serving)	3 cp	-	Mombazah (per serving)	3 sp	-	Zabaglone (per pastry)	3 sp	-
Galo-Galo (per serving)	5 cp	-	Moretum (per oz.)	3 cp	-			
Gesaanar (per serving)	4 cp	-	Nuts (per lb.)	1 gp	1 lb.			
Giouvesiari (per serving)	2 sp	-	Paasesti (per serving)	8 cp	-			
Golenay (per serving)	1 sp	-	Pasta (per serving)	4 sp	-			
Gormeta (per serving)	1 sp	-	Pap (per serving)	4 cp	-			
Grouse Onion Stew (per serving)	2 cp	-	Pearls, Ground (per oz.)	1 gp	-			

Chapter 8: Food and Drink

Honey: The common man must endure bee stings whenever he is in the mood for honey, for this sweet is so expensive that it is otherwise only enjoyed by nobles and royalty.

Honeyleaf: This is a pastry of thin sheets of dough, melted butter, flavoring, honey and ground nuts. On the world of Tellene, it has several similar relatives in the layered sweet breads of the nomadic Fhokki, the yokla of the Malavla (Dejy), and in the baaki pastry of the Reanaaria Bay area, where seven layers of ground nuts alternates with eight layers of a thin noodle paste.

Hot Water Pastries: This is the term for any pastry that is poached in water before being baked in an oven. Hot water pastries are most often found in the Reanaaria Bay region.

Jakarla: This Malavla (Dejy) soup is made of various herbs, meats and coconut milk.

Jhekdhadd: This meal of northern Tellene includes raw, finely minced beef mixed with salt and chopped onions or garlic.

Jowtis: This soup is made of potherbs and meat broth, and often served at taverns and inns in southern Brandobia.

Kaataifis: This Reanaarian dessert consists of small barley or rye cakes soaked in honey.

Keaftao: This is the Reanaarese word for meatballs.

Keep-Cake: A keep-cake is actually a small castle made of pastry, consisting of a central keep with four attached towers. Each section contains a different colored filling, over which is poured alcohol that is then lit on fire. The keep is filled with pork stuffing (yellow with saffron), while the towers are filled with almond cream (white), custard (red), fruits such as figs and raisins (brown) and colored fritters (green).

Kingsthron: This sweet Kalamaran paste is made with rosewater (or fruit spirits), and equal amounts of ground almonds and sugar. Kingsthron is served hot or cold, and is often baked with spices or fruit.

Koorazix: This Reanaarian dish is made of layers of eggplant, minced meat and potatoes, topped with cheese sauce and baked.

Kozranga: This is a Svimozhish beef and potato stew.

Ladafo: A Kalamaran sweet and sour syrup made from cooked honey and grape juice.

Lard: Lard is rendered hog fat, used for the process of adding scraps or pieces of fat or bacon to meat for preparation.

TABLE 8-9H: OTHER FOODSTUFFS AND MEALS

Item	HM	Weight (lbs.)	Base Availability			Item	HM	Weight (lbs.)	Base Availability		
	Cost		Hi	Med	Low		Cost		Hi	Med	Low
Aaraun (per serving)	8 cp	-	60	40	20	Kingsthron (per oz.)	8 cp	-	55	35	15
Alegorn (per gallon)	2 sp	8 lb.	60	40	20	Koorazix (per serving)	4 sp	-	60	40	20
Almond-cream (per oz.)	1 sp	-	60	40	20	Kozranga (per serving)	3 sp	-	50	40	30
Alojas (per lb.)	3 sp	1 lb.	65	45	25	Ladafo (per gallon)	4 sp	8 lb.	70	60	50
Bhodanee (per serving)	3 sp	-	50	30	15	Lard (per oz.)	5 cp	-	90	80	70
Blood (per oz.)	2 cp	-	90	80	70	Lettuce (per serving)	3 sp	-	95	90	85
Boulikaar (per oz.)	4 cp	-	60	40	20	Lesynge	8 cp	-	80	60	30
Bree (per serving)	8 cp	-	80	40	10	Loukou (per serving)	2 sp	-	70	60	40
Bride's Finger (per pastry)	6 cp	-	75	65	55	Mastic (per oz.)	4 cp	-	60	40	20
Brose, Common (per serving)	6 cp	-	80	60	40	Mearg (per oz.)	3 cp	-	65	45	25
Brose, Noble (per serving)	2 sp	-	60	40	20	Meliazanoo (per serving)	7 cp	-	60	40	20
Broth (per serving)	4 cp	-	95	85	75	Mombazah (per serving)	5 sp	-	80	60	30
Candy (per lb.)	4 sp	1 lb.	95	90	80	Moretum (per oz.)	5 cp	-	70	50	30
Candy, Rock (per lb.)	5 sp	1 lb.	90	85	80	Nuts (per lb.)	2 gp	1 lb.	95	90	85
Comfits (per lb.)	3 sp	1 lb.	80	70	60	Paasesti (per serving)	1 sp	-	80	70	60
Crisps (per lb.)	2 sp	1 lb.	90	85	80	Pasta (per serving)	5 sp	-	90	85	80
Couzez (per serving)	3 sp	-	80	60	40	Pap (per serving)	5 cp	-	85	75	65
Dolendor (per serving)	3 sp	-	60	40	20	Pearls, Ground (per oz.)	2 gp	-	80	50	20
Dolmaadaa (per serving)	2 sp	-	60	40	20	Peesaso (per serving)	3 sp	-	75	55	25
Ear (per pastry)	5 cp	-	75	65	55	Pie (per pastry)	4 sp	-	90	85	80
Eggs (per dozen)	1 sp	1.5 lb.	90	85	80	Pottage (per serving)	5 sp	-	80	55	30
Fish Glass (per oz.)	4 cp	-	70	60	40	Preserves, Fruit (1 day's rations)	5 cp	1 lb.	85	80	75
Flour (per pound)	3 cp	-	95	90	85	Pynepaste (per oz.)	2 sp	-	70	50	30
Fry (per serving)	4 cp	-	90	80	70	Quoses (per serving)	4 sp	-	60	40	20
Galo-Galo (per serving)	7 cp	-	55	35	15	Rations, Trail (per day)	6 sp	1 lb.	90	80	70
Gesaanar (per serving)	6 cp	-	65	55	45	Salt (per lb.)	1 gp	1 lb.	85	70	75
Giouvesiari (per serving)	3 sp	-	60	40	20	Scratch-Root Stew (per serving)	1 sp	-	95	90	85
Golenay (per serving)	2 sp	-	70	50	30	Smallsweet	3 sp	-	60	40	20
Gormeta (per serving)	2 sp	-	60	40	10	Soorea (per serving)	5 cp	-	60	40	20
Grouse Onion Stew (per serving)	3 cp	-	95	90	85	Sour Juice (per gallon)	3 sp	8 lb.	55	45	35
Gum Dragon (per oz.)	5 cp	-	70	50	30	Sugar, Cane (per lb.)	6 sp	1 lb.	90	70	50
Gut Warmer (per serving)	3 cp	-	90	80	70	Sugar, Ronazagh (per lb.)	1 gp	1 lb.	60	40	20
Handpie (per serving)	4 sp	-	95	85	75	Sugar, White (per lb.)	1 gp	1 lb.	55	35	15
Honey (per gallon)	5 gp	8 lb.	95	85	75	Syrup (per gallon)	5 sp	8 lb.	80	60	40
Honeyleaf (per serving)	3 sp	-	90	80	65	Temelpe	3 cp	-	75	65	55
Hot water pastry (per serving)	2 sp	-	90	70	50	Tilatabi (per serving)	5 cp	-	60	40	20
Jakarla (per serving)	8 cp	-	80	60	40	Varoukei (per pastry)	5 sp	-	55	35	5
Jhekdhadd (per serving)	4 sp	-	60	40	20	Veuwao (per serving)	3 sp	-	50	30	10
Jowtis (per serving)	3 sp	-	65	40	15	Wheat (per pound)	2 cp	1 lb.	95	90	85
Kaataifis (per serving)	1 sp	-	60	40	20	Whemin (per serving)	3 sp	-	80	70	50
Keaftao (per serving)	8 cp	-	60	40	20	Zamoam (per serving)	3 cp	-	60	40	20
Keep-cake (per cake)	1 gp	-	70	50	30	Zabaglone (per pastry)	4 sp	-	60	40	20

Lettuces: Lettuces are pastries made with several layers of crust, in order to resemble a head of lettuce. When made by the elves, these pastries are said to be the finest on Tellene.

Lesynges: These are small square or diamond-cut candies or medicinal sugar cakes, originating in Svimohzia.

Loukou: These large Reanaarian fritters are served with honey or syrup and dusted with sugar.

Mastic: Mastic is the resin from a shrub that grows in the eastern Reanaaria Bay region, the Obakasek Jungle and some areas of southern Svimohzia. This resin is occasionally used in cooking, and is also used as a type of “chewing gum” by natives of the Obakasek and Vohven jungles.

Mearg: This is bone marrow; an additive often used by the Fhokki to provide extra fat in many dishes.

Meliazanoo: This is a Reanaarian eggplant dip.

Mombazah: This Svimohzish dish contains hot oysters on a bed of rock salt.

Moretum: Moretum is a halfling dip made of cheese, garlic and herbs pounded into a paste.

Nuts: Various types of nuts are grown across Tellene, including acorns, almonds, chestnuts, hazelnuts, pinenuts, pistachios, sesame seeds and walnuts.

Paasesti: This very sweet Reanaarian cake is served with cream.

Pasta: There are many different types of pastas on Tellene, most of which are found in the Kalamaran or Reanaaria Bay region. They include: lakaha, a stiff dough made of flour and water, rolled or pressed thin, and cut into narrow strips; looseiyen, a flat rolled-out noodle covered by layers of eggs, meat and cheese; rishta, a dried noodle used in beef soups; shooshbarak, a fresh noodle stuffed with meat and served in a yogurt-like sauce; and salima, a slice cut off a dough roll and then pressed upon with the thumb, served with fried meats in a garlic, mint, onion and curdled cream sauce.

Pap: A pap is a mush. Foods crushed and given to babies are always called paps.

Pearls: Aside from being used as a decoration, ground pearls are occasionally used in especially expensive recipes, or as a medicine.

Peesaso: This is a Reanaarian dish containing veal (or lamb) with pastry.

Pie: Pie is the Merchant’s Tongue name for any type of filled pastry.

Pottage: A pottage is a thick soup or stew. The solid and liquids are prepared, and often served, separately. The liquid is then poured into the bowl of solids before dining.

Preserves, Fruit: These are simply dried fruits that can last up to 6 days in most environments.

Pynepaste: This paste is made with pine nuts or pine nut kernels.

Quoses: This is a mixed dish made of many things (generally leftovers). Quoses may include eggs, meat, fish, fruit, vegetables, herbs, spices and more.

Rations, Trail: Trail rations are compact, dry, high-energy foods unlikely to spoil. This usually includes jerky, dried fruits, hardtack and nuts.

Scratch-Root Stew: This stew includes roots and berries “scratched” from the bottom of the barrel, or retrieved from tubers that may otherwise be left behind. However, it normally includes a few spices and various types of meat to make it palatable, and so becomes a somewhat more expensive meal.

Smallsweet: A smallsweet is a custard tart sweetened with sugar or honey; a favorite of elves.

Soorea: This spiced bun contains small fragments of pickled or smoked meat, fish or eel. It is a common lunch-time meal in Geanavue.

Sour Juice: This term refers to the juice of specially grown, unripe grapes. It can be made from crabapples, gooseberries, or any other sour item according to the season. If salt is added, sour juice has limited preservative qualities. The vineyards of Shyta-na-Dobyo are the best place to find sour juice.

Sugar: Cane sugar originates in southern Svimohzia and was transported onto the continent of Tellene with the movement of the humans. White sugar, the type used in cooking, was refined in 262 I.R. by Olador of Bet Kalamar.

Sugar, Ronazagh: This is sugar grown in Ronazagh, on the farm of its governor, a short hobgoblin named Vulak. It is a sugar of lower quality, below white sugar but better than brown sugar.

Syrup: Syrup is typically made of wine combined with sugar and then boiled down to the consistency of syrup. However, it may also be made with other ingredients, such as honey and grape juice.

Temelpe: This is a fried soybean cake often eaten by poor Malavla (Dejy).

Tilatabi: This Reanaarian appetizer combines a curdled cream and garlic dip with cucumber segments.

Varoukei: These small Reanaarian sweets are made of sugar paste mixed with starch and must, fashioned into the shape of tiny loaves, slowly baked at a low temperature and garnished with gold leaf. Prepared for special occasions and parties among the nobility, most notably the Talasaara of Geanavue.

Veuwao: This Reanaarian dish consists of either tomatoes or green peppers stuffed with minced meat and rice.

Whemin: This mixture of mashed potatoes and corn is a common main course in northwestern Svimohzia.

Zabaglone: Zabaglone is a gnomish custard made with wine, cinnamon, sugar and egg yolks.

Zamoam: This thick soup is made of crushed peanuts, water and salt. Zamoam is often eaten by the poorer peoples of Svimohzia.

TABLE 8-10D: SAUCES

Item	D&D Weight	
	Cost	(oz.)
Altanath	6 cp	1
Boe	4 cp	1
Browncap	5 cp	1
Dandrill	3 cp.	1
Falama	8 cp	1
Garum	5 cp	1
Haz-Brak	3 cp	1
Musted	5 cp	1
Peawaabi	5 cp	1
Sauces, Other Common	3 cp	1
Souse	2 cp	1
Zaramar	5 cp	1

TABLE 8-10H: SAUCES

Item	HM Cost	Weight (oz.)	Base Availability		
			Hi	Med	Low
Altanath	9 cp	1	80	60	40
Boe	6 cp	1	80	60	40
Browncap	7 cp	1	65	55	45
Dandrill	3 cp.	1	90	80	70
Falama	1 sp	1	70	50	30
Garum	6 cp	1	80	50	20
Haz-Brak	4 cp	1	75	55	25
Musted	6 cp	1	80	60	40
Peawaabi	7 cp	1	70	50	30
Sauces, Other Common	4 cp	1	90	80	70
Souse	3 cp	1	80	60	40
Zaramar	6 cp	1	65	45	25

TABLE 8-11D: SPICES AND SEASONINGS

Item	D&D	Weight
	Cost	(lbs.)
Balikati	4 sp	1 lb.
Boxwood Leaves	4 sp	1 lb.
Cinnamon	1 gp	1 lb.
Dvortha	1 gp	1 lb.
Elbada	7 sp	1 lb.
Ghashan	2 gp	1 lb.
Ginger	5 cp	1 lb.
Hawkweed	4 sp	1 lb.
Kingspice	10 gp	1 lb.
Pepper	2 gp	1 lb.
Pirudil	8 sp	1 lb.
Spices, Other Common	4 sp	1 lb.
Star	12 gp	1 lb.
Warmleaf	3 sp	1 lb.

TABLE 8-11H: SPICES AND SEASONINGS

Item	HM	Weight	Base Availability		
			Hi	Med	Low
Balikati	5 sp	1 lb.	60	40	20
Boxwood Leaves	5 sp	1 lb.	75	65	55
Cinnamon	2 gp	1 lb.	75	65	55
Dvortha	2 gp	1 lb.	70	50	30
Elbada	1 gp	1 lb.	60	40	20
Ghashan	3 gp	1 lb.	65	45	25
Ginger	1 sp	1 lb.	70	60	50
Hawkweed	5 sp	1 lb.	70	55	30
Kingspice	12 gp	1 lb.	60	40	20
Pepper	4 gp	1 lb.	70	60	50
Pirudil	1 gp	1 lb.	55	45	35
Spices, Other Common	5 sp	1 lb.	80	70	60
Star	14 gp	1 lb.	60	40	30
Warmleaf	4 sp	1 lb.	70	60	50

SAUCES

Sauces are occasionally served poured over the dish, but more often served separately in small bowls. Sauces are referred to by their first names (as “boe”, rather than “boe sauce”). Various sauces are typical to different regions of Tellene, and will often be known elsewhere simply by the name of the region they originate from.

Altanath: This sauce is made with stewed grapes. It is most commonly found in Shyta-na-Dobyo.

Boe: Boe is a thick black sauce used in the preparation of fish.

Browncap: Browncap is a sauce made using small mushrooms, classically served with wild hare and most common in Brandobia.

Dandril: A thick brown sauce made from vegetables, spices and vinegar. It is typically eaten with cold meats, cheeses and pies. This sauce is most commonly found in northern Brandobia.

Falama: This heavy Kalamaran sauce is used in dishes with roast goose or fowl.

Garum: This popular Kalamaran fish sauce is made from rotting fish entrails.

Haz-Brak: This hobgoblin cook’s fermented fish sauce has a rich, slightly oily, salty taste.

Musted: This sauce is made from must (unfermented grape juice).

Peawaabi: This fermented Reanaarian fish sauce is made with whole anchovies and salt. It has a rich, slightly oily and salty taste.

Souse: A strong brown sauce, souse is often used with lower-quality meat to help disguise the flavor.

Zaramar: This dwarven sauce is made of garlic pureed with oil and bread. Regional variations are made with walnuts, almonds, garlic, and bread soaked in meat broth, all crushed in a mortar.

SPICES AND SEASONINGS

Spices are rare in most parts of Tellene. There is a thriving business in the trade and transport of spices to market. Most residents of Tellene will never taste these spices, as they are far too expensive. In certain fashionable noble houses, dishes are served heavily laden with them to illustrate the prosperity of the master of the house. In the city of Geanavue, to “tinch” a food or drink means to include a small amount of seasoning.

Balikati: Balikati is a common root spice from Tarisato that, in combination with other ingredients, can be either quite sweet or

very hot. It can be prepared any number of ways: dried and ground, pickled or in candies.

Boxwood Leaves: The dark green leaves of the boxwood tree are used as a common garnish.

Cinnamon: This uncommon, sweet spice used to flavor sweets, candies, and beverages. It is available ground or in stick form.

Dvortha: The unopened flowers of this exotic northern plant have a slightly sweet, slightly spicy flavor. They are used in preparing all kinds of meats, and are sometimes simply plucked and chewed.

Elbada: This term refers to ground coral, or the ground bones of certain fish. Small amounts are added to wine and drunk. Some peoples of the Whimdol Bay area believe this uncommon seasoning to be a restorative for the sick.

Ghashan: The seeds of this exotic Svimohzish plant are used in cooking, where they give dishes a somewhat toasty flavor. They are also taken medicinally to relieve mild abdominal ailments.

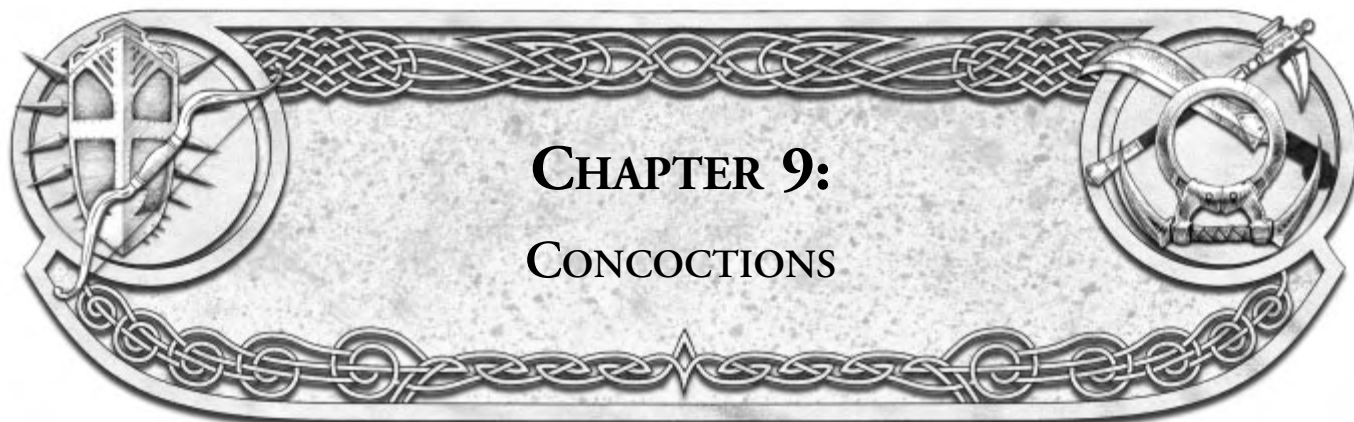
Hawkweed: This very bitter common herb has hairy leaves and stems.

Kingspice: A combination of various exotic spices from all corners of the world, kingspice is outrageously expensive. In the kitchens of Geanavue that serve the Basalt Throne, the jealously guarded recipe for this preparation has been passed from master chef to master chef. Even here, the kingspice is reserved for only the most important state dinners and celebrations.

Pirudil: This is a slightly sweet, nutty spice grown in Tarisato, usually ground very fine. It is used in cream sauces or soups.

Star Spice: Many elves favor this exotic spice. The large, brownish-red seeds come in star-shaped pods that are very pretty and quite flavorful when added to a mulled drink. They can also be used medicinally to aid digestion.

Warmleaf: A common spice grown all over Tellene, both seeds and plants are used in sauces and to add flavor. The leaves of the warmleaf plant can also be cooked and eaten by themselves.



This chapter covers many of the mundane and exotic things that characters may want to purchase from the many varied shops, smiths and other sellers of Tellene. All of the standard equipment listed in Chapter 7 of the Player's Handbook is also available.

ALCHEMICAL MIXTURES

Acid: The acid most commonly used by adventurers is concentrated hydrochloric acid. Other types of acid do exist, however. One such is the metal-eating akirakar acid detailed in the Thieves' Tools section of Chapter 7: Tools, Gear and Equipment, in this book. Acids are also useful as splash weapons, particularly when dealing normal damage against regenerating creatures, such as trolls.

For more information on acids in combat, see the Special Substances and Items section of Chapter 7: Equipment, in the *D&D Player's Handbook*. (HackMaster players can refer to Grenade-Like Missiles, in Chapter 8: Combat, of the HackMaster GameMaster's Guide.)

Alchemist's Fire: This sticky, flammable substance deals fire damage to those it touches. It can be used as a thrown splash weapon, dealing 1d6 points of fire damage on a direct hit. D&D players should consult the Special Substances and Items section of Chapter 7: Equipment, in the *D&D Player's Handbook* for more information.

HackMaster: *In Garweeze Wurld, alchemist's fire works like fire oil (also known as Greek fire). See the Illumination section of Chapter 7: Tools, Gear and Equipment, in this book.*

Antitoxin: Antitoxin helps resist the effects of poison. D&D players should consult the Special Substances and Items section of Chapter 7: Equipment, in the *D&D Player's Handbook*.

HackMaster: *Antitoxin provides the imbiber a +6 on saving throws against non-magical poison for one hour.*

Azurtallan Salve: Supposedly made in the semi-mythical city of Azurtal, this salve is rare and exotic. The materials to make it exist primarily in deep underground locations and are expensive on the surface.

This ointment is rubbed into the palms to ensure a solid grip. The user gains a +2 circumstance bonus to Climb and Pick Pocket checks (or a +10% to climb walls and pick pockets skills in HackMaster). He also makes rolls to resist being disarmed at +2. While the salve remains on the user's hands, Disable Device, Escape Artist and Rope Use checks have a -2 circumstance penalty (or a -15% penalty to rope use and remove traps skills in HackMaster). One package or vial covers the hands of a single person and lasts for up to an hour before wearing off through use. It resists water, but

it can be rubbed off with cloth or an abrasive (such as sand) as a full-round action.

Blackleaf: Blackleaf originated among the halflings who found it convenient for ridding themselves of large trees in fields they wished to farm. From its home in the Young Kingdoms and northern Kalamar, it spread across the continent and across the straits to Svimohzia.

This oily black liquid prevents plants from getting light, food and carbon dioxide, killing them in a matter of days or even hours. A vial splashed on an intelligent plant creature does 1d4 points of damage as a grenade-like missile.

Blood Powder: This substance is a scented powder that can be tossed or blown on a creature within 5 feet. It has the effect of making carnivorous animals and beasts more attracted to the target (these creatures gain a +5 circumstance bonus (or +25% in HackMaster) to all smell-related checks to locate the target). This material is sometimes used in traps found at manor homes of the wealthy in conjunction with an immediate release of dogs or other dangerous animals. The powder can be washed off with a gallon of alcohol or scraped off with a Reflex save (DC 15; saving throw versus rod, staff, or wand at -2 in HackMaster). Both of these options require a full-round action. A belt pouch holds 1d6 uses.

Bolomo: Bolomo's ingredients are common to all alchemical labs, although the College of Alchemy in Bet Kasel produces the best mixture.

This solvent removes adhesives, including the alchemical goo inside a tanglefoot bag. One application of bolomo turns the tanglefoot adhesive into wet slime that is sticky to the touch but easily removed, thus freeing an entangled character almost immediately. Applying bolomo is a full-round action that provokes an attack of opportunity (in HackMaster, the applier gets no Dexterity bonus to AC). A flask holds two applications.

Curaxa: Curaxa's origins are unclear. Both elves and dwarves claim to have invented it, as well as several human alchemists. Its first recorded mention was in a human work entitled *Alchemical Secrets of the Highlands*, written in Svimohzish and published in -49 CM. The tone and context of that work clearly indicate that curaxa more than significantly predated *Alchemical Secrets*.

This thick green mixture corrodes metal, slowly turning it to rust. A single vial, if used carefully, coats 2 square feet of metal, inflicting 1d4 points of damage to it every 10 minutes, for up to an hour. It has no harmful effect on non-ferrous metals or other substances. Humans and other creatures exposed to it suffer a light rash and some itching.

TABLE 9–1D: ALCHEMICAL MIXTURES AND ITEMS

Item	DC	Market Price per Mixture	Weight (lb.)
	To make		
Acid, hydrochloric	15	10 gp	1
Achemist's Fire	20	20 gp	-
Antitoxin	25	50 gp	1
Azur tallinn salve	20	100 gp	-
Blackleaf	20	10 gp	-
Blood powder	20	20 gp	1
Bolomo	20	25 gp	-
Curaxa	25	100 gp	-
Disappearing ink, 1 hour	15	5 gp	-
Disappearing ink, 1 day	15	10 gp	-
Disappearing ink, 10 days	15	100 gp	-
Disappearing ink, 1 month	15	500 gp	-
Dragonhide	20	10 gp	1
Faceblack	5	1 gp	-
Frostfire	25	40 gp	1
Ghunúk	20	30 gp	1
Glitterdust	10	25 gp	-
Greatsalt	20	20 gp	1
Healing salve	251	50 gp	-
Holy water	<i>bless water spell</i>	25 gp	1
Kasite fire	20	40 gp	1
Kharún	20	20 gp	1
Lightning bottle	25	50 gp	1
Lydrum	15	10 gp	1
Merfolk musk	20	20 gp	-
Mooreta	25	15 gp	-
Neslipine	20	25 gp	1
Noisemaker	20	20 gp	-
Oil, elaaeter	15	5 gp	1
Salimenza	20	150 gp	-
Smokestick	20	20 gp	1/2
Smotherblend	20	20 gp	1
Skunk musk	18	10 gp	1
Stinkvine serum	20	25 gp	-
Sunrod	25	2 gp	1
Sunstone	25	25 gp	1
Talcum powder	5	5 cp	1
Tanglefoot bag	25	50 gp	4
Thunderstone	25	30 gp	1
Tindertwig	20	1 gp	1
Vermar	15	5 gp	1
Waterquench	20	30 gp	3
Weapon black	5	3 gp	1
Witchweed stick	20	40 gp	-

Disappearing Ink: This clever substance can be used to write messages that disappear after an hour (or sometimes more depending on the formula).

Dragonhide: The Kalamaran Legions developed dragonhide to help their spears and shields resist a barbarian charge. They first employed dragonhide in their campaigns against the Fhokki. While the substance did help, the campaign's failure doomed the mixture to obscurity until the last century, when adventurers discovered its recipe along the Jorakk River and began making great quantities of it for sale to the river merchants.

Dragonhide is a tough coating that gives a wooden item (no larger than a body shield) 5 additional points of hardness (or in HackMaster, 2 additional armor hit points at each AC). A flask holds one application that protects the item for one week.

Faceblack: This is a paste made of soot, talcum powder and bacon grease that is added to the face (or all exposed flesh if more than the face is visible). It adds +1 to Hide checks when the user is trying to hide in a shadowy area (+5% to hide in shadows checks in HackMaster).

TABLE 9–1H: ALCHEMICAL MIXTURES AND ITEMS

Item	HM Cost per Mixture	Weight (lb.)	Base Availability		
			Hi	Med	Low
Acid, hydrochloric	12 gp	1	70	50	30
Achemist's Fire	5 gp	1	60	40	25
Antitoxin	50 gp	-	65	45	25
Azur tallinn salve	100 gp	-	60	40	20
Blackleaf	10 gp	-	70	50	30
Blood powder	20 gp	1	75	50	25
Bolomo	26 gp	-	70	40	20
Curaxa	100 gp	-	65	45	25
Disappearing ink, 1 hour	5 gp	-	55	30	10
Disappearing ink, 1 day	10 gp	-	50	30	10
Disappearing ink, 10 days	100 gp	-	50	30	10
Disappearing ink, 1 month	500 gp	-	45	25	5
Dragonhide	10 gp	1	80	60	40
Faceblack	1 gp	-	75	55	35
Frostfire	40 gp	1	50	30	10
Ghunúk	35 gp	1	40	20	2
Glitterdust	26 gp	-	70	40	10
Greatsalt	20 gp	1	80	60	30
Healing salve	50 gp	-	90	70	50
Holy water	25 gp	1	95	85	80
Kasite fire	42 gp	1	60	40	25
Kharún	20 gp	1	40	15	2
Lightning bottle	52 gp	1	55	35	15
Lydrum	12 gp	1	40	20	5
Merfolk musk	21 gp	-	50	30	10
Mooreta	15 gp	-	65	45	25
Neslipine	25 gp	1	80	60	30
Noisemaker	20 gp	-	90	70	50
Oil, elaaeter	6 gp	1	75	55	35
Salimenza	150 gp	-	50	30	10
Smokestick	20 gp	1/2	75	55	35
Smotherblend	20 gp	1	80	60	30
Skunk musk	10 gp	1	90	70	50
Stinkvine serum	27 gp	-	70	60	40
Sunstone	35 gp	1	70	40	10
Sunrod	4 gp	1	60	40	20
Talcum powder	5 cp	1	95	85	75
Tanglefoot bag	50 gp	4	50	30	10
Thunderstone	36 gp	1	70	40	10
Tindertwig	2 gp	1	75	55	25
Vermar	8 gp	1	80	60	40
Waterquench	30 gp	3	80	60	40
Weapon black	3 gp	1	70	50	30
Witchweed stick	45 gp	-	60	40	20

Frostfire: A flask of this substance can be used as a grenade-like weapon with a range increment of 10 feet. When exposed to air or moisture, it becomes sticky and drains away heat from the surface it is exposed to. This results in 1d6 points of cold damage for two rounds. The substance can be washed off with a quart of acid or alcohol, or scraped off with a Reflex save DC 15 (saving throw versus rod, staff, or wand at -2 in HackMaster). Both of these options require a full-round action.

Ghunúk: Ghunúk is a healing salve developed by orcs. It is known as "wound biter," and is applied by rubbing it into open wounds. Alchemists brew this thick, gray and foul-smelling ointment from a variety of mushrooms and herbs. The salve produces rapid healing in a manner similar to magic potions and produces no major scarring. Non-orcs that have used it report a terrible, but thankfully brief, stinging in and around the wound after the substance is applied. This may account for its unusual name in the orc language. In game terms, the salve cures 1d6 hit points on a particular wound and counts as non-magical healing. A Craft (alchemy) check (DC 20) is required to create a single dose

(this is a Difficult task for a herbalist, in HackMaster terms). A flask of this substance, if found on an orc, will contain 1d4 applications.

Glitterdust: This glittering dust clings to surfaces, making formerly invisible or indistinct objects (footprints, for example) or creatures more visible. Glitterdust grants a +1 circumstance bonus on Search checks when sprinkled on an object or surface, as well as a +1 circumstance bonus to Spot checks to locate invisible creatures. This glittering dust is usually blown out of a tube, resulting in a cone with a 10-foot radius, or sprinkled lightly on the ground by hand. If sprinkled, a pouch of glitterdust can cover three 5-foot squares. Covering each 5-foot square requires a full-round action.

HackMaster: *Glitterdust increases a HackMaster character's chance to locate invisible creatures and other items by 5%.*

Greatsalt: Greatsalt has existed in some form for nearly as long as recorded history, being one of the first alchemical formulae. The ancient Dejy of the Elos certainly knew its use, and possibly the pre-human civilizations of Tellene did as well. Recent innovations have improved its effectiveness and durability, but never far beyond its ancient capabilities.

Greatsalt is a base agent available in either powder or paste form. Each application renders up to one pint of acid harmless, washing it off of skin or other surfaces. Greatsalt immediately ends continuous damage from normal acid, *Folnester's acid arrow*, or other similar acidic effects (such as Munz's Bolt of Acid in Garweeze Wurld).

Healing Salve: This herbal concoction is a sticky paste applied to a wound to heal damage. See page 72 of Tome and Blood for details.

Holy Water: This item is the result of a *bless water* spell. The water is imbued with positive energy and considered blessed, giving it special effects on certain creatures. D&D users can find more information in Chapter 7: Equipment in the *D&D Player's Handbook*.

HackMaster: *In Garweeze Wurld, the effects of holy water can vary from creature to creature and situation to situation. See Chapter 9: Goods, Services and Equipment in the HackMaster Player's Handbook.*

Kasite Fire: A flask of this substance can be used as a grenade-like weapon. Upon contact, this sticky substance ignites, doing 1d8 points of damage to anyone who takes a direct hit. Otherwise, kasite fire works like Alchemist's Fire as seen in Chapter 7: Equipment of the *D&D Player's Handbook*. Some Reanaarian galley captains have been known to mount bronze tubes that emit jets of this liquid on the prows of their boats.

HackMaster: *Kasite Fire works like Greek fire, except that it inflicts 2-16 points of damage on the initial hit and 1d8 points of damage each round thereafter. It cannot inflict more damage than it did in the previous round, however. It has a variable duration, burning out immediately after inflicting but one point of damage.*

Kharûn: Developed by orcs, kharûn is a strong, bitter tasting tonic used to restore vigor and injury. It is produced in a manner similar to ghunûk, but is strained through leaves and only the liquid retained. Scouts needing to run a great distance in a short time are equipped with several vials' worth. Being a tonic, it is taken orally and takes effect almost instantly. Its name, "mouth fire," is based on the effect it has when swallowed. Dwarves find it much like drinking homemade spirits. The tonic can only remove nonlethal damage gained through exertion, it has no effect on damage from starvation, dehydration, combat or environmental damage. A dose immediately heals 1d10 hit points (temporary damage in

HackMaster). A Craft (alchemy) check (DC 20) creates a single dose (a Difficult task for a herbalist, in HackMaster terms). A vial found on an orc will contain 1d3 mouthfuls.

Lightning Bottle: A lightning bottle is a special vial designed to carry certain liquids. They are used to hold one of several clear or milky liquids that cause blindness on contact. The silky liquid is thinner than water and splashes over a great distance when the bottle is broken. Pressurized bottles enhance the spray by exploding when broken. A lightning bottle holds the same amount of liquid as a normal vial.

When it breaks, a lightning bottle affects all targets within 10 feet. Pressurized bottles affect a 15-foot radius. Creatures in its spray must make a Fortitude save at DC 14 (a saving throw versus breath weapon in HackMaster terms) or be blinded for 1d6 rounds.

Lydrrium: This concentrated solution is every bit as dangerous to organic material as hydrochloric acid. Lydrrium can be used in combat as a splash weapon, and deals damage like an acid. For more information on acids in combat, see the Special Substances and Items section of Chapter 7: Equipment, in the *D&D Player's Handbook*. (HackMaster players can refer to Grenade-Like Missiles, in Chapter 8: Combat, of the HackMaster GameMaster's Guide.)

Merfolk Musk: Merfolk musk comes in a white, grainy powder usually sealed in a ball of wax. When exposed to water, it bubbles furiously for several minutes, causing the water to churn and boil. Intelligent marine creatures call it *lesquiya* and think the term "merfolk musk" silly.

Merfolk musk deters the attack of marine creatures for 3d4 minutes if they fail a Will save (DC 10). (This is a saving throw versus paralyzation in HackMaster terms). Creatures that successfully save are immune to the effect for 24 hours.

Mooreta: Mooreta is a contemporary innovation of the College of Alchemy in Bet Kasel. Seeking to create a neutral base to develop perfumes, an enterprising alchemist developed this formula that removes all scent. Quick to realize its potential, he began selling it through merchants across the Young Kingdoms.

This watery, clear liquid masks odors, increasing the difficulty of tracking creatures by smell when used to cover their tracks. When thrown at a foul-smelling creature, it can aid characters in dealing with the overpowering odor (such as a troglodyte's musk or ghost's stench). A creature that emits a foul odor may make a Fortitude save vs. DC 12 (a saving throw versus paralyzation in HackMaster terms) to avoid the mooreta's effects. If effective, the mooreta lasts for 2d4 rounds.

Many alchemists have tried to duplicate the effects of mooreta. They have succeeded to varying degrees. Any mooreta not manufactured at the College of Alchemy will have variable effects (unknown until used). Imitation mooreta often approximates the real thing, but the formulation is not exactly correct. Mooreta created outside the College of Alchemy is slightly weaker; victims make a Fortitude save against DC 4 + 2d4 with a +1d4 circumstance bonus (in HackMaster terms, a saving throw versus paralyzation with a modifier of +2 minus 1d8).

Neslipine: The Draskan dwarves originally devised a form of neslipine as a lubricant for some of the workings of the valves and pumps in their canals. Neslipine affects an item or an area as the arcane spell *grease* (or *Grease*, in Garweeze Wurld) except that it is not as effective as the magical mixture. Targets who might be affected by stepping onto or grasping a surface coated with neslipine receive a +2 circumstance bonus to their Reflex saves (+2 on the saving throw versus spells in HackMaster terms).

Chapter 9: Concoctions

Noisemaker: When thrown, key chemicals mix explosively. The noisemaker pops and crackles for 1d6 rounds. The noise gives characters within 30 feet a +4 circumstance bonus to Move Silently checks and makes verbal communication difficult (characters must make an Int check (DC 13) to understand a speaker they could normally hear without difficulty). The noise might also attract curious guards, hungry monsters and/or angry farmers. Lesser noisemakers are common toys for children and their parents across the Young Kingdoms, especially P'Bapar, where they first appeared.

HackMaster: In *HackMaster* terms, the bonus to move silently is +20% and the straight Int checks are made with a -1 penalty.

Oil, Elaeter: Elaeter is a Geanavese oil derived from certain caterpillars. It glows a soft blue or yellow, depending upon the mixture, shifting from bright to dull as it decays. When combined with other oils, it glows a soft silvery green. It is typically used to polish weapons and armor, giving them a magical appearance. City-dwelling romantics who love tales of treasure and adventure, but rarely venture far beyond their home, are the primary purchasers of this oil.

Salimenza: This powerful extract from the poison vine, salimenza (or salimic acid) is a corrosive acid used by thieves to thwart complicated locks too stubborn to pick. To funnel the solution into the keyhole, a cone made of beeswax is used. It takes 10d6 minutes for the acid to do its work, though there is only a 20% chance that it will eat away the lock's inner workings to the point that the lock is negated.

HackMaster: See page 112 of the *HackMaster Player's Handbook* for rules in *HackMaster* terms.

Scentbreaker: This mixture of chemicals and aromatic herbs interferes with any creature's sense of smell. For more information, see page 72 of *Tome and Blood*.

Skunk Musk: This material is similar to blood powder, as it is used to coat victims within a 5-foot radius. Once coated, the tracker gains a +4 circumstance bonus to Survival checks for tracking, for up to 96 hours. (In *HackMaster* terms, this is a +20% chance of success.) It is also used on armored opponents to try to get them to remove their now foul smelling armor and shields. Skunk musk can be rinsed off with a mild acidic solution.

Smokestick: This special wooden stick allows the user to fill an area with smoke. The smoke fills a 10-foot cube in one round, after which the smoke dissipates. It can be dispersed in one round by a moderate or strong wind.

Smotherblend: The elves invented smotherblend as a safe method of extinguishing fires in their wooded homes. They first introduced it to humans and others in their alliance with the eastern Brandobians against the hobgoblin armies, expecting the enemy to use alchemical fire. The smotherblend saved a regiment of archers from exactly that form of attack. Now smotherblend is found across the Sovereign Lands.

Shaking this mixture violently causes it to erupt into a thick white foam that quenches fire on contact. A single vial contains enough to extinguish a 5-foot cube of flame. Usually thrown as a grenade-like weapon, it can be applied directly to the fire by an adjacent character as well. Adventurers sometimes use it to extinguish companions who fall victim to fire-based attack. It has no effect if applied to objects or people before ignition.

Stinkvine Serum: Stinkvine is a hazard of the southern jungles, such as the Obakasek and the Vohven. The vine itself is brittle and breaks easily when travelers brush against it. Its sharp and powerful

aroma shocks the senses and the lingering odor alerts predators to the presence of prey.

Stinkvine is distilled into a powerful concentration that causes unconscious, sleeping or delirious creatures to come to their senses. Stinkvine causes sleeping or unconscious creatures to awaken. Creatures at 0 hit points automatically awaken. Creatures at less than 0 hp may attempt a Fortitude save (DC 12). If successful, the creature comes to its senses for 1d6 rounds. (In *HackMaster* terms, this is a Constitution check.)

Note that such creatures gain no hit points (without assistance) and that they may only take partial actions. After each partial action, the character must make a Con check (DC 18) to avoid suffering an additional point of damage (in *HackMaster*, this damage is automatic). After that, if the creature remains at less than 0 hp or is still under an effect that would make it unconscious or asleep, it succumbs to the effect. A second dose used within 8 hours has no effect.

Sunrod: This iron rod temporarily sheds light for characters in dark situations. For details, see Chapter 7: Equipment of the *D&D Player's Handbook*.

Sunstone: This peculiar lump of crystal is normally a yellowish hue, but when sunlight hits it at a 90 degree angle, the light refracts and turns the stone blue. Though inaccurate and crude, the sunstone has the advantage of being usable even when thick cloud cover prevents direct sighting of the sun—it can even be used up to one hour after the sun has set. Because it relies largely on guesswork, however, using a sunstone to navigate only garners a +2 circumstance bonus to Profession (navigator) checks. Still, it is better than nothing at all.

Talcum Powder: This chalky white powder is a natural mild lubricant. It can also be used to negate the effects of suregrip. When blown or tossed into the air it will also create a brief cloud of dust that can help locate hiding or invisible creatures.

Tanglefoot Bag: This leather bag of sticky goo can be used to immobilize opponents. See Chapter 7: Equipment of the *D&D Player's Handbook* for more information. (In *HackMaster* terms, a victim gets a -2 penalty to attack rolls, loses all Dex bonus to AC and must make a saving throw versus spells or be stuck to the floor, unable to move. Even if successful, the target can only move half speed.)

Thunderstone: This stone can be hurled to create a deafening bang. For more information, see Chapter 7: Equipment of the *D&D Player's Handbook*.

HackMaster: In *HackMaster* terms, thunderstones can be thrown up to 60 feet (Short range 20 feet, Medium range 40 feet, Long range 60 feet).

Tindertwig: This wooden rod ignites when struck. For details, see Chapter 7: Equipment of the *D&D Player's Handbook*.

HackMaster: In *HackMaster* terms, a character needs to use an attack to light a tindertwig and an attack to light a torch or other fire. The tindertwig lights properly 90% of the time.

Vermar: Foul, lingering and vile best describes this "beneficial" mixture. Vermar is made from a distilled sulfur extract and certain oils from rotten fish. Any rat coming within 2 feet of a vermar-coated object must make a Will save (DC 20). If the save fails, the creature will flee. Vermar is inexpensive to make. One batch holds enough to protect 10 Medium humanoids for a week, if they can stand the smell.

Waterquench: This "goop" of secret ingredients seals against water leakage like pitch, but lacks its stickiness and blue hue, and

can be painted. It is also known as “lamarol” after its Reanaarian inventor, Lamaraun Taalis. This material typically comes in a tin that contains enough polish for ten applications. A standard application is enough to cover a pair of man-sized boots.

Weaponblack: Similar to faceblack, this material can be used to coat weapons so that they are not as visible in dim lighting conditions. Using the material on one’s weapons grants a +1 bonus to Hide checks in shadowy conditions.

HackMaster: *Inexperienced thieves who carry their weapons on jobs frequently reveal themselves by the glint of a steel weapon in moonlight, torchlight, and the like. A knowledgeable thief often leaves his weapons (other than a dagger) behind when on a job – if caught (even though unlikely) he could face charges of attempted assassination. Without weapons, he might lose the loot, but he will be better able to escape. Of course, this may not apply in rural areas or locations where the authorities are weak and ineffective. In any case, a thief who must have weapons with him can use weaponblack, a thick, oil-based emulsion.*

Weaponblack can be coated on to any metal surface and renders it almost completely matte black and reflection free. A thief with exposed blades can gain a +5% bonus to his hide in shadows skill when employing weaponblack. Use of this substance also saves the thief having to make a second hide in shadows roll if he draws a weapon while hiding, and saves him from any penalty modifier if he has a weapon already drawn when he attempts to hide in shadows initially.

Once the weapon actually strikes a blow, though, the weaponblack is wiped off. Because it is oil-based, it is also highly flammable. If ignited it burns brightly, turning the weapon into a light source equivalent to a torch and capable of lighting webs, paper, and so on for 1d4+1 rounds. It also reveals the thief rather dramatically, and makes it impossible for him to hide in shadows (without dropping the weapon and spending two rounds to re-establish the possibility). Also, the thief is still vulnerable to fire – he suffers 1d4 points of damage per round (no saving throw) while holding the weapon (unless he has some other means of protection from fire).

Witchweed Stick: This item consists of a paste packed into a paper or parchment tube. When ignited, it burns for one round. The witchweed stick fills a 10 cubic foot space with light smoke that interferes with arcane spell casting. Though no concealment is provided, Concentration checks become necessary (as if casting defensively) for those casting arcane spells within the area of effect or the spell is lost. The acrid, eye-stinging smoke will dissipate in five rounds.

HackMaster: *A spell caster within the smoke must succeed at a saving throw versus polymorph to cast a spell properly. On failure, he loses the spell. On a natural “1”, he suffers a spell mishap. This does not apply to characters casting divinely inspired spells (such as clerics, zealots, paladins, druids, and so on.)*

TABLE 9–2D: HERBAL MIXTURES

Concoction	DC	Market price
Adrupan	20	150 gp
Bubble Weed	22	100 gp
Cassil	10	1 gp
Celestial Health Potion	20	20 gp
Earsplitter	20	25 gp
Gamatara	20	50 gp
Hag’s curse	25	100 gp
Labyrinth Juice	25	75 gp
Matapran	20	50 gp
Orchidia	25	100 gp
Ratarin’t’h	20	5 gp
Satum’s Bane	20	15 gp
Sealskin Salve	20	20 gp
Second Wind	20	25 gp

TABLE 9–2H: HERBAL MIXTURES

Concoction	HM Cost	Base Availability		
		Hi	Med	Low
Adrupan	150 gp	40	20	10
Bubble Weed	100 gp	50	25	15
Cassil	1 gp	60	40	20
Celestial Health Potion	21 gp	35	15	5
Earsplitter	26 gp	50	30	20
Gamatara	50 gp	40	20	10
Hag’s curse	100 gp	30	20	10
Labyrinth Juice	80 gp	45	25	5
Matapran	55 gp	50	25	10
Orchidia	100 gp	30	20	10
Ratarin’t’h	6 gp	35	25	15
Satum’s Bane	16 gp	40	20	10
Sealskin Salve	20 gp	45	25	10
Second Wind	25 gp	55	35	15
White Ilem Blossom	25 gp	30	15	5
Wraith Essence	500 gp	20	10	1

HERBAL CONCOCTIONS

Herbalists may use their skills to either heal or harm, harnessing the natural qualities of plants and animal products to bolster the body’s ability to repair itself or to diminish the body’s normal capacities. Integral elements of civilization, they provide indispensable skills that sustain small settlements and improve the quality of life in large cities.

Herbalists who use their skills to harm others are usually healers who let greed overcome their benevolence. They prepare mixtures that cause minor afflictions for craftsmen who wish to inconvenience a competitor, rejected lovers seeking revenge against a rival, or adventurers wishing non-lethal revenge on a deceitful employer. Their creations, while not necessarily illegal, are often dangerous enough to cause trouble for characters caught with them. (And some are not, for various reasons, concerned with non-lethality or legality.)

Characters can brew these creations according to the Craft Skill rules in Chapter 4: Skills of the *D&D Player’s Handbook*.

Adrupan: The tiny pale yellow adrupan flower grows in northern fields, especially Torakk. It flowers four times per year, but its tart nectar is only noxious if collected during the winter.

A dose of adrupan reduces the drinker’s Strength by 1d4 temporary points if she fails a Fortitude save (DC 10).

HackMaster: *In HackMaster terms, this is –1d4 points of Strength on a failed saving throw versus petrification.*

Bubble Weed: There has been a surge in underwater exploration around the city-state of Ehzhiman, due to this relatively new non-magical alternative to the *potion of water breathing*. The use of bubble weed began when a local wizard named Cehzillaozh discovered a sea weed that naturally gave off a significant amount of air. After specially treating the weed, he found that it could be ingested safely. Eating but a small portion of the treated weed allows the individual to breathe underwater for six to nine hours. The weed itself is common and the treatment is simple and inexpensive. Cehzillaozh sells bubble weed locally (through other merchants) for just 12 gp per six hour dose. In other markets, it sells for up to 100 gp. Bubble weed differs from a *potion of water breathing* in the following respects:

- It does not work in fresh water. Cehzillaozh believes that the heavily salted water of Whimdol Bay, where the plant grows, is the reason for this.



- The user actually continues to breathe air supplied by the weed – he does not truly gain the ability to breathe water, but may breathe normally while underwater. The weed gives off a continuous supply of air such that bubbles will emanate from the user's mouth or nose for the duration of the dose. The weed suffocates creatures that are unable to breathe air.
 - The side effects of the weed include bloating and gas. Thus, it is somewhat uncomfortable to use the weed for an extended duration. However, this does have the benefit of allowing the weed's user to know when his dose is about to run out (the bloated feeling fades).
 - The weed tastes quite foul, though Cehzillaozh is working on improving the taste. Many new users may become ill and vomit from their first few doses (Fortitude save DC 15 for first 3 doses). A failed save causes the user to vomit and negate the benefit. (In HackMaster terms, this is a saving throw versus poison at -2, -1 and +0 respectively.) Cehzillaozh insists that the tolerance for the taste grows with use.
 - The user's mouth becomes stained dark green for a day.
 - The weed causes severely offensive halitosis. The bad breath usually wears off in about a week.
 - Although the amount needed for a six to nine hour dose is small, no more is necessary (or even effective). Consuming five doses will not extend the effects significantly past six to nine hours and could make the person dangerously ill from bloating. Those consuming less than a full dose will have a shorter duration. Those overdosing must make a Fortitude save (DC 16) or take initial damage of 1 hit point of damage per round for 10 rounds (10 points total). Secondary damage is a temporary loss of 1d4 Constitution. (HackMaster characters who overdose must make a saving throw versus poison at a -3 penalty. Secondary damage is a temporary loss of 1d4 Con.)
- Characters sleeping underwater will immediately be awakened if the weed wears off and should be able to eat more before they drown.
- Cassil:** Once eaten, this herb will render a man infertile for a period of 3d4 days. It must be eaten and takes about an hour to take effect.
- Celestial Health Potion:** Celestial health potion is a common and basic remedy known among all good-aligned faiths. Adventurers may find it in virtually any city or town. Its name does not refer to actual celestials, but is a general reference to Tellene's starry sky.
- A celestial health potion is made from a potent mix of medicinal herbs. It gives a character infected with a disease a +2 resistance bonus to his save to resist the disease's effects (a -2 modifier to the disease's virulence factor, in HackMaster terms).
- Earsplitter:** Earsplitter first appeared in coastal Cosdol, where it is also known as "siren's reprieve." It is an ancient sailor's tool that has become popular in other nations thanks to Eldoran sailors and merchants, who discovered its uses some 200 years ago.
- This thick, bitter liquid disrupts the fluid in the drinker's ear canal, deafening her for 10 minutes unless she makes a Fortitude save at DC 11 (or succeeds at a saving throw versus paralyzation, in HackMaster terms). People who fear they might encounter a sonic-based attack or those with nagging spouses request this concoction most often. Some users report permanent hearing loss in certain tones.
- Gamatara:** This mild toxin appears in small quantities as a flavoring in fish and fowl dishes in central and southern Kalamar. Its concentrated form has a dulling effect on the mind.
- A character who drinks a dose of gamatara thinks a little slowly, as if distracted. The character must make a Fortitude save at DC 12 (in HackMaster terms, a saving throw versus spells). Failures suffer a -2 circumstance penalty to all skill checks based on Intelligence. (In HackMaster terms, a -2 on all Int checks and a -10% to any skill including Int as a base.) Against the five psionic attack modes, however, the character receives a +2 resistance bonus to all saving throws. Gamatara's effects last for 30 minutes.
- Hag's Curse:** Hag's curse is a thin sap taken from certain parasitic vines that grow in Mendarn and Pel Brolenon. Humans recently learned the formula from dwarves in the Dopromond Hills and the Yan Elenon Mountains.
- Anyone touching this substance must make a Fortitude save (DC 12) or go blind for 1d4 minutes. (In HackMaster terms, the character must make a saving throw versus spells.)
- Labyrinth Juice:** Labyrinth juice is a universal name for a variety of slightly toxic herbs that grow all across Tellene. The most potent, a specialty of the Rytarr Woods, has the faintest odor, and is therefore the most popular.
- A creature that drinks a dose of labyrinth juice must make a Fortitude save (DC 10) or become stunned for 3d6 rounds. (In HackMaster, the character must make a saving throw versus paralyzation.)
- Matapran:** Mataparan comes from the Elos Desert, where Deji tribes consider it necessary for survival. The tribesmen find that they can save the weight of several days' worth of food and move much faster through the deadly salt plains of the Elos.
- The drinker of a single dose of mataparan feels no hunger for 1d4 days. However, she still suffers the normal effects of going without food. For these effects, see the Starvation sections in Chapter 8:

TABLE 9-3D: HERBAL REMEDIES

Remedy	D&D Price	DC	Disease
			Treated
Ashul Blood	300+ gp	19	Goblin Pox
Blue Elf Blood	250 gp	20	The Blue Death
Boil Reducer	5-50 gp	10	Orc Shingles
Citrigerm	100 gp	22	Black Plague
Crimson Dragon Vine	10-30 gp	10	The Blue Death
Dobyo Dust Wine	250 gp	20	The Dancing Death
Dobyo wine	10-50 gp	15	The Dancing Death
Hishino	10-25 gp/day	13	The Rotting Death
Hishmanwhi	250 gp	20	The Rotting Death
Illuromellian	See description	20	Goblin Pox
Orc Bone Juice	100-500 gp	20	Orc Shingles

TABLE 9-3H: HERBAL REMEDIES

Remedy	HM Cost	Base Availability			Disease
		Hi	Med	Low	Treated
Ashul Blood	325+ gp	30	20	10	Goblin Pox
Blue Elf Blood	250 gp	35	15	5	The Blue Death
Boil Reducer	5-50 gp	40	20	10	Orc Shingles
Citrigerm	100 gp	35	25	15	Black Plague
Crimson Dragon Vine	10-30 gp	40	20	10	The Blue Death
Dobyo Dust Wine	265 gp	30	20	10	The Dancing Death
Dobyo wine	10-50 gp	35	20	5	The Dancing Death
Hishino	10-30 gp/day	50	30	10	The Rotting Death
Hishmanwhi	250 gp	30	20	10	The Rotting Death
Illuromellian	See description	5	2	1	Goblin Pox
Orc Bone Juice	100-500 gp	25	15	5	Orc Shingles

Glossary of the *D&D Dungeon Master's Guide*, or Chapter 10: GameMaster Procedures of the HackMaster *GameMaster's Guide*.

Orchidia: Orchidia grows in the Lopoliri Mountains. Early apothecaries thought they had found a deadly poison, because drinking its concentrated syrup appeared to cause instant death.

Drinking the milky white orchidia sends the drinker into a severe, death-like coma. It takes a Heal check (DC 20) to recognize that the affected character still lives. The character returns to a normal condition after one hour or after another character revives him. Reviving the comatose character requires a Heal check (DC 25).

HackMaster: *Diagnosing the affected character as alive requires a Difficult healing skill check, first aid skills being insufficient. Reviving the comatose character is a Very Difficult healing skill task.*

Ratarin'th: This is an herbal mixture that can be used to counter the effects of nararoot or cassil. It takes approximately two hours to take effect.

Satum's Bane: Satum's bane has been spread throughout the world, by sea-lanes and land bound caravans, as well as by clerics of the Traveler. The herb grows alongside highways and farmlands across the world. Its greatest concentration is in Ahznomahn on the island of Svimohzia. Vast fields of satum's bane cover the plains south of Nenehi.

The mixture repels normal insects when rubbed on the skin and clothing. Satum's bane lasts for 2d4 hours. Conjured insects ignore the balm, but normal ones do not trouble the wearer.

Sealskin Salve: Sealskin salve used to be a secret of the humanoid tribes in the Hadaf Highlands, until Deji traders from the southern shores of the Shadesh Bay learned about it. Now its sale bolsters the wine economy of Shyta-na-Dobyo in sporadic quantities.

This balm resists cold and does not wear off in the water. The character is able to resist hypothermia longer than normal. The user gains a +2 circumstance bonus to any Fortitude saves made to resist the effects of cold (+2 bonus on saving throws against cold effects, in HackMaster terms). Its effects last 2d4 hours.

Second Wind: Second wind is a recent Brolenese improvement of a native Deji concoction. Its primary use is in the navy, where rowers drink it when the captain demands superhuman levels of stamina.

This sweet syrup removes fatigue for up to 30 minutes. While in effect, it allows an exhausted character to act as if merely fatigued. Once used, a character receives no benefit from a second dose until her body recovers (via full rest) for a period of 8 hours.

HackMaster: *In HackMaster terms, it eliminates the need for Fatigue Checks for 30 minutes, but he must make them all at once when its duration expires.*

White Ilem Blossom: White ilem is the least common of two dozen species of ilem that grow among wetlands and marshes, especially in the Alubelok Swamp and the Ep'Sarab Swampland. While all species produce sap that is considered tasty and nourishing, only white ilem has any medicinal benefits.

A dose of white ilem blossom restores 1d4 additional hit points or one additional point of temporary ability score damage (restoring 1 point of a temporarily lost Ability Scores in HackMaster terms) to the user the next time he rests. It works only to enhance normal rest; it does not affect magical healing. Using more than one dose in a day has no additional benefit.

Wraith Essence: While it takes nothing but its name from a wraith, wraith essence still gives the drinker a literal cold chill down her spine. Wraith essence is considered a poison throughout Brandobia, Svimohzia, Kalamar and the Young Kingdoms (except in Ek'Gakel). The drinker suffers a temporary negative level unless she makes a Fortitude save at DC 11 (saving throw versus poison in HackMaster).

HERBAL REMEDIES

As seen in the *KINGDOMS OF KALAMAR Player's Guide*, Tellene offers another hazard to adventurers: disease. Disease, plagues and pestilence are common in medieval realms such as the Sovereign Lands. Fortunately, certain diseases may be treated with herbal remedies that will cure the afflicted, or at least reduce the likelihood that the disease will progress. These remedies are summarized in Table 9-3: Herbal Remedies. More information on diseases of Tellene can be found in Chapter 9: Adventuring, in the *KINGDOMS OF KALAMAR Player's Guide*.

Ashul Blood: This concoction is made from rare herbs found in the Ashul Weald, mixed with hobgoblin blood. Such a concoction acts as a *remove disease* spell (Cure Disease spell, in HackMaster terms) against Goblin Pox. Goblins have their own versions of this remedy that grant a +1 to a +3 to saves against the disease (but only for goblins). (In HackMaster terms, this means a -1 to -3 reduction in the virulence factor of the disease.)

Blue Elf Blood: Blue elf blood is a known cure for the Blue Death – acting as a *remove disease* spell (Cure Disease spell, in HackMaster terms). Rather than blood, this concoction is made mainly of blueberry dye.

Boil Reducer: Orc Shingles is a common disease; unfortunately, it is difficult to cure. Simple concoctions of boil reducer relieve the pains of the boils and sores. These philters will grant a +1 to a +5 to the victims' next saving throw against the disease (a -1 to -5 to the disease's virulence factor, in HackMaster terms). Such nostrums

TABLE 9-4D: POISONS

Poison	Type	Initial Damage	Secondary Damage	Price
Bubble Weed	Ingested DC 16	10 hp	1d4 Con	200 gp
Chokevine Milk	Injury DC 13	1d3 Str	1d3 Str	100 gp
Efelmane	Ingested DC 14	1d4 Wis	2d4 Wis	1,200 gp
Green Ape Musk	Contact DC 13	1d2 Str	1d2 Str	110 gp
Kaldabran Death Fog	Inhaled DC 11	1d4 Str	1d8 Str	900 gp
K'Miwi Sap	Injury DC 14	1d4 Con	1d4 Con	150 gp
Kobold Squeeze	Injury DC 11	1d2 Dex	1d2 Dex	100 gp
Lamish Berry Juice	Contact DC 14	1d3 Con	1d3 Con	180 gp
Ochre Mist	Inhaled DC 17	1d4 Int	2d4 Int	1,750 gp
Ooraau	Injury DC 16	U**	U**	140 gp
Purgishow	Injury DC 17	U**	U**	850 gp
Saadolos Extract	Injury DC 18	U**	none	750 gp
Salt Basilisk Ash	Injury DC 18	1 Str	2d6 Str	600 gp
Sittik	Injury DC 12	1d4 Dex	1d6 Dex	200 gp
Tart Water	Ingested DC 16	2d4 Str	2d4 Str	1,650 gp
Withering Blue	Ingested DC 16	2d4 Str*	2d4 Con*	4,000 gp
Zeakue	Contact DC 12	1d6 Con	1d6 Con*	2,200 gp

* see description U** unconsciousness

TABLE 9-4H: POISONS

Poison	Class	HM Price	Base Availability		
			Hi	Med	Low
Bubble Weed	H	200 gp	50	30	10
Chokevine Milk	C	100 gp	55	35	15
Efelmane	I	1,200 gp	60	40	20
Green Ape Musk	M	110 gp	50	30	10
Kaldabran Death Fog	I	900 gp	40	20	10
K'Miwi Sap	D	150 gp	45	25	10
Kobold Squeeze	B	100 gp	50	30	10
Lamish Berry Juice	L	180 gp	55	30	5
Ochre Mist	Q	1,750 gp	30	20	5
Ooraau	S**	100 gp	65	50	20
Purgishow	P	850 gp	35	25	10
Saadolos Extract	S**	750 gp	40	20	10
Salt Basilisk Ash	C	600 gp	30	20	10
Sittik	B	200 gp	50	30	10
Tart Water	C	1,650 gp	25	15	5
Withering Blue	J	4,000 gp	30	20	10
Zeakue	J	2,200 gp	35	25	10

S** Special- see description

cost between 5 and 50 gp per dose, depending on efficacy and local market.

Citrigerum: Although there are no known natural cures for the Black Plague, this amalgam of rare herbs does give victims a +1 to +3 bonus to saving throws against the disease (a -1 to -3 to the disease's virulence factor in HackMaster terms).

Crimson Dragon Vine: The crushed dried leaves of the crimson dragon vine, a common plant found in the Rytarr Woods, give a +1 to +3 on saves for the Blue Death when imbibed mixed with mead (a -1 to -3 to the disease's virulence factor in HackMaster terms).

Dobyo Dust Wine: A horrid cure for the Dancing Death is to drink wine laced with ashes from a cremated former victim of the Dancing Death; such a nostrum acts as a *remove disease* spell (a Cure Disease spell in HackMaster terms).

Dobyo Wine: Oddly enough, Dobyo wines (and ONLY wines from Shyta-na-Dobyo) are effective against the Dancing Death disease, providing a +1 to +5 bonus on saving throws depending on vintage and quality (a -1 to -5 to the disease's virulence factor in HackMaster terms).

Hishino: These herbs from the Imomena Hills grant a +2 to +5 to saves against the Rotting Death, but are only effective when taken daily (a -2 to -5 to the disease's virulence factor in HackMaster terms).

Hishmanwhi: This rare herb, found near volcanic vents in the Lozhen Mountains of Svimohzia, acts as a *remove disease* spell against the Rotting Death (a Cure Disease spell in HackMaster terms).

Illuromellian: The elves developed a cure for the Goblin Pox centuries ago, but they rarely share it with other races. Even then, they will only give a vial to afflicted friends for immediate use. The elven cure, known as illuromellian, is in the form of an elixir. When imbibed, the elixir acts as a *remove disease* cast against Goblin Pox (a Cure Disease spell in HackMaster terms). The elves never charge their friends for the potion, though they typically expect a similar favor later.

Orc Bone Juice: This remedy, made of orc bone powder and rare herbs from the Vohven Jungle, acts as a *remove disease* spell against Orc Shingles (a Cure Disease spell in HackMaster terms). This potion costs at least 100 gp, usually up to 500 gp the further one gets from Svimohzia.

POISONS

The Sovereign Lands are rife with rogues, saboteurs, spies and assassins. When outright attack proves ineffective, the subject is too careful to stroll into a dark alley, and no other opportunity for harm is apparent, a clever criminal can always rely on poison to get the job done.

Poisons are legal everywhere except Eldor, Paru'Bor, Pekal, Zoa and the various elven kingdoms. Fhokki, Dejoy and Kalamarans consider it cowardly and dishonorable to use poison. In most cities, poison is heavily taxed and thus very expensive. Untaxed poisons can be found on the black market in virtually every community. While not illegal to make or sell (unless such selling is untaxed), most of the uses of poison are illegal in virtually every community. Poisoning rats, unwanted plant life and other vermin is fine, but using it on your neighbor or your neighbor's horse can bring financial or pecuniary penalties down upon the user, if discovered. Simply possessing poison is rarely a crime, but possession places the owner at the top of any suspect lists when crimes are committed using poison. Thus, it is typically best to keep the purchase and ownership of poison secret, legal or not.

D&D players can find more information about the Craft (poisonmaking) skill can be found in the *KINGDOMS OF KALAMAR Player's Guide*, and more about poisons in Chapter 8: Glossary in the *D&D Dungeon Master's Guide*. HackMaster players should refer to Chapter 16: Goods and Services in the HackMaster GameMaster's Guide.

Bubble Weed: Consuming more than one safe dose results in a poison as defined in Table 12-3: Poisons. See the entry on bubble weed in the Herbal Concoctions section.

Chokevine Milk: Tales abound about chokevine and its mythical ability to strangle careless travelers in the El'Sarab Swamplands. The truth probably arises from the plant's natural defensive sap, which alchemists can concentrate and use as a poison. The sap normally enters the bloodstream of a would-be herbivore through needle-like thorns along the vine. The poison produces a painful sting and swelling of the throat that makes it difficult for the victim to breathe.

Efelmane: The rare drug efelmane has been around for only 20 years, but its reputation is such that people who know about it assume it has been around forever. Efelmane is a favorite drink poison among assassins because it is nearly tasteless. After the

poison reduces the subject's awareness and ability bonus to Spot and Listen increasing chance of surprise by 1 in HackMaster terms), an assassin could easily sneak in and kill his victim.

Green Ape Musk: The green apes of the Obakasek Jungle are aggressive predators who attack prey up to sizes as large as themselves. If they find their prey too much to handle, they release a dangerous musk and flee. The barbarian natives of the Obakasek Jungle, especially the fierce goblin tribe known as the Kumasu Karu, use the venom on blowgun darts to bring down small prey.

Kaldabran Death Fog: The Kaldabran death fog bears the name of the two brothers who developed it. These Brolenese wizards developed the poison to subdue unruly slaves without harming them, and then added the benefit of a unique delivery system to the substance. The poisonous gas is sold sealed inside a rock that bursts upon impact and then spreads its contents in a cloud with a 10-foot radius, affecting targets inside the area for one round before dissipating.

K'Miwi Sap: The Alubelok is home to a wide variety of exotic fauna. The K'Miwi tree grows thin and pale in the midst of the stagnant waters of the Alubelok Swamp. Legends among the lizard folk describe its poison as so potent that a bird who lands on its supple branches will die before the avian folds its wings underneath itself. Many intelligent creatures in the swamp have used the sap as a major ingredient in poisons for untold eons. While K'Miwi trees grow in many swamps, those in the Alubelok produce the most potent toxin.

Kobold Squeeze: This bitter mixture causes feelings of tight constriction, difficult breathing and sometimes loss of consciousness or even death. Kobolds of the Arajyd Hills have been using it as a poison on their swords and spears for centuries; their shamans collect it from the skin of poisonous lizards to the east.

Lamish Berry Juice: The lamish berry grows in high mountains, usually right at the tree line. A skilled alchemist can make its scarlet juice into a deadly poison. Curiously, the dwarves of the Byth Mountains make a sweet drink out of the same juice.

Ochre Mist: Ochre mist is a diabolical poison accidentally invented in the labs of Bet Kasel's College of Alchemy. In its basic form, the poison appears as a rust-colored lump that looks much like dried clay. When exposed to high temperatures, the lump gives off a slightly acrid odor. Inhaling the fumes causes disorientation, trouble with concentration and short-term memory loss.

Ooraau: This sleep-inducing substance is a boiled concoction made from the crushed innards taken from three varieties of snails usually dug or dredged from the harbor or found in the sands off the Loonan shore.

Properly applied, ooraau coats weapons with a dark, shiny, waterproof coating. It causes 1d4+1 rounds of unconsciousness as its initial and only damage. The blood of the victim will neutralize an ooraau weapon coating after a single damaging attack.

Ooraau resists damp and cold, but does not keep well if weapons treated with it are sun-baked or exposed to fire. The ooraau-coating will quickly flake, crack and crumble away. A vial of ooraau holds enough to coat four Medium weapons.

Purgishow: Also known as dark elf poison, this potent infusion is only rarely found outside the subterranean realm of the shadow elves. While the initial unconsciousness lasts but a minute, the secondary unconsciousness lasts up to 2d4 hours. (In HackMaster terms, the debilitation simply lasts 2d4 hours.)

Saadolos Extract: Saadolos is a root that grows only on the shores of Reanaaria Bay, mostly on the western shore. Rumor has it that tax-escort Helms in Geanavue use it on their hand crossbows. The

effects last for one hour, minus a number of minutes equal to the victim's Constitution score.

Salt Basilisk Ash: Dried ashes of burnt salt basilisks, when mixed with certain minerals, form a deadly poison. The salt basilisk formerly dominated the Elos Desert, but is now extremely rare. Deji hunters in the Elos Desert and humanoids in the Legasa Peaks are the principal users of this exotic poison.

Sittik: Sittik is a venom extracted from the marine snake known among the people along Lake Adesh as the "sleepy weed," for its lack of energy. Humans use sittik on spears to weaken or paralyze large game animals.

Tart Water: Tart water is known for its easily identifiable sour aftertaste. The poison is a specialty of certain mountain dwarves living in the Elenon Mountains, who presumably use some of the citrus fruits that grow in nearby Mendarn for key ingredients. Tart water is used as an arrow or bolt poison by some of the mercenary companies that seek employment by Mendarn or Pel Brolenon.

Withering Blue: As far as is known, this rare poison is made from underground spores, and only found among the stone dwarves of Tellene. Legends among dwarven folk describe it as so undetectable that even the most powerful spells are helpless against it. However, no one has yet supplied any proof to support this theory. A full 8-ounce dose deals damage as listed on the table.

However, withering blue can also be administered in eight small doses of about one ounce each (no more than two days between doses) with no saving throw. The victim loses 1 point of Strength and Constitution per 1-ounce dose.

Zeakue: Zeakue (a.k.a. Breath Taker) is a very rare and virulent, though slow-acting, type of poison used primarily by tribes in the Vohven Jungle. The easiest way to spot this poison is by its bright blue color, though alchemical tests may also determine its origin.

A character who comes into physical contact with Zeakue must make a Fortitude save to shake off the effects of the poison. If he succeeds on his initial save, there is no further effect and no further saving throws are required. If he fails, the victim suffers initial damage to his Constitution, begins to sweat profusely and starts to slowly perish.

Thereafter, a victim must make a Fortitude save each minute after contact. Any failed save means that the victim suffers the secondary damage and begins to have trouble breathing. Within ten minutes, if still conscious, the victim's breathing is labored and ragged. After 20 minutes, the victim's eyesight begins to fade. If the victim is not cured within 30 minutes, whether he continues to successfully make his Fortitude saving throws or not, he dies.

A potion made of simian bone powder and rare herbs from the Vohven Jungle negates the effect of this poison, though it must be taken immediately after the first failed save.

MODIFYING POISON

Famous assassins often gain a reputation for using certain types of poison. Expert poison-makers often develop unique applications or specific variations of a poison to escape detection, increase the effectiveness or create some other effect that suits their particular needs.

Increase detection difficulty: The base DC to detect poison is 25 (see the Craft (alchemy) skill in the *D&D Player's Handbook*). Raising the DC by 1 adds 10% to the poison's cost, to a maximum of 5 points for an additional 50% cost.

Increasing the potency: Raising the potency of the poison (increasing the save DC necessary to resist it) by one point (from sittik's DC 12 to DC 13, for example) increases the DC

Chapter 9: Concoctions

to make it by 2 points (making sittik more potent requires DC 22 instead of 20).

Increasing the potency also increases the market price, which in turn causes the cost and time to make the substance to rise as well (see the Craft skill in Chapter 4: Skills of the *D&D Player's Handbook*). Each DC increase of 1 point adds 10% to the base cost. Increasing sittik's DC to 13 raises the market value by 20 gp (10% of 200). Raising the DC by 5 increases the DC to make it to 30 and raises the value by 50% for a total of 300 gp per dose.

Change delivery method: Changing the delivery method confounds authorities, even those knowledgeable in the use of poison. It might also circumvent defensive measures by the target. Delivery methods are measured in steps, beginning with Ingested, Injected, Contact and then Inhaled. Each change in method by one step raises the DC to make the poison by 4 points.

Increasing the damage: Increasing the secondary damage by one step doubles the cost of the poison. Increasing the initial damage triples the poison's cost. Thus, the poison-maker could choose to double the effectiveness of the initial damage, hoping to incapacitate someone quickly. A more subtle approach might be to allow the initial damage to remain the same and lull the victim into thinking he can survive the attack, then inflicting great harm with the secondary damage.

Base Damage	New Damage	Adjust DC to make by
0	1	+1
1	1d2	+1
1d2	1d3	+2
1d3	1d4	+2
1d4	1d6	+3
1d6	1d8	+4
1d8	1d10	+5

The DC adjustment for adding an additional die starts at the "0" base damage level and counts cumulatively upward from there. Thus, adding 1d4 additional points of damage to a poison that inflicts 1d4 already would begin at a new damage level of one and count upward to 1d4, adding each DC increase. The total would be +6 (+1+1+2+2). This increase applies to either initial or secondary damage only. If the poison-maker wishes to increase both ranges, figure the DC increases independently.

Reducing the damage: A poisoner might need to craft his weapon quickly, might have little material with which to work, or might even wish to sell a less effective product to allow the victim a chance to kill his attacker instead! In this case, reduce the DC to make.

Base Damage	New Damage	Adjust DC to make by
1	0	-1
1d2	1	-1
1d3	1d2	-2
1d4	1d3	-2
1d6	1d4	-3
1d8	1d6	-3
1d10	1d8	-4

HackMaster: *In Garweeze Wurd, poisons are what they are. The volumes of detailed information on Aldrazar would have mentioned the possibility of adjusting poison delivery types and damage, if such a thing were possible. To think otherwise is to reject the wisdom of the great minds who conceived the game and render one's own existence futile, not to mention demonstrate one's unworthiness to participate in such a hallowed role-playing simulation as HackMaster.*

Nonetheless, the sheer variety of poison in that campaign means that individual creatures or herbalists can make poisons very similar to common types with slightly different effects. The herbalist can adjust the concentration of the poison by diluting or purifying it further, allowing him to create poisons of a standard class with a modifier ranging from -4 to +4 on the saving throw. This is a Difficult task.

DRUGS

AKDREN-THALL ("LAUGHING RAGE")

Description: Made from a pressed pulp of plants found only the Svimohzish Isle, this Kargi strength-boosting drug is found among the dregs of hobgoblin society, while sometimes used by foolish youngsters as a sort of "rite of passage." It is rumored that hobgoblin armies ingest this paste before going into battle, but this is quite untrue. Hobgoblin soldiers consider such comments as a blight on their honor, boasting that they need no drugs to achieve superiority in battle.

Type: Ingested DC 12 (save versus poison in HackMaster terms, must fail to gain benefits).

Initial Effect: +4 alchemical bonus to Strength for 2d10 minutes (straight +4 bonus to Strength in HackMaster)

Secondary Effect: -2 AC penalty, plus side effects.

Price: 15 gp per dose.

Side Effects: Constant, uncontrollable laughter. The user can take normal actions while under the effects of this drug, but cannot use any skills or abilities that require patience or concentration, such as moving silently or casting spells. Also, the user cannot use the following feats: Expertise, item creation, metamagic or Skill Focus (for skills that require patience or concentration). After the drug wears off, the user is fatigued (-2 to Strength and Dexterity, cannot charge or run; in HackMaster he is fatigued, see page 107) for one hour.

Overdose: A second dose, taken while still under the effects of the first, causes the effects to double in effect (+8 Strength bonus for 4d10 minutes, -4 AC penalty, plus side effects). However, after the drug wears off, the user is fatigued for two hours and permanently loses 1 point of Strength. This lost point can only be regained by magical means. A third dose taken while under the effects of the first one or two doses has no effect.

Addiction: Low. A first-time or non-addicted user must make a Fortitude save (DC 6; saving throw versus poison with a +5 bonus) or become addicted. If addicted, the character must succeed at this same Fortitude save every day or suffer 1d2 temporary Wisdom damage (-1d2 point penalty to the character's Wisdom, in HackMaster terms). Characters naturally heal 1 point per day.

If an addicted user stops using this drug for more than 10 days, the DC of the Fortitude save increases by +5 (apply a cumulative -5 penalty to the saving throw versus poison). If he uses flash again, the DC returns to 6 for the next 10 days. An addicted user trying to give up Akdren-Thall must make two successful saving throws in a row, or remain addicted.

MORIT'SA ("FLASH")

Description: This drug, also known as "flash" or "Pekalese flash," is made from certain leaves and herbs found near Lake Eb'Sobet. Rumor has it that its ingredients are known only to the College of Magic. Supposedly, certain members of the College use this drug to

permanently dampen the minds of psions and psychic warriors, eliminating them as a threat to the College's power.

This rumor most likely originates with the Disciples of Avrynnner, from the time when their powers first drew the attention of the College. The College demanded that Avrynnner teach others this new magic, but when he explained that it is a gift, given only at birth, they rebuked him for refusing to share his knowledge. Avrynnner was arrested for practice of unlicensed magic, drugged, and formally executed. His disciples fled.

Type: Ingested DC 14. (saving throw versus poison at -1 in HackMaster, must fail to gain benefits)

Initial Effect: 1d4 points of temporary Constitution damage and 1d4 points of temporary Intelligence damage. (-1d4 to Int and -1d4 to Con in HackMaster)

Secondary Effect: Psionic creatures who ingest this drug gain a +4 bonus to all psionic-related rolls for the next 1d3 hours. Non-psionic creatures gain a +2 bonus to Wisdom rolls for a single hour. (+4 to all psionic-related rolls for 1d3 hours in HackMaster, +2 on all Wisdom checks, +5% on all skills with Wisdom included in the base).

Price: 20 gp per dose.

Side Effects: There is a 2% chance (cumulative) that the psionic user will lose his powers permanently, as the brain simply becomes overloaded by the additional stress the drug imposes upon it.

Overdose: A creature who ingests more than one dose in a 3 hour period becomes paranoid for the next 6 hours. The chance of permanent power loss increases by 10% with each overdose.

Addiction: Medium. A first-time or non-addicted user must make a Fortitude save (DC 10; saving throw versus poison in HackMaster) or become addicted. If addicted, the character must succeed at this same Fortitude save every day or suffer 1d2 temporary Dexterity and 1d3 temporary Wisdom damage (-1d2 Dex and -1d3 Wis in HackMaster). Characters naturally heal 1 point per day.

If an addicted user stops using flash for more than 5 days, the DC of the Fortitude save increases by +5 (In HackMaster, apply a cumulative -5 penalty to the saving throw versus poison). If he uses flash again, the DC returns to 10 (In HackMaster, the penalties are eliminated) for the next 5 days. An addicted user trying to give up flash must make two successful saving throws in a row, or remain addicted.

THE SILVER SAND

Description: A natural drug unlike any other so far discovered on Tellene, this silvery, hallucinogenic sand gives the power to dream dreams and to see visions, or "*fyna dafyna dythash donathy*" as written in an ancient inscription. This precious mineral is the lifeblood of Thygasha's economy, and sells consistently throughout Reanaaria Bay and through Zoa to the rest of the world.

Aside from an assortment of religions that consider the substance sacred or holy, sorcerers, philosophers, sages and the affluent are its main purchasers. Though silver sand is generally not an illegal commodity, it tends to suffer from heftier import tariffs and fees like many other luxury items. This means that silver sand is also a highly desired black market commodity. In eastern Reanaaria Bay, those who deal in stolen silver sand (such as barkeeps) are known as "sand peddlers."

The city of Thygasha also boasts a good number of establishments known as dream bars, dream clubs, sand bars or sand clubs. In these, silver sand-induced dreams can be obtained with a handful of gold pieces. The price of sand varies depending upon the seller

and the sand's quality. When using sand from the Stardoor sand club of Thygasha, users gain +15% on the die roll seen on Table 9-5: Silver Sand Visions. This high quality sand is always 12 gp per dose.

In game terms, silver sand works like poison, and allows the user initial and secondary saving throws to resist its effect. *Delay poison*, *neutralize poison*, and so

on negate or end the effects of the silver sand, even in the case of an overdose. (In HackMaster terms, Slow Poison, Neutralize Poison, and the inclusive higher-level healing spells such as Cure-All, etc. negate the effects.) By taking the silver sand willingly, the user automatically fails both saving throws. DCs are provided for characters who are forced to use the sand against their will.

Type: Inhaled DC 15. (saving throw versus poison at -3, user must FAIL to gain effects)

Initial Effect: The user begins to see visions (or to dream dreams if taken before sleeping) for the next 1d4 hours. The user will have one vision per hour. To determine the type of dream or vision, roll on Table 9-5: Silver Sand Visions. Each vision has a 5% (non-cumulative) chance of predicting some event in the future. If this is the case, a further roll is required. There is a 50% chance the vision predicts the exact opposite of the future event.

DMs may have the player roleplay his character's dreams, or take the player aside and make the character's visions seem real. DMs using the *KINGDOMS OF KALAMAR* adventure "Midnight's Terror" should note that rolls on Table 9-5: Silver Sand Visions are not modified by the time of day, as normal Thygashan dreams are.

Secondary Effect: The user suffers a -2 alchemical penalty to Dexterity for 1d4 hours after the sand's effects wear off. (In HackMaster terms, the user suffers a -3 penalty to Dex for 1d4 hours after the effects wear off.)

Price: 2d6 gp per dose in Thygasha or Zoa. 4d6+15 gp elsewhere.

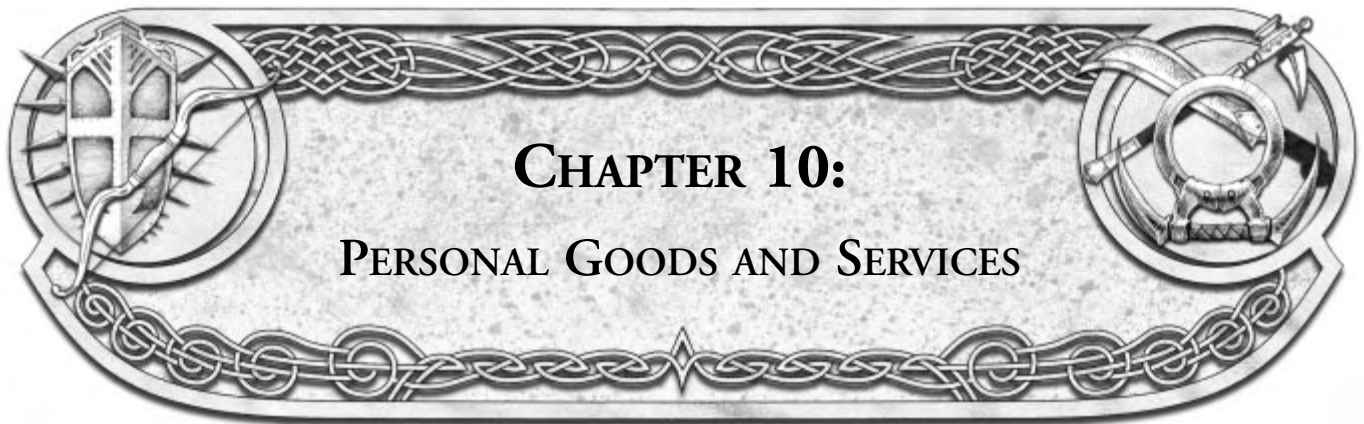
Side Effects: While the sand's powers are in effect, the user loses all track of time and is helpless (as defined on page 301 of the *D&D Dungeon Master's Guide*). In the case of an overdose, the user is no longer helpless.

Overdose: If two doses are taken within the space of an hour, the user suffers horrible, evil visions for the next 2d8 hours and be unable to fall asleep, even with the aid of magic. There is no saving throw. During this time, the user cannot tell the difference between what is real and what is unreal. He suffers a -2 morale penalty on saving throws and must flee (-2 penalty on all saving throws in HackMaster terms). The user has a 50% chance to drop what he is holding, choose the path randomly (as long as he is getting away from immediate danger) and flee any other dangers. If cornered, the user must make a Will saving throw (DC 18; saving throw versus death magic in HackMaster terms) or engage in melee. The user may use a special ability, not including spells, to escape. The user's mind is simply too afflicted by visions to be able to focus on spell-casting.

Addiction: None.

TABLE 9-5: SILVER SAND VISIONS

Percent	Vision Description
1-15	horrible, evil
16-30	nightmare
31-40	uneasy
41-60	none
61-70	interesting, semi-nice
71-85	pleasant
85-100	very good, beautiful



CHAPTER 10: PERSONAL GOODS AND SERVICES

COSMETICS

Even before the building of the first cities, cosmetics existed on Tellene. In the ancient Dejay ruins of the Khydoban and Elos deserts, recent explorers uncovered drawings that show the inhabitants with colorful marking on their faces. Eye shadow and cheek stripes seem to have been particularly popular in the desert regions. Cheek stripes are still in use among certain Svimohzish clans.

Unlike humans, the elder races of the elves and dwarves have shown little interest in cosmetics. The dour dwarves see the stuff as useless unless it is being used as a part of a disguise, while the elves place a far greater weight on natural beauty. Even so, they are not beyond subtle highlights and cosmetic touchups to perfect a certain look. The latest high elven fashions include a light dusting of white facial powder to complement and enhance their already pale complexion. Among the demihumans, gnomish ladies are the most likely to be found wearing nail polish and rouge.

In Brandobia, the Cosdolites (particularly those on the north-western frontier) have long adopted the practice of painting the face and body with a blue war paint. The color is derived from the blue wolnidum berry common to the region. With orc raids an ever-present threat, the Brandobians wear their war paint with increasing frequency these days.

In the Wild Lands, Dejay and Kalamaran traders have found it useful to lighten their hair to better fit in with the Fhokki people of the north – and have developed hair bleach that lets them do so. Use of this bleach is becoming fashionable among the wealthy of southern Reanaaria Bay. Likewise, those who wish to pass themselves off as Kalamaran often dye their hair red.

Red ochre lipstick is popular among Elos Dejay ladies, though this color sees only limited use among other human or humanoid populations of Tellene. Ochre is also used as rouge for the cheeks.

Both Elos Dejay men and women use oils, perfume and black or green cosmetic paints (around the eyes). These paints protect the eyes from the sun's glare and stave off eye infections, as well as making the eyes appear larger.

In some large cities, there is a demand for makeup artists that cater to the wealthy of both sexes. One can even purchase a make over that includes several beauty treatments for a single gold piece. These treatments can include rinsing the hair in a solution of rosemary water, rubbing the skin with flower oils, wine baths and facial masks of honey and egg white to smooth wrinkles and make up application. Certain popular cosmetics are summarized in Table 10-1: Cosmetics and Accessories. The price listed for cosmetics is generally the cost to purchase enough for 1d4 uses.

GROOMING AND HAIR STYLES

Male elves, dwarves, Fhokki, hobgoblins and orcs (including half-breeds of each) all favor long hair that drapes over their shoulders. Long hair is also a common style among most females on Tellene, regardless of race. In fact, outside of Brandobia, very long hair is essential for fashionable ladies. Some women even buy hair extensions that can be woven into their own hair (usually with braids).

Dwarves, in general, love long beards and often keep them finely braided. Elves, with the exception of the gray elves, cannot grow beards. The gray elves keep their beards closely trimmed, if they have them at all.

Gnomish men keep their hair at a moderate length but favor an unkempt look that allows it to flow in all directions. When they do choose to style it, they mat it down so that it falls close to their face. Female gnomes keep their hair longer, but often pull it back across their head so it appears flat.

TABLE 10-1D: COSMETICS AND ACCESSORIES

Item	D&D	Weight
	Cost	(lb.)
Brush, Cleaning	3 cp	1/4
Brush, Grooming	2 cp	-
Comb	1 cp	-
Feebile (gnomish rouge)	2 cp	-
Garrisoft (gnomish lipstick)	3 cp	-
Hair Extensions	1 sp	-
Pithgaris (Svimohzish face paint - assorted colors)	1 sp	-
Red Hair Dye	8 cp	-
Redijo (Dejay eye shadow - assorted colors)	4 cp	-
Stolurr (hair bleach)	8 cp	-
Tunfluor (gnomish nail polish)	1 sp	-
Wolnidum Berry Paste (blue)	5 cp	-

TABLE 10-1H: COSMETICS AND ACCESSORIES

Item	HM Cost	Weight (lb.)	Base Availability		
			Hi	Med	Low
Brush, Cleaning	4 cp	1/4	90	85	80
Brush, Grooming	3 cp	-	90	85	80
Comb	1 cp	-	95	85	80
Feebile (gnomish rouge)	3 cp	-	70	50	20
Garrisoft (gnomish lipstick)	3 cp	-	75	50	25
Hair Extensions	1 sp	-	90	80	60
Pithgaris (Svimohzish face paint - assorted colors)	1 sp	-	85	65	45
Red Hair Dye	9 cp	-	80	60	40
Redijo (Dejay eye shadow - assorted colors)	5 cp	-	75	55	35
Stolurr (hair bleach)	8 cp	-	90	80	70
Tunfluor (gnomish nail polish)	1 sp	-	80	60	40
Wolnidum Berry Paste (blue)	5 cp	-	85	75	65

TABLE 10-2D: PERFUMES

Item	Craft DC	D&D Cost	Task Difficulty
Footook, Reanaarian	13	1 sp	Difficult
Lilac Tears, Kalamaran	15	8+ gp	Very Difficult
Liquid Spice, Ahznomahn	18	10+ gp	Very Difficult
Pine Wind, Fhokki	10	1 gp	Average
Purple Rose, Brandobian	15	5+ gp	Very Difficult
Violet Fortune, Pekalese	12	4 gp	Difficult

TABLE 10-2H: PERFUMES

Item	HM Cost	Task Difficulty	Base Availability		
			Hi	Med	Low
Footook, Reanaarian	2 sp	Difficult	70	50	30
Lilac Tears, Kalamaran	9+ gp	Very Difficult	75	55	35
Liquid Spice, Ahznomahn	12+ gp	Very Difficult	60	40	20
Pine Wind, Fhokki	1 gp	Average	65	45	25
Purple Rose, Brandobian	5+ gp	Very Difficult	70	50	30
Violet Fortune, Pekalese	5 gp	Difficult	75	55	35

Halflings favor hair of moderate length, with little distinctiveness. Halfling men often wear very large sideburns that encroach upon their cheeks and chin.

Brandobian men often have straight hair trimmed in a circular style around the head, about 1/2 inch to an inch above the ears. Hair below this line is kept closely trimmed. Women adopt a similar style, though their hair is worn longer, often just below the ears or about even with the height of the mouth.

Fhokki of both sexes commonly wear a braid or two in their hair, allowing the rest to flow freely. Fhokki men often have full thick beards – sometimes rivaling those of the dwarves.

Kalamaran men favor close-cropped neat hairstyles, with mustaches being popular in the Young Kingdoms. While the women sport longer hair, it is often worn up in some kind of headband, comb or other adornment.

Reanaarian women favor curly hair wrapped in distinctive styles with various headbands, while Reanaarian men keep their hair slightly longer (especially in back) and favor matted styles similar to the gnomes.

The hair of most Deji (males or females) is long and straight. Depending upon the tribe, some shave some or all of their heads, while other portions hang free or are wrapped into ponytails. Among the Elos Deji, hair maintenance is not simply for the sake of

appearance, but is an indicator of the person's social position. Children's heads are shaved, save for one or two braids (or locks) worn on the side of the head.

Like the Deji, male Svimohz sometimes shave areas of their head, leaving the rest in lengthy dreadlocks. Women tend to favor longer braided hair, wrapped into elaborate arrangements on the top of their head.

HackMaster: In general, the people of Garweeze World (even the peasants), consider themselves more sophisticated than the people of other lands. While the older centers of civilization are likely to have shorter, neater styles, the various human populations follow ever-changing fashions that are exceedingly fickle. In any case, cosmetics and hairstyle are very much a matter of personal taste rather than regional trends, and most of the population won't blink an eye except at the most bizarre.

Strangely, the habits of the demi-human races of Aldrazar are almost exactly the same as those of Tellene....

PERFUME

As with other styles and fashions, perfumes vary from region to region. Most scents are derived from flowers and combined with a liquid (such as olive oil). Scents can be purchased in three different materials: solid unguents (ointments), scented oils and perfumed powders. In Kalamar, lilacs are popular, while roses dominate the scent market in Brandobia. Lilies and violets are close seconds in both markets. Exotic wildflowers and spices from the Vohven and Obakasek jungles also find their way into intriguing perfumes. The Fhokki commonly reduce essence of pine to a perfume or fragrant incense, while the Reanaarians combine fish oil with cinnamon for a unique aroma. The varieties listed in Table 10-2: Perfumes are some of the better known perfumes available across Tellene. Other perfumes do exist, but are mostly local to their own region. Making perfume requires a Profession (herbalist) check. Difficulty Classes are indicated in the table. In HackMaster terms, the difficulty of the task is indicated.

Use of perfumes and incense is touted to have beneficial properties besides the obvious pleasant smell. There are scents that claim to aid in lulling one to sleep, some alleviate anxieties, increase remembrance of dreams, eliminate depression, treat asthma and act as a general antidote for toxins. The veracity of most of these claims is unproven.

SERVICES

The services of "persons-for-hire" are often available in towns and cities. These are generally purchased on a short-term basis, though long-time hire is also possible. A sample of available services is included in Table 10-4: Services. Hiring a professional to perform these or other services on a regular or extended basis is covered in Table 10-5: Hiring Prices. Prices for mercenary soldiers are



TABLE 10-3: KINGDOMS OF KALAMAR PLAYER'S GUIDE SKILLS AND FEATS

Skills	Page
Knowledge (art/music)	72
Knowledge (art of war)	72
Knowledge (military logistics)	72
Knowledge (military tactics)	73
Knowledge (military training)	73
Pantomime	74
Feats	Page
Animal Empathy	81
Artistic Crafter	81
Bazaar Veteran	83
Circle of Friends	83
Dragon Blood	84
Exotic Steed	85
Expert Timing	85
Fable Weaver	85
Fey Blood	86
Glib Tongue	86
Hammer and Anvil	86
Knock Prone	87
Light Footed	88
Musical Ear	89
Natural Engineer	89
Natural Swimmer	89
Quick Dismount	90
Resist Disease	90
Scholar	90
Sprint	91

described in Table 10-9: Mercenary Soldier Prices. Keep in mind that all of the prices listed here are average prices. They can vary based on region, who is doing the hiring and the difficulty of the job. Note that if hirelings are paid to create a specific item, the person doing the hiring must also provide for the cost of the item. For long term employment, hirelings generally need to be provided with materials, tools and weapons.

For each type of non-mercenary hireling or service provider, the following text designates whether the person is a professional (provides a service) or a crafter (makes something). The DM may use the sample statistic block provided for additional detail in running each type of person, if needed. For example, a service provider designated as "(Profession A)" would use the sample statistic block for Profession A listed hereafter. These sample

hirelings were created using the standard point buy method (25 points) in Chapter 6: Characters of the *D&D Dungeon Master's Guide*.

Detailed information regarding expert hirelings for Garweeze Wurld and the HackMaster game can be found in Chapter 11: Non-Player Characters, of the HackMaster GameMaster's Guide.

Note that throughout this section some skills and feats come from the *KINGDOMS OF KALAMAR Player's Guide*. These skills and feats, and the *Player's Guide* page number for each, are summarized in Table 10-3: *KINGDOMS OF KALAMAR Player's Guide* Skills and Feats.

Barber/Hairdresser (Profession A): This person provides grooming services including hair cutting, shaving and styling (such as braiding and wrapping).

Bath: In cities, public bathhouses are quite common – particularly in the Kalamaran Empire, less so in other areas. Characters of modest demeanor can pay extra for a private setting.

Doctor, Leech or Bleeding (Profession B): Bleeding is used (often unsuccessfully) to treat certain illnesses. Leeches are used during surgical procedures to keep an injured area free of excessive blood, or to treat swelling.

Doctor, Sew/Bandage Wounds (Profession B): If one does not have access to a healer (divine or otherwise), most cities have professionals available to render aid.

Guide, City (per day) (Profession C): Depending on the nature of the city and the visitor's intended business, a guide can be an incredible asset. He can steer you clear of the bad part of town (unless you want to go there), often knows how to avoid paying steep entry fees and can quickly get you to your destination. Guides are also useful for recommending the best taverns and brothels to visit.

Lantern or Torch Bearer (per night) (Profession D): When trying to work or defend oneself in the dark, it pays to have your hands free without worrying about light. A torchbearer (also known as a linkboy) is everything the name indicates – one who carries or

TABLE 10-4D: SERVICES

Service	D&D Cost
Barber/Hairdresser	3 cp
Bath, Private	6 cp
Bath, Public	3 cp
Doctor, Leech or Bleeding	3 gp
Doctor, Sew/Bandage Wounds	10 gp
Guide, City (per day)	2 sp
Lantern or Torch Bearer (per night)	1 sp
Laundry (by load)	1 cp
Legal Services	3 sp
Library Access	1 sp
Lister	1 sp
Makeup Artist	1 gp
Massage	1 gp
Messenger, 5 to 50 miles	1 gp
Messenger, 51 to 100 miles	5 gp
Messenger, City (per message)	10 cp
Messenger, per 100 miles	5 gp
Midwife	6 cp
Minstrel (per performance)	3 gp
Mourner (per funeral)	2 sp
Sage	1+ sp
Scout, Wilderness (per day)	1 gp
Scribe, Legal (per document/contract)	10 sp
Scribe, Letter	2 sp
Tattoo (per design)	1 gp
Teamster (w/wagon)	1 sp/mile
Town Crier/Herald	5 cp

TABLE 10-4H: SERVICES

Service	HM Cost	Base Availability		
		Hi	Med	Low
Barber/Hairdresser	3 cp	75	55	35
Bath, Private	6 cp	90	70	50
Bath, Public	3 cp	95	85	80
Doctor, Leech or Bleeding	3 gp	90	85	80
Doctor, Sew/Bandage Wounds	10 gp	90	85	80
Guide, City (per day)	2 sp	90	85	80
Lantern or Torch Bearer (per night)	1 sp	90	85	80
Laundry (by load)	1 cp	85	80	70
Legal Services	3 sp	90	75	50
Library Access	1 sp	85	60	25
Lister	2 sp	90	80	70
Makeup Artist	1 gp	85	50	15
Massage	1 gp	90	85	80
Messenger, 5 to 50 miles	1 gp	95	85	80
Messenger, 51 to 100 miles	5 gp	90	85	80
Messenger, City (per message)	10 cp	85	80	75
Messenger, per 100 miles	5 gp	80	75	70
Midwife	5 cp	95	90	85
Minstrel (per performance)	3 gp	90	85	80
Mourner (per funeral)	2 sp	90	85	80
Sage	1+ sp	80	40	10
Scout, Wilderness (per day)	1 gp	90	85	80
Scribe, Legal (per document/contract)	10 sp	90	85	80
Scribe, Letter	2 sp	90	85	80
Tattoo (per design)	1 gp	95	85	80
Teamster (w/wagon)	1 sp/mile	90	85	80
Town Crier/Herald	6 cp	95	85	75

holds a torch or lantern. They are often youngsters, but mature men will also serve.

Legal Services (Profession E): While legal representation is beyond the means of many commoners, counselors are available for short consultations in most major cities.

Lister (per item dyed) (Profession A): Once who dyes cloth. Listers are rarely needed on a long-term basis.

Makeup Artist (Profession A): See the cosmetics section.

Messenger (Profession C): Messengers are generally equipped with a horse. The time it takes to deliver a message is based on mounted overland movement rates. Messages to places not accessible by horseback will cost extra, as do those that require travel into or through dangerous areas.

Minstrel (per performance) (Profession F): These performers are sometimes hired for social engagements.

Mourner (per funeral) (Profession A or any): While it sounds ridiculous in modern times, certain noble houses in Tellene actually hire people to mourn their dead. A larger crowd at one's funeral gives the appearance that the family has more connections and is more important than it actually is. This can be useful when trying to garner the favor of the king or one of his court.

Sage (Profession G): In such a many-splendored world, a wide variety of fields of knowledge are possible. Obviously, one must find a sage with the field of knowledge that pertains to the question one wants answered.

HackMaster: For details of sages in HackMaster terms, see pages 145-147 of the HackMaster GameMaster's Guide.

Scout, Wilderness (per day) (Profession C): Much like the city guide, a good wilderness scout can be an invaluable asset in unfamiliar territory. The listed price assumes an area not especially dangerous (such as active volcanoes or infested with monsters), though any wilderness area holds significant dangers.

Scribe, Legal (Profession E): This service provider is authorized by the local government to produce official documents and recognize and document transfers of assets due to sale and settlement of debt. Without an authorized scribe involved in a transaction or contract, one or both of the parties involved may become the victims of fraud.

Teamster (with wagon) (Profession J): This person moves goods from one location to another.

Town Crier/Herald (Profession A): People hire criers when they want to find workers for specific jobs or if they want to appear as someone important. In this latter instance, they will hire a crier to announce their entry wherever they go. Oddly enough, this is very effective in shooing commoners away long enough for you to conduct your business first. Its major drawback is that criers do attract a lot of attention.

TABLE 10-5D: HIRELING PRICES

Occupation	D&D Price per Month	Occupation	D&D Price per Month	Occupation	D&D Price per Month
Alchemist	30 gp	Jeweler/Gemcutter	100 gp	Rugmaker	38 sp
Animal Tender/Groomer	42 sp	Laborer	28 sp	Saddler	45 sp
Architect/Engineer	14 gp	Leatherworker	56 sp	Sailor	90 sp
Armorer	100 gp	Limner	84 sp	Sage	100 gp
Attiliator	100 gp	Linkboy	20 sp	Scabbardmaker	45 sp
Baker	20 sp	Locksmith	100 gp	Scribe	84 sp
Barber	20 sp	Maid	28 sp	Scroll Caddy	25 sp
Barrister	28 gp	Mason, free	84 sp	Sculptor	92 sp
Bartender	16 sp	Mason, rough	28 sp	Shieldmaker	10 gp
Bather	20 sp	Matchmaker	28 sp	Shipmaster	175 gp
Bellmaker	45 sp	Mercer	35 sp	Shipwright	200 gp
Blacksmith	30 gp	Merchant, Book	28 sp	Shoemaker	30 sp
Bookbinder	40 sp	Merchant, Food	32 sp	Smelter	45 sp
Bowyer	100 gp	Merchant, General	40 sp	Spy	200 gp
Brewer	60 sp	Merchant, Hay	23 sp	Steward (manager)	200 gp
Bucklemaker	30 sp	Merchant, Liquor	38 sp	Tailor	56 sp
Butcher	40 sp	Merchant, Livestock	42 sp	Tanner	40 sp
Carpenter	84 sp	Merchant, Musical Instruments	30 sp	Tattoo Artist	20 sp
Cartographer	100 gp	Merchant, Spice	31 sp	Teamster	84 sp
Chandler	30 sp	Merchant, Wood	35 sp	Thatcher	28 sp
Clerk	112 sp	Messenger	20 gp	Valet/lackey	28 sp
Cook	28 sp	Miller	45 sp	Wagonwright	150 gp
Cooper	30 sp	Miner	10 gp	Watercarrier	25 sp
Cutler	50 gp	Minstrel	20 sp	Weaponsmith, Exotic	120 gp
Doctor/Healer	50 gp	Misc craftsman	56 sp	Weaponsmith, General	100 gp
Entertainer/Performer	112 sp	Oilmaker	60 sp	Weaponsmith, Swordsmith	140 gp
Fishmonger	25 sp	Painter	35 sp	Weaver, Basket	28 sp
Fletcher	50 gp	Papermaker	48 sp	Weaver, Cloth	38 sp
Fortune Teller	25 sp	Pastrycook	30 sp	Woodcarver	56 sp
Furrier	30 sp	Plasterer	28 sp		
Glassblower	50 gp	Plumber	40 sp		
Glovemaker	30 sp	Porter	28 sp		
Guide	40 sp	Potter	36 sp		
Harnessmaker	30 sp	Pursemaker	28 sp		
Hatmaker	28 sp	Roofer	40 sp		
Inn Keeper	25 sp	Ropemaker	34 sp		

HIRELING PROFESSIONS

Alchemist (Craft A): An alchemist handles the compounding of alchemical substances (See Chapter 9: Concoctions). Alchemists will only be found in cities unless the DM specifically locates one elsewhere. Gnomes make great Alchemists due to their racial bonus to Alchemy checks. They are often in such demand that they require an offer include: a bonus payment of up to 100 gold pieces, a well-stocked laboratory and the assurance of not less than a full year of employment. Otherwise, the job is not worth accepting.

Animal Tender/Groomer (Profession H): These individuals are trained at loading, handling, caring for and unloading beasts of burden (donkeys, mules, horses, etc.).

Architect/Engineer (Profession E): This NPC is trained as a designer of both great and small things. He can prepare plans for everything from machines (catapults, river locks and gristmills) to large buildings (fortresses, breweries, towers and dams). An engineer must be provided with competent expert hirelings to actually carry out his plans; he is trained to supervise and manage their work. This character's wages always total an entire month's of employment, even if the work is completed in less than one month. He also collects an additional fee equal to 10% of the total expenditure on the construction.

Armorer (Craft B): An armorer repairs and manufactures armor. One armorer is always required for every 40 soldiers, or fraction thereof, in a military unit. A workroom and forge must be available for an armorer. Dwarven armorers are more efficient due to their

TABLE 10-5H: HIRELING PRICES

Occupation	HM Cost per Month	Base Availability			Occupation	HM Cost per Month	Base Availability		
		Hi	Med	Low			Hi	Med	Low
Alchemist	30 gp	85	65	45	Merchant, Liquor	38 sp	95	85	75
Animal Tender/Groomer	45 sp	80	65	50	Merchant, Livestock	42 sp	85	65	45
Architect/Engineer	15 gp	75	40	15	Merchant, Musical Instruments	30 sp	75	55	25
Armorer	100 gp	90	80	70	Merchant, Spice	32 sp	80	40	20
Attiliator	100 gp	95	85	65	Merchant, Wood	35 sp	90	70	50
Baker	20 sp	90	85	80	Messenger	20 gp	85	80	65
Barber	20 sp	90	70	50	Miller	45 sp	95	85	75
Barrister	28 gp	80	60	50	Miner	10 gp	95	85	75
Bartender	15 sp	95	90	80	Minstrel	20 sp	90	80	50
Bather	20 sp	90	80	70	Misc craftsman	56 sp	85	65	45
Bellmaker	46 sp	90	70	50	Oilmaker	60 sp	95	85	75
Blacksmith	30 gp	95	85	80	Painter	36 sp	95	85	75
Bookbinder	40 sp	80	60	40	Papermaker	48 sp	90	70	40
Bowyer	100 gp	90	80	70	Pastrycook	30 sp	95	80	65
Brewer	60 sp	95	90	80	Plasterer	28 sp	95	75	65
Bucklemaker	32 sp	80	60	40	Plumber	40 sp	90	80	70
Butcher	40 sp	75	65	55	Porter	28 sp	90	80	70
Carpenter	85 sp	95	85	75	Potter	36 sp	95	90	85
Cartographer	100 gp	80	60	30	Pursemaker	28 sp	90	70	60
Chandler	30 sp	80	70	60	Roofer	40 sp	95	85	80
Clerk	115 sp	90	70	50	Ropemaker	35 sp	90	85	80
Cook	28 sp	90	80	70	Rugmaker	38 sp	95	90	80
Cooper	30 sp	80	60	40	Saddler	45 sp	95	85	75
Cutler	50 gp	85	75	65	Sailor	90 sp	90	80	60
Doctor/Healer	50 gp	90	70	50	Sage	100 gp	95	75	55
Entertainer/Performer	115 sp	85	75	65	Scabbardmaker	45 sp	90	70	40
Fishmonger	25 sp	90	70	60	Scribe	85 sp	90	80	60
Fletcher	50 gp	90	80	70	Scroll Caddy	3 gp	80	70	60
Fortune Teller	25 sp	95	85	75	Sculptor	93 sp	75	40	15
Furrier	30 sp	80	65	50	Shieldmaker	10 gp	90	75	60
Glassblower	50 gp	70	50	30	Shipmaster	180 gp	75	65	45
Glovemaker	30 sp	80	60	30	Shipwright	200 gp	80	70	50
Guide	40 sp	95	85	75	Shoemaker	30 sp	95	90	80
Harnessmaker	30 sp	90	70	50	Smelter	45 sp	85	75	55
Hatmaker	26 sp	80	60	50	Spy	200 gp	80	70	40
Inn Keeper	25 sp	90	70	50	Steward (manager)	200 gp	80	60	40
Jeweler/Gemcutter	100 gp	75	55	35	Tailor	58 sp	95	90	80
Laborer	25 sp	95	90	80	Tanner	40 sp	95	90	80
Leatherworker	58 sp	90	70	50	Tattoo Artist	20 sp	90	80	60
Limner	85 sp	85	65	45	Teamster	84 sp	95	90	70
Linkboy	20 sp	90	80	70	Thatcher	28 sp	95	90	85
Locksmith	100 gp	90	70	50	Valet/lackey	28 sp	95	75	55
Maid	28 sp	95	90	70	Wagonwright	150 gp	95	85	80
Mason, free	84 sp	85	65	55	Watercarrier	25 sp	95	85	75
Mason, rough	28 sp	80	60	50	Weaponsmith, Exotic	120 gp	90	60	30
Matchmaker	28 sp	70	50	30	Weaponsmith, General	100 gp	95	80	65
Mercer	36 sp	80	70	60	Weaponsmith, Swordsmith	140 gp	95	75	55
Merchant, Book	28 sp	85	65	35	Weaver, Basket	29 sp	95	90	85
Merchant, Food	33 sp	90	80	60	Weaver, Cloth	39 sp	95	85	80
Merchant, General	40 sp	90	70	50	Woodcarver	58 sp	90	85	80
Merchant, Hay	22 sp	95	90	80					

racial bonus to metalwork Craft checks. However, dwarven armorers will not often labor for non-dwarves beyond one year of service. They may also cost up to 20% more than a non-dwarven armorer.

Atiliator (Craft B): This type of weaponsmith specializes in making crossbows.

Baker (Craft C): This is a person who bakes breads.

Bartender (Profession A): A bartender serves drinks in taverns. He may also double as an innkeeper.

Blacksmith (Craft B): There must be a blacksmith in any stronghold, and he and his assistants can care for the needs of up to 40 men or horses. Another smith is required for each additional 40 men or horses or fraction thereof. An NPC blacksmith is capable of making simple tools and implements from iron, steel and other metals. He requires a forge with a coal-fed fire and bellows, as well as the tools of the trade, including a hammer and anvil. He cannot make armor or most weapons (he needs the appropriate skills for that), but he can craft crowbars, grappling hooks, horseshoes, nails, hinges, plows and most other iron objects. Dwarven smiths are more efficient due to their racial bonus to metalwork craft checks but can cost up to 20% more.

Bookbinder (Craft B): A bookbinder binds new books or repairs damaged ones.

Bowyer (Craft B): This weaponsmith who specializes in bows. A bowyer may work with, or perform the job of, a fletcher.

Brewer (Craft B): A brewer prepares ale or liquor through the process of infusion, boiling and fermentation.

Bucklemaker (Craft C): This specialized metal worker who crafts buckles. A bucklemaker may work in collaboration with a leatherworker.

Butcher (Profession A): This person's business is the slaughter and/or selling the flesh of animals. On Tellene, there are typically two types of butchers – one for chickens and other fowl, and one for beef and other mammalian flesh.

Carpenter (Craft B): A person in this profession is assumed to be skilled at most woodworking jobs. A carpenter might be hired to secure a portal by building a door, fashion a chest, build the frame of a house (in collaboration with an architect), construct a peg leg, etc.

Cartographer (Craft D): Cartographers are persons who are skilled at drawing accurate maps of lands or dungeons. All cartographers need proper tools, however. There is a 50% chance the cartographer will already possess the necessary equipment – if they do not, it may (75% chance) be an indication of inexperience. If the hiring does not have the proper equipment, he will need a cartographer's kit before he can be of much use (see Chapter 7: Tools, Gear and Equipment). DMs should give any party with a cartographer extra help (perhaps extra time) in drawing dungeon maps to signify the job this NPC is doing (although the players should still be the ones to map).

In a typical dungeon setting, skill checks for the cartographer are usually unnecessary. However, when trying to negotiate a particularly convoluted dungeon, or any type of maze or similar construct designed for difficulty in navigation, the DM may apply skill check penalties due to unfavorable conditions (a loss in Concentration due to nervousness about being lost, for example) or even require other checks to navigate the maze. One example might be a Knowledge (geography) or Survival check (DC 15). If the skill check fails, the cartographer becomes lost for at least 1d4 rounds. (In HackMaster terms, this would be a Very Difficult task.)

Chandler (Craft C): This person makes candles.

Clerk (Profession A): A clerk is employed as a combination accountant, scribe, secretary and writer.

Cook (Profession A): A cook is skilled in the art of heating and preparing food. Any noble or royal dwelling will always have their own cook in residence.

Cooper (Craft C): A cooper makes barrels.

Cutler (Craft B): A cutler makes small knives. These knives are not generally for use as weapons but for everyday household or commercial use.

Entertainer/Performer (Profession F): This profession includes people ranging from dancers to jugglers, actors, singers, tumblers, and even prostitutes.

Fishmonger (Profession A): A fishmonger buys and sells fish. Because of the temporary nature of their wares, fishmongers are usually found in movable market stalls, not shops.

Fletcher (Craft C): A fletcher crafts arrows and bolts.

Fortune Teller (Profession A): A person who foretells what the future may bring calls himself a fortune teller. Unlike clerics who may receive visions directly from their deities, a fortune teller may receive his information from any number of sources. These fortunes can be either real, imagined or a combination of both.

Furrier (Profession C): A furrier traps and skins animals for their fur.

Glassblower (Craft B): A glassblower crafts items made of glass though the process of heating and inflating a viscid mass.

Glovemaker (Craft C): This person makes gloves. Glovemakers tend to be found only in cities.

Harnessmaker (Craft C): This person makes harnesses for riding animals. A harnessmaker may also craft other kinds of tack.

Hatmaker (Craft C): A hatmaker makes hats.

Innkeeper (Profession A): The person who manages a house with rooms to let for lodging and entertainment is an innkeeper. An innkeeper is often in charge of the females (or males) who provide nightly comfort for his customers. He may even double as a bartender.

Jeweler/Gemcutter (Profession I or Craft B): This NPC has the ability of rapid and accurate appraisal of any precious metal, gem or piece of jewelry (except those that the DM, specifically designates as "heretofore unknown"). In addition, this person can set stones in various items (sword hilts, flagons, etc.) or fashion jewelry from gems and precious metals. The finished product increases the total value of the materials provided by 10% to 50%, depending on the quality of workmanship.

As a gem cutter, this individual might well increase the value of a rough or poorly cut stone (those under 5,000 gold piece base value) by rolling a 20 on the appropriate skill check. Rolling a 1 on a skill check ruins the stone in the process. Note that this individual will maintain that he or she cannot be held responsible for damage to any items he or she may ruin. The customer must agree to such terms prior to commencement of work or they will be turned away.

Laborer (Profession A): This category is a catch-all for many of the unskilled tasks that are beyond the scope of this list. A general laborer might be called upon to do anything from harvesting crops, spinning a spit in a kitchen or cleaning a latrine.

Leatherworker (Craft C): This occupation is principally concerned with the fabrication of leather goods such as backpacks,

Sages

Sages are intelligent and studious individuals who have focused their skill advancement in a few specific areas of knowledge. As such, they have become the encyclopedic, expert consultants of the milieu. Any character hiring a sage on a permanent basis must have a stronghold with ample space for the sage and his research materials.

Hit Die: d6

Class Skills: The sage can choose any eight skills to be class skills. Up to four of these can be one of the following skills exclusive to some other class: Decipher Script, Read Lips, Scry and Use Magic Device. A typical sage has at least six Knowledge skills as class skills. The DM may select appropriate fields of study or roll randomly to determine them for a given NPC using Table 10-6: Sage Fields of Knowledge.

Skill Points at 1st Level: (8 + Int modifier) × 4

Skill Points at Each Additional Level: 8 + Int Modifier

Class Features

Research: When a sage is presented with a question in one of his fields of study, he may research it before making his skill check. For every week spent doing the research, he gains a +1 temporary circumstance bonus to his Knowledge skill check in the field applicable to the question. The maximum bonus he can gain in this manner is +8. Adequate research facilities must be available for the sage to carry out his research. Typically, fees include access to larger libraries, though extremely difficult questions might require extra coin if the sage needs to seek specialized private resources.

Starting Gear: 3d4x10 gp worth of equipment.

Location of a Sage: Sages will be found only in large towns and cities. They are typically in or near colleges, schools, universities, libraries, museums, forums and places of public speaking. Sages often belong to a secret brotherhood, but this association is typically informal and not likely to have a headquarters at which a sage could be located. The employment of a sage is always common knowledge to all sages within the area.

There are very few sages, and finding the right one takes time and effort. If a character announces he is seeking a specific type of sage, and the DM has determined that an appropriate one lives in the area, the player must make a Gather Information check (DC 20). If successful, the character finds information leading to the sage's whereabouts. This is generally accomplished by roleplaying the questioning of the local populace.

If the Gather Information roll fails by more than 10, then a false NPC has stepped forward or has been incorrectly pointed out

to the party as being the sage. However, the false lead produces no beneficial results. The information the NPC imparts is bad information (either knowingly or the sage simply genuinely believes his answer to be true).

Even in a quasi-medieval fantasy world, the sum of information will be so great and so diverse as to make it totally impossible for any one sage to know more than a smattering. Sages are most useful to player characters in answering specific questions, solving riddles or deciphering ancient lore. People normally hire sages on a one-shot basis, to answer a single question or provide guidance for a specific problem. A sage's knowledge can focus on any topic that fits within the limits of the campaign. The general fields of study for sages are shown in Table 10-7: Sage Fields of Knowledge.

Short Term Employment of a Sage: Upon locating a sage, any character may ask the sage to answer one or more questions. For easy questions, the sage is likely to collect the fee, simply make her skill check (DC 10) and send the questioner away relatively quickly. For a basic question, the sage may want to study and research before answering. Even if she thinks she knows the answer, it pays just to be sure – lest her reputation become sullied with an incorrect answer. For every week the sage researches the question, she can gain a +1 circumstance bonus to her Knowledge skill check, up to a maximum of +8. The cost of such research is 20 gp per week and, if allowed, the sage will ask for funding for the full amount of time that would guarantee her a successful skill check.

For example, let's say a sage has a +10 in Knowledge (religion) and is asked a basic question (DC 15) of a religious nature. She would first request that her employer give her funding for four weeks of research in order to gain a +4 circumstance bonus to her Knowledge skill check. Statistically, this would guarantee a correct answer – even if she rolled a 1 on a d20 she would still end up with the DC required (10+4+1 = 15). If her employer does not authorize the payment for funding, she will still collect his fee, make her skill check and answer the question, although she may provide a wrong answer.

For really tough questions (DC 20 to 30 or higher), the sage will strongly advise her employers to fund her research in order to ensure a correct result. If they refuse, she might decline to consider their question at all. In the sage's eyes, not answering a question at all is better than giving a wrong answer.

This ability to research to increase one's chances of a successful Knowledge check is a benefit available only to NPC sages who spend their lives buried in the pursuit of esoteric knowledge. Furthermore, the ability to perform research assumes that adequate facilities are available. A sage may have a personal library and laboratory in which to do the research, she might be a member of a guild, college or other organization that accommodates her needs or she might have access to a public library. If the sage has access to none of these, the person asking the question must provide the facilities for research if the sage is to study the question in detail.

TABLE 10-6: THE SAGE

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+1	+1	+1	+3
4th	+2	+1	+1	+4
5th	+2	+1	+1	+4
6th	+3	+2	+2	+5
7th	+3	+2	+2	+5
8th	+4	+2	+2	+6
9th	+4	+3	+3	+6
10th	+5	+3	+3	+7
11th	+5	+3	+3	+7
12th	+6/+1	+4	+4	+8
13th	+6/+1	+4	+4	+8
14th	+7/+2	+4	+4	+9
15th	+7/+2	+5	+5	+9
16th	+8/+3	+5	+5	+10
17th	+8/+3	+5	+5	+10
18th	+9/+4	+6	+6	+11
19th	+9/+4	+6	+6	+11
20th	+10/+5	+6	+6	+12

TABLE 10-7: SAGE FIELDS OF KNOWLEDGE

1d20	Field of Knowledge
1	Knowledge (arcana)
2	Knowledge (architecture and engineering)
3	Knowledge (art of war)
4	Knowledge (art/music)
5	Knowledge (fighting styles)
6	Knowledge (geography)
7	Knowledge (history)
8	Knowledge (local)
9	Knowledge (military logistics)
10	Knowledge (military tactics)
11	Knowledge (military training)
12	Knowledge (monsters)
13	Knowledge (nature)
14	Knowledge (nobility and royalty)
15	Knowledge (other)
16	Knowledge (the Planes)
17	Knowledge (psionics)
18	Knowledge (races)
19	Knowledge (religion)
20	DM's Choice

TABLE 10-8: SAGE SHORT TERM EMPLOYMENT

Service	DC	Cost	Example
Really Easy Questions	10	5 gp	Do the Fhokki uses funeral pyres?
Basic Questions	15	20 gp	Which possessions most often join a Fhokki warrior at his funeral pyre?
Really Tough Questions	20-30	100 gp	Was Harrarav the Red burned with his first dagger?
Nearly Impossible Questions	30+	500 gp	Exactly where was the dagger when Harrarav was burned?
One week of research	-	20 gp	-

belts, straps and horse tack. A leatherworker may be found working alongside a bucklemaker.

Limner (Craft D): These individuals paint walls, armor, shields, tavern signs and draw heraldic devices. The creation of fine works of art, such as portraits, are left to painters.

Locksmith (Craft B): This person who makes and mends locks. Because of their familiarity with locks, dishonest locksmiths may become thieves.

Maid (Profession A): A maid is a female (usually young) hired by a noble or royal household to perform general housework.

Mason, Free (Craft D): A freemason is skilled at finely carving stone to its final finish. Contrary to the name, a freemason does not operate free of charge.

Mason, Rough (Profession A or Craft C): A rough mason is basically a stone cutter that supplies blocks of stone in various sized cut to rough geometric shapes.

Matchmaker (Profession A): Though a person who interferes in the relationships of unmarried men and women may be known as a matchmaker, this profession specifically refers to a person who makes matches – short, thin sticks of wood tipped with a flammable material.

Mercer (Profession I): This person deals fabrics, particularly the more expensive ones.

Merchant (Profession I or A): A merchant can be any kind of trader, shopkeeper or wholesaler.

Miller (Profession A): This person grinds grain to powder for baking.

Miner (Profession J): Someone who digs and tunnels underground, usually to find precious minerals, is a miner. Most miners are dwarves.

Miscellaneous Craftsman (Craft C or B): This category covers anything else not listed here. This is not to say that the miscellaneous craftsman is adept at crafting anything and everything. This category represents the fact that there may be other crafts one might find a need for that are not specifically described in this book.

Oilmaker (Craft B): This person is involved in the production of lantern and other oils.

Painter (Profession A): Unlike a limner who paints functional items, a painter specializes in painting works of art, particularly portraits.

Papermaker (Craft C): This person works with wood and wood pulp to form paper.

Pastrycook (Craft C): A pastrycook specializing in pastries.

Plasterer (Profession A or Craft C): This type of masonry work includes finishing the outside of houses and using mortar to cement bricks together.

Plumber (Profession A): A plumber installs and mends pipes and other fittings for the movement of water and sewage. Plumbers are only found in larger cities with sewer systems.

Porter/Bearer (Profession A): These individuals are laborers who carry whatever is directed. Porters have a Strength of 3d4+6, and each is capable of carrying a weight of goods based on that number.

Potter (Craft C): A potter makes earthenware vessels (usually for household use) out of baked clay.

Purse-maker (Craft C): This person crafts small bags for carrying money. Purses are not exclusively carried by males or females, though they are generally found only in the hands of city-dwellers.

Roofer (Profession J or Craft C): A roofer is a specialized version of a thatcher. He is skilled at making and laying shingles and lead sheeting.

Ropemaker (Craft C): This person creates ropes from stout twists of various fibers.

Rugmaker (Craft C): This person makes rugs. Generally, only those of middle or upper class wealth are able to afford rugs for their dwellings.

Saddler (Craft B): A saddler crafts saddles for horses and other riding animals.

Sage (Profession G – special): In Tellene, this is a variant NPC class. In Garweeze Wurld, details on sages (who are for the most part 0-level humans) can be found of the HackMaster GameMaster's Guide.

Sailor (Profession K1): This person works on a ship. The deckhand is a good example of a typical sailor. The sailor profession is a requirement for the Mariner prestige class (see the *KINGDOMS OF KALAMAR Player's Guide*.)

Scabbardmaker (Craft C): Most scabbards are made for swords, but scabbardmakers also provide sheaths for other bladed weapons.

Scroll Caddy (Profession A): A scroll caddy is a specialized porter for a spell caster. He holds scrolls and spell components, and is responsible for getting them ready at his employer's command. To do so, he must know exactly where every item he carries is at all times. Employers work out simple brief orders, usually the name of a component or spell, so that the caddy can supply the item for use the next round. Such a command is a free action.

In HackMaster terms, the scroll caddy presents the item 1d2 segments after the order.

A scroll caddy is often a young apprentice or those seeking to become apprentices. Sometimes he is someone who sought to become a spell caster but failed, perhaps due to low Intelligence.



Chapter 10: Personal Goods and Services

Sculptor (Craft D): A sculptor is an artist who carves stone or shapes clay into a new form (typically that of a person).

Shieldmaker (Craft B): This craftsman works metal, wood or other material into small and large shields.

Shipmaster (Profession K2): A shipmaster is also known as the captain of a ship.

Shipwright (Craft B): A shipwright is a carpenter who specializes in shipbuilding.

Shoemaker (Craft C): This person crafts shoes. A shoemaker may work with a bucklemaker or leatherworker.

Smelter (Profession I): A member of this profession is trained in the melting of raw ore in extract the valuable metals from within.

Spy (Profession L): Because of the sensitive nature of their profession, spies are generally not easy to find. The character must locate a likely prospect and then employ him in some capacity that is in accord with the spy's station and normal occupation or profession. Then, by means of discussion and offers of payment, the character must convince the spy to work for him. The sums offered can range from as little as 100 gp to as great as 10,000 gp or more depending on the situation and the person being approached. If the area where the spy must go is distant, the person or persons to be spied upon are dangerous, or the prospective spy is of high station, the likelihood of acceptance is low unless the pay is exceptional. Payment may consist of money, magic, land, position or some other valuable consideration. The payment must always be made by installment – part upon acceptance of the assignment and the remainder on completion of the assignment.

Details on spies in HackMaster terms can be found in Chapter 11: Non-Player Characters of the HackMaster GameMaster's Guide.

Steward (Profession E): This occupation pertains to the overseeing of a castle, particularly if the owner of the stronghold intends to be away for a time and desires to make certain that the castle is well-run and safe. A castle with a steward will always be sufficiently garrisoned, have ample food, water reserves, oil, siege equipment and engines, missiles, etc., and will be kept in good repair. Of course, the player character must initially establish the stronghold and its attendant needs for men and supplies of all sorts. Once this has been accomplished, bought and stocked, the steward will see that levels are maintained according to the dictates of his master. The costs of such work come from standard support costs of the stronghold, but a steward will see that such funds are actually spent on what they were meant for. A steward is also known as a castellan.

Tailor (Craft C): This occupation concerns making and repairing all types of clothing, bags and so on. This sometimes includes other cloth goods, such as sails.

Tanner (Craft C): A tanner converts animal hide into leather by steeping it in mineral salts or vegetable solutions.

Tattoo Artist (Craft D): This person creates designs on a person's skin by means of pricking the skin with ink.

Thatcher (Craft C or Profession A): This person makes thatch roofs for the homes of commoners and other lower-class citizens.

Valet/Lackey (Profession A): This occupation subsumes the various and sundry forms of body servants.

Wagonwright (Craft B): Wagonwrights are able to construct wagons to aid parties in hauling material. However, they must have the material and tools. This includes approximately 150 board feet of wood for each wagon, along with hammers, nails, levels, saws and sanding equipment. Wagonwrights are not generally picky about workspace, and have been trained to work outdoors if necessary.

Watercarrier (Profession A): This type of laborer is hired to transport containers of water within a city or large town.

Weaponsmith, Exotic (Craft B): This weaponsmith specializes in the manufacture of exotic weapons.

Weaponsmith, General (Craft B): A general weaponsmith specializes in the manufacturing of high quality arms. Certain specialties exist within the profession such as atilliators, bowyers, fletchers, swordsmiths (including most things with a blade), etc. General weaponsmiths fashion all weapons not made by the other specialties. As with other hirelings of this sort, the weaponsmith must have a forge and a workroom.

Weaponsmith, Swordsmith (Craft B): A specialized weapon-smith who crafts bladed weapons, a swordsmith only makes swords. Scabbards for all swords are manufactured by a scabbardmaker.

Weaver, Basket (Craft C): This person plaits and interweaves canes, rushes, twigs and other flexible materials into baskets of all shapes and sizes.

Weaver, Cloth (Craft C): A weaver creates cloth by crossing fabric threads above and below each other in an interlacing pattern. A cloth weaver must have or be supplied with a loom.

Woodcarver (Craft D): This occupation is similar to that of a carpenter, but with more of an artistic bent.



NPC STATISTICS

Profession A – CR 1/2; human Com 1; hp 4 (1d4+2); AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +2; Atk +2 melee (1d3+2 subdual/crit 20/x2, unarmed); Full Atk +2 melee (1d3+2 subdual/crit 20/x2, unarmed); Medium humanoid; Init +0; MV 30; Fort +2, Ref +0, Will +2; AL LN; Str 14, Dex 10, Con 15, Int 10, Wis 14, Cha 10.

Skills: Appraise +0, Balance +0, Bluff +0, Climb +2, Concentration +2, Craft +4, Diplomacy +0, Disguise +0, Escape Artist +0, Forgery +0, Gather Information +4, Handle Animal +4, Heal +2, Hide +0, Intimidate +4, Jump +2, Knowledge (all skills) +0, Listen +2, Move Silently +0, Pantomime (or Speak Language) +2, Perform +0, Profession +8, Ride +0, Search +0, Sense Motive +2, Spot +2, Survival +2, Swim +2, Use Rope +0.

Feats: Circle of Friends (+4 to Gather Information and Intimidate checks in a particular area/organization), Skill Focus (profession).

Possessions: 13 gp worth of equipment.

Languages: racial or regional, Merchant's Tongue.

HackMaster Profession A - Human NPC: HF 0, EP 7, 0-level human, Str 15/22, Dex 10/10, Con 16/65, Int 11/15, Wis 11/68, Cha 10/56, Com 11/11, AL N, AC 10, MV 12", HD 1/2, hp 22, SZ M, # AT 1, D 1-2 (no penetration), ML 8, TOP 11, Crit BSL: Def AC -5, FF 8, Age 25, Height 5'9", Weight 150 lbs., Skills: primary 80, secondary 50.

Possessions: 15 gp worth of equipment.

Languages: Common tongue, regional.

Profession B – CR 1/2; human Exp1: hp 3 (1d6); AC 10, touch 10, flat-footed 10; Base Atk +0; Grp -1; Atk -1 melee (1d3-1 subdual/crit 20/x2, unarmed); Full Atk -1 melee (1d3-1 subdual/crit 20/x2, unarmed); Medium humanoid; Init +0; MV 30; SV Fort +0, Ref +0, Will +6; AL LN; Str 9, Dex 10, Con 10, Int 10, Wis 18, Cha 10.

Skills: Appraise +0, Balance +0, Bluff +0, Climb -1, Concentration +0, Craft (any one) +0, Craft (alchemy) +4, Diplomacy +0, Disguise +0, Escape Artist +0, Forgery +0, Gather Information +0, Handle Animal +6, Heal +10, Hide +0, Intimidate +0, Jump -1, Knowledge (nature) +6, Listen +4, Move Silently +0, Pantomime +4, Perform +0, Profession (herbalist) +8, Ride +0, Search +0, Sense Motive +4, Speak Language, Spot +4, Survival +7, Swim -1, Use Rope +0.

Feats: Resist Disease (+4 bonus on saving throws against disease), Skill Focus (heal).

Possessions: 18 gp worth of equipment, healer's kit.

Languages: racial or regional, Merchant's Tongue.

HackMaster Profession B - Human NPC: HF 0, EP 7, 0-level human, Str 9/52, Dex 11/44, Con 11/79, Int 10/36, Wis 17/49, Cha 10/84, Com 10/71, AL N, AC 10, MV 12", HD 1/2, hp 22, SZ M, # AT 1, D 1-2 (no penetration), ML 9, TOP 11, Crit BSL: Def AC -5, FF 5, Age 25, Height 5'7", Weight 130 lbs.

Skills: first aid skill suite 85, healing 75. Proficiencies: surgery tools/suture kit.

Possessions: surgeon's kit, 22 gp worth of equipment

Languages: Common tongue, regional.

Profession C – CR 1/2; human Exp1: hp 3 (1d6); AC 10, touch 10, flat-footed 10; Base Atk +0; Grp -1; Atk -1 melee (1d3-1 subdual/crit 20/x2, unarmed); Full Atk -1 melee (1d3-1 subdual/crit 20/x2, unarmed); Medium humanoid; Init +0; MV 30; SV Fort +0, Ref +0, Will +5; AL LN; Str 9, Dex 10, Con 10, Int 8, Wis 16, Cha 16.

Skills: Appraise -1, Balance +0, Bluff +3, Climb -1, Concentration +0, Craft -1, Diplomacy +3, Disguise +3, Forgery -1, Gather Information +7, Handle Animal +7, Heal +3, Hide +0, Innuendo +4, Intimidate +3, Intuit Direction +7, Jump -1, Knowledge (local) +2, Listen +3, Move Silently +0, Pantomime +3, Perform +3, Ride +4, Search -1, Sense Motive +3, Speak Language, Spot +3, Survival +7, Swim -1, Use Rope +0.

Feats: Run, Track.

Possessions: 18 gp worth of equipment, light horse and basic tack.

Languages: racial or regional, Merchant's Tongue.

HackMaster Profession C - Human NPC: HF 1, EP 15, 0-level human, Str 10/08, Dex 11/44, Con 12/54, Int 9/46, Wis 15/91, Cha 14/34, Com 11/17, AL N, AC 10, MV 12", HD 1/2, hp 23, SZ M, # AT 1, D 1-2 (no penetration), ML 9, TOP 11, Crit BSL: Def AC -5, FF 6, Age 25, Height 5'8", Weight 141 lbs.

Skills: primary 80, secondary 60, tertiary 40.

Possessions: 20 gp worth of equipment.

Languages: Common tongue, regional.

Profession D – CR 1/2; human Com1: hp 2 (1d4); AC 13 (+3 Dex), touch 13, flat-footed 10; Base Atk +0; Grp -1; Atk -1 melee (1d3-1 subdual/crit 20/x2, unarmed); Full Atk -1 melee (1d3-1 subdual/crit 20/x2, unarmed); Medium humanoid; Init +0; MV 30; SV Fort +0, Ref +3, Will +3; AL LN; Str 9, Dex 16, Con 10, Int 8, Wis 16, Cha 10.

Skills: Appraise -1, Balance +3, Bluff +0, Climb -1, Concentration +0, Craft -1, Diplomacy +0, Disguise +0, Escape Artist +3, Forgery -1, Gather Information +0, Handle Animal +2, Heal +3, Hide +3, Intimidate +0, Jump -1, Knowledge (all skills) -1, Listen +5, Move Silently +3, Pantomime +3, Perform +0, Ride +3, Search -1, Sense Motive +3, Speak Language, Spot +9, Survival +3, Swim -1, Use Rope +3.

Feats: Alertness, Fey Blood (low light vision).

Possessions: 13 gp worth of equipment.

Languages: racial or regional, Merchant's Tongue.

HackMaster Profession D - Human NPC: HF 0, EP 7, 0-level human, Str 9/33, Dex 15/93, Con 11/19, Int 8/87, Wis 16/74, Cha 11/02, Com 12/40, AL N, AC 10, MV 12", HD 1/2, hp 22, SZ M, # AT 1, D 1-2 (no penetration), ML 8, TOP 11, Crit BSL: Def AC -5, FF 5, Age 29, Height 5'7", Weight 132 lbs., Skills: primary 80, secondary 60, tertiary 50, read/write 80.

Possessions: 15 gp worth of equipment.

Languages: Common tongue, regional.

Chapter 10: Personal Goods and Services

Profession E - CR 1/2; human Ari1: hp 4 (1d8); AC 13 (-1 Dex, +4 chain shirt), touch 9, flat-footed 14; Base Atk +0; Grp -1; Atk -1 melee (1d6-1/crit 18-20/x2, rapier); Full Atk -1 melee (1d6-1/crit 18-20/x2, rapier); Medium humanoid; Init -1; MV 30; SV Fort +0, Ref -1, Will +2; AL LN; Str 9, Dex 8, Con 10, Int 16, Wis 10, Cha 16.

Skills: Appraise +3, Balance -1, Bluff +11, Climb -1, Concentration +0, Craft +3, Diplomacy +11, Disguise +3, Escape Artist -1, Forgery +3, Gather Information +7, Handle Animal +7, Heal +0, Hide -1, Innuendo +4, Intimidate +7, Jump -1, Knowledge (history) +4, Knowledge (local) +4, Knowledge (nobility and royalty) +4, Listen +0, Move Silently -1, Pantomime +0, Perform +3, Read Lips +7, Ride -1, Search +3, Sense Motive +4, Spot +0, Survival +0, Swim -1, Use Rope -1.

Feats: Glib Tongue (+4 to Bluff/Diplomacy checks involving speaking), Scholar (Knowledge skills are class skills, +1 bonus to any three Knowledge skills).

Possessions: 260 gp worth of equipment, chain shirt, rapier.

Languages: racial or regional, Merchant's Tongue, plus two neighboring racial languages.

HackMaster Profession E - Human NPC: *HF 0, EP 15, 0-level human, Str 9/54, Dex 9/78, Con 11/67, Int 17/83, Wis 11/68, Cha 10/56, Com 11/11, AL N, AC 10, MV 12", HD 1/2, hp 22, SZ M, # AT 1, D 1d6+1 (rapier), ML 9, TOP 11, Crit BSL: Def AC -5, FF 5, Age 26, Height 5'6", Weight 132 lbs., Skills: primary 80, secondary 50, tertiary 40.*

Possessions: 275 gp worth of equipment.

Languages: Common tongue, regional.

Profession F - CR 1/2; human Exp1: hp 3 (1d6); AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d3 subdual/crit 20/x2, unarmed); Full Atk +0 melee (1d3 subdual/crit 20/x2, unarmed); Medium humanoid; Init +2; MV 30; SV Fort +0, Ref +2, Will +2; AL LN; Str 11, Dex 14, Con 10, Int 10, Wis 10, Cha 16.

Skills: Appraise +0, Balance +6, Bluff +3, Climb +0, Concentration +0, Craft +0, Diplomacy +3, Disguise +7, Escape Artist +2, Forgery +0, Gather Information +3, Heal +0, Hide +2, Innuendo +4, Intimidate +3, Jump +0, Knowledge (art/music) +3, Knowledge (history) +2, Knowledge (local) +2, Listen +0, Move Silently +2, Pantomime +0, Perform +7, Ride +2, Search +0, Sense Motive +0, Speak Language, Spot +0, Survival +0 Swim +0, Tumble +6, Use Rope +2.

Feats: Musical Ear (+4 to Perform with instrument), Fable Weaver (+4 to Perform when telling stories) or Skill Focus (+2 to Perform).

Possessions: 18 gp worth of equipment, musical instrument.

Languages: racial or regional, Merchant's Tongue.

HackMaster Profession F - Human NPC: *HF 1, EP 15, 0-level human, Str 11/34, Dex 14/43, Con 10/99, Int 10/03, Wis 11/22, Cha 15/57, Com 10/81, AL N, AC 10, MV 12", HD 1/2, hp 22, SZ M, # AT 1, D 1-2 (no penetration), ML 10, TOP 11, Crit BSL: Def AC -5, FF 5, Age 25, Height 5'8", Weight 135 lbs.*

Skills: primary 75, secondary 50, tertiary 40 (up to 4).

Possessions: 20 gp worth of equipment.

Languages: Common tongue, regional.

Profession G - CR 1/2; human Sage1: hp 3 (1d6); AC 10, touch 10, flat-footed 10; Base Atk +0; Grp -1; Atk -1 melee (1d3-1 subdual/crit 20/x2, unarmed); Full Atk -1 melee (1d3-1 subdual/crit 20/x2, unarmed); Medium humanoid; Init +0; MV 30; SV Fort +0, Ref +0, Will +2; AL N; Str 9, Dex 10, Con 10, Int 18, Wis 10, Cha 10.

Skills: Appraise +6, Balance +0, Bluff +0, Climb -1, Concentration +0, Craft +4, Decipher Script +8, Diplomacy +0, Disguise +0, Escape Artist +0, Forgery +6, Gather Information +4, Heal +0, Hide +0, Intimidate +0, Intuit Direction +4, Jump -1, Knowledge (arcana) +8, Knowledge (architecture and engineering) +8, Knowledge (monsters) +8, Knowledge (nature) +8, Knowledge (nobility and royalty) +8, Knowledge (races) +8, Listen +0, Move Silently +0, Pantomime +0, Perform +0, Read Lips +8, Ride +0, Scry +8, Search +4, Sense Motive +0, Spot +0, Survival +0, Swim -1, Use Magic Device +4, Use Rope +0.

Feats: Scholar (Knowledge skills are class skills, +1 bonus to any three Knowledge skills), and Eidetic Memory (+5 to recall simple info, +2 to recall general complex info) or Skill Focus (one Knowledge skill).

Possessions: 18 gp worth of equipment.

Languages: racial or regional, and Merchant's Tongue plus three additional neighboring racial languages.

HackMaster Profession G - Human NPC: *HF 1, EP 15, 0-level human, Str 9/88, Dex 10/53, Con 11/49, Int 17/66, Wis 12/21, Cha 11/63, Com 11/87, AL N, AC 10, MV 12", HD 1/2, hp 23, SZ M, # AT 1, D 1-2 (no penetration), ML 9, TOP 11, Crit BSL: Def AC -5, FF 5, Age 33, Height 5'7", Weight 143 lbs.*

Skills: primary 80, secondary 60, tertiary 40.

Possessions: 20 gp worth of equipment.

Languages: Common tongue, three additional languages.

Profession H - CR 1/2; human Exp1: hp 2 (1d6-1); AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +0; Grp -1; Atk -1 melee (1d3-1 subdual/crit 20/x2, unarmed); Full Atk -1 melee (1d3-1 subdual/crit 20/x2, unarmed); Medium humanoid; Init +2; Spd 30 ft.; SV Fort -1, Ref +2, Will +3; AL LN; Str 9, Dex 14, Con 8, Int 12, Wis 12, Cha 16.

Skills: Appraise +1, Balance +2, Bluff +3, Climb -1, Concentration -1, Craft +1, Diplomacy +3, Disguise +3, Escape Artist +2, Forgery +1, Gather Information +3, Handle Animal +7, Heal +1, Hide +2, Intimidate +3, Jump -1, Knowledge (nature) +5, Knowledge (monsters) +5, Listen +1, Move Silently +2, Pantomime +1, Perform +3, Ride +6, Search +1, Sense Motive +1, Spot +5, Survival +5, Swim -1, Use Rope +6.

Feats: Skill Focus (Handle Animal) and Mounted Combat, or Exotic Steed (+4 to Ride/Handle Animal checks on unusual creatures).

Possessions: 18 gp worth of equipment, light horse and basic tack.

Languages: racial or regional, and Merchant's Tongue.

HackMaster Profession H - *Human NPC: HF 1, EP 15, 0-level human, Str 10/65, Dex 13/23, Con 8/74, Int 13/90, Wis 12/13, Cha 15/24, Com 10/57, AL N, AC 10, MV 12", HD 1/2, hp 22, SZ M, # AT 1, D 1-2 (no penetration), ML 9, TOP 11, Crit BSL: Def AC -5, FF 4, Age 33, Height 5'8", Weight 148 lbs.*

Skills: animal handling 75, animal lore 90, animal training 60.

Possessions: 25 gp worth of equipment.

Languages: Common tongue, regional.

Profession I - CR 1/2; human Exp1: hp 3 (1d6); AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d4/crit 19-20/x2, dagger); Full Atk +0 melee (1d4/crit 19-20/x2, dagger); Medium humanoid; Init +0; MV 30; SV Fort +0, Ref +0, Will +3; AL N; Str 11, Dex 10, Con 10, Int 16, Wis 12, Cha 12.

Skills: Appraise +7, Balance +0, Bluff +5, Climb +0, Concentration +0, Craft (any one) +3, Craft (alchemy) +4, Diplomacy +5, Disguise +1, Escape Artist +0, Forgery +3, Gather Information +5, Handle Animal +5, Heal +1, Hide +0, Intimidate +1, Intuit Direction +2, Jump +0, Knowledge (geography) +4, Knowledge (local) +4, Listen +1, Move Silently +0, Pantomime +1, Perform +1, Ride +0, Search +7, Sense Motive +5, Spot +5, Survival +1, Swim +0, Use Magic Device +5, Use Rope +0.

Feats: Bazaar Veteran (+4 to Appraise/Bluff when appraising/bartering common goods, +2 rare goods), Dragon Blood (feel magic with DC 15 Search check) or Skill Focus (Appraise).

Possessions: 18 gp worth of equipment.

Languages: racial or regional, and Merchant's Tongue plus two additional neighboring racial languages.

HackMaster Profession I - *Human NPC: HF 0, EP 7, 0-level human, Str 12/72, Dex 10/66, Con 11/55, Int 14/41, Wis 12/31, Cha 11/86, Com 12/09, AL N, AC 10, MV 12", HD 1/2, hp 22, SZ M, # AT 1, D 1-2 (no penetration), ML 8, TOP 11, Crit BSL: Def AC -5, FF 5, Age 28, Height 5'8", Weight 145 lbs., Skills: primary 80, secondary 50.*

Possessions: 21 gp worth of equipment.

Languages: Common tongue, regional.

Profession J - CR 1/2; human Com1: hp 4 (1d4+2); AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +3; Atk +3 melee (1d3+3 subdual/crit 20/x2, unarmed); Full Atk +3 melee (1d3+3 subdual/crit 20/x2, unarmed); Medium humanoid; Init +0; MV 30; SV Fort +2, Ref +0, Will +2; AL LN; Str 16, Dex 11, Con 14, Int 8, Wis 14, Cha 8.

Skills: Appraise -1, Balance +0, Bluff -1, Climb +3, Concentration +2, Craft -1, Diplomacy -1, Disguise -1, Escape Artist +0, Forgery -1, Gather Information +3, Handle Animal +3, Heal +2, Hide +0, Intimidate +3, Jump +3, Knowledge (all skills) -1, Listen +2, Move Silently +0, Pantomime +2, Perform -1, Profession +8, Ride +0, Search -1, Sense Motive +2, Spot +2, Survival +2, Swim +3, Use Rope +0.

Feats: Circle of Friends (+4 to Gather Information and Intimidate checks in a particular area/organization), Skill Focus (profession).

Possessions: 13 gp worth of equipment.

Languages: racial or regional.

HackMaster Profession J - *Human NPC: HF 0, EP 7, 0-level human, Str 16/94, Dex 11/85, Con 14/65, Int 11/15, Wis 13/31, Cha 8/46, Com 9/45, AL N, AC 10, MV 12", HD 1/2, hp 22, SZ M, # AT 1, D 1-2 (no penetration), ML 8, TOP 11, Crit BSL: Def AC -5, FF 7, Age 27, Height 5'8", Weight 140 lbs., Skills: primary 80, secondary 50.*

Possessions: 15 gp worth of equipment.

Languages: Common tongue.

Profession K1 - CR 1/2; human Exp1: hp 3 (1d6); AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +0; Grp +3; Atk +3 melee (1d4+3/crit 19-20/x2, dagger); Full Atk +3 melee (1d4+3/crit 19-20/x2, dagger); Medium humanoid; Init +2; MV 30; SV Fort +0, Ref +2, Will +4; AL N; Str 16, Dex 14, Con 11, Int 8, Wis 14, Cha 8.

Skills: Appraise -1, Balance +4, Bluff -1, Climb +3, Concentration +0, Craft -1, Diplomacy -1, Disguise -1, Escape Artist +2, Forgery -1, Gather Information -1, Heal +2, Hide +2, Intimidate +1, Intuit Direction +6, Jump +3, Knowledge (geography) +1, Knowledge (nature) +1, Listen +2, Move Silently +2, Pantomime +2, Perform -1, Profession (sailor) +8, Ride +2, Search -1, Sense Motive +2, Speak Language, Spot +6, Survival +2, Swim +8, Use Rope +6.

Feats: Natural Swimmer (+4 to Swim checks, hold breath for 4 rounds x Con score), Skill Focus (profession).

Possessions: 13 gp worth of equipment.

Languages: racial or regional, and Merchant's Tongue.

HackMaster Profession K1 - *Human NPC: HF 1, EP 15, 0-level human, Str 16/26, Dex 13/47, Con 12/25, Int 9/59, Wis 13/24, Cha 8/56, Com 8/71, AL N, AC 10, MV 12", HD 1/2, hp 22, SZ M, # AT 1, D 1-6 (short sword), ML 9, TOP 11, Crit BSL: Def AC -5, FF 6, Age 24, Height 5'9", Weight 155 lbs., Skills: brawler 50, seamanship suite 85.*

Possessions: 15 gp worth of equipment.

Languages: Common tongue, regional.

Profession K2 - CR 7; human Exp4/War3/Mariner1 (See *KINGDOMS OF KALAMAR Player's Guide* page 54 for Mariner prestige class): hp 36 (4d6+4d8+8); AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +6; Grp +9; Atk +9 melee (1d4+3/crit 19-20/x2, dagger); Full Atk +9 melee (1d4+3/crit 19-20/x2, dagger); SQ: Sea Legs (Ex); Medium humanoid; Init +2; MV 30; SV Fort +5, Ref +6, Will +7; AL N; Str 16, Dex 14, Con 12, Int 8, Wis 14, Cha 9.

Skills: Appraise -1, Balance +8, Bluff -1, Climb +3, Concentration +1, Craft -1, Diplomacy -1, Disguise -1, Escape Artist +2, Forgery -1, Gather Information -1, Heal +2, Hide +2, Intimidate +7, Intuit Direction +13, Jump +3, Knowledge (geography) +1, Knowledge (nature) +1, Listen +4, Move Silently +2, Pantomime +2, Perform -1, Profession (sailor) +15, Ride +2, Search -1, Sense Motive +2, Speak Language, Spot +10, Survival +2, Swim +15, Use Rope +13.

Chapter 10: Personal Goods and Services

Feats: Alertness, Leadership, Natural Swimmer (+4 to Swim checks, hold breath for 4 rounds x Con score), Skill Focus (profession).

Possessions: 9,400 gp worth of equipment.

Languages: racial or regional, and Merchant's Tongue.

HackMaster Profession K2 - Human NPC: *HF 3, EP 270, 4th level fighter, Str 15/76, Dex 14/97, Con 14/35, Int 9/95, Wis 14/67, Cha 9/77, Com 9/89, AL N, AC 6 (studded leather, Dex), MV 12", HD 4, hp 36, SZ M, # AT 3/2, D 1d6+3 (rapier), ML 12, TOP 18, Crit BSL: Def AC +1 (melee), +2 (missile or rapier), FF 7, Age 30, Height 5'10", Weight 158 lbs., Skills: basic leadership 60, brawler 50, nautical navigation 55, orchestrate task 71, seamanship suite 85. Weapon specialization (rapier)*

Possessions: 9,500 gp worth of equipment.

Languages: Common tongue, regional.

Profession L - CR 1; human Infiltrator1 (see the *KINGDOMS OF KALAMAR Player's Guide* page 43 for information on the Infiltrator variant class): hp 2 (1d6-1); AC 17 (+3 Dex, +4 chain shirt), touch 13, flat-footed 14; Base Atk +0; Grp +0; Atk +0 melee (1d8/crit 19-20/x2, longsword); Full Atk +0 melee (1d8/crit 19-20/x2, longsword); SA: Sneak Attack (+1d6); SQ: Fast Movement (+10 ft.); Medium humanoid; Init +3; MV 40; SV Fort -1, Ref +5, Will +2; AL N; Str 11, Dex 16, Con 8, Int 14, Wis 14, Cha 8.

Skills: Appraise +2, Balance +3, Bluff +3, Climb +4, Concentration -1, Craft +2, Decipher Script +6, Diplomacy -1, Disable Device +6, Disguise +3, Escape Artist +3, Forgery +2, Gather Information +3, Heal +2, Hide +3, Intimidate -1, Jump +0, Knowledge (geography) +3, Listen +4, Move Silently +5, Open Lock +4, Pantomime +2, Perform -1, Ride +3, Search +2, Sense Motive +2, Spot +4, Survival +2, Swim +0, Use Rope +3.

Feats: Light Footed (+2 to Move Silently and increase DC to track by +4), Alertness.

Possessions: chain shirt, longsword, thieves' tools.

Languages: racial or regional, and Merchant's Tongue plus one other neighboring racial language.

HackMaster Profession L - Human NPC: *HF 1, EP 15, 0-level human, Str 11/43, Dex 15/82, Con 9/52, Int 13/67, Wis 13/84, Cha 10/28, Com 10/18, AL N, AC 8 (Dex), MV 12", HD 1, hp 26, SZ M, # AT 3/2, D 1d6+3 (rapier), ML 11, TOP 13, Crit BSL: Def AC -5, FF 4, Age 27, Height 5'9", Weight 144 lbs., Skills: intelligence gathering 80, slip away into shadows 70, stealthy movement 60.*

Possessions: leather armor, short sword, lockpick set, 50 gp worth of equipment.

Languages: Common tongue, regional.

Craft A - CR 1/2; human Exp1: hp 3 (1d6); AC 10, touch 10, flat-footed 10; Base Atk +0; Grp -1; Atk -1 melee (1d3-1 subdual/crit 20/x2, unarmed); Full Atk -1 melee (1d3-1 subdual/crit 20/x2, unarmed); Medium humanoid; Init +0; MV 30; SV Fort +0, Ref +0, Will +2; AL LN; Str 9, Dex 10, Con 10, Int 18, Wis 10, Cha 10.

Skills: Appraise +8, Balance +0, Bluff +0, Climb -1, Concentration +0, Craft (any one) +8, Craft (alchemy) +10,

Decipher Script +8, Diplomacy +0, Disguise +0, Escape Artist +0, Forgery +4, Gather Information +4, Heal +0, Hide +0, Intimidate +0, Jump -1, Knowledge (arcana) +8, Knowledge (nature) +8, Listen +4, Move Silently +0, Pantomime +0, Perform +0, Profession (herbalist) +4, Ride +0, Search +4, Sense Motive +0, Spot +2, Survival +0, Swim -1, Use Magic Device +4, Use Rope +0.

Feats: Skill Focus (Alchemy), Skill Focus (Profession).

Possessions: 18 gp worth of equipment.

Languages: racial or regional, and Merchant's Tongue plus three additional neighboring racial languages.

HackMaster Craft A - Human NPC: *HF 0, EP 7, 0-level human, Str 11/42, Dex 12/34, Con 10/35, Int 17/19, Wis 13/57, Cha 10/04, Com 9/61, AL N, AC 10, MV 12", HD 1/2, hp 22, SZ M, # AT 1, D 1-2 (no penetration), ML 9, TOP 11, Crit BSL: Def AC -5, FF 5, Age 29, Height 5'7", Weight 129 lbs.*

Skills: alchemy 85, botany 55, herbalism 52, holistic plant identification 55, read/write 80.

Possessions: 25 gp worth of equipment

Languages: Common tongue, regional.

Craft B - CR 1/2; human Exp1: hp 3 (1d6); AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d3 subdual/crit 20/x2, unarmed); Full Atk +0 melee (1d3 subdual/crit 20/x2, unarmed); Medium humanoid; Init +0; MV 30; SV Fort +0, Ref +0, Will +2; AL LN; Str 10, Dex 10, Con 10, Int 18, Wis 10, Cha 9.

Skills: Appraise +4, Balance +0, Bluff +3, Climb +0, Concentration +0, Craft +10, Diplomacy -1, Disable Device +8, Disguise -1, Escape Artist +0, Forgery +4, Gather Information +3, Heal +0, Hide +4, Intimidate -1, Jump +0, Knowledge (local) +8, Listen +4, Move Silently +0, Pantomime +0, Perform -1, Ride +4, Search +4, Sense Motive +4, Spot +4, Survival +0, Swim +0, Use Rope +4.

Feats: Skill Focus (Craft), Endurance.

Possessions: 18 gp worth of equipment.

Languages: racial or regional, and Merchant's Tongue plus three additional neighboring racial languages.

HackMaster Craft B - Human NPC: *HF 1, EP 15, 0-level human, Str 15/77, Dex 12/83, Con 13/94, Int 10/64, Wis 11/23, Cha 10/87, Com 10/95, AL N, AC 10, MV 12", HD 1/2, hp 24, SZ M, # AT 1, D 1-2 (no penetration), ML 9, TOP 12, Crit BSL: Def AC -4, FF 6, Age 30, Height 5'10", Weight 166 lbs.*

Skills: primary 80, secondary 60, tertiary 50.

Possessions: 20 gp worth of equipment.

Languages: Common tongue, regional language plus one or two nearby regional languages.

Craft C - CR 1/2; human Com1: hp 2 (1d4); AC 10, touch 10, flat-footed 10; Base Atk +0; Grp -1; Atk -1 melee (1d3-1 subdual/crit 20/x2, unarmed); Full Atk -1 melee (1d3-1 subdual/crit 20/x2, unarmed); Medium humanoid; Init +0; Spd 30 ft.; SV Fort +0, Ref +0, Will +0; AL LN; Str 9, Dex 10, Con 10, Int 18, Wis 10, Cha 10.

Chapter 10: Personal Goods and Services

Skills: Appraise +4, Balance +0, Bluff +0, Climb -1, Concentration +0, Craft +10, Diplomacy +0, Disguise +0, Escape Artist +0, Forgery +4, Gather Information +0, Handle Animal +4, Heal +0, Hide +0, Intimidate +0, Jump +3, Knowledge (local) +4, Listen +4, Move Silently +0, Pantomime +0, Perform +0, Ride +4, Search +4, Sense Motive +0, Spot +4, Survival +0, Swim +0, Use Rope +4.

Feats: Skill Focus (Craft), Run.

Possessions: 13 gp worth of equipment.

Languages: racial or regional, and Merchant's Tongue plus three additional neighboring racial languages.

HackMaster Craft C - Human NPC: *HF 1, EP 15, 0-level human, Str 12/17, Dex 13/30, Con 11/81, Int 12/44, Wis 12/43, Cha 12/59, Com 11/98, AL N, AC 10, MV 12", HD 1/2, hp 22, SZ M, # AT 1, D 1-2 (no penetration), ML 8, TOP 11, Crit BSL: Def AC -5, FF 5, Age 30, Height 5'9", Weight 156 lbs.*

Skills: primary 80, secondary 60, tertiary 50. **Proficiency:** Appropriate tools (if any) 95.

Possessions: 16 gp worth of equipment.

Languages: Common tongue, regional language plus one or two nearby regional languages.

Craft D - CR 1/2; human Exp1: hp 3 (1d6); AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +0; Grp -1; Atk -1 melee (1d3-1 subdual/crit 20/x2, unarmed); Full Atk -1 melee (1d3-1 subdual/crit 20/x2, unarmed); Medium humanoid; Init +2; MV 30; SV Fort -1, Ref +2, Will +4; AL NG; Str 9, Dex 14, Con 8, Int 16, Wis 14, Cha 10.

Skills: Appraise +3, Balance +2, Bluff +0, Climb -1, Concentration -1, Craft +9, Diplomacy -1, Disguise +3, Escape Artist +2, Forgery +3, Gather Information -1, Heal +2, Hide +2, Innuendo +4, Intimidate -1, Jump -1, Knowledge (art/music) +7, Knowledge (architecture and engineering) +7, Knowledge (geography) +7, Knowledge (nature) +6, Knowledge (religion) +4, Listen +2, Move Silently +2, Pantomime +2, Perform +3, Ride +2, Search +3, Sense Motive +2, Spot +6, Survival +2, Swim -1, Tumble +4, Use Rope +2.

Feats: Artistic Crafter (always take 20 on a single chosen Craft skill), Skill Focus (craft).

Possessions: 18 gp worth of equipment.

Languages: racial or regional, and Merchant's Tongue plus an additional neighboring racial language.

HackMaster Craft D - Human NPC: *HF 1, EP 15, 0-level human, Str 11/41, Dex 14/43, Con 10/98, Int 11/55, Wis 15/43, Cha 12/59, Com 11/98, AL N, AC 9 (Dex), MV 12", HD 1/2, hp 22, SZ M, # AT 1, D 1-2 (no penetration), ML 8, TOP 11, Crit BSL: Def AC -5, FF 5, Age 28, Height 5'8", Weight 147 lbs.*

Skills: primary 80, secondary 60, tertiary 50. **Proficiency:** Appropriate tools (if any) 95.

Possessions: 25 gp worth of equipment.

Languages: Common tongue, regional language plus one nearby regional language.



MERCENARIES

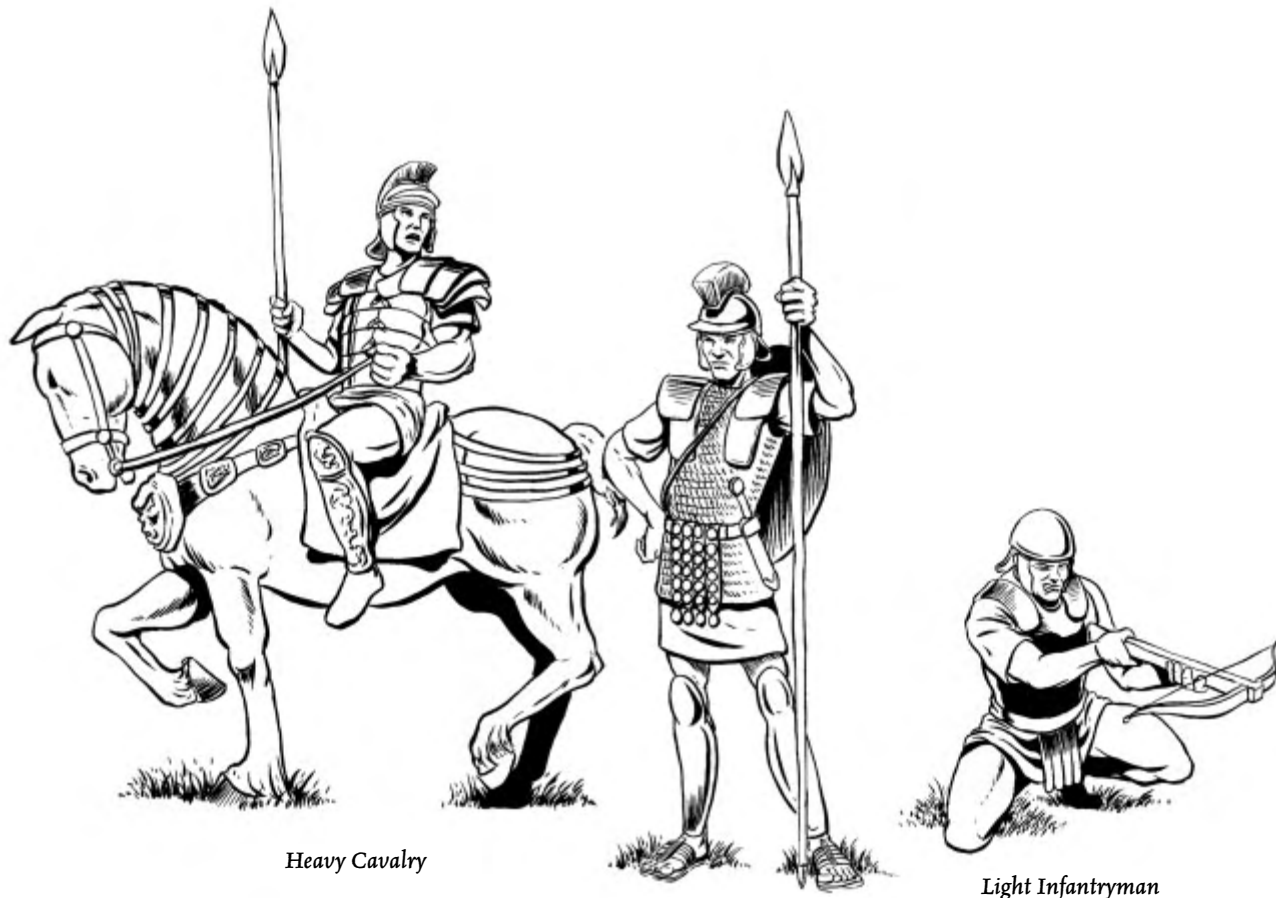
Mercenaries are a special breed of hireling. They have been reared and trained to do one thing: fight! On their spilt blood, empires rise and fall. They care little for politics or noble crusades, living for hard coin and the scent of battle. Pay them enough, and they will wade into just about any conflict and not look back.

Mercenaries can be very useful hirelings for player characters because they provide significant, experienced firepower. In addition, they are used to working for money alone, and will not question the characters' motives or methods (within reason). However, they can still be very useful to the DM.

Mercenaries have had several different employers by the time they contract with the PCs. This means that they will be knowledgeable and experienced when it comes to working for someone. They will not tolerate abuse, poor conditions or unfair terms. Additionally, they are much more dangerous if they revolt because of their military training.

If more than five are encountered, one will be a sergeant (a leader-type, or equivalent of a non-commissioned officer). One sergeant for every 10 troops is a minimum figure with regard to regular soldiers and leader types. Captains will have to be hired for each sort of troop type.

The example troops given in the following section have been created using the Standard Point Buy method (25 points) as described on page 169 of the *Dungeon Master's Guide*. When using these troop examples in your campaign, apply armor check penalties where applicable.



Heavy Cavalry

Pikeman

Light Infantryman

DESCRIPTIONS OF TROOP TYPES

ARCHER (LONGBOW)

These troops will be able to operate as light footmen (infantry) when not employing bows. They can use any simple or martial weapon.

CR 1/2; **Longbowman, male human War1**: hp 6 (1d8); AC 16 (+2 leather armor, +4 Dex), touch 14, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/crit 19-20/x2, shortsword); or +5 ranged (1d8/crit 20/x3, longbow); Full Atk +2 melee (1d6+1/crit 19-20/x2, shortsword); or +5 ranged (1d8/crit 20/x3, longbow); Medium humanoid; Init +4; MV 30; SV Fort +3, Ref +4, Will -1; AL LN; Str 12, Dex 18, Con 12, Int 8, Wis 8, Cha 9.

Skills: Appraise -1, Balance +4, Bluff -1, Climb +3, Concentration +1, Craft -1, Diplomacy -1, Disguise -1, Escape Artist +4, Forgery -1, Gather Information -1, Heal +0, Hide +4, Intimidate -1, Jump +3, Knowledge (all skills) -1, Listen -1, Move Silently +4, Pantomime -1, Perform -1, Ride +4, Search -1, Sense Motive -1, Spot +0, Survival -1, Swim +1, Use Rope +4.

Feats: Point Blank Shot, Rapid Shot.

Possessions: Leather armor, longbow, shortsword, 40 arrows and quiver.

HackMaster Longbowman (human) - *HF 1, EP 35, 0-level human, Str 11/84, Dex 15/90, Con 12/48, Int 10/38, Wis 11/66, Cha 12/59, Com 11/98, AL N, AC 3 (chain mail, Dex), MV 12", HD 1+1, hp 26, SZ M, # AT 1, D 1d6 (flight arrow*

or short sword), ML 12, TOP 13, Crit BSL: Def AC -4 (melee), -1 (missile), FF 6, Age 27, Height 5'9", Weight 149 lbs.

Skills: primary 60, secondary 50.

Possessions: Chain mail armor, longbow, 20 flight arrows, short sword.

Languages: Common tongue, regional language plus one nearby regional language.

ARCHER (SHORTBOW)

These troops are similar to longbow archers except they are more affordable to field, due to the price difference between the longbow and shortbow.

CR 1/2; **Shortbowman, male human**

War1: hp 6 (1d8); AC 16 (+2 leather armor, +4 Dex), touch 14, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/crit 19-20/x2, shortsword); or +5 ranged (1d6/crit 20/x3, shortbow); Full Atk +2 melee (1d6+1/crit 19-20/x2, shortsword); or +5 ranged (1d6/crit 20/x3, shortbow); Medium humanoid; Init +4; MV 30; SV Fort +3, Ref +4, Will -1; AL LN; Str 12, Dex 18, Con 12, Int 8, Wis 8, Cha 9.

Skills: Appraise -1, Balance +4, Bluff -1, Climb +3, Concentration +1, Craft -1, Diplomacy -1, Disguise -1, Escape Artist +4, Forgery -1, Gather Information -1, Heal +0, Hide +4, Intimidate -1, Jump +3, Knowledge (all skills) -1, Listen -1, Move Silently +4, Pantomime -1, Perform -1, Ride +4, Search -1, Sense Motive -1, Spot +0, Survival -1, Swim +1, Use Rope +4.

Feats: Point Blank Shot, Rapid Shot.

Possessions: Leather armor, shortbow, shortsword, 40 arrows and quiver.

HackMaster Shortbowman (human) - HF 1, EP 35, 0-level human, Str 11/74, Dex 15/85, Con 11/68, Int 11/62, Wis 11/56, Cha 11/49, Com 10/78, AL N, AC 4 (scale mail, Dex), MV 12", HD 1+1, hp 26, SZ M, # AT 1, D 1-6 (flight arrow or short sword), ML 12, TOP 13, Crit BSL: Def AC -4 (melee), -1 (missile), FF 5, Age 26, Height 5'9", Weight 147 lbs.

Skills: primary 60, secondary 50.

Possessions: Scale mail armor, short bow, 20 flight arrows, short sword.

Languages: Common tongue, regional language plus one nearby regional language.

CAPTAIN

A captain is nothing more than a capable leader and typically a fighter of 5th level or higher. A captain can command as many scores of troops as he has levels, i.e. 5th level enables command of 100 men, 6th level enables command of 120 men, etc. In addition, the level of the captain dictates the number of lieutenants that he can control. This is exclusive of sergeants and any auxiliary types such as servants, cooks, etc.

TABLE 10-9D: MERCENARY SOLDIER PRICES

Troop Type	D&D Cost per Month
Archer (longbow)	56 sp
Archer (shortbow)	50 sp
Captain	17 gp
Cavalry, Archer	120 sp
Cavalry, Crossbowman	112 sp
Cavalry, Heavy	120 sp
Cavalry, Light	112 sp
Cavalry, Medium	112 sp
Crossbowman	50 sp
Infantry, Heavy	50 sp
Infantry, Hobliar, Heavy	56 sp
Infantry, Hobliar, Light	56 sp
Infantry, Light	40 sp
Infantry, Pikeman, Heavy	50 sp
Marine	60 sp
Lieutenant	15 gp
Sergeant	13 gp
Siege Engineer	120 sp
Sapper/Miner	100 sp
Slinger	40 sp

TABLE 10-9H: MERCENARY SOLDIER PRICES

Troop Type	HM Cost per Month	Base Availability		
		Hi	Med	Low
Archer (longbow)	4 gp	70	50	30
Archer (shortbow)	2 gp	90	75	60
Captain	special	50	30	10
Cavalry, Archer	6 gp	65	45	25
Cavalry, Crossbowman	4 gp	65	45	25
Cavalry, Heavy	6 gp	60	40	20
Cavalry, Light	3 gp	75	55	35
Cavalry, Medium	4 gp	70	50	52
Crossbowman	2 gp	90	80	70
Infantry, Heavy	2 gp	85	75	55
Infantry, Hobliar, Heavy	3 gp	65	45	25
Infantry, Hobliar, Light	2 gp	75	55	35
Infantry, Light	1 gp	90	80	70
Infantry, Pikeman, Heavy	3 gp	80	65	45
Marine	6 gp	70	50	30
Lieutenant	special	60	40	20
Sergeant	special	70	50	30
Siege Engineer	5 gp	60	40	20
Sapper/Miner	10 gp	65	45	25
Slinger	3 gp	85	75	65

CR 5; **Captain, male human** Ftr5: hp 38 (5d10); AC 19 (+5 breastplate, +2 Dex, +2 shield), touch 12, flat-footed 17; Base Atk +5; Grp +7; Atk +8 melee (1d8+4/crit 19-20/x2, longsword); Full Atk +8 melee (1d8+4/crit 19-20/x2, longsword); Medium humanoid; Init +6; MV 20; SV Fort +6, Ref +3, Will +1; AL LN; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 12.

Skills: Appraise +0, Balance +2, Bluff +1, Climb +2, Concentration +2, Craft +0, Diplomacy +1, Disguise +1, Escape Artist +2, Forgery +0, Gather Information +1, Handle Animal +9, Heal +0, Hide +2, Intimidate +1, Jump +2, Knowledge (all skills) +0, Listen +0, Move Silently +2, Pantomime +0, Perform +1, Ride +10, Search +0, Sense Motive +0, Spot +2, Survival +2, Swim +2, Use Rope +2.

Feats: Cleave, Improved Initiative, Mounted Combat, Power Attack, Weapon Focus (longsword), Weapon Specialization (Longsword).

Possessions: Breastplate armor, longsword, 2 daggers, large steel shield.

HackMaster Captain HF 4, EP 497, 5th level fighter, Str 16/26, Dex 12/77, Con 14/32, Int 11/85, Wis 12/15, Cha 10/54, Com 11/94, AL LN, AC 1 (banded mail, medium shield), MV 12", HD 5, hp 60, SZ M, # AT 3/2, D 1d8+5 (longsword), ML 14, TOP 21, Crit BSL: Def AC +3 (long sword), +2 (melee), +2 (missile), FF 7, Age 30, Height 6', Weight 171 lbs., **Skills:** basic leadership 60, committee leadership 66, military battle sense 80, military leadership 75, military operations 60, military small unit tactics 70, read/write 50. Long sword specialization.

Possessions: Banded mail armor, long sword, 2 daggers, medium shield, 350 gp worth of equipment.

Languages: Common tongue, regional language.

CAVALRY, ARCHER

These troops are lightly armored mounted missile experts.

Chapter 10: Personal Goods and Services

CR 1/2; Cavalry, Archer, male human War1: hp 6 (1d8); AC 16 (+2 leather armor, +4 Dex), touch 14, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/crit 20/x3, heavy lance); or +5 ranged (1d8+1/crit 20/x3, composite longbow [+1 Str bonus]); Full Atk +2 melee (1d8+1/crit 20/x3, heavy lance); or +5 ranged (1d8+1/crit 20/x3, composite longbow [+1 Str bonus]); Medium humanoid; Init +4; MV 30; (60 mounted); SV Fort +3, Ref +4, Will -1; AL LN; Str 12, Dex 18, Con 12, Int 8, Wis 8, Cha 9.

Skills: Appraise -1, Balance +4, Bluff -1, Climb +1, Concentration +1, Craft -1, Diplomacy -1, Disguise -1, Escape Artist +4, Forgery -1, Gather Information -1, Handle Animal +3, Heal -1, Hide +4, Intimidate -1, Jump +1, Knowledge (all skills) +1, Listen -1, Move Silently +4, Pantomime -1, Perform -1, Ride +8, Search -1, Sense Motive -1, Spot -1, Survival -1, Swim +1, Use Rope +4.

Feats: Mounted Combat, Mounted Archery

Possessions: Leather armor, composite longbow [+1 Str bonus], heavy lance, 40 arrows and quiver, light warhorse and basic tack.

HackMaster Cavalry Archer (human) - HF 1, EP 35, 0-level human, Str 12/56, Dex 16/99, Con 12/68, Int 11/62, Wis 11/56, Cha 11/49, Com 10/78, AL N, AC 5 (studded leather, Dex), MV 12", HD 1+1, hp 26, SZ M, # AT 1, D 1d6 (flight arrow) or 1d6+1 (short sword), ML 12, TOP 13, Crit BSL: Def AC -4 (melee), -1 (missile), FF 6, Age 26, Height 5'8", Weight 146 lbs.

Skills: land-based riding 70, secondary 40.

Possessions: Studded leather armor, shortbow, 20 flight arrows, short sword, dagger.

Languages: Common tongue, regional language plus one nearby regional language.

CAVALRY, CROSSBOWMAN

These troops are much like cavalry archers but wield the heavy crossbow instead of longbow.

HackMaster Cavalry Crossbowman (human) - HF 1, EP 35, 0-level human, Str 11/95, Dex 16/51, Con 11/84, Int 10/22, Wis 10/62, Cha 12/57, Com 11/17, AL N, AC 5 (studded leather, Dex), MV 12", HD 1+1, hp 26, SZ M, # AT 1, D 1d8 (light quarrel) or 1d6 (short sword), ML 12, TOP 13, Crit BSL: Def AC -4 (melee), -1 (missile), FF 5, Age 24, Height 5'7", Weight 139 lbs.

Skills: land-based riding 68, secondary 40.

Possessions: Studded leather armor, light crossbow, 20 light quarrels, short sword, dagger.

Languages: Common tongue, regional language plus one nearby regional language.

CAVALRY, HEAVY

These soldiers are trained to operate in close formation and overpower their foes.

CR 1/2; Cavalry, Heavy, male human War1: hp 6 (1d8); AC 17 (+4 scale mail armor, +3 Dex), touch 13, flat-footed 14; Base Atk +1; Grp +4; Atk +4 melee (1d8+3/crit 20/x3, heavy lance) or (1d8+3/crit 19-20/x2, longsword), or (1d8+3/crit 20/x2,

heavy mace); Full Atk +4 melee (1d8+3/crit 20/x3, heavy lance) or (1d8+3/crit 19-20/x2, longsword), or (1d8+3/crit 20/x2, heavy mace); Medium humanoid; Init +3; MV 20 (35 mounted); SV Fort +3, Ref +3, Will -1; AL LN; Str 16, Dex 16, Con 12, Int 8, Wis 8, Cha 9.

Skills: Appraise -1, Balance +3, Bluff -1, Climb +3, Concentration +1, Craft -1, Diplomacy -1, Disguise -1, Escape Artist +3, Forgery -1, Gather Information -1, Handle Animal +3, Heal -1, Hide +3, Intimidate -1, Jump +3, Knowledge (all skills) -1, Listen -1, Move Silently +3, Pantomime -1, Perform -1, Ride +7, Search -1, Sense Motive -1, Spot -1, Survival -1, Swim +3, Use Rope +3.

Feats: Mounted Combat, Trample.

Possessions: Scale mail armor, heavy lance, heavy warhorse and basic tack, scale mail barding, longsword, heavy mace.

HackMaster Heavy Cavalry (human) - HF 1, EP 35, 0-level human, Str 15/47, Dex 15/89, Con 12/59, Int 10/53, Wis 12/65, Cha 10/38, Com 9/69, AL N, AC 2 (banded mail, Dex), MV 12", HD 1+1, hp 28, SZ M, # AT 1, D 1d8+4 (heavy lance) or 1d6+3 (short sword), ML 12, TOP 14, Crit BSL: Def AC -3 (melee), -1 (missile), FF 6, Age 27, Height 5'9", Weight 152 lbs.

Skills: land-based riding 80, secondary 50.

Possessions: Banded mail armor, heavy horse lance, short sword, horseman's mace, dagger, heavy warhorse with tack & harness, chain barding.

Languages: Common tongue, regional language.

CAVALRY, LIGHT

These troops are not trained to operate in close order formation. They are useful as skirmish-raider types only.

CR 1/2; Cavalry, Light, male human War1: hp 6 (1d8); AC 16 (+3 ring mail armor, +3 Dex), touch 13, flat-footed 13; Base Atk +1; Grp +4; Atk +4 melee (1d8+3/crit 20/x3, heavy lance) or (1d8+3/crit 19-20/x2, longsword); Full Atk +4 melee (1d8+3/crit 20/x3, heavy lance) or (1d8+3/crit 19-20/x2, longsword); Medium humanoid; Init +3; MV 20 (60 mounted); SV Fort +3, Ref +3, Will -1; AL LN; Str 16, Dex 16, Con 12, Int 8, Wis 8, Cha 9.

Skills: Appraise -1, Balance +3, Bluff -1, Climb +3, Concentration +1, Craft -1, Diplomacy -1, Disguise -1, Escape Artist +3, Forgery -1, Gather Information -1, Handle Animal +3, Heal -1, Hide +3, Intimidate -1, Jump +3, Knowledge (all skills) -1, Listen -1, Move Silently +3, Pantomime -1, Perform -1, Ride +7, Search -1, Sense Motive -1, Spot -1, Survival -1, Swim +3, Use Rope +3.

Feats: Mounted Combat, Ride by Attack.

Possessions: Ring mail armor, heavy lance, light warhorse and basic tack, longsword.

HackMaster Light Cavalry (human) - HF 1, EP 35, 0-level human, Str 15/38, Dex 16/70, Con 11/59, Int 11/44, Wis 11/56, Cha 10/29, Com 10/50, AL N, AC 4 (studded leather, Dex), MV 12", HD 1+1, hp 27, SZ M, # AT 1, D 1d6+4 (light lance) or 1d6+3 (short sword), ML 12, TOP 13, Crit BSL: Def AC -3 (melee), -1 (missile), FF 5, Age 26, Height 5'9", Weight 146 lbs.

Skills: land-based riding 80, secondary 50.

Possessions: Studded leather armor, light horse lance, short sword, horseman's mace, dagger, light warhorse with tack & harness, leather barding.

Languages: Common tongue, regional language.

CAVALRY, MEDIUM

Similar to heavy cavalry, medium horsemen are trained to operate in formation, but they are generally mounted on lighter [i.e. less expensive] horses and do not ride as close to their fellows.

CR 1/2; Cavalry, Medium, male human War1: hp 6 (1d8); AC 17 (+4 bezaunted leather armor, +3 Dex), touch 13, flat-footed 14; Base Atk +1; Grp +4; Atk +4 melee (1d8+3/crit 20/x3, heavy lance or longsword); Full Atk +4 melee (1d8+3/crit 20/x3, heavy lance or longsword); Medium humanoid; Init +3; MV 30 (55 mounted); SV Fort +3, Ref +3, Will -1; AL LN; Str 16, Dex 16, Con 12, Int 8, Wis, 8, Cha 9.

Skills: Appraise -1, Balance +3, Bluff -1, Climb +3, Concentration +1, Craft -1, Diplomacy -1, Disguise -1, Escape Artist +3, Forgery -1, Gather Information -1, Handle Animal +3, Heal -1, Hide +3, Intimidate -1, Jump +3, Knowledge (all skills) -1, Listen -1, Move Silently +3, Pantomime -1, Perform -1, Ride +7, Search -1, Sense Motive -1, Spot -1, Survival -1, Swim +3, Use Rope +3.

Feats: Mounted Combat, and Knock Prone (knock down opponent on a crit, in addition to normal effects) or Weapon Focus (lance).

Possessions: Bezaunted leather armor, heavy lance, medium warhorse and basic tack, studded leather barding, longsword.

HackMaster Medium Cavalry (human) - HF 1, EP 35, 0-level human, Str 15/29, Dex 16/61, Con 11/40, Int 10/35, Wis 10/47, Cha 11/10, Com 10/41, AL N, AC 3 (scale mail, Dex), MV 12", HD 1+1, hp 27, SZ M, # AT 1, D 1d6+5 (medium lance) or 1d6+3 (short sword), ML 12, TOP 13, Crit BSL: Def AC -3 (melee), -1 (missile), FF 5, Age 26, Height 5'9", Weight 150 lbs.

Skills: land-based riding 80, secondary 50.

Possessions: Scale mail armor, medium horse lance, short sword, horseman's mace, dagger, medium warhorse with tack & harness, half brigandine barding.

Languages: Common tongue, regional language.

CROSSBOWMAN

In D&D, these troops serve like longbowmen (and use the same stats), but substitute a heavy crossbow for the longbow and Precise Shot feat for the Rapid Shot feat.

HackMaster Heavy Crossbowman (human) - HF 1, EP 35, 0-level human, Str 10/15, Dex 15/81, Con 11/59, Int 11/44, Wis 10/56, Cha 11/49, Com 12/77, AL N, AC 3 (chain mail armor, Dex), MV 12", HD 1+1, hp 25, SZ M, # AT 1, D 2d4+1 (heavy quarrel) or 1d6 (short sword), ML 12, TOP 13, Crit BSL: Def AC -4 (melee), -1 (missile), FF 6, Age 25, Height 5'9", Weight 149 lbs.

Skills: primary 60, secondary 50.

Possessions: Chain mail armor, crossbow, 20 heavy quarrels, short sword.

Languages: Common tongue, regional language plus one nearby regional language.

ENGINEER, SAPPER/MINER

All underground construction or tunneling, as well as siege operations that require trenchwork, mining, counter-mining, siege equipment (picks, rams, towers, etc.), or trenches, ditches, parapets and so forth, require the professional services of an engineer-sapper/miner. This NPC is able to both establish and supervise such operations. They normally wear only light armor (leather or studded leather) because of their strenuous duties. Dwarves are useful in this capacity due to their Stonecunning racial ability. However, they can cost up to 20% more. For a typical D&D example of a human Engineer (sapper/miner) use the Siege Engineer (builder statistics and substitute Craft (siege weapons) for Craft (tunnels/mines) and mining tools instead of carpenter's tools.

Trench construction costs about 100 gp per 500 cubic feet while tunnel construction is twice that. See the Stronghold Builder's Guide for more information on construction. Details for HackMaster can be found in *Lord Flataroy's Guide to Fortifications*.

HackMaster Engineer - HF 1, EP 15, 0-level human, Str 10/09, Dex 10/43, Con 12/22, Int 17/37, Wis 13/39, Cha 12/10, Com 11/32, AL N, AC 8 (leather), MV 12", HD 1, hp 26, SZ M, # AT 1, D 1d6-2 (dagger), ML 10, TOP 12, Crit BSL: Def AC -4, FF 5, Age 31, Height 5'7", Weight 141 lbs.

Skills: construction: defense works 70, construction: fortifications 65, construction: siege works 52, engineering 55, engineering - fortifications 75, read/write 80. *Proficiencies:* Assaying tools 95

Possessions: Leather armor, dagger, ink & quills, scrolls, rulers, 125 gp worth of equipment.

Languages: Common tongue, regional language.



Light Cavalry

Heavy Infantryman

Chapter 10: Personal Goods and Services

INFANTRY, HEAVY:

These troops are trained to fight in close formation. They do so regardless of the type of armor they wear.

CR 1/2; **Infantry, Heavy, male human War1:** hp 7 (1d8); AC 20 (+6 splint mail armor, +4 shield), touch 10, flat-footed 20; Base Atk +1; Grp +5; Atk +5 melee (1d8+4/crit 20/x3, battleaxe); Full Atk +5 melee (1d8+4/crit 20/x3, battleaxe); Medium humanoid; Init +0; MV 20; SV Fort +4, Ref +0, Will -1; AL LN; Str 18, Dex 11, Con 14, Int 8, Wis, 8, Cha 8.

Skills: Appraise -1, Balance +0, Bluff -1, Climb +4, Concentration +2, Craft -1, Diplomacy -1, Disguise -1, Escape Artist +0, Forgery -1, Gather Information -1, Heal -1, Hide +0, Intimidate -1, Jump +8, Knowledge (all skills) -1, Listen -1, Move Silently +0, Pantomime -1, Perform -1, Ride +0, Search -1, Sense Motive -1, Spot +1, Survival -1, Swim +4, Use Rope +0.

Feats: Power Attack, Cleave.

Possessions: Splint mail armor, tower shield (may provide a different bonus than +4 depending on the amount of cover used), battle axe.

HackMaster Heavy Infantry (human) - HF 1, EP 35, 0-level human, Str 15/93, Dex 11/81, Con 14/39, Int 9/29, Wis 10/57, Cha 11/46, Com 11/50, AL N, AC 1 (banded mail, medium shield), MV 12", HD 1+1, hp 30, SZ M, # AT 1, D 1d8+3 (long sword), ML 12, TOP 15, Crit BSL: Def AC -3 (melee), -4 (missile), FF 7, Age 25, Height 5'11", Weight 168 lbs.

Skills: primary 60, secondary 40.

Possessions: Banded mail armor, medium shield, long sword, battle axe, dagger, spear.

Languages: Common tongue, regional language.

INFANTRY, HOBILAR (HEAVY OR LIGHT)

These troops are simply mounted infantry, able to use horses to move but not specialized in advanced forms of mounted combat like cavalry. Thus, hobilar ride to battle but dismount to fight. Some provision must be made to care for the horses, or the hobilar will leave 25% of their number behind to do so.

CR 1/2; **Infantry, Light, Hobilar, male human War1:** hp 6 (1d8); AC 18 (+4 scale mail armor, +3 Dex, +1 shield), touch 13, flat-footed 15; Base Atk +1; Grp +4; Atk +4 melee (1d8+3/crit 19-20/x2, longsword); Full Atk +4 melee (1d8+3/crit 19-20/x2, longsword); Medium humanoid; Init +3; MV 20 (60 mounted); SV Fort +3, Ref +3, Will -1; AL LN; Str 16, Dex 16, Con 12, Int 8, Wis, 8, Cha 9.

Skills: Appraise -1, Balance +3, Bluff -1, Climb +3, Concentration +1, Craft -1, Diplomacy -1, Disguise -1, Escape Artist +3, Forgery -1, Gather Information -1, Handle Animal +3, Heal -1, Hide +3, Intimidate -1, Jump +3, Knowledge (all skills) -1, Listen -1, Move Silently +3, Pantomime -1, Perform -1, Ride +7, Search -1, Sense Motive -1, Spot -1, Survival -1, Swim +3, Use Rope +3.

Feats: Mounted Combat, Quick Dismount (dismounting is a free action).

Possessions: Scale mail armor, light horse and basic tack, longsword, small steel shield.

HackMaster Light Hobilar Infantry (human) - HF 1, EP 35, 0-level human, Str 13/84, Dex 12/72, Con 12/20, Int 10/18, Wis 11/48, Cha 10/37, Com 10/56, AL N, AC 5 (studded leather, small shield), MV 12", HD 1, hp 27, SZ M, # AT 1, D 1d8+1 (battle axe), ML 12, TOP 13, Crit BSL: Def AC -3, FF 6, Age 24, Height 5'9", Weight 154 lbs.

Skills: land-based riding 60, secondary 40.

Possessions: Studded leather armor, small shield, battle axe, dagger, footman's mace, riding horse with tack & harness.

Languages: Common tongue, regional language.

CR 1/2; **Infantry, Heavy, Hobilar, male human War1:** hp 6 (1d8); AC 20 (+5 Chain mail armor, +3 Dex, +2 shield), touch 13, flat-footed 17; Base Atk +1; Grp +4; Atk +4 melee (1d8+3/crit 19-20/x2, longsword); Full Atk +4 melee (1d8+3/crit 19-20/x2, longsword); Medium humanoid; Init +3; Spd 20 ft. (60 ft. mounted); SV Fort +3, Ref +3, Will -1; AL LN; Str 16, Dex 16, Con 12, Int 8, Wis, 8, Cha 9.

Skills: Appraise -1, Balance +3, Bluff -1, Climb +3, Concentration +1, Craft -1, Diplomacy -1, Disguise -1, Escape Artist +3, Forgery -1, Gather Information -1, Handle Animal +3, Heal -1, Hide +3, Intimidate -1, Jump +3, Knowledge (all skills) -1, Listen -1, Move Silently +3, Pantomime -1, Perform -1, Ride +7, Search -1, Sense Motive -1, Spot -1, Survival -1, Swim +3, Use Rope +3.

Feats: Power Attack and Cleave.

Possessions: Chain mail armor, light horse and basic tack, longsword, large steel shield.

HackMaster Heavy Hobilar Infantry (human) - HF 1, EP 35, 0-level human, Str 14/75, Dex 12/71, Con 13/20, Int 10/18, Wis 11/48, Cha 10/37, Com 10/56, AL N, AC 5 (studded leather, small shield), MV 12", HD 1, hp 26, SZ M, # AT 1, D 1d8+3 (long sword), ML 12, TOP 13, Crit BSL: Def AC -3, FF 6, Age 24, Height 5'10", Weight 159 lbs.

Skills: land-based riding 60, secondary 40.

Possessions: Studded leather armor, small shield, long sword, dagger, footman's mace, spear, riding horse with tack & harness.

Languages: Common tongue, regional language.

INFANTRY, LIGHT

These soldiers do not fight in close formation. They are useful in rough terrain, woods, and so on.

CR 1/2; **Infantry, Light, male human War1:** hp 7 (1d8); AC 18 (+4 Chain shirt armor, +2 Dex, +2 Shield), touch 12, flat-footed 16; Base Atk +1; Grp +4; Atk +4 melee (1d8+3/crit 20/x3, battleaxe); Full Atk +4 melee (1d8+3/crit 20/x3, battleaxe); Medium humanoid; Init +2; MV 30; SV Fort +4, Ref +2, Will +0; AL LN; Str 16, Dex 14, Con 14, Int 8, Wis, 10, Cha 8.

Skills: Appraise -1, Balance +2, Bluff -1, Climb +3, Concentration +2, Craft -1, Diplomacy -1, Disguise -1, Escape Artist +2, Forgery -1, Gather Information -1, Heal +0, Hide +2, Intimidate -1, Intuit Direction +2, Jump +3, Knowledge (all skills) -1, Listen +0, Move Silently +2, Pantomime +0, Perform -1, Ride +2, Search -1, Sense Motive +0, Spot +0, Survival +2, Swim +3, Use Rope +2.

Feats: Sprint (base speed increases by 10 feet in combat) and Hammer and Anvil (you and ally with same feat gain attack/damage bonuses: +4 to hit for first character to strike, +2 to ally's damage on successful hit).

Possessions: Chain shirt armor, large steel shield, battleaxe.

HackMaster Light Infantry (human) - *HF 1, EP 35, 0-level human, Str 12/76, Dex 11/66, Con 12/25, Int 10/50, Wis 10/35, Cha 10/52, Com 9/44, AL N, AC 4 (scale mail, small shield), MV 12", HD 1, hp 26, SZ M, # AT 1, D 1d8+3 (battle axe), ML 12, TOP 13, Crit BSL: Def AC -4, FF 6, Age 24, Height 5'9", Weight 154 lbs.*

Skills: *land-based riding 60, secondary 40.*

Possessions: *Scale mail armor, small shield, battle axe, dagger, footman's mace, riding horse with tack & harness.*

Languages: *Common tongue, regional language.*

Note that shieldbearers are generally light infantry with a body shield instead of a small shield. They serve to protect archers and crossbowmen, and only fight when pressed.

INFANTRY, PIKEMAN

These soldiers are heavy footmen especially trained to fight and maneuver with pikes. Mercenary pikemen will always be of a warrior or fighter class, not armed expert or commoner classes.

CR 1/2; Infantry, Pikeman, male human War1: hp 5 (1d8); AC 17 (+5 chainmail, +2 Dex), touch 12, flat-footed 15; Base Atk +1; Grp +5; Atk +5 melee (1d10+4/crit 20/x3, pike); Full Atk +5 melee (1d10+4/crit 20/x3, pike); Medium humanoid; Init +2; MV 20; SV Fort +2, Ref +2, Will -1; AL LN; Str 18, Dex 14, Con 10, Int 9, Wis, 8, Cha 8.

Skills: Appraise -1, Balance +2, Bluff -1, Climb +4, Concentration +0, Craft -1, Diplomacy -1, Disguise -1, Escape Artist +2, Forgery -1, Gather Information -1, Heal -1, Hide +2, Intimidate -1, Jump +4, Knowledge (all skills) -1, Listen +1, Move Silently +2, Pantomime -1, Perform -1, Ride +2, Search -1, Sense Motive -1, Spot +1, Survival -1, Swim +4, Use Rope +2.

Feats: Power Attack, Cleave.

Possessions: Chain mail armor, pike.

HackMaster Pikeman (human) - *HF 1, EP 35, 0-level human, Str 14/73, Dex 12/53, Con 11/82, Int 11/45, Wis 11/33, Cha 11/71, Com 10/54, AL N, AC 6 (scale mail), MV 12", HD 1, hp 25, SZ M, # AT 1, D 1d6+2 (awl pike), ML 12, TOP 12, Crit BSL: Def AC -3, FF 5, Age 25, Height 5'8", Weight 145 lbs.*

Skills: *primary 55.*

Possessions: *Scale mail armor, awl pike, dagger.*

Languages: *Common tongue, regional language.*

LIEUTENANT

A lieutenant is an assistant to a captain or a leader in his own right. He will be a 2nd to 4th level fighter and can command as many decades of troops as he has levels. This is exclusive of sergeants, of course. A lieutenant serving under a captain extends the number of troops the captain can effectively command and

control. He adds a number of troops equal to ten times his level to the total troops commanded by the captain. The level of a lieutenant determines how many sergeants he is able to direct, these being in addition to those normally serving with the troops, i.e. 2 to 4 additional sergeants who can do special duty.

CR 2; Lieutenant, male human Ftr2: hp 15 (2d10); AC 19 (+5 breastplate, +2 Dex, +2 shield), touch 12, flat-footed 17; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/crit 19-20/x2, longsword); or +4 ranged (1d4/crit 19-20/x2, dagger); Full Atk +5 melee (1d8+2/crit 19-20/x2, longsword); or +4 ranged (1d4/crit 19-20/x2, dagger); Medium humanoid; Init +2; MV 20; SV Fort +5, Ref +2, Will +0; AL LN; Str 14, Dex 14, Con 14, Int 9, Wis, 10, Cha 12.

Skills: Appraise -1, Balance +2, Bluff +1, Climb +2, Concentration +2, Craft -1, Diplomacy +1, Disguise +1, Escape Artist +2, Forgery -1, Gather Information +1, Handle Animal +4, Heal +0, Hide +2, Intimidate +1, Jump +2, Knowledge (all skills) -1, Listen +2, Move Silently +2, Pantomime +0, Perform -1, Ride +3, Search -1, Sense Motive +0, Spot +2, Survival +0, Swim +2, Use Rope +2.

Feats: Cleave, Power Attack, Weapon Focus (longsword), Combat Reflexes.

Possessions: Breastplate armor, longsword, 2 daggers, large steel shield.

HackMaster Lieutenant HF 2, EP 225, 3rd level fighter, Str 15/21, Dex 11/44, Con 13/23, Int 12/76, Wis 11/95, Cha 11/34, Com 10/74, AL LN, AC 2 (banded mail, small shield), MV 12", HD 3, hp 41, SZ M, # AT 3/2, D 1d8+5 (long sword), ML 13, TOP 17, Crit BSL: Def AC +1 (long sword), +0 (melee), -1 (missile), FF 6, Age 30, Height 5'11", Weight 164 lbs., Skills: basic leadership 52, committee leadership 23, military battle sense 65, military leadership 52, military operations 51, military small unit tactics 75, read/write 50. Long sword specialization.

Possessions: *Banded mail armor, long sword, 2 daggers, small shield, 100 gp worth of equipment.*

Languages: *Common tongue, regional language.*

SERGEANT

A sergeant is the leader of a small body of troops, a non-commissioned officer equivalent. All sergeants are typically 1st level fighters. A sergeant can command up to 10 soldiers as an independent unit or assure orders from lieutenants or a captain are carried out. There must be a minimum of one sergeant for every 10 regular soldiers, and there can be one sergeant per five regular soldiers.

CR 2; Sergeant, male human Ftr1: hp 8 (1d10); AC 19 (+5 breastplate, +2 Dex, +2 shield), touch 12, flat-footed 17; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/crit 19-20/x2, longsword); or +3 ranged (1d4/crit 19-20/x2, dagger); Full Atk +4 melee (1d8+2/crit 19-20/x2, longsword); or +3 ranged (1d4/crit 19-20/x2, dagger); Medium humanoid; Init +2; MV 20; SV Fort +4, Ref +2, Will +0; AL LN; Str 14, Dex 14, Con 14, Int 9, Wis, 10, Cha 12.

Skills: Appraise -1, Balance +2, Bluff +1, Climb +2, Concentration +2, Craft -1, Diplomacy +1, Disguise +1, Escape Artist +2, Forgery -1, Gather Information +1, Handle Animal +4, Heal +0, Hide +2, Intimidate +1, Jump +2, Knowledge (all skills) -1, Listen +0, Move Silently +2,

Chapter 10: Personal Goods and Services

Pantomime +0, Perform -1, Ride +2, Search -1, Sense Motive +0, Spot +2, Survival +0, Swim +2, Use Rope +2.

Feats: Cleave, Power Attack, Weapon Focus (longsword).

Possessions: Breastplate armor, longsword, 2 daggers, large steel shield.

HackMaster Sergeant *HF 1, EP 84, 1st level fighter, Str 14/21, Dex 11/44, Con 13/23, Int 12/76, Wis 11/95, Cha 11/34, Com 10/74, AL LN, AC 3 (chain mail, small shield), MV 12", HD 1, hp 30, SZ M, # AT 3/2, D 1d8+4 (long sword), ML 12, TOP 14, Crit BSL: Def AC -1 (long sword), -2 (melee), -3 (missile), FF 6, Age 26, Height 5'10", Weight 152 lbs., Skills: art of beating 45, basic leadership 52, military battle sense 65, military leadership 52, military small unit tactics 83, read/write 50. Long sword specialization.*

Possessions: Chain mail armor, long sword, club, 2 daggers, small shield, 50 gp worth of equipment.

Languages: Common tongue, regional.

SIEGE ENGINEER

These expert troops are required to operate any missile engines larger than a heavy crossbow (catapults, infernal machines, trebuchets and so on). They will fight in melee but only if their position is being overrun. If employment is short term only, say a few months or less, rates of pay and costs will be increased from 10% to 60%.

CR 1/2; **Siege Engineer (operator), male human Exp1:** hp 4 (1d6); AC 13 (+2 leather armor, +1 Dex), touch 11, flat-footed 12; Base Atk +0; Grp +0; Atk +0 melee (1d4/crit 20/x4, light pick) or ranged (see siege engines in Chapter 2: Weaponry); Full Atk +0 melee (1d4/crit 20/x4, light pick) or ranged (see siege engines in Chapter 2: Weaponry); Medium humanoid; Init +1; MV 30; SV Fort +0, Ref +1, Will +6; AL LN; Str 10, Dex 12, Con 10, Int 8, Wis, 18, Cha 9.

Skills: Appraise -1, Balance +1, Bluff -1, Climb +0, Concentration +0, Craft -1, Diplomacy -1, Disguise -1, Escape Artist +1, Forgery -1, Gather Information -1, Heal +4, Hide +1, Intimidate -1, Jump +0, Knowledge (all skills) -1, Listen +8, Move Silently +1, Pantomime +4, Perform -1, Profession (siege engineer) +10, Ride +1, Search +3, Sense Motive +4, Spot +8, Survival +8, Swim +0, Use Rope +5.

Feats: Expert Timing (can delay action without losing normal initiative, or act simultaneously with foe going on lower initiative), Skill Focus (profession - siege engineer).

Possessions: Leather armor, light pick.

Or

CR 1/2; **Siege Engineer (builder), male human Exp1:** hp 4 (1d6); AC 13 (+2 leather armor, +1 Dex), touch 11, flat-footed 12; Base Atk +0; Grp +0; Atk +0 melee (1d4/crit 20/x4, light pick) or ranged (see siege engines in Chapter 2: Weaponry); Full Atk +0 melee (1d4/crit 20/x4, light pick) or ranged (see siege engines in Chapter 2: Weaponry); Medium humanoid; Init +1; MV 30; SV Fort +0, Ref +1, Will +6; AL LN; Str 10, Dex 12, Con 10, Int 18, Wis, 8, Cha 9.

Skills: Appraise +4, Balance +1, Bluff -1, Climb +0, Concentration +0, Craft +10, Decipher Script +5, Diplomacy -1, Disguise -1, Escape Artist +1, Forgery +4, Gather

Information -1, Heal -1, Hide +1, Intimidate -1, Jump +0, Knowledge (architecture and engineering) +10, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (local) +5, Knowledge (nature) +5, Knowledge (art of war) +8, Knowledge (military logistics) +6, Knowledge (military tactics) +7, Knowledge (military training) +5, Listen -1, Move Silently +1, Pantomime +3, Perform -1, Profession (siege engineer) +5, Ride +1, Search +4, Sense Motive -1, Spot +3, Survival -1, Swim +0, Use Rope +5.

Feats: Natural Engineer (+2 bonus to Knowledge (architecture, engineering) and Profession (engineer), Skill Focus (craft - siege weapons).

Possessions: Leather armor, light pick, carpenter's tools.

HackMaster Siege Engineer - *HF 1, EP 15, 0-level human, Str 11/68, Dex 11/34, Con 10/52, Int 16/97, Wis 13/41, Cha 12/81, Com 10/53, AL N, AC 8 (leather), MV 12", HD 1, hp 26, SZ M, # AT 1, D 1d6+1 (footman's pick), ML 10, TOP 11, Crit BSL: Def AC -4, FF 5, Age 32, Height 5'8", Weight 144 lbs.*

Skills: construction: defense works 70, construction: fortifications 70, construction: siege works 92, engineering 52, engineering - fortifications 23, read/write 70. **Proficiencies:** Assaying tools 95.

Possessions: Leather armor, footman's pick, ink & quills, scrolls, rulers, 100 gp worth of equipment.

Languages: Common tongue, regional language.

SLINGER

Slingers are not as effective as archers but are much cheaper to field. They are also able to employ small shields at the same time as they ply their slings. They are always light footmen but they tend to use only lesser handheld weapons such as hand axes, clubs, short swords and daggers.

CR 1/2; **Slinger, male human War1:** hp 6 (1d8); AC 18 (+3 studded leather armor, +4 Dex, +1 shield), touch 14, flat-footed 14; Base Atk +1; Grp +2; Atk +5 melee (1d6+1/crit 20/x3, handaxe); or +5 ranged (1d4/crit 20/x2, sling); Full Atk +5 melee (1d6+1/crit 20/x3, handaxe); or +5 ranged (1d4/crit 20/x2, sling); Medium humanoid; Init +4; Spd 30; SV Fort +3, Ref +4, Will -1; AL LN; Str 12, Dex 18, Con 12, Int 8, Wis, 8, Cha 9.

Skills: Appraise -1, Balance +4, Bluff -1, Climb +3, Concentration +1, Craft -1, Diplomacy -1, Disguise -1, Escape Artist +4, Forgery -1, Gather Information -1, Heal +0, Hide +4, Intimidate -1, Jump +3, Knowledge (all skills) -1, Listen -1, Move Silently +4, Pantomime -1, Perform -1, Ride +4, Search -1, Sense Motive -1, Spot +0, Survival -1, Swim +1, Use Rope +4.

Feats: Point Blank Shot, Weapon Finesse (handaxe).

Possessions: Studded leather armor, sling, handaxe, 40 bullets and large sack, small steel shield.

HackMaster Slinger (human) - *HF 1, EP 15, 0-level human, Str 11/67, Dex 13/35, Con 11/86, Int 11/65, Wis 11/20, Cha 9/12, Com 11/68, AL N, AC 5 (studded leather, small shield), MV 12", HD 1, hp 25, SZ M, # AT 1, D 1d6 (sling bullet), ML 12, TOP 12, Crit BSL: Def AC -3 (melee), FF 5, Age 23, Height 5'8", Weight 144 lbs.*

Possessions: Studded leather armor, small shield, sling, 20 bullets, dagger.

Languages: Common tongue, regional language.

BROTHELS

The House of Vice, church of the evil deity known as the Vicelord, controls most houses of prostitution throughout Tellene. In fact, most brothels double as temples to the Vicelord – the only real reason why the worship of this deity is tolerated in most areas. That, and the fact that these "houses of ill-repute" are rarely caught committing a major offense. In Bet Kalamar, for example, the House of Vice openly operates five brothels and secretly operates two more that cater to bizarre tastes.

Brothel keepers purchase female prostitutes (or male, in some cases) for their appearance – usually the more exotic, the better. In human cities, elves and half-elves tend to be the most popular. Typical targets for induction into brothels are girls or women who seem naive, lonely or homeless. Brothel keepers may also work with slavers or black marketers in order to secure prostitutes. Brothel keepers may be male or female (females being known as the "madam" and males being known as "the Sir"). Madams, in general, tend to be kinder to their girls and treat them as paid employees, rather than as slaves. Of course, this is not always the case. A brothel keeper generally gets 60-80% of the take – the prostitutes themselves often do not know what their madam charges, and they never see the money themselves, except in the case of "tips" or what they can safely steal from the client's coin pouch.

Taverns and inns, even those who supply "companionship" for a price, are not considered brothels. Innkeepers simply allow certain prostitutes to work inside their inn – for a percentage of the take, of course. This percentage typically ranges from 20% to 50%.



TABLE 10-10: PROSTITUTE COST

Base cost per night: 10 gp

EXPERIENCE MULTIPLIER

Experience	Base Cost
unskilled*	x1
amateur**	x2/NPC level
professional***	x3/NPC level
expert****	x4/NPC level

*person who performs no exotic or unusual sexual practices
 **person who has loose morals and is free with his/her body
 ***person who has worked or is working as a prostitute
 ****professional prostitute in high demand by clients

CHARISMA MULTIPLIER

Charisma	Add
1-9	+0 gp
10-13	+10 gp
14-18	+20 gp
19-24	+50 gp
25+	+100 gp

AGE MULTIPLIER

Age	Multiplier
Young*	x2
Adult	x1
Middle-aged	x2/3
Old	x1/2
Venerable	x1/4

*of legal age, but not yet adult

RACE MULTIPLIER*

Race	Female	Male	Rationale
Dwarf	x1/2	x2/3	Stout, broad and heavy bodies.
Elf	x3	x3	Fine features, unearthly grace, beautiful.
Gnome	x1/2	x1/3	Bodies too small for mating with most other races.
Half-elf	x2	x2	Pale, fair, smooth skinned.
Half-hobgoblin	x2/3	x2/3	Square features, large hands, strong shoulders.
Half-orc	x1/3	x1/2	Coarse body hair, prominent teeth, porcine nose.
Halfing	x1/2	x1/3	Bodies too small for mating with most other races.
Hobgoblin	x1/3	x2/3	Burly, hairy hides, feline noses, yellow teeth.
Human	x1	x1	Standard, often found in brothels, inns and taverns.

*the race multiplier is always x1 when both client and prostitute are of the same race

To determine how much a prostitute costs per night, begin with the base cost on Table 10-10: Prostitute Cost and multiply by the Experience Multiplier, Charisma Multiplier, Age Multiplier and the Race Multiplier. Then add each total together for the final cost. If necessary, raise or reduce values that do not reflect the local economy and availability. This table is based on the desires of the average human male in Tellene, and does not account for fetishes or special desires, as these vary from person to person.

The average brothel keeper is a quick thinker, a clever speaker and keeps detailed records on his customers. A brothel keeper rarely blackmails his clients, for his money source would soon dry up. Instead, he keeps these records to protect himself – a brothel keeper who has records on the local law enforcement is much less likely to find himself in a fix over a fight or other disturbance erupting from his building.

For game statistics, a brothel keeper has statistics similar to an innkeeper (Profession A), while a prostitute is a specialized entertainer (Profession F).

TABLE 10-11: SLAVE COST

Skill Level	Base Cost
unskilled ¹	10 gp
laborer ²	25 gp/NPC level
craftsman ³	75 gp/NPC level
scholar ⁴	60 gp/NPC level
adventurer	100 gp/character level

1. an untrained youth or a person with no useful skills and average strength
 2. adult with no skills considered exceptional
 3. slave has ranks in at least one useful Craft skill
 4. slave has ranks in at least one Knowledge skill

Age	Multiplier
Young	x1/2
Adult	x1
Middle-aged	x3/4
Old	x1/2
Venerable	x1/4

EXCEPTIONAL ABILITY SCORES	
Total Ability Modifiers	Add
1-3	+5 gp
4-6	+10 gp
7-12	+25 gp
13-24	+100 gp
25+	+200 gp

To find a slave's total ability modifiers, find the sum of all the character's ability score modifiers. Thus, a laborer with Str 16, Dex 12, Con 17, Int 8, Wis 10, Cha 10 will have a total of +6 (+3 for Str, +1 for Dex, +3 for Con, -1 for Int and no modifier for Wis or Cha), increasing his value by 10 gp.

Race	Multiplier	Rationale
Dwarf	x2	Dwarves are tough, durable and have long lives. They often wind up in mines, where they naturally excel. They are also popular craftsmen, working alone or as assistants to other smiths (any type: blacksmith, whitesmith, weaponsmith, etc.)
Elf	x3	Elves are excellent craftsmen, have the longest lives and are generally attractive. They make valuable slaves across Tellene, especially filling domestic and pleasure roles. Slave scholars are commonly elven.
Gnome	x1.5	Gnomes have many advantages, with their one glaring weakness being their lack of strength. They are used in a variety of roles, including scholar, craftsman, artisan and laborer.
Half-elf	x1	Longer-lived than humans, they tend to waywardness and are often untrustworthy. Half-elves typically serve in the same roles as elves, but they appear in all capacities. Owners soon discover that half-elves become bored with any one task and their performance dulls to the point of uselessness.
Half-hobgoblin	x1.5	The sil-karg are not good-looking, but they are capable of following orders. Half-hobgoblin slaves tend to be laborers.
Half-orc	x1	Half-orcs are unattractive, short-lived and stupid, but they are strong and durable. Half-orc slaves serve as laborers, farmers, etc.
Halfling	x0.75	Halflings are small, but they still eat a lot. They are weak and hard to keep under control, but they are also sturdy and long-lived. They make poor laborers but good craftsmen and artisans.
Hobgoblin	x1.5	Hobgoblins are strong and tough. Their free life is often not unlike slavery, so they willingly obey those who earn their respect. They can be relatively trusted soldiers, hard laborers and reliable farmers.
Human	x1	Humans are adaptable to many different locales and temperatures, and may be trained to do almost anything. However, many humans prize freedom over all else, as some slavers have found to their dismay.

SLAVES

As despicable as the custom of slavery might be, human nations on Tellene routinely practice slavery. From the wicked Brolesene to the class-conscious Kalamarans, adventurers will encounter slavery throughout their careers. Other races, especially goblinoids, propagate the system by capturing and selling slaves, as well.

A character might purchase slaves to emancipate them, to make use of their skills, to further an adventure, to fit in with the campaign flavor or to enhance a disguise as slavers. In this eventuality, you need to know how much a slave is worth. Begin with the Base Cost on Table 10-11 and add modifiers for exceptional ability scores. Then multiply by the Age Multiplier and the Race Multiplier. Finally, the DM will raise or reduce values that do not reflect the local economy and availability.

Slaves are made, not born. Typically, a person becomes a slave in one of four ways. First, the character might be sentenced to slavery as punishment for a crime. In this case, the slave belongs to the king or his duly appointed representative, but she might be given away as a gift or a concession. Secondly, a person captured in war might be made a slave of his captor. These two circumstances describe the majority of the slaves on Tellene. Third, a character could voluntarily enter slavery (or an adult might sell her own children) in order to pay a debt. Tragic stories centered around this theme are common, especially in Kalamar. Lastly, a person might be made a slave illegally, by being captured and sold in another country.

Since slavery is so prevalent, most societies have laws for their treatment, or (more likely) penalties for injuring or killing slaves. In most cases, slaves are considered property, not people. Killing your own slaves is usually legal (albeit foolish); killing another person's slaves is not legal.

Slaves are normally available along with other trade goods in the central market, although their potentially high price guarantees that they have special treatment (armed guards, well-crafted manacles, alarms, etc.).

CHAPTER 11:

ANIMALS

Throughout Tellene, animals are used as beasts of burden, commodities, protection and even as pets. Table 11-1: Animal Pricing summarizes those animals a character can generally purchase. Certain rare animals or exotic beasts, such as a woolly mammoth, may only be available in certain regions; in this case, the far north (beyond Lake Jorakk). Regardless, all of these animals may be used as animal companions as described in Chapter 6: Characters in the D&D Dungeon Masters Guide. They may also be trained, as long as a character succeeds at the appropriate Handle Animal check. (See the Handle Animal skill in the *D&D Player's Handbook*.)

Unless otherwise stated, the price on Table 11-1: Animal Pricing is for an untrained animal. A trained domestic animal generally costs twice as much as an untrained one. A trained wild or exotic animal costs approximately 10 times as much as an untrained one.

Certain animal accessories, such as leashes and traps, are listed at the end of this chapter. For information and pricing of barding, saddles and other tack, see Chapter 3: Armor, Shields and Barding.

Alpaca: An alpaca is a woolly mammal similar to a llama, but only about half the size. Its fine fur may be used to make clothing.

CR 1; hp 11(2d8+2); AC 13 (+1 Dex, +2 natural), touch 11, flat-footed 12; Base Atk +1; Grp +1; Atk +2 melee (1d3+1, bite); Full Atk +2 melee (1d3+1, bite); Space/Reach 5 ft./5 ft.; SA -; SQ low-light vision, scent; Medium animal (100-175 lbs., 3 ft. tall at the shoulder; HD ; Init +1 (Dex); MV 30 ft.; SV Fort +4, Ref +4, Will +0; AL N; Str 12, Dex 13, Con 12, Int 1, Wis 10, Cha 4.

Skills and Feats: Listen +5, Spot +4; Alertness.

HackMaster Alpaca: HF 3, EP 175, Int 5, AL N, AC 6, MV 12", 9" Br, HD 4+1, hp 52, #AT 3, D 1-4/1-6/1-6 (bite/claw/claw), SA squeeze 1-8, SD nil, Lang: none, ML 9, ToP 26, Crit BSL: Def AC +2, FF 6, Ref HoB v1 p 26)

Ape: An ape is an aggressive, gorilla-like creature standing 6 feet tall and weighing almost 500 pounds. On Tellene, they can be found in the jungles of Svimohzia. Apes are omnivorous, their diet consisting of fruits or anything they can kill and catch. For D&D statistics, see the *D&D Monster Manual*.

HackMaster Ape: HF 3, EP 175, Int 5, AL N, AC 6, MV 12", 9" Br, HD 4+1, hp 52, #AT 3, D 1-4/1-6/1-6 (bite/claw/claw), SA squeeze 1-8, SD nil, Lang: none, ML 9, ToP 26, Crit BSL: Def AC +2, FF 6, Ref HoB v1 p 26)

Ape, Trained Pack: These apes are specially trained to carry equipment. Because of their form, they can get to places other pack animals cannot. They can also manipulate objects with their hands. They are extremely rare on Tellene. Their D&D statistics are identical to those of a standard ape, as seen in the *D&D Monster Manual*. HackMaster statistics are identical to those of a standard ape.

Avledor: An avledor is an horse-like animal with vaguely porcine facial features, even to the extent of having small tusks! It also has slightly greater bone mass and harder feet than its equine kin. Much more information on the avledor can be found in Animals appendix of the *KINGDOMS OF KALAMAR* supplement, *Dangerous Denizens: the Monsters of Tellene*.

CR 2; hp 25 (3d8+12); AC 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12; Base Atk +2; Grp +8; Atk +3 melee (1d4+2, hoof); Full Atk +3 melee (1d4+2, hooves) and -2 melee (1d4+1, bite); Space/Reach 10 ft./5 ft.; SA ferocity; SQ low-light vision, scent; Large animal (800-900 lbs., 5 ft. tall at the shoulder (male), 700 lbs., 4 ft. tall at the shoulder (female); Init +1 (Dex); MV 50; SV Fort +6, Ref +4, Will +0; AL N; Str 15, Dex 13, Con 17, Int 2, Wis 8, Cha 5.

Skills and Feats: Listen +4, Spot +4; Alertness, Toughness.

Carrying Capacity: A light load for an avledor is up to 175 pounds; a medium load, 176-350 pounds; a heavy load, 351-525 pounds. An avledor can drag 2,625 pounds.

Ferocity (Ex): An avledor is a tough fighter, and continues to fight without penalty even when disabled or dying. Further details can be found in the *D&D Player's Handbook*.

HackMaster Avledor: HF 7, EP 375, Int 1, AL N, AC 6, MV 21", HD 5+2, hp 42, #AT 1 or 3, D 1-4/1-8/1-8, SA nil, SD nil, Lang: none, ML 20, ToP 21, Crit BSL: Def AC +3, FF 7)

Baboon: These powerful, aggressive primates are found throughout the woodlands and savannas of Svimohzia. They stand 2 to 4 feet tall and weigh approximately 50 to 90 pounds, with a tail up to 2 feet long. They have a grayish coat of fur, with reddish, bare skin on their rear and face. Baboons are omnivores, and live in communities containing one adult male and up to 40 females and young.

For D&D statistics, see the *D&D Monster Manual*.

HackMaster Baboon: HF 1, EP 35, Int 1, AL N, AC 7, MV 14", 12" Br, HD 1+1, hp 25, #AT 2, D 1-8/1-4 (bite/punch or kick), SA strong, elongated jaws, diseased saliva, SD nil, Lang: none, ML 6, ToP 12, Crit BSL: Def AC -1, FF 6, Ref HoB v1 p 41)

TABLE 11-1D: ANIMAL PRICING

Item	D&D Cost	CR	Item	D&D Cost	CR
Alpaca	40 gp	1	Hawk, Untrained	80 gp	1/3
Ape	30 gp	2	Horse, Draft, Team	500 gp	2
Ape, Trained Pack	1,500 gp	2	Horse, Drhokkeran Charger	450 gp	2
Avledor	1,200	2	Horse, Dwarven War	1,200 gp	2
Baboon	20 gp	1/2	Horse, Gaketan Mare	200 gp	1
Bat	1 sp	1/10	Horse, Heavy	200 gp	1
Bat, Svimohzish Yellow-winged	10 gp	1	Horse, Heavy War	400 gp	2
Bear	10 gp	2	Horse, Highland Dancer	300 gp	1
Bison	20 gp	2	Horse, Light	75 gp	1
Boar	10 gp	2	Horse, Light War	150 gp	1
Bull	15 gp	2	Horse, Middling (Medium)	150 gp	1
Camel, draft	15 gp	1	Horse, Middling (Medium) War	275 gp	1
Camel, racing	40 gp	1	Horse, Miniature	9,000 gp	1/4
Camel, riding	15 gp	1	Horse, Riding	75 gp	1
Cat, Big Hunting (cheetah)	2,100 gp	2	Lamb, coarse wool	10 gp	0
Cat, Big Hunting (jaguar)	1,600 gp	2	Lamb, fine wool	20 gp	0
Cat, Big Hunting (leopard)	1,400 gp	2	Lizard, common	3 cp	1/6
Cat, Big Hunting (lion)	4,900 gp	3	Lizard, Monitor	200 gp	2
Cat, Big Hunting (puma)	1,500 gp	2	Llama	75 gp	1
Cat, Big Hunting (snow leopard)	1,500 gp	2	Mammoth, Woolly	8,400 gp	10
Cat, Big Hunting (smiladon)	6,900 gp	5	Monkey, Trained	200 gp	1/6
Cat, Big Hunting (tiger)	5,900 gp	2	Monkey, Untrained	45 gp	1/6
Cat, Domestic	1 sp	1/4	Mule	8 gp	1
Cat, Small Hunting (civet)	280 gp	1	Otter	50 gp	0
Cat, Small Hunting (fishing)	250 gp	2	Owl	3 gp	1/4
Cat, Small Hunting (golden)	150 gp	1	Ox	15 gp	2
Cat, Small Hunting (leopard, clouded)	430 gp	2	Partridge	5 cp	0
Cat, Small Hunting (lynx)	240 gp	2	Peacock	5 gp	0
Cat, Small Hunting (margay)	120 gp	1	Pheasant	8 cp	0
Cat, Small Hunting (ocelot)	260 gp	1	Pig	3 gp	2
Cat, Small Hunting (pampas)	820 gp	1	Pigeon	1 cp	0
Cat, Small Hunting (serval)	330 gp	1	Pigeon, Carrier	150 gp	0
Chicken (laying)	2 cp	0	Pigeon, Homing	110 gp	0
Chicken (roasting)	1 cp	0	Pony	30 gp	1/4
Cow	10 gp	2	Pony, War	100 gp	1/2
Cow, Calf	5 gp	0	Ram	30 gp	1
Deer	20 gp	1	Rat	2 cp	1/8
Dog	25 gp	1/3	Raven	8 sp	1/6
Dog, Guard	25 gp	1	Rhinoceros	800 gp	4
Dog, Hunting	35 gp	1	Rooster	8 cp	0
Dog, Riding	150 gp	1	Sheep, coarse wool	2 gp	1/3
Dog, Saaniemian War	100 gp	2	Sheep, fine wool	10 gp	1/3
Dolphin	2,000 gp	1/2	Snake, Constrictor	40 gp	2
Donkey or ass	8 gp	1/6	Snake, Giant Constrictor	80 gp	5
Duck	1 sp	0	Snake, Tiny Viper	3 gp	1/3
Eagle	150 gp	1/2	Snake, Small Viper	5 gp	1/2
Elephant, Labor	600 gp	7	Snake, Medium Viper	15 gp	1
Elephant, War	900 gp	9	Snake, Large Viper	30 gp	2
Falcon, Trained	500 gp	1/3	Snake, Huge Viper	60 gp	3
Falcon, Untrained	100 gp	1/3	Songbird	2 sp	0
Ferret, Trained	75 gp	1/4	Swan	4 gp	0
Ferret, Untrained	7 gp	1/4	Toad	2 cp	1/10
Fox	15 gp	1/4	Weasel, Trained	75 gp	1/4
Goat, Common	1 gp	1/3	Weasel, Untrained	5 gp	1/4
Goat, Kid	5 sp	0	Wolf	35 gp	1
Goat, Trained Pack	10 gp	1	Wolverine	50 gp	2
Goose	8 cp	1/10	Zamulbah	8,400 gp	2
Guinea Hen	2 cp	0			
Hare	8 cp	1/8			
Hawk, Trained	400 gp	1/3			

TABLE 11-1H: ANIMAL PRICING

Item	HM Cost	Base Availability				Item	HM Cost	HF	Base Availability		
		HF	Hi	Med	Low				Hi	Med	Low
Alpaca	45 gp	1	45	25	5	Hawk, Trained	800 gp	0	80	60	40
Ape	33 gp	3	60	40	20	Hawk, Untrained	150 gp	0	85	65	45
Ape, Trained Pack	1,500 gp	3	50	30	10	Horse, Draft	200 gp	0	90	85	80
Baboon	25 gp	1	55	45	35	Horse, Drhokkeran Charger	550 gp	1	50	30	10
Bat, common	1 sp	1	80	70	50	Horse, Dwarven War	1,300 gp	1	30	20	10
Bat, Svimohzish yellow-winged	10 gp	1	40	15	1	Horse, Gaketan Mare	250 gp	1	60	40	20
Bear	12 gp	1,5, or 10	65	55	45	Horse, Heavy	200 gp	1	75	55	35
Bison	20 gp	3	70	50	30	Horse, Heavy War	400 gp	1	70	50	40
Boar	10 gp	1	90	85	80	Horse, Highland Dancer	350 gp	1	60	40	20
Bull	20 gp	3	85	75	65	Horse, Light	75 gp	1	80	60	50
Camel, draft	50 gp	2	90	85	80	Horse, Light War	150 gp	1	70	50	40
Camel, racing	100 gp	2	80	70	60	Horse, Middling (Medium)	150 gp	1	80	60	45
Camel, riding	50 gp	2	90	85	80	Horse, Middling (Medium) War	225 gp	1	70	50	40
Cat, Big Hunting (cheetah)	2,100 gp	4	40	30	20	Horse, Miniature	9,000 gp	0	35	25	5
Cat, Big Hunting (jaguar)	1,500 gp	5	40	30	20	Horse, Riding	75 gp	0	90	85	80
Cat, Big Hunting (leopard)	1,500 gp	4	45	25	5	Lamb, coarse wool	10 gp	0	95	85	75
Cat, Big Hunting (lion)	5,000 gp	7	45	25	5	Lamb, fine wool	20 gp	0	80	60	40
Cat, Big Hunting (puma)	2,000 gp	4	35	25	10	Lizard, common	3 cp	0	90	85	80
Cat, Big Hunting (smiladon)	8,000 gp	9	35	15	1	Lizard, Monitor	200 gp	2	50	30	10
Cat, Big Hunting (snow leopard)	1,500 gp	5	30	15	2	Llama	90 gp	1	60	40	20
Cat, Big Hunting (tiger)	6,000 gp	7	45	35	10	Mammoth, Wooly	8,600 gp	13	40	20	1
Cat, Domestic	1 sp	0	95	90	85	Monkey, Trained	500 gp (per skill)	1	50	30	10
Cat, Small Hunting (civet)	300 gp	1	55	35	15	Monkey, Untrained	80 gp	1	60	40	20
Cat, Small Hunting (fishing cat)	275 gp	1	75	65	55	Mule	8 gp	0	90	85	80
Cat, Small Hunting (golden cat)	175 gp	1	50	25	2	Otter	70 gp	0	60	40	20
Cat, Small Hunting (leopard, clouded)	460 gp	1	30	20	10	Owl	2 gp	1	90	85	80
Cat, Small Hunting (lynx)	260 gp	2	45	35	25	Ox	15 gp	2	95	90	85
Cat, Small Hunting (margay)	150 gp	1	40	20	10	Partridge	5 cp	0	90	85	80
Cat, Small Hunting (ocelot)	290 gp	1	45	25	15	Peacock	5 gp	0	90	85	80
Cat, Small Hunting (pampas cat)	900 gp	1	30	20	3	Pheasant	1 sp	0	95	85	75
Cat, Small Hunting (serval)	350 gp	1	40	20	10	Pig	3 gp	1	95	90	85
Chicken (laying)	5 cp	0	95	90	85	Pigeon	1 cp	0	95	90	85
Chicken (roasting)	2 cp	0	95	90	85	Pigeon, Carrier	150 gp	0	60	40	30
Cow	10 gp	3	90	85	80	Pigeon, Homing	100 gp	0	70	50	40
Cow, Calf	5 gp	1	90	85	80	Pony	30 gp	1	95	90	85
Dawg	25 gp	0	95	90	85	Pony, War	120 gp	1	85	75	65
Dawg, Guard	50 gp (per skill)	0	80	70	60	Ram	4 gp	1	70	50	40
Dawg, Hunting	25 gp (game specific)	0	85	75	65	Rat	2 cp	0	95	90	85
Dawg, War	50 gp	0	80	70	60	Raven	8 sp	0	70	50	40
Deer	20 gp	0	80	85	90	Rhinoceros	800 gp	6	60	40	20
Dolphin	2,000 gp	1	40	30	20	Rooster	8 cp	0	95	90	85
Donkey or ass	8 gp	0	90	85	80	Sheep, coarse wool	2 gp	0	95	90	85
Duck	2 sp	0	90	85	80	Sheep, fine wool	10 gp	0	75	65	55
Eagle	150 gp	0	75	65	55	Snake, Constrictor	50 gp	4	70	55	40
Elephant, Labor	200 gp	10	75	65	50	Snake, Giant Constrictor	100 gp	8	60	45	30
Elephant, War	500 gp	11	50	40	20	Snake, Venomous	4 gp	2	80	65	50
Falcon, Trained	1,500 gp	0	80	60	40	Snake, Giant Venomous	8 gp	2	80	65	50
Falcon, Untrained	60 gp	0	85	65	45	Songbird	10 sp	-1	95	90	85
Ferret, Trained	70 gp	0	60	40	20	Swan	5 sp	0	80	75	70
Ferret, Untrained	7 gp	0	70	50	30	Toad	3 cp	0	95	90	85
Fox	1 gp	0	80	85	90	Weasel, Trained	75 gp	0	65	45	25
Goat, common	1 gp	1	90	85	80	Weasel, Untrained	5 gp	0	70	50	30
Goat, kid	5 sp	0	85	75	65	Wolf	40 gp	1	80	85	90
Goat, Trained Pack	10 gp	1	70	50	40	Wolverine	60 gp	6	70	75	80
Goose	5 cp	0	90	85	80	Zamulbah	8,400 gp	3	45	25	5
Guinea Hen	2 cp	0	90	85	80						
Hare	8 cp	0	80	85	90						

Chapter 11: Animals

Bat: Small nocturnal mammals resembling winged rodents, bats are small insectivores found all throughout Tellene. In fact, a cave complex just over a mile west of the city of Gillia holds one of the largest colonies of bats on Tellene. Sixteen million bats live in a huge underground cavern system that has yet to be fully explored by anyone, even the dwarves. Bats typically feed on insects, though they may also eat fruit.

The average bat is 3 to 4 inches long, with a wingspan of 8 to 11 inches. (For statistics of the common bat, see the *D&D Monster Manual*.) However, many larger bats also exist. One such bat is listed here.

CR 1; Bat, Svimohzish Yellow-Winged: hp 15 (2d8+6); AC 20 (+6 Dex, +4 natural), touch 16, flat-footed 14; Base Atk +1; Grp +4; Atk +4 melee (1d8+4, bite); Full Atk +4 melee (1d8+4, bite); Space/Reach 5 ft./5 ft.; SA -; SQ blindsense (80 ft.), low-light vision; Medium animal (4 1/2 ft. long, 8 ft. wingspan); Init +6 (Dex); MV 20; SV Fort +6, Ref +9, Will +2; AL N; Str 16, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +9*, Move Silently +9, Spot +9*, Alertness.

*Bats receive a +4 racial bonus to Spot and Listen checks. These bonuses are lost if blindsense is negated.

Blindsense: All bats can "see" by emitting high-frequency sounds, inaudible to most other creatures. This allows them to locate objects and creatures within 20 feet (80 feet for Medium bats). Opponents still have 100% concealment against a bat with blindsense.

HackMaster Bat, Common: HF 0, EP 15, Int 1, AL N, AC 8, MV 1", 24" Fly (B), HD -, hp 2, #AT 1, D 1, SA swarm, SD nil, Lang: none, ML 3, ToP 1, Crit BSL: Def AC -4, FF 3, Ref HoB v1 p52)

Bear: This heavy quadruped has long shaggy hair and hooked claws. Various types of these dangerous creatures can be found throughout Tellene. In temperate forests, there are black, blond and cinnamon-colored bears. These 5 foot long omnivores are usually not dangerous unless their cubs or food supply is threatened.

The brown bear, with its large head, short tail and rounded ears, is found in temperate mountain forests, open meadows, and river valleys. The brown bear of Tellene is a carnivore, weighing up to 1,000 pounds and standing approximately 10 feet tall when reared up on its hind legs.

It is rumored that, far to the north of Shadesh Bay, long, lean white (or polar) bears are common. However, this has not been confirmed with any degree of reliability.

For D&D statistics on these black, brown or polar bears, see the *D&D Monster Manual*.

HackMaster Bear, Black: HF 1, EP 175, Int 2, AL N, AC 7, MV 12", HD 3+3, hp 36, #AT 3, D 1-3/1-3/1-6 (claw/claw/bite), SA hug, SD nil, Lang: none, ToP 18, ML 8, Crit BSL: Def AC +2, FF 8, Ref HoB 1 p56

HackMaster Bear, Grizzly: HF 5, EP 420, Int 3, AL N, AC 6, MV 12", HD 5+5, hp 49, #AT 3, D 1-6/1-6/1-8 (claw/claw/bite), SA hug, SD nil, Lang: none, ML 10, ToP 24, Crit BSL: Def AC +4, FF 10, Ref HoB 1 p56

HackMaster Bear, Polar: HF 10, EP 2,000, Int 4, AL N, AC 6, MV 12", 9" Swim, HD 8+8, hp 62, #AT 3, D 1-10/1-10/2-12 (claw/claw/bite), SA hug, SD nil, Lang: none, ML 8, ToP 31, Crit BSL: Def AC +7, FF 13, Ref HoB 1 p56

Bison: This aggressive herd animal stands about 6 feet tall at the shoulder, 6 to 7 feet long and weighs some 800 to 2,000 pounds. Though protective of their own, they prefer flight to fight.

On Tellene, sturdy bison hide makes excellent leather products, including armor, saddles for the Drhokkeran horses and backing for heavier armors. Several independent Deji tribes follow the huge herds of bison that roam from the Hadaf Highlands to the Shashy Hills.

For D&D statistics, see the *D&D Monster Manual*.

HackMaster Buffalo/Bison: HF 3, EP 420, Int 3, AL N, AC 7, MV 15", HD 5, hp 44, #AT 2, D 1d8/1d8 (hoof/hoof), SA charge for 3d6 plus 1d4 trampling, SD head is AC 3, Lang: none, ML 6, ToP 22, Crit BSL: Def AC +3, FF 5, Ref HoB 1 p96

Boar: A boar is a foul-tempered wild pig most common to the lands of Brandobia. A boar is about 3 feet high and 4 feet long, and covered in coarse, gray-black fur.

For D&D statistics, see the *D&D Monster Manual*.

HackMaster Boar, Wild: HF 1, EP 120, Int 3, AL N, AC 7, MV 15", HD 3+3, hp 36, #AT 1, D 3d4 (hoof), SA gain surprise 4 times in 10 in native habitat, fight below 0 hit points, SD nil, Lang: none, ML 14, ToP 18, Crit BSL: Def AC +2, FF 8, Ref HoB VI p 84).

Bull: This horned male bovine is used primarily for breeding cattle.

CR 2; hp 37 (5d8+15); AC 13 (-1 size, +4 natural), touch 9, flat-footed 13; Base Atk +3; Grp +11; Atk +6 melee (1d8+6, gore*); Full Atk +6 melee (1d8+6, gore*); Space/Reach 10 ft./5 ft.; SA rage; SQ low-light vision, scent; Large animal; (over 1,300 lbs., 5-6 ft. tall at the shoulder); Init +0; MV 40; SV Fort +7, Ref +4, Will +1; AL N; Str 18, Dex 10, Con 16, Int 2, Wis 11, Cha 4.

* A dehorned bull replaces the gore attack with a butt attack (dealing only 1d8+4 damage).

Skills and Feats: Listen +6, Spot +6; Alertness, Endurance

Rage (Ex): When a bull enters combat, it may enter a rage similar to that of barbarian rage. Each round of combat, the bull should make a Will saving throw (DC 15) during his action. If it fails, it will enter a rage. As in barbarian rage, it gains +4 Strength, +4 to Constitution and a +2 morale bonus to Will saves. However, it suffers a -2 AC penalty. The rage lasts eight rounds and may not be ended voluntarily.

HackMaster Bull: HF 3, EP 270, Int 1, AL N, AC 7, MV 15", HD 4, hp 39, #AT 2, D 1d6/1d6 (hoof/hoof), SA charge for 3d6, herds can stampede for 4-32 points of damage for 1-6 rounds, SD head is AC 4, Lang: none, ML 8, ToP 19, Crit BSL: Def AC +2, FF 8, Ref HoB 2 p11

Camel, Draft: A draft camel is similar to a riding camel, except it has been bred to make it stronger in order to carry more weight. In the underworld of Thygasha, a common swindle is to sell sickly draft camels with minor illusions cast on them to give the illusion of health. Needless to say, player characters who attempt such a swindle will likely be subject to the public justice of angry buyers.

CR 1; hp 25 (3d8+12); AC 14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11; Base Atk +2; Grp +10; Atk +5 melee (1d4+6, bite); Full Atk +5 melee (1d4+6, bite); Space/Reach 10 ft./5 ft.; SA -; SQ low-light vision, scent; Large animal; Init +3 (Dex); MV 40; SV Fort +6, Ref +6, Will +1; AL N; Str 19, Dex 16, Con 16, Int 1, Wis 11, Cha 4.

Skills and Feats: Listen +5, Spot +5; Alertness, Endurance, Toughness

Carrying Capacity: A light load for a draft camel is up to 400 pounds; a medium load, 401-700 pounds; a heavy load, 701-1,000 pounds. A draft camel can drag 5,000 pounds.

Camel, Racing: A racing camel is a breed of riding camel bred to be slightly faster (and often meaner) than an ordinary riding camel. These camels originate in the Khydoban Desert, but are occasionally transported to Kalamar for use in the circuses. For purposes of barding encumbrance, consider a racing camel to have a speed of 60 ft.

CR 1; hp 19 (3d8+6); AC 14 (-1 size, +4 Dex, +1 natural), touch 13, flat-footed 10; Base Atk +2; Grp +10; Atk +5 melee (1d4+6, bite); Full Atk +5 melee (1d4+6, bite); Space/Reach 10 ft./5 ft.; SA -; SQ low-light vision, scent; Large animal; Init +4 (Dex); MV 60; SV Fort +5, Ref +7, Will +1; AL N; Str 18, Dex 18, Con 14, Int 1, Wis 11, Cha 4.

Skills and Feats: Listen +5, Spot +5; Alertness, Endurance.

Camel, Riding: Cantankerous, single-humped riding camels ("dromedary") are most common in and around the city of Miclenon, as well as the other cities of the Elos Desert. Two-humped camels are more likely to be found in the northern Elos Desert, along the Norga Tors. Camels generally stand about 6 to 7 feet tall at the shoulder and weigh 1,000 to 1,500 pounds.

For D&D statistics on riding camels, see the *D&D Monster Manual*.

HackMaster: *In Garweeze Wurld, these camels all have the same statistics, except that racing camels have a 21" movement rate.*

Camel, Wild: HF 2, EP 120, Int 1, AL N, AC 7, MV 18", HD 3, hp 33, #AT 2, D 1d4 (hoof), SA spitting, SD nil, Lang: none, ML 9, ToP 16, Crit BSL: Def AC +1, FF 6, Ref HoB 1 p103

Cat, Big Hunting: The big hunting cats of Tellene range from 4 to 10 feet long, excluding the tail. The cheetah, jaguar, leopard and lion are common to Svimohzia, while the snow leopard (so called because of its white coat) can be found in high, snowy elevations of central Tellene. Tigers may be found in the Obakasek Jungle.

The D&D statistics for the cheetah, leopard, lion and tiger are listed in the *D&D Monster Manual*. Statistics for other big hunting cats are listed below.

HackMaster Cat, Great, Cheetah: HF 4, EP 175, Int 1, AL N, AC 5, MV 15", 45" sprint, HD 3, hp 32, #AT 3, D 1-2/1-2/1-8 (claw/claw/bite), SA rear claws 1-2 (x2), SD surprised 1 in 10, Lang: none, ML 9, ToP 16, Crit BSL: Def AC +3, FF 4, Ref HoB v1 p 108)

HackMaster Cat, Great, Leopard: HF 4, EP 420, Int 3, AL N, AC 6, MV 15", HD 4+1, hp 40, #AT 3, D 1d3/1d3/1d8

(claw/claw/bite), SA rear claw rake 1d4/1d4, SD surprised 1 in 10, Lang: none, ML 10, ToP 20, Crit BSL: Def AC +2, FF 6, Ref HoB v1 p109

HackMaster Cat, Great, Snow Leopard: HF 5, EP 270, Int 3, AL N, AC 6, MV 15", HD 4+2, hp 42, #AT 3, D 1d3/1d3/1d6+1 (claw/claw/bite), SA rear claw rake 1d4/1d4, SD only surprised 1 time in 10, Lang: none, ML 9, ToP 21, Crit BSL: Def AC +4, FF 7, Ref HoB v1 p109

HackMaster Cat, Great, Lion, Common: HF 5, EP 420, Int 3, AL N, AC 5 (front)/6 (back), MV 12", HD 5+2, hp 46, #AT 3, D 1d4/1d4/1d10 (claw/claw/bite), SA rear claw rake 1d6+1/1d6+1, SD only surprised 1 time in 10, Lang: none, ML 11, ToP 23, Crit BSL: Def AC +3, FF 6, Ref HoB v1 p110

HackMaster Cat, Great, Tiger: HF 5, EP 420, Int 3, AL N, AC 6, MV 12", HD 5+5, hp 47, #AT 3, D 1d4+1/1d4+1/1d10 (claw/claw/bite), SA rear claw rake 2d4/2d4, SD only surprised 1 time in 10, Lang: none, ML 10, ToP 23, Crit BSL: Def AC +4, FF 10, Ref HoB v1 p112

Cat, Big Hunting (Jaguar): The jaguar, most commonly found in southern Tarisato and the Obakasek Jungle is often confused with the leopard because of the similarity of their fur. However, a jaguar's spots are actually black rings with dots inside (known as rosettes). Furthermore, the jaguar is heavier and has a larger head and shorter tail.

CR 2; hp 30 (4d8+12); AC 15 (+4 Dex, +1 natural), touch 14, flat-footed 11; Base Atk +3; Grp +7; Atk +7 melee (1d6+4, bite); Full Atk +7 melee (1d6+4, bite) and +2 melee (1d3+2, claws); Space/Reach 5 ft./5 ft.; SA pounce, improved grab, rake; SQ low-light vision, scent; Medium animal (100-300 lbs., up to 6 ft. long); Init +4 (Dex); MV 40, climb 20; SV Fort +7, Ref +8, Will +2; AL N; Str 18, Dex 18, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Balance +5, Climb +13, Escape Artist +4, Hide +6*, Listen +4, Move Silently +5, Spot +4, Swim +4; Agile, Alertness.

* In areas of tall grass or heavy undergrowth, the jaguar gains an additional +8 racial bonus to Hide checks.

Improved Grab (Ex): To use this ability, the jaguar must hit with its bite attack. If it gets a hold, it can rake.

Pounce (Ex): If a jaguar leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

Rake (Ex): A jaguar that gets a hold can make two rake attacks (+7 melee) with its hind legs for 1d3+1 points of damage each. If the opponent pounces on an opponent, it can also rake.

HackMaster Cat, Great, Jaguar: HF 5, EP 420, Int 3, AL N, AC 6, MV 15", HD 4+1, hp 37, #AT 3, D 1-3/1-3/1-8 (claw/claw/bite), SA rear claws 2-5 (x2), SD surprised 1 in 10, Lang: none, ML 10, ToP 18, Crit BSL: Def AC +2, FF 6, Ref HoB v1 p109

Chapter 11: Animals

Cat, Big Hunting (Puma): The puma can be found in the forests and hills of central Tellene as well as the Svimohzish Isle. In colder areas and higher mountainous regions, the puma's coat grows longer to provide additional protection against the cold. The color of the puma's spotless fur also varies from region to region, with the Svimohzish puma being mostly brown or black, and the puma of the larger continent varying from slate gray (northern) to yellowish and sandy brown (central) to light reddish brown (southern).

In Merchant's Tongue, the puma is also known as the catamount, cougar, deercat, king cat, mountain lion, mountain screamer, panther, red tiger, silver lion and sneak cat.

CR 2; hp 19 (3d8+6); AC 15 (+4 Dex, +1 natural), touch 14, flat-footed 11; Base Atk +2; Grp +6; Atk +6 melee (1d6+4, bite); Full Atk +6 melee (1d6+4, bite) and +1 melee (1d3+2, claws); Space/Reach 5 ft./5 ft.; SA pounce, improved grab, rake; SQ low-light vision, scent; Medium animal (100-175 lbs., 4 1/2-5 ft. long); Init +4 (Dex); MV 40, climb 20; SV Fort +5, Ref +7, Will +2; AL N; Str 18, Dex 19, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Balance +6, Climb +14, Hide +4*, Jump +4, Listen +3, Move Silently +6, Spot +3; Alertness, Weapon Finesse

* In areas of tall grass or heavy undergrowth, the puma gains an additional +8 racial bonus to Hide checks.

Improved Grab (Ex): To use this ability, the puma must hit with its bite attack. If it gets a hold, it can rake.

Pounce (Ex): If the puma leaps onto an opponent during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A puma that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+2 points of damage each. If the opponent pounces on an opponent, it can also rake.

HackMaster Cat, Great, Puma: *HF 4, EP 270, Int 3, AL N, AC 6, MV 12", HD 3+1, hp 35, #AT 3, D 1d3/1d3/1d6 (claw/claw/bite), SA rear claw rake 2d4/2d4, SD only surprised 1 time in 10, Lang: none, ML 10, ToP 17, Crit BSL: Def AC +1, FF 6, Ref HoB 1 p110*

Cat, Big Hunting (Smilodon): This ferocious cat has reddish-brown or yellowish-brown fur, and lives only in the north, far above Lake Jorakk. Smilodon (sabre-toothed) cats wait in ambush, then pounce onto an opponent. They use their claws to deliver crippling wounds, followed by a savage bite attack or a temporary retreat as they wait for their prey to die. They do not hold their prey with their teeth, as a struggling opponent might break them.

CR 5; hp 59 (7d8+28); AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; Base Atk +5; Grp +15; Atk +10 melee (1d8+6, claw); Full Atk +10 melee (1d8+6, claws) and bite +5 melee (2d6+3, bite); Space/Reach 10 ft./5 ft.; SA pounce, rake; SQ low-light vision, scent; Large animal (500-600 lbs., 9-10 ft. long); Init +2 (Dex); MV 40; SV Fort +9, Ref +7, Will +3; AL N; Str 23, Dex 14, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Balance +2, Hide +1*, Jump +6, Listen +4, Move Silently +4, Spot +4, Survival +4; Alertness, Endurance, Track.

*In areas of tall grass or heavy undergrowth, the smilodon gains an additional +4 racial bonus to Hide checks.

Pounce (Ex): If a sabre-toothed tiger leaps onto an opponent during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A sabre-toothed tiger that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d8+6 points of damage each. If the opponent pounces on an opponent, it can also rake.

HackMaster Cat, Great, Smilodon: *HF 9, EP 1,400, Int 1, AL N, AC 6, MV 12", HD 7+2, hp 56, #AT 3, D 1d4+1/1d4+1/2d6 (claw/claw/bite), SA rear claw rake 2d4/2d4, SD only surprised 1 time in 10, Lang: none, ML 10, ToP 28, Crit BSL: Def AC +7, FF 8, Ref HoB v1 p111*

Cat, Domestic: The average domestic cat weighs between 6-12 pounds and stands around 8-10 inches tall at the shoulder. The coloration and the animal's fur ranges from solid white to brown to black and combinations of each.

The Dream Weavers (clerics of the Night Watchman) have a springtime celebration known as the Festival of the Cat. Here, copious amounts of food and wine are consumed, and any cats find themselves well fed.

For D&D statistics, see the *D&D Monster Manual*.

HackMaster Cat, Small, Domestic: *HF 0, EP 7, Int 1, AL N, AC 6, MV 12", HD 2-8 bit points, hp 5, #AT 3, D 1d2/1d2/1 (claw/claw/bite), SA rear claw rake 1d2/1d2, gains surprise 8 times in 10, SD only surprised 2 times in 10, speed burst 18" for 1-10 rounds, Lang: none, ML 8, ToP 2, Crit BSL: Def AC -4, FF 2, Ref HoB 2 p8*

Cat, Small Hunting: These trained hunting cats generally range between 2 and 4 feet long, excluding the tail. Small hunting cats exist in many different areas, and often differ greatly in appearance, size and behavior. Statistics and details for several small hunting cats are listed below. One type of small hunting cat, the hyena, can be found in the *D&D Monster Manual*.

HackMaster Hyena: *HF 2, EP 65, Int 1, AL N, AC 7, MV 12", HD 3, hp 32, #AT 1, D 2-8 (bite), SA laugh, SD nil, Lang: none, ML 9, ToP 16, Crit BSL: Def AC +1, FF 3*

Cat, Small Hunting (Civet): The fur coat of this cat ranges in color from light to dark brown or yellow-gray, and is covered with spots, stripes and blotches. Unfortunately for the civet, the Svimohz peoples consider its meat a delicacy. Civets dwell only in central and southern Svimohzia.

The civet will eat almost any living or dead creature it can find, up to the size of a small antelope. However, it also eats numerous berries, fruits and vegetables. Civets do not use its paws to catch food, but pick it up with their teeth. Their bodies are long and slender, and can squeeze through any opening large enough to fit their head. Civets are mostly nocturnal, though they may venture out during very cloudy and rainy days.

CR 1; hp 11 (2d8+2); AC 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12; Base Atk +1; Grp -2; Atk +4 melee (1d4+1, bite); Full Atk +4 melee (1d4+1, bite); Space/Reach 5 ft./5 ft.; SA pounce; SQ low-light vision, scent; Small animal (15-40 lbs., 1 1/2 ft tall at the shoulder (male), 12-35 lbs., 1 ft. tall at the shoulder (female), 2-3 ft. long (both); Init +2 (Dex); MV 30, climb 10; SV Fort +4, Ref +5, Will +1; AL N; Str 13, Dex 15, Con 13, Int 2, Wis 12, Cha 7.

Skills and Feats: Balance +3, Climb +9, Hide +6*, Listen +4, Move Silently +4, Spot +4; Weapon Finesse.

* In areas of tall grass or heavy undergrowth, the civet gains an additional +8 racial bonus to Hide checks.

Pounce (Ex): If a civet leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

HackMaster Cat, Small Hunting, Civet: *HF 1, EP 35, Int 2, AL N, AC 7, MV 12", HD 2, hp 29, #AT 3, D 1d2/1d2/1d4 (claw/claw/bite), SA nil, SD nil, Lang: none, ML 9, ToP 14, Crit BSL: DefAC +0, FF 6*

Cat, Small Hunting (Clouded Leopard): Clouded leopards can be found primarily in Tarisato and the Obakasek Jungle, and their beautiful coat is much prized among the Kalamarans. Clouded leopard fur is quite distinctive, with colors ranging from dark brown to ochre yellow. Six black lines run from the nape of the neck to the flank where the stripes fade into blotches or rosettes. The tail is long, bushy and ringed and tipped with black.

Efforts to breed clouded leopards in captivity have proven largely unsuccessful, for a male will attack and kill a female if both are placed in captivity together.

CR 1; hp 13 (2d8+4); AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Atk +1; Grp -1; Atk +5 melee (1d6+2, bite); Full Atk +5 melee (1d6+2, bite) and +0 melee (1d3+1, claws); Space/Reach 5 ft./5 ft.; SA pounce, improved grab, rake 1d3+1; SQ low-light vision, scent; Small animal (35-60 lbs., 3-3 1/2 ft. long); Init +3 (Dex); MV 40, climb 20; SV Fort +5, Ref +6, Will +1; AL N; Str 15, Dex 17, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Balance +4, Climb +10, Hide +7*, Listen +5, Move Silently +3, Spot +5; Weapon Finesse.

* In areas of tall grass or heavy undergrowth, the clouded leopard gains an additional +8 racial bonus to Hide checks.

Improved Grab (Ex): To use this ability, the clouded leopard must hit with its bite attack. If it gets a hold, it can rake.

Pounce (Ex): If a clouded leopard leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

Rake (Ex): A clouded leopard that gets a hold can make two rake attacks (+5 melee) with its hind legs for 1d3+1 points of damage each. If the leopard pounces on an opponent, it can also rake.

HackMaster Cat, Small Hunting, Clouded Leopard: *HF 1, EP 65, Int 2, AL N, AC 7, MV 14", HD 2, hp 30, #AT 3, D 1d3/1d3/1d6-1 (claw/claw/bite), SA rear claw rake 1d3/1d3, SD nil, Lang: none, ML 10, ToP 15, Crit BSL: DefAC +0, FF 6*

Cat, Small Hunting (Fishing Cat): Fishing cats are good swimmers, and are often seen eating crustaceans, fish, frogs and snakes. When chasing their prey, the fishing cat may dive into water after it or simply try to scoop it out of the water with their paws. However, they will also prey on cattle, dogs, goats and poultry. The coat of the fishing cat is olive gray, and patterned with rows of parallel black spots or stripes along the spine.

It also has webbed feet. Types of fishing cats can be found in the DuKem'p swamp, and occasionally in whatever dense vegetation exists alongside the many rivers of both the Young Kingdoms, Tarisato and the Obakasek Jungle.

CR 1; hp 13 (2d8+4); AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Atk +1; Grp -1; Atk +5 melee (1d4+2, claw); Full Atk +5 melee (1d4+2, claws) and +0 melee (1d3+1, bite);

Space/Reach 5 ft./5 ft.; SA pounce, improved grab, rake 1d4+1; SQ low-light vision, scent; Small animal (25 lbs., up to 3 ft. long); Init +3 (Dex); MV 40, swim 20; SV Fort +5, Ref +6, Will +1; AL N; Str 15, Dex 16, Con 15, Int 2, Wis 12, Cha 7.

Skills and Feats: Balance +4, Hide +9*, Listen +4, Move Silently +3, Spot +4, Swim +10; Alertness, Weapon Finesse.

* In areas of tall grass or heavy undergrowth, the fishing cat gains an additional +8 racial bonus to Hide checks.

Improved Grab (Ex): To use this ability, a fishing cat must hit with its bite attack. If it gets a hold, it can rake.

Pounce (Ex): If a fishing cat leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

Rake (Ex): A fishing cat that gets a hold can make two rake attacks (+4 melee) with its hind legs for 1d4+1 points of damage each. If the opponent pounces on an opponent, it can also rake.

HackMaster Cat, Small Hunting, Fishing: *HF 1, EP 35, Int 2, AL N, AC 7, MV 15", HD 2, hp 29, #AT 3, D 1d3/1d3/1d4 (claw/claw/bite), SA rear claw rake 1d4-2/1d4-2, SD nil, Lang: none, ML 8, ToP 14, Crit BSL: DefAC +0, FF 6*

Cat, Small Hunting (Golden Cat): The golden cat's colors range from the most common colors of fox-red and golden brown to black, brown, or gray. Their coats may be plain or spotted, and many have gray markings behind the ears that serve to identify their species from other cats. An additional gray line runs from the inside corner of each eye to the top of the head.

Varieties of golden cats can be found in Mendarn, the Delnondrian Islands, the Young Kingdoms, southern Tarisato and the Obakasek Jungle. Like the clouded leopard, the golden cat's pelt is much prized by local inhabitants.

CR 1; hp 13 (2d8+4); AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Atk +1; Grp -1; Atk +5 melee (1d4+2, bite); Full Atk +5 melee (1d4+2, bite) and +0 melee (1d3+1, claws); Space/Reach 5 ft./5 ft.; SA pounce, improved grab, rake 1d3+1; SQ low-light vision, scent; Small animal (14-25 lbs., 3 ft. long); Init +3 (Dex); MV 40, climb 20; SV Fort +5, Ref +6, Will +1; AL N; Str 15, Dex 16, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Balance +3, Climb +10, Hide +8*, Listen +5, Move Silently +3, Spot +5; Alertness, Weapon Finesse.

* In areas of tall grass or heavy undergrowth, the golden cat gains an additional +8 racial bonus to Hide checks.

Improved Grab (Ex): To use this ability, the golden cat must hit with its bite attack. If it gets a hold, it can rake.

Pounce (Ex): If a golden cat leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

Rake (Ex): A golden cat that gets a hold can make two rake attacks (+4 melee) with its hind legs for 1d3+1 points of damage each. If the opponent pounces on an opponent, it can also rake.

HackMaster Cat, Small Hunting, Golden: *HF 1, EP 35, Int 2, AL N, AC 7, MV 15", HD 2, hp 28, #AT 3, D 1d3/1d3/1d4 (claw/claw/bite), SA rear claw rake 1d4-2/1d4-2, SD nil, Lang: none, ML 9, ToP 14, Crit BSL: DefAC +0, FF 6*

Chapter 11: Animals

Cat, Small Hunting (Lynx): This brown to reddish to tan-colored cat has thick fur decorated with many black streaks and spots. It has a short, or bobbed, tail along with longish tufts of fur that extend down from its cheeks and up from the tips of its ears. A lynx is also recognizable by the ruff of fur around its neck. They have longish back legs and larger than normal feet that act as "snowshoes" in the snow. They can be found throughout Tellene, with the exception of Svimohzia.

CR 1; hp 15 (2d8+6); AC 16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12; Base Atk +1; Grp +0; Atk +6 melee (1d3+3, claw); Full Atk +6 melee (1d3+3, claws) and +1 melee (1d3+1, bite); Space/Reach 5 ft./5 ft.; SA pounce, improved grab, rake 1d3+1; SQ low-light vision, scent; Small animal (20 lbs., 3 1/2 ft. long); Init +4 (Dex); MV 40, climb 20; SV Fort +6, Ref +7, Will +1; AL N; Str 16, Dex 18, Con 16, Int 2, Wis 12, Cha 7.

Skills and Feats: Balance +4, Climb +11, Hide +8*, Listen +5, Move Silently +5, Spot +5; Alertness, Weapon Finesse.

* In areas of tall grass or heavy undergrowth, the lynx gains an additional +8 racial bonus to Hide checks.

Improved Grab (Ex): To use this ability, the lynx must hit with its bite attack. If it gets a hold, it can rake.

Pounce (Ex): If the lynx leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

Rake (Ex): A lynx that gets a hold can make two rake attacks (+4 melee) with its hind legs for 1d3+1 points of damage each. If the opponent pounces on an opponent, it can also rake.

HackMaster Cat, Great, Lynx: *HF 2, EP 175, Int 11, AL N, AC 6, MV 12", HD 2+2, hp 31, #AT 3, D 1d2/1d2/1d4 (claw/claw/bite), SA rear claw rake 1d3/1d3, -6 on victim's surprise roll, up to 15-foot leap, SD detect traps 75%, Lang: none, ML 9, ToP 15, Crit BSL: Def AC +0, FF 7, Ref HoB v1 p112*

Cat, Small Hunting (Margay): Margays, small yellowish-brown cats with dark brown rosettes and blotches and a ringed tail, spend most of their lives in the dense treetops, and are excellent climbers. In fact, the margay is the only cat with ankle joints that can rotate through 180 degrees, enabling it to climb headfirst down upright trees. The margay has small ears, and is occasionally mistaken for an ocelot though it has longer legs and tail. It can only be found in deep within the Obakasek Jungle. Margays are also referred to as "long-tailed spotted cats."

CR 1; hp 11 (2d8+2); AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Atk +1; Grp -1; Atk +5 melee (1d2+2, claw); Full Atk +5 melee (1d2+2, claws) and +0 melee (1d2+1, bite); Space/Reach 5 ft./5 ft.; SA pounce; SQ low-light vision, scent; Small animal (10-18 lbs., 2 ft. long); Init +3 (Dex); MV 40, climb 30; SV Fort +4, Ref +6, Will +1; AL N; Str 15, Dex 16, Con 13, Int 2, Wis 12, Cha 7.

Skills and Feats: Balance +4, Climb +12, Hide +7*, Listen +4, Move Silently +3, Spot +4; Alertness, Weapon Finesse.

* In areas of tall grass or heavy undergrowth, the margay gains an additional +8 racial bonus to Hide checks.

Pounce (Ex): If the margay leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

HackMaster Cat, Small Hunting, Margay: *HF 1, EP 35, Int 2, AL N, AC 7, MV 14", 12" Climb, HD 2+1, hp 29, #AT 3, D 1d2/1d2/1d4 (claw/claw/bite), SA nil, SD nil, Lang: none, ML 9, ToP 14, Crit BSL: Def AC +0, FF 6*

Cat, Small Hunting (Ocelot): The ocelot spends most of its time in its home, within an area of dense, thick brush, and coming out at night to hunt. Like many domestic cats, the diet of the ocelot is primarily made up of rodents. Unlike most cats, however, ocelots love to swim. Ocelots can be found in and around the Obakasek Jungle.

Ocelot fur is short and not as thick as the similarly furred margay, and marked with both spots and rosettes that typically run in parallel chains along their sides. Their tail, however, is ringed.

CR 1; hp 11 (2d8+2); AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Atk +1; Grp -1; Atk +5 melee (1d3+2, claw); Full Atk +5 melee (1d3+2, claw) and +0 melee (1d3+1, bite); Space/Reach 5 ft./5 ft.; SA pounce, improved grab, rake 1d3+1; SQ low-light vision, scent; Small animal (15-30 lbs., 3-4 ft. long); Init +3 (Dex); MV 40, climb 20, swim 20; SV Fort +4, Ref +6, Will +1; AL N; Str 15, Dex 17, Con 13, Int 2, Wis 12, Cha 8.

Skills and Feats: Balance +4, Climb +10, Hide +7*, Listen +4, Move Silently +5, Spot +4, Swim +10; Alertness, Weapon Finesse.

* In areas of tall grass or heavy undergrowth, the ocelot gains an additional +8 racial bonus to Hide checks.

Improved Grab (Ex): To use this ability, the ocelot must hit with its bite attack. If it gets a hold, it can rake.

Pounce (Ex): If the ocelot leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

Rake (Ex): An ocelot that gets a hold can make two rake attacks (+4 melee) with its hind legs for 1d3+1 points of damage each. If the ocelot pounces on an opponent, it can also rake.

HackMaster Cat, Small Hunting, Ocelot: *HF 1, EP 35, Int 2, AL N, AC 7, MV 15", 8" climb, HD 2, hp 28, #AT 3, D 1d3/1d3/1d4 (claw/claw/bite), SA rear claw rake 1d4-2/1d4-2, SD nil, Lang: none, ML 10, ToP 14, Crit BSL: Def AC +0, FF 5*

Cat, Small Hunting (Pampas Cat): Though the pampas cat is most commonly found among pampas grass (a tall, ornamental, reed-like grass common to Basir, southern Kalamar and Tarisato), varieties of this cat can also be located further north in Kalamar's temperate forests, the Alubelok Swamp and throughout the Ka'Asa mountain range. Pampas cats are never found in tropical forests. Pampas cats are often hunted for their beautiful fur.

The pampas cats living in hills and mountains typically have gray fur, with reddish stripes that occasionally break up into spots. The cats of other regions, however, have a longer, yellowish-brown coat with a muted pattern. On both varieties, these stripes are mostly visible on the limbs and underbelly.

CR 1; hp 6 (1d8+2); AC 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12; Base Atk +1; Grp -2; Atk +4 melee (1d3+1, bite); Full Atk +4 melee (1d3+1, bite) and +2 melee (1d2, claws); Space/Reach 5 ft./5 ft.; SA pounce, improved grab, rake 1d2+1; SQ low-light vision, scent; Small animal (8-14 lbs., 2 ft. long); Init +2 (Dex); MV 40, climb 20; SV Fort +4, Ref +4, Will +1; AL N; Str 13, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Balance +2, Climb +9, Hide +6*, Listen +5, Move Silently +2, Spot +5; Alertness, Multiattack, Weapon Finesse.

* In areas of tall grass or heavy undergrowth, the pampas cat gains an additional +8 racial bonus to Hide checks.

Improved Grab (Ex): To use this ability, the pampas must hit with its bite attack. If it gets a hold, it can rake.

Pounce (Ex): If the pampas leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

Rake (Ex): A pampas that gets a hold can make two rake attacks (+4 melee) with its hind legs for 1d2+1 points of damage each. If the pampas pounces on an opponent, it can also rake.

HackMaster Cat, Small Hunting, Pampas: *HF 1, EP 35, Int 2, AL N, AC 7, MV 15", 8" Climb, HD 2, hp 28, #AT 3, D 1d3/1d3/1d4 (claw/claw/bite), SA rear claw rake 1d3/1d3, SD nil, Lang: none, ML 9, ToP 14, Crit BSL: DefAC +0, FF 6*

Cat, Small Hunting (Serval): The serval, a small cat common to western Svimohzia, has a light brown coat with dark spots and streaks, along with a black-tipped tail. The serval's long, slim legs serve it well when hunting small prey (frogs and rodents, most often) in long grass. Serval leap high, pouncing on their food to prevent its escape. Alternatively, they may jump up into the air, clapping their front paws together around small flying prey, such as birds and insects.

A serval also has a long neck, a small, delicate head and unusually large, bat-like black ears with white spots. These ears have excellent auditory capabilities and allow the serval to easily hear its prey approaching.

CR 1; hp 13 (2d8+4); AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Atk +1; Grp -1; Atk +5 melee (1d3+2, claw); Full Atk +5 melee (1d3+2, claw) and +0 melee (1d3+1, bite); Space/Reach 5 ft./5 ft.; SA pounce; SQ low-light vision, scent; Small animal (30-40 lbs., 1 1/2-2 ft. tall, up to 3 ft. long); Init +3; MV 40, climb 20; SV Fort +5, Ref +6, Will +1; AL N; Str 15, Dex 16, Con 15, Int 2, Wis 12, Cha 7.

Skills and Feats: Balance +3, Climb +10, Hide +7*, Listen +7, Move Silently +3, Spot +4; Alertness, Weapon Finesse.

* In areas of tall grass or heavy undergrowth, the serval gains an additional +8 racial bonus to Hide checks.

Pounce (Ex): If the serval leaps onto an opponent during the first round of combat, it can make a full attack even it has already taken a move action.

HackMaster Cat, Small Hunting, Serval: *HF 1, EP 35, Int 2, AL N, AC 6, MV 15", 8" Climb, HD 2, hp 29, #AT 3, D 1d3/1d3/1d4 (claw/claw/bite), SA nil, SD nil, Lang: none, ML 9, ToP 14, Crit BSL: DefAC +0, FF 6*

Chicken: A domesticated fowl, kept by many commoners of Tellene for its ability to produce eggs (and meat, when necessary). Many breeds of chickens exist in Tellene, but the average weighs approximately 2 to 4 pounds and stands about 1-foot-tall. An average chicken has two 2 hit points.

A male chicken is known as a rooster, and has a comb-like fin on his chin and head. An average rooster also has two 2 hit points. A castrated rooster is known as a capon.

HackMaster Chicken: *HF 0, EP 1, Int 1, AL N, AC 8, MV 12", 8" Fly (E), HD 1-2 hit points, hp 2, #AT 1, D 1 (peck), SA nil, SD nil, Lang: none, ML 3, ToP 1, Crit BSL: DefAC -4, FF 3*

Cow: A domesticated herd animal found in many areas of Tellene. The average cow weighs 800 to 1,500 pounds and stands about five 5 feet high at the shoulder. Cow hides, or leather, are used to make garments and armor, as well as in the creation of tools and many other items. Cow milk is used to make cheese, butter and other foodstuffs. A young cow is called a calf.

For D&D statistics of an average cow, use the bison entry in the *D&D Monster Manual*.

HackMaster Cow: *HF 3, EP 270, Int 1, AL N, AC 7, MV 15", HD 4, hp 35, #AT 2, D 1d6/1d6 (hoof/hoof), SA charge for 3d6, herds can stampede for 4-32 points of damage for 1-6 rounds, SD head is AC 4, Lang: none, ML 8, ToP 17, Crit BSL: DefAC +2, FF 8, Ref HoB v2 p11*

HackMaster Cow, Calf: *HF 1, EP 35, Int 1, AL N, AC 7, MV 15", HD 2, hp 29, #AT 2, D 1d6-3/1d6-3 (hoof/hoof), SA charge for 2d6, SD head is AC 4, Lang: none, ML 8, ToP 14, Crit BSL: DefAC +0, FF 6*

Deer: Roaming the open plains and forests of Tellene, deer are a constant source of both nourishment and raw materials to the Deji and Fhokki tribes, as well as the elves. The deer is the favored animal of the Friends of the Fields (clerics of the Raiser).

Only the male of the species grows antlers; the female does not, and so cannot gore. These are not true horns, but actually bony outgrowths from the skull. Antlers are shed every year, and begin regrowing in the spring, shortly after the previous set is shed. New antlers are not immediately hardened as they grow, but instead are covered with a soft tissue that provides a supply of blood and minerals to the antlers. It takes about 5 months for the antlers to completely regrow. At this point, the blood supply ceases to flow, and the soft covering dries. It is shed as the buck rubs his antlers against trees, when they turn into the hard, sharp weapons used in combat.

Most human rangers measure the age of the buck by its antlers, as young bucks (16-18 months old) almost always have spikes, while mature bucks about 4 years old typically have branched antlers with about eight points. The antlers of old bucks, however, may be slightly smaller and abnormal. (In some areas of the Wild Lands, calling an elderly person an "old buck" may be received with either pleasure or anger, depending upon the region and the person.) Some elven rangers claim that the size of antlers depends on the buck's diet, and so have made a careful study of tooth wear in deer, which they consider a much more reliable way to judge the age of such creatures.

CR 1; hp 11 (2d8+2); AC 14 (+3 Dex, +1 natural), touch 13, flat-footed 11; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, gore [male only]) or +0 melee (1d3, hoof*); Full Atk +2 melee (1d6+1, gore [male only]) and +0 melee (1d3, hooves* [male only]) or +2 melee (1d3, hooves* [female]); Space/Reach 5 ft./5 ft.; SA -; SQ low-light vision, scent; Medium animal (3-4 ft. tall, 125-300 lbs.); Init +3 (Dex); MV 50; SV Fort +1, Ref +6, Will +1; AL N; Str 12, Dex 16, Con 13, Int 2, Wis 12, Cha 10.

*A deer prefers to run rather than attack. Its hoof attack is always treated as a secondary attack and adds only half the deer's Strength bonus to damage.

Skills and Feats: Hide +3, Jump +4, Listen +4, Move Silently +3, Spot +4; Alertness, Multiattack.

Chapter 11: Animals

HackMaster Deer: *HF 0, EP 35, Int 1, AL N, AC 8, MV 18", HD 1-1, hp 22, #AT 1, D 1d4-1 (horn), SA nil, SD 50% likely to freeze in bright lights (note that this is not an effective defense), Lang: none, ML 6, ToP 11, Crit BSL: Def AC -3, FF 5*

Dog: The dog statistics presented in the *D&D Monster Manual* describe fairly small dogs, such as terriers. Larger dogs that are bred with a focus towards hunting, guarding and war are further detailed below. Some breeds of dogs, such as the beagle, are popular both for hunting as well as for the pets of nobles. In these cases, the breed will differ depending upon the purpose it was bred for; use the statistics for the hunting dog or common dog when appropriate.

Dog, Guard: This trained dog typically accompanies a guard as he or she patrols a building or other arean armored warrior. Some breeds of guard dog common to Tellene are listed here, though there are many more. The region name shows where such guard dogs are most common, though they are not limited to these areas. Merchant's Tongue names some breeds as the: akbash (Reanaaria Bay), doberman or rottweiler (Young Kingdoms), golden retriever (Brandobia), mastiff or pitbull terrier (Kalamar) and ridgeback (Svimohzia). The German shepherd (Wild Lands) is known on Tellene simply as the shepherd dog.

CR 1; hp 13 (2d8+4); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +4; Atk +4 melee (1d6+4, bite); Full Atk +4 melee (1d6+4, bite); Space/Reach 5 ft./5 ft.; SA improved grab; SQ low-light vision, scent; Medium animal; Init +2 (Dex); MV 40; SV Fort +5, Ref +5, Will +1; AL N; Str 16, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Jump +7, Listen +5, Move Silently +2, Spot +8, Swim +3, Survival +1*, Tumble +2; Alertness, Skill Focus (Spot), Track

*A guard dog has a +4 bonus to Jump checks. It gains a +8 bonus to Survival when tracking by scent.

Dog, Hunting: This dog is used for hunting game. For example, early in their settlement of the north, the Fhokki domesticated wild dogs to help them hunt – a practice that continues to this day. Other races also use dogs in hunting practices, of course.

Some breeds of hunting dog common to Tellene are listed here, though there are many more. The region name shows where these hunting dogs are most common, though they are not limited to these areas. The hunting beagle, for example, is quite common in both Brandobia and the Young Kingdoms.

In Merchant's Tongue, some other hunting dogs are the: basenji (Svimohzia), elkhound (Wild Lands), grayhound (Reanaaria Bay), molossus (Kalamar) and pointer (Young Kingdoms). The Irish setter (Brandobia) is known on Tellene simply as the setter.

CR 1; hp 13 (2d8+4); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); Space/Reach 5 ft./5 ft.; SA -; SQ low-light vision, scent; Medium animal; Init +2 (Dex); MV 50; SV Fort +5, Ref +5, Will +1; AL N; Str 14, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Jump +6, Listen +2, Move Silently +3, Spot +2, Survival +4*, Swim +2, Tumble +3; Skill Focus (Survival), Track*

*A hunting dog has a +4 bonus to Jump checks. It gains a +8 bonus to Survival when tracking by scent.

Dog, Riding: A riding dog is a medium-sized canine capable of carrying a Small creature (usually a lightfoot halfling) on its back.

Riding dogs are often fitted with specially constructed saddles and bridles, though they may also be ridden bareback.

The halflings of Kaleta, among others, raise fierce dogs for both riding and hunting. They do not sell the dogs, except on rare occasions - dogs are part of the family. If a stranger can convince a halfling to sell a dog, the dog is probably untrainable, diseased or stolen. Some specific riding dogs are the collie (Brandobia), huskie (Wild Lands) and St. Bernard (Wild Lands and Young Kingdoms, known as the cattle dog).

For D&D statistics on riding dogs, see the *D&D Monster Manual*.

Dog, Saaniemian War: This medium-sized dog has been well-trained for war. These animals can even make trip attacks! These war dogs come from the kennels of Major Baenar, cleric of the Temple of Armed Conflict in the city of Saaniema, where they are highly esteemed.

CR 2; hp 25 (3d8+12); AC 16 (+3 Dex, +3 natural), touch 13, flat-footed 13; Base Atk +2; Grp +5; Atk +5 melee (1d6+4, bite); Full Atk +5 melee (1d6+4, bite); Space/Reach 5 ft./5 ft.; SA trip; SQ low-light vision, scent; Medium animal; Init +3 (Dex); MV 40; SV Fort +6, Ref +6, Will +2; AL N; Str 17, Dex 16, Con 17, Int 2, Wis 12, Cha 6.

Skills and Feats: Balance +4, Hide +3, Jump +3, Listen +4, Move Silently +3, Spot +3, Survival +3*, Swim +4, Tumble +4; Alertness, Toughness, Track.

*A Saaniemian war dog gains a +4 bonus to Survival when tracking by scent.

Trip (Ex): A trained war dog that hits with a bite attack can attempt to trip the opponent as a free action (see the *D&D Player's Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dog in return.

HackMaster: *Most dawgs (dogs) described above are considered war dawgs.*

Dawg, War: *HF 0, EP 65, Int 3, AL N, AC 6, MV 12", HD 2+2, hp 30, #AT 1, D 2d4 (bite), SA nil, SD nil, Lang: none, ML 9, ToP 15, Crit BSL: Def AC +0, FF 8, Ref HoB v2 p51*

Dolphin: Some coastal communities have domesticated these intelligent sea dwelling mammals. They tend to call it "befriending", insisting that dolphins are more than mere beasts of burden. For D&D game statistics, dolphins are equivalent to porpoises (see the *D&D Monster Manual*).

HackMaster Dolphin: *HF 1, EP 120, Int 12, AL N, AC 5, MV 30" Swim, HD 2+2, hp 30, #AT 1, D 2d4 (nose punch), SA nil, SD save as 4th level fighter, Lang: none, ML 11, ToP 15, Crit BSL: Def AC +0, FF 8, Ref HoB v2 p61*

Donkey or Ass: These long-eared, horse-like animals can be found throughout most of Tellene. For statistics on donkeys or asses, see the *D&D Monster Manual*. A donkey is also known as an ass.

The typical donkey stands from 4 to 5 1/2 feet tall at the shoulder, can be up to 6 1/2 feet long and weighs about 600 pounds. Donkeys can live to be up to 40 years old.

HackMaster Donkey, Beast of Burden: *HF 0, EP 65, Int 1, AL N, AC 7, MV 9", HD 3, hp 33, #AT 1 or 2, D 1 (bite) or 1d2/1d2 (hoofhoof), SA nil, SD nil, Lang: none, ML 9, ToP 16, Crit BSL: Def AC +3, FF 6, Ref HoB v1 p57*

Duck: A wild or domesticated waterfowl with short webbed feet, typically weighing 3 to 5 pounds and standing about 2 feet tall. Ducks may be found in forests, mountains, prairies, marshes, and along the coast in any temperate or tundra-like climate, as long as there is some small body or flow of water. An average duck has 3 hit points.

HackMaster Duck: *HF 0, EP 1, Int 1, AL N, AC 8 (7 when flying), MV 12", 12" Fly (C), HD 1-2 hit points, hp 2, #AT 1, D 1 (peck), SA nil, SD nil, Lang: none, ML 3, ToP 1, Crit BSL: DefAC -4, FF 3*

Eagle: Some sages insist that dozens of different species of this flying raptor exist on Tellene, including the bald (Young Kingdoms), golden (most of continental Tellene), and serpent (Svimohzia). For D&D statistics on eagles, see the *D&D Monster Manual*.

HackMaster Eagle, Wild: *HF 0, EP 175, Int 1, AL N, AC 6, MV 1", 30" Fly (C), HD -, hp 5-10, #AT 3, D 1-2/1-2/1, SA nil, SD nil, Lang: none, ML 9, ToP 2-5, Crit BSL: DefAC -2, FF 4)*

Elephant, Labor: The largest domesticated living land animal, the elephant has thick skin, a long trunk and two ivory tusks. Elephants are native to the island of Svimohzia and the Obakasek peninsula, though they have been transplanted to other areas of Tellene (with limited success). These herbivores are often used as mounts or beasts of burden.

The average Svimohzish labor elephant stands from 12 to 13 feet tall, weighing between 11,000 and 14,500 pounds. The standard Obakasek labor elephant stands from 10 to 12 feet tall, weighing between 7,000 and 10,500 pounds. For game statistics, see the *D&D Monster Manual*. (Treat the Indian elephants as Obakasek elephants and the African elephant as a Svimohzish elephant.)

Carrying Capacity (Obakasek): A light load for a labor elephant is up to 540 pounds; a medium load, 541-900 pounds; a heavy load, 901-1300 pounds. A labor elephant can drag 7,875 pounds.

Carrying Capacity (Svimohzish): A light load for a labor elephant is up to 720 pounds; a medium load, 721-1200 pounds; a heavy load, 1201-1740 pounds. A labor elephant can drag 10,500 pounds.

HackMaster Elephant: *HF 10, EP 1,400, Int 3, AL N, AC 6, MV 12", HD 10, hp 65, #AT 5, D 2d6 x5 (stomp/stomp/gore/gore/trunk squeeze), SA pin 2d12 points of damage, SD nil, Lang: none, ML 9, ToP 32, Crit BSL: DefAC +8, FF 5, Ref HoB v3 p10*

Elephant, War: These animals are similar to Svimohzish elephants but are trained and bred for strength and aggression. A war elephant can fight while carrying riders, but each rider cannot attack unless he or she succeeds at a Ride check (DC 10). Svimohzish armies primarily use the war elephant, though it may be found in the hands of Kalamaran armies (in very limited quantities).

CR 9; hp 114 (12d8+60); AC 15 (-2 size, +7 natural), touch 8, flat-footed 15; Base Atk +9; Grp +28; Atk +18 melee (2d8+16, gore); Full Atk +18 melee (2d6+11, slam) and +13 melee (2d6+5, stamps), or +18 melee (2d8+16, gore); Space/Reach 15 ft./10 ft.; SA trample 2d8+16; SQ low-light vision, scent; Huge animal; Init +0; MV 40; SV Fort +13, Ref +8, Will +7; AL N; Str 32, Dex 10, Con 21, Int 2, Wis 13, Cha 7.

Skills and Feats: Listen +13, Spot +11; Alertness, Diehard, Endurance, Iron Will, Skill Focus (Listen).

Trample (Ex): A war elephant can trample Medium or smaller opponents for automatic gore damage. Opponents who do not make attacks of opportunity against the elephant can attempt a Reflex save (DC 20) for half damage.

Carrying Capacity: A light load for a war elephant is up to 900 pounds; a medium load, 901-1500 pounds; a heavy load, 1501-2175 pounds. A war elephant can drag 10,500 pounds.

HackMaster Elephant, Standard: *HF 11, EP 1,400, Int 3, AL N, AC 6, MV 15", HD 10, hp 66, #AT 5, D 2d8/2d8/2d6/2d6/2d6 (stomp/stomp/gore/gore/trunk squeeze), SA pin 2d12 points of damage, SD nil, Lang: none, ML 9, ToP 33, Crit BSL: DefAC +8, FF 5, Ref HoB v3 p10*

Falcon: This hunting bird is some 15 to 20 inches long, with a total wingspan of 3 to 4 feet and weight of approximately 2 pounds. The falcon is found in forests and plains, though it prefers seaside cliffs, mountains and stony hillsides. Untrained falcons live in mated pairs and savagely defend their territory against other birds of prey. Trained falcons are used in falconry, the popular hunting sport of nobles and royalty. When diving to attack, a falcon may reach speeds of up to 200 miles per hour. The falcon is also the favored animal of the Truthseekers (clerics of The True).

For D&D statistics of an average falcon, use the hawk entry in the *D&D Monster Manual*, with the following change: fly 70 ft. (average).

HackMaster Falcon: *HF 0, EP 65, Int 1, AL N, AC 5, MV 1", 36" Fly (B), HD 1-1, hp 23, #AT 3, D 1/1/1 (claw/claw/bite), SA nil, SD nil, Lang: none, ML 6, ToP 11, Crit BSL: DefAC -1, FF 4, Ref HoB v1 p65*

Ferret: This tiny, weasel-like hunting animal is sand-colored, weighs 1 to 2 pounds and is 1 1/2 to 2 feet long.

For D&D ferret statistics, use the weasel entry on page 203 of the *D&D Monster Manual*, reducing the DC for Handle Animal checks by -2. Ferrets are easier to train than ordinary weasels.

HackMaster Ferret: *HF 0, EP 7, Int 1, AL N, AC 5, MV 15", HD 1-4 hit points, hp 3, #AT 1, D 1 (bite), SA blood drain for 1 point of damage per round, SD nil, Lang: none, ML 12, ToP 1, Crit BSL: DefAC -4, FF 5*

Fox: There are three types of foxes commonly found on Tellene: the gray, red and polar (or arctic) fox. Most foxes on Tellene live in woodlands, or mountains and hills adjacent to woodlands. They build their dens in hollow logs, beneath large rocks, boulders and buildings. These foxes are omnivores, with diets consisting of invertebrates, fruits and berries, grains, birds and other small mammals and reptiles, fish, insects, eggs and even carrion.

CR 1/4; hp 3 (1/2 d8+1); AC 16 (+2 size, +3 Dex, +1 natural), touch 15, flat-footed 13; Base Atk +0; Grp -11; Atk +5 melee (1, claw); Full Atk +5 melee (1, claws) and +0 melee (1, bite); Space/Reach 2 1/2 ft./0 ft.; SA -; SQ low-light vision, scent; Tiny animal (1 1/2-2 1/2 ft. long, 7-13 lbs. (gray); 2-2 1/2 ft. long, 6-24 lbs. (red); 2 ft. long, 6-10 lbs. (polar); Init +3 (Dex); MV 30; SV Fort +3, Ref +5, Will +1; AL N; Str 5, Dex 16, Con 12, Int 2, Wis 13, Cha 8.

Skills and Feats: Balance +3, Climb +3*, Hide +11**, Listen +2, Move Silently +4, Spot +2; Weapon Finesse.

*Foxes use their Dex modifier with their Climb skill. **In areas of thick brush and heavy undergrowth, gray, red and polar (if brown or gray-blue furred) foxes gain a +5 bonus to

Chapter 11: Animals

their Hide skill. White-furred polar foxes gain this +5 bonus to their Hide skill when in snow-covered lands.

HackMaster: Fox: *HF 0, EP 9, Int 2, AL N, AC 5, MV 15", HD 1d4 hit points, hp 3, #AT 1d3, D 1d3, SA nil, SD nil, Lang: none, ML 12, ToP 1, Crit BSL: DefAC -3, FF 6*

Goat: This common farm animal is known for its voracious appetite. The hair of the common goat can be used for weaving, its meat for eating and its milk for drinking and cheesemaking. In the Adiv Hills, the herding of sheep and goats is the primary occupation. A young goat is called a kid. Goats range widely in color, from whites to browns to blacks and mixtures of the above.

In Bet Dodera, visitors are often surprised (and angered) by the native goats that apparently wander freely through the city, blocking traffic and surreptitiously eating the wares of local merchants. The goat is the favored animal of the Covetous Ones (clerics of the Corrupter).

CR 1/2; hp 4 (1d8); AC 13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12; Base Atk +0; Grp -5; Atk +0 melee (1d4-1, butt); Full Atk +0 melee (1d4-1, butt) and -5 melee (1, bite); Space/Reach 5 ft./5 ft.; SA -; SQ low-light vision, scent; Small animal (300 lbs., 3 ft. tall at the shoulder); Init +1 (Dex); MV 30; SV Fort +2, Ref +3, Will +0; AL N; Str 8, Dex 13, Con 11, Int 1, Wis 11, Cha 5.

Skills and Feats: Balance +2, Escape Artist +2, Hide +3, Listen +2, Spot +2; Alertness.

Goat, Trained Pack: This goat is specially trained for carrying loads. Trained pack goats are primarily used by Small characters or in mountainous terrain where a larger pack animal would be unable to tread safely.

CR 1/2; hp 9 (2d8); AC 13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12; Base Atk +1; Grp -3; Atk +2 melee (1d4, butt); Full Atk +2 melee (1d4, butt) and -3 melee (1, bite); Space/Reach 5 ft./5 ft.; SA -; SQ low-light vision, scent; Small animal; Init +1 (Dex); MV 30; SV Fort +2, Ref +3, Will +0; AL N; Str 11, Dex 13, Con 11, Int 1, Wis 11, Cha 5.

Skills and Feats: Balance +3, Escape Artist +4, Listen +2, Spot +2; Alertness.

Carrying Capacity: A light load for a trained pack goat is up to 15 pounds; a medium load, 16 to 45 pounds; a heavy load, 46 to 80 pounds. A trained pack goat can drag 75 pounds.

HackMaster: *Trained pack goats and standard goats use the same statistics.*

Goat: *HF 1, EP 35, Int 1, AL N, AC 7, MV 15", HD 1+2, hp 25, #AT 1, D 1d3 (bite), SA charge +2 to-hit and plus 1d2 damage, SD nil, Lang: none, ML 12, ToP 12, Crit BSL: DefAC +1, FF 7, Ref HoB v3 p 80. (Kids are HF 0, EP 7, 12 hp, do but 1 point of damage, Crit BSL: DefAC -3 and cannot charge.)*

Goose: These waterfowl are common across Tellene, and are often cooked for special occasions and holidays. When angry or annoyed, they are equally likely to attack as to flee. An average goose has 2 hit points.

HackMaster: Goose: *HF 0, EP 1, Int 1, AL N, AC 8 (7 when flying), MV 12", 12" Fly (C), HD 1-3 hit points, hp 2, #AT 1, D 1 (peck), SA nil, SD nil, Lang: none, ML 4, ToP 1, Crit BSL: DefAC -4, FF 3*

Guinea Hen: These ground-nesting fowl have featherless heads and rounded bodies covered with dark, white-spotted feathers.

They make a cheaper meal for those who cannot always afford goose or duck. A guinea hen has 1 hit point.

HackMaster: Guinea Hen: *HF 0, EP 1, Int 1, AL N, AC 8, MV 12", 10" Fly (E), HD 1-2 hit points, hp 2, #AT 1, D 1 (peck), SA nil, SD nil, Lang: none, ML 2, ToP 1, Crit BSL: DefAC -4, FF 3*

Hare: Also known as rabbits, these small herbivores can be found throughout Tellene, with the exception of the Svimozhish Isle (unless imported from the main continent). Hares typically have brownish-gray fur, though other colors (typically black, white or a mixture of the two) are also possible. Like deer, male and female hares are also known as bucks and does.

Hares have long ears and long hind legs, which they thump as warning signals to other hares. They typically weigh between 1 1/2 and 5 pounds, with a length of up to 16 inches.

CR 1/8; hp 2 (1/2 d8); AC 16 (+2 size, +4 Dex), touch 16, flat-footed 12; Base Atk +0; Grp -12; Atk -; Full Atk -; Space/Reach 2 1/2 ft./0 ft.; SA -; SQ low-light vision, scent; Tiny animal; Init +4 (Dex); MV 50; SV Fort -1, Ref +6, Will +0; AL N; Str 2, Dex 18, Con 9, Int 2, Wis 10, Cha 10.

Skills and Feats: Hide +13*, Listen +3, Spot +3; Alertness.

*Hares gain a +5 bonus to Hide checks in areas of thick brush and heavy undergrowth.

HackMaster: Rabbit (Hare): *HF 0, EP 7, Int 1, AL N, AC 8, MV 12", HD 1-3 hit points, hp 2, #AT 1, D 1, SA nil, SD nil, Lang: none, ML 3, ToP 1, Crit BSL: DefAC -4, FF 7*

Hawk, Trained: A hunting bird with sharp talons and a strong hooked beak. The typical hawk is some 1 to 2 feet long. Depending upon the type of hawk encountered, it may have a total wingspan of 1 1/2 to 5 feet and a weight of anywhere from 1/2 to 4 pounds. They are typically found in temperate areas. The hawk is the favored animal of the deity known as the Great Huntress.

For the D&D statistics of an average hawk, see the *D&D Monster Manual*.

HackMaster: Bird, Hawk, Large: *HF 0, EP 65, Int 3, AL N, AC 6, MV 1", 33" Fly (B), HD 1, hp 24, #AT 3, D 1d2/1d2/1 (claw/claw/bite), SA dive at +2 to-hit and double damage, 25% chance of pecking eye for 1-10 rounds blindness and 25% chance to lose that eye, SD nil, Lang: none, ML 9, ToP 12, Crit BSL: DefAC -2, FF 4, Ref HoB v1 p65*

Horse, Draft: This large beast of burden is typically used as a pack animal and cart-puller. The statistics presented here describe a heavy horse slightly smaller than the Drhokkeran charger, but built more for dragging than carrying capacity. As it symbolizes oppression, the draft horse is the favored animal of the Bringers of the New Order (clerics of the Overlord). A draft horse cannot fight while carrying a rider. This animal is usually ready for useful work by age two.

CR 1; hp 19 (3d8+6); AC 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12; Base Atk +2; Grp +10; Atk +5 melee (1d4+4, hoof); Full Atk +5 melee (1d4+4, hooves) and +0 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SA -; SQ low-light vision, scent; Large animal; Init +1 (Dex); MV 50; SV Fort +5, Ref +4, Will +2; AL N; Str 18, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +6, Spot +6; Alertness, Endurance, Run.

Carrying Capacity: A light load for a draft horse is up to 310 pounds; a medium load, 311-600 pounds; a heavy load, 601-870 pounds. A draft horse can drag 5,450 pounds.

HackMaster: Horse, Draft: *HF 0, EP 65, Int 1, AL N, AC 7, MV 12", HD 3, hp 33, #AT 1, D 1d3 (bite), SA nil, SD nil, Lang: none, ML 6, ToP 16, Crit BSL: Def AC +1, FF 7, Ref HoB v1 p57*

Horse, Drhokkeran Charger: These massive horses are the largest mounts bred on Tellene. In Segeleta, these horses are very popular, and are often used as overpriced draft animals. Korem's heavy cavalry (chainmail and shield with lance and sword) also mount themselves on monstrous Drhokkeran chargers.

Today, because of their alliance with the Dejay horsemen, Drhokker has the finest cavalry on Tellene (with the exception of the horse clans themselves). Drhokker ranchers now sell and trade these horses to their neighbors. Before each sale, the selling merchant will neuter the horse, thus allowing Drhokker to remain Tellene's sole source of the charger.

A Drhokkeran charger can fight while carrying a rider, though the rider himself cannot attack unless he succeeds at a Ride check (DC 10). A Drhokkeran charger is ready for heavy work by age three. Like most horses, a Drhokkeran charger can live to be up to 25 years old, but starts to grow old around age 15. These older horses need more care and attention from their owner to make sure they are comfortable.

CR 2; hp 37 (5d8+15); AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13; Base Atk +3; Grp +11; Atk +6 melee (1d6+4, hoof); Full Atk +6 melee (1d6+4, hooves) and +1 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SA -; SQ low-light vision, scent; Large animal; Init +1 (Dex); MV 40; SV Fort +7, Ref +5, Will +2; AL N; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +7, Spot +7; Alertness, Endurance, Run

Carrying Capacity: A light load for a Drhokkeran charger is up to 330 pounds; a medium load, 331-660 pounds; a heavy load, 661-990 pounds. A Drhokkeran charger can drag 4,950 pounds.

HackMaster: Horse, Drhokkeran Charger: *HF 1, EP 120, Int 1, AL N, AC 7, MV 15", HD 5+3, hp 46, #AT 3, D 1d4/1d8/1d8 (bite/hoof/hoof), SA nil, SD nil, Lang: none, ML 9, ToP 23, Crit BSL: Def AC +3, FF 9, based on heavy horse HoB v1 p58*

Horse, Dwarven War: These stocky, muscular steeds are an inch or two shorter than ponies and capable of entering underground passages. They are known for being as stubborn and as tough as dwarves themselves. For use in a D&D campaign, see the war pony detailed in the *D&D Monster Manual*.

HackMaster: Horse, Dwarven War: *HF 1, EP 270, Int 3, AL N, AC 7, MV 18", HD 5+5, hp 47, #AT 3, D 1d6+1/1d6+1/1d4 (hoof/hoof/bite), SA nil, SD nil, Lang: none, ML 14, ToP 23, Crit BSL: Def AC +4, FF 12, Ref HoB v2 p124*

Horse, Gaketan Mare: Gaketan steeds are bright animals prized for their speed and stamina. Gaketans are capable of maintaining a gallop for great distances and the rider who wishes to race virtually anything on Tellene will win if he is mounted on a Gaketan. "Faster than a Gaketan mare" is a common expression of superlative speed in the Sovereign Lands.

A Gaketan steed cannot fight while carrying a rider. Riders of a Gaketan gain a +2 bonus to their Ride checks when urging the horse

to great speeds or feats of endurance. These animals are usually ready for useful work by age two.

CR 1; hp 19 (3d8+6); AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13; Base Atk +2; Grp +8; Atk +3 melee (1d4+3, hoof); Full Atk +3 melee (1d4+3, hooves); Space/Reach 10 ft./5 ft.; SA -; SQ low-light vision, scent; Large animal; Init +1 (Dex); MV 60; SV Fort +5, Ref +4, Will +2; AL N; Str 15, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +6, Spot +6; Alertness, Endurance, Run.

Carrying Capacity: A light load for a Gaketan is up to 210 pounds; a medium load, 211-420 pounds; a heavy load, 421-630 pounds. A Gaketan can drag 3,150 pounds.

HackMaster: Horse, Gaketan Mare: *HF 1, EP 35, Int 1, AL N, AC 7, MV 27", HD 2, hp 31, #AT 2, D 1d4/1d4 (hoof/hoof), SA nil, SD nil, Lang: none, ML 8, ToP 14, Crit BSL: Def AC +1, FF 8, based on light horse HoB v1 p58*

Horse, Heavy: A large working horse, the best breeds of which come from Gaketa and Drhokker. A heavy horse cannot fight while carrying a rider. This animal is usually ready for heavy work by age three.

For the D&D statistics of a heavy horse, see the *D&D Monster Manual*.

Horse, Heavy War: This heavy horse is trained and bred for strength and aggression. The heavy warhorse is ridden by heavy cavalymen to interdict any opposing heavy horsemen and, if successful, to ride down missile troops or crash into the flanks of an infantry formation. A heavy warhorse can fight while carrying a rider, though the rider cannot attack unless he succeeds at a Ride check (DC 10). These animals are usually ready for warfare by age three.

For the D&D statistics of a heavy warhorse, see the *D&D Monster Manual*.

HackMaster: Horse, Heavy or Heavy War: *HF 1, EP 120, Int 1, AL N, AC 7, MV 15", HD 3+3, hp 36, #AT 3, D 1d3/1d8/1d8 (bite/hoof/hoof), SA nil, SD nil, Lang: none, ML 7, ToP 18, Crit BSL: Def AC +1, FF 8, Ref HoB v1 p58*

Horse, Highland Dancer: Highland dancers are the bright and agile horses found on the eastern plains of Svimohzia. These horses, although small among equines, are loyal, bright and unnaturally dexterous. Their colors run from chalk white to charcoal gray, often with spots on the sides and legs. Many people make the mistake of assuming that if these small horses are useless in warfare, but this is not the case. In fact, Zha-nehzmish houses 700 soldiers, all of them mounted on light highland dancers.

A highland dancer can fight while carrying a rider, though the rider cannot attack unless he succeeds at a Ride check (DC 10). These animals are usually ready for useful work by age two, but not for warfare until after age three.

CR 1; hp 22 (3d8+9); AC 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12; Base Atk +2; Grp +9; Atk +4 melee (1d6+3, hoof); Full Atk +4 melee (1d6+3, hooves) and -1 melee (1d4+1, bite); Space/Reach 10 ft./5 ft.; SA -; SQ low-light vision, scent; Large animal; Init +2 (Dex); MV 60; SV Fort +6, Ref +5, Will +2; AL N; Str 17, Dex 15, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +7, Spot +7; Alertness, Endurance, Run.

Chapter 11: Animals

Carrying Capacity: A light load for a highland dancer is up to 190 pounds; a medium load, 191-380 pounds; a heavy load, 381-500 pounds. A highland dancer can drag 2,850 pounds.

HackMaster: Horse, Highland Dancer: *HF 1, EP 35, Int 2, AL N, AC 6, MV 24", HD 2, hp 29, #AT 2, D 1d4/1d4 (hoof/hoof), SA nil, SD nil, Lang: none, ML 7, ToP 14, Crit BSL: Def AC +1, FF 6, Ref HoB v1 p58*

Horse, Light: A light horse is any smaller breed of working horse. A light horse cannot fight while carrying a rider. This animal is usually ready for work by age two.

For the D&D statistics of a light horse, see the *D&D Monster Manual*.

HackMaster: Horse, Light: *HF 0, EP 65, Int 1, AL N, AC 7, MV 24", HD 3, hp 33, #AT 2, D 1d2/1d2 (hoof/hoof), SA nil, SD nil, Lang: none, ML 9, ToP 16, Crit BSL: Def AC +0, FF 5, Ref HoB v1 p57*

Horse, Light War: Light warhorses are common throughout Tellene, particularly in the hands of light cavalymen who are neither trained nor equipped for close order combat. Armed with a powerful composite bow, the cavalymen use the speed of their light warhorses to put them in a position where they can attack vulnerable targets, such as rearguard troops or artillery, as well as to harass heavy cavalry. The light warhorses also have secondary tasks of running down routed troops and performing reconnaissance.

For the D&D statistics of a light warhorse, see the *D&D Monster Manual*.

HackMaster: Horse, Light War: *HF 1, EP 35, Int 1, AL N, AC 7, MV 24", HD 2, hp 28, #AT 2, D 1d4/1d4 (hoof/hoof), SA nil, SD nil, Lang: none, ML 5, ToP 14, Crit BSL: Def AC +1, FF 6, Ref HoB v1 p58*

Horse, Middling (Medium): The statistics presented here describe breeds of working horses too heavy and big-boned to be considered light horses, but still not large enough to be treated as a heavy horse. Two real-world examples would be the Friesian and the Tennessee walking horse. These horses are usually ready for useful work by age two.

CR 1; hp 19 (3d8+6); AC 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12; Base Atk +2; Grp +8; Atk +3 melee (1d4+3, hoof); Full Atk +3 melee (1d4+3, hooves); Space/Reach 10 ft./5 ft.; SA -; SQ low-light vision, scent; Large animal; Init +1 (Dex); MV 55; SV Fort +5, Ref +4, Will +2; AL N; Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Low-light vision, scent; Alertness, Endurance, Run.

Carrying Capacity: A light load for a middling horse is up to 175 pounds; a medium load, 176-350 pounds; a heavy load, 351-525 pounds. A middling horse can drag 2,625 pounds.

Horse, Middling (Medium) War: These animals are similar to middling horses, but are trained and bred for strength and aggression. A middling warhorse can fight while carrying a rider, but the rider cannot also attack unless she succeeds at a Ride check (DC 10). These horses are usually not ready for warfare before age three.

CR 1; hp 22 (3d8+9); AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13; Base Atk +2; Grp +9; Atk +4 melee (1d6+3, hoof); Full Atk +4 melee (1d6+3, hooves) and -1 melee (1d3+1, bite); Space/Reach 10 ft./5 ft.; SA -; SQ low-light vision, scent; Large animal; Init +1 (Dex); MV 55; SV Fort +6, Ref +4, Will +2; AL N; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Low-light vision, scent; Alertness, Endurance, Run.

Carrying Capacity: A light load for a medium warhorse is up to 265 pounds; a medium load, 266-530 pounds; a heavy load, 531-795 pounds. A medium warhorse can drag 3,975 pounds.

HackMaster: Horse, Medium or Medium (War): *HF 1, EP 65, Int 1, AL N, AC 7, MV 18", HD 2+2, hp 31, #AT 3, D 1d3/1d6/1d6 (bite/hoof/hoof), SA nil, SD nil, Lang: none, ML 6, ToP 15, Crit BSL: Def AC +2, FF 7, Ref HoB v1 p58*

Horse, Miniature: The miniature horse is said to live on an island (some 150 miles west of Nordolen) where, rumor has it, there are no predators and even the birds are flightless. The miniature horse's combat ability comes only from playful fights with others of its breed. As such, these wild horses have no fear of man and can easily be approached and picked up. The exact directions to this island are currently a mystery, but its existence was proven by a rare few of these small horses that were brought to the mainland from an adventurous sailing ship, where they ended up either in royal gardens or the cages of traveling performers. Unfortunately, many more died on the trip.

CR 1/4; hp 2 (1/2 d8); AC 17 (+2 size, +4 Dex, +1 natural), touch 16, flat-footed 13; Base Atk +0; Grp -12; Atk +1 melee (1, hoof); Full Atk +1 melee (1, hooves); Space/Reach 2 1/2 ft./2 1/2 ft.; SA -; SQ low-light vision, scent; Tiny animal (15-20 lbs., 2 ft. tall at the shoulder); Init +4 (Dex); MV 40; SV Fort +2, Ref +6, Will +1; AL N; Str 3, Dex 18, Con 10, Int 2, Wis 13, Cha 6.

Skills and Feats: Hide +12, Listen +2, Spot +3; Weapon Finesse.

HackMaster: Horse, Miniature: *HF 0, EP 13, Int 1, AL N, AC 7, MV 24", HD -, hp 4, #AT 2, D 1/1 (hoof/hoof), SA nil, SD nil, Lang: none, ML 9, ToP 2, Crit BSL: Def AC +0, FF 5*

Lizard: Common lizards can be found in all temperate and tropical areas of Tellene, though the larger monitor lizard species are generally limited to the Delnondrian Islands, the Elos and Khydoban deserts, and the areas in and around the Obakasek and Vohven jungles.

For D&D statistics on lizards and monitor lizards, see the *D&D Monster Manual*.

HackMaster: Lizard: *HF 0, EP 10, Int 0, AL N, AC 5, MV 15", HD -, hp 2, #AT 1, D 1-2 (bite), SA attack until at 1/6th total hp then flee, SD nil, Lang: none, ML 15, ToP 1, Crit BSL: Def AC +1, FF 6)*

HackMaster: Lizard, Monitor: *HF 2, EP 162, Int 0, AL N, AC 5, MV 15", HD 2+1, hp 29, #AT 1, D 1-6 (bite), SA attack until at 1/6th total hp then flee, SD nil, Lang: none, ML 15, ToP 14, Crit BSL: Def AC +1, FF 6)*

Llama: Aside from being sturdy pack animals in mountainous terrain, llamas can also provide wool and milk. On Tellene, llamas can be found in temperate grasslands and mountainous areas.

CR 1; hp 9 (2d8); AC 13 (+2 Dex, +1 natural), touch 12, flat-footed 11; Base Atk +1; Grp +3; Atk +3 melee (1d4+4, bite); Full Atk +3 melee (1d4+4, bite); Space/Reach 5 ft./5 ft.; SA -; SQ low-light vision, scent; Medium animal (250-450 lbs., 3-4 ft. tall at the shoulder); Init +2 (Dex); MV 30; SV Fort +3, Ref +5, Will +0; AL N; Str 14, Dex 15, Con 11, Int 1, Wis 10, Cha 4.

Skills and Feats: Balance +5, Listen +3, Spot +3; Alertness, Endurance.

Carrying Capacity: A light load for a llama is up to 25 pounds; a medium load, 51 to 75 pounds; a heavy load, 76 to 100 pounds. A llama can drag 375 pounds.

HackMaster: Llama, Wild: *HF 1, EP 35, Int 1, AL N, AC 8, MV 12", HD 2+2, hp 30, #AT 1 or 2, D 1d4 (bite) or 1d6/1d6 (hoof/hoof), SA nil, SD nil, Lang: none, ML 6, ToP 15, Crit BSL: Def AC +0, FF 8, Ref HoB v4 p94*

Mammoth, Wooly: These creatures, with their huge curved tusks, long dense hair and slightly smaller ears, can be found far to the north of Lake Jorakk. They never travel very far south, if at all, for they are ill fitted for survival in warmer regions.

CR 9; hp 147 (14d8+84); AC 18 (-2 size, +10 natural), touch 8, flat-footed 18; Base Atk +10; Grp +29; Atk +19 melee (2d8+16, gore); Full Atk +19 melee (2d8+16, gore) and +14 melee (2d6+6, stamps); or +19 melee (2d8+16, gore); Space/Reach 15 ft./10 ft.; SA trample 2d8+16; SQ low-light vision, scent; Huge animal (13-16 ft. tall); Init +0; MV 40; SV Fort +15, Ref +4, Will +7; AL N; Str 32, Dex 10, Con 23, Int 2, Wis 13, Cha 7.

Skills and Feats: Listen +14, Spot +12; Alertness, Diehard, Endurance, Iron Will, Skill Focus (Listen).

Carrying Capacity: A light load for a wooly mammoth is up to 900 pounds; a medium load, 901-1,500 pounds; a heavy load, 1,501-2,175 pounds. A wooly mammoth can drag 10,500 pounds.

HackMaster: Mammoth, Wooly: *HF 13, EP 4,000, Int 3, AL N, AC 6, MV 15", HD 13, hp 80, #AT 5, D 3d6/3d6/2d8/2d6/2d6 (gore/gore/trunk slap/stomp/stomp), SA nil, SD nil, Lang: none, ML 9, ToP 40, Crit BSL: Def AC +11, FF 6, Ref HoB v4 p113*

Monkey, Trained: This small, dark-furred primate stands 18 to 27 inches tall (with a 20 to 35 inch long tail) and weighing some 12 to 32 pounds. Monkeys can be found in the jungles and grasslands of Svimohzia and the Obakasek peninsula. While wild monkeys eat flowers, fruits and leaves, trained monkeys prefer more human food such as apples, carrots, grapes, oranges and other potherbs. A trained monkey lives for a maximum of 30 years.

For the D&D statistics of these creatures, see the *D&D Monster Manual*.

HackMaster: Monkey: *HF 1, EP 35, Int 4, AL N, AC 7, MV 6", 12" Climb, HD 1, hp 25, #AT 3, D 1d4-1/1d4-1/1d4 (punch/punch/bite), SA nil, SD nil, Lang: none, ML 7, ToP 12, Crit BSL: Def AC -2, FF 6*

Mule: While a donkey is another name for an ass, a mule is the stubborn hybrid of the ass and the horse. All of these cranky creatures are common beasts of burden on Tellene.

In fact, many followers of the Enlightener believe that their deity influences the mules owned by worshippers to help them avoid danger. They often own mules for this reason. They believe that when a stubborn mule refuses to go somewhere it is usually with good reason.

The average mule stands about 5 feet tall and weighs around 1,200 pounds. For most D&D statistics, see the *D&D Monster Manual*.

Carrying Capacity: A light load for a mule is up to 75 pounds; a medium load, 75-200 pounds; a heavy load, 201-350 pounds. A mule can drag 1,125 pounds.

HackMaster: Mule: *HF 0, EP 65, Int 1, AL N, AC 7, MV 12", HD 3, hp 33, #AT 1 or 2, D 1 (bite) or 1d2/1d2 (hoof/hoof), SA nil, SD nil, Lang: none, ML 7, ToP 16, Crit BSL: Def AC +3, FF 6, Ref HoB v1 p57*

Otter: Otters have long, slender bodies covered with dark brown fur, with the exception of their underbelly, which is gray or brown. Its rear paws are webbed, making for improved swimming.

CR 1/4; hp 2 (1/2 d8); AC 14 (+1 size, +3 Dex), touch 14, flat-footed 11; Base Atk +0; Grp -7; Atk +4 melee (1d4-3, bite); Full Atk +4 melee (1d4-3, bite); Space/Reach 5 ft./5 ft.; SA -; SQ low-light vision, scent; Small animal (15-25 lbs., 3-4 ft. long); Init +3 (Dex); MV 20, swim 30; SV Fort +2, Ref +5, Will +1; AL N; Str 4, Dex 16, Con 10, Int 2, Wis 13, Cha 6.

Skills and Feats: Hide +8, Listen +3, Move Silently +5, Spot +3, Swim +5; Alertness, Weapon Finesse.

HackMaster: Otter, River: *HF 0, EP 7, Int 1, AL N, AC 5, MV 12", 18" Swim, HD 2-12 hit points, hp 7, #AT 1, D 1d4-2 (bite), SA nil, SD nil, Lang: none, ML 8, ToP 3, Crit BSL: Def AC +1, FF 6, Ref HoB v6 p45. (Sea Otters in Garweeze World are somewhat larger, have 3-18 hit points (11; ToP 5), a morale rating of 10, and do 1d4-1 points of damage with their bites.)*

Owl: Several variations of this nocturnal bird can be found on Tellene, including the barn and tawny owls (most of continental Tellene), eagle owl (Svimohzia) and snow owl (northern Tellene).

For D&D statistics on owls, see the *D&D Monster Manual*.

HackMaster: Owl: *HF 1, EP 65, Int 1, AL N, AC 5, MV 1" 27" Fly (D), HD -, hp 5, #AT 3, D 1d4-2/1d4-2/1 (claw/claw/bite), SA swoop, surprise, SD nil, Lang: none, ML 5, ToP 2, Crit BSL: Def AC -4, FF 4*

Ox: On Tellene, the ox is a type of male bull with long, shaggy (or short) brown hair, short sturdy legs and broad hooves. An ox generally stands about four to five to 5 feet at the shoulder and weighs approximately 900 pounds. Unlike the bull, the ox is often used as a beast of burden and for plowing and agricultural work. The ox is the favored animal of the Seekers of the Three Strengths (clerics of the Powermaster).

For most D&D statistics of an average ox, use the bison entry in the *D&D Monster Manual*.

Carrying Capacity: A light load for an ox is up to 100 pounds; a medium load, 101-250 pounds; a heavy load, 251-400 pounds. An ox can drag 2,100 pounds. However, oxen cannot exert themselves for more than 8 hours per day. For this reason, few caravans use oxen as transport.

HackMaster: Ox: *HF 2, EP 65, Int 1, AL N, AC 7, MV 9", HD 5, hp 44, #AT 2, D 1d6/1d6 (hoof/hoof), SA nil, SD nil, Lang: none, ML 12, ToP 22, Crit BSL: Def AC +1, FF 7, Ref HoB v1 p57*

Partridge: A prized game bird found primarily in Brandobia and northern Kalamar. An average partridge stands 1 to 1 1/2 feet tall, weighs about 2 to 3 pounds and has 1 hit point.

HackMaster: Partridge: *HF 0, EP 1, Int 1, AL N, AC 8, MV 12", 10" Fly (E), HD 1-2 hit points, hp 2, #AT 1, D 1 (peck), SA nil, SD nil, Lang: none, ML 3, ToP 1, Crit BSL: Def AC -4, FF 3*

Chapter 11: Animals

Peacock: A peacock is an exotic bird standing some 3 to 4 feet tall, with highly decorated tail feathers spanning some 4 feet. The peacock is primarily found on the Obakasek peninsula. Its feathers are highly prized by nobles and royalty. An average peacock has 3 hit points.

HackMaster: Peacock: *HF 0, EP 1, Int 1, AL N, AC 8, MV 12", 9" Fly (E), HD 2-5 hit points, hp 4, #AT 1, D 1 (peck), SA nil, SD nil, Lang: none, ML 4, ToP 2, Crit BSL: DefAC -4, FF 4*

Pig: A pig is a wild or domesticated swine with thick, hairy skin. Pigs can be found throughout Tellene, and are commonly found on farms where they are raised for their meat. As meat is often served in the houses of the middle and upper classes, a successful pig farmer can do very well for himself. There are many various breeds of pigs on Tellene, including the Elenon Saddleback, Kalamaran White, Rokalel Red, Sisalalido Hog and U'Rudaketan Potbelly.

For the D&D statistics of an average pig, use the boar entry in the *D&D Monster Manual*, replacing the gore attack with a bite attack doing equal damage.

HackMaster: Pig, Domesticated: *HF 1, EP 65, Int 4, AL N, AC 8, MV 18", HD 3, hp 34, #AT 1, D 1d10 (bite), SA 20% chance of infecting victim with rabies, SD nil, Lang: none, ML 11, ToP 17, Crit BSL: DefAC +1, FF 6, RefHoB v6 p71*

Pigeon: A pigeon is a short-faced bird standing about six 6 inches to one 1 foot tall and weighing 1 pound. Carrier pigeons are trained to carry small written messages or very tiny packages (up to 2 ounces) to a specific individual, while homing pigeons are trained to travel to a specific location. Carrier and homing pigeons can travel 300 to 500 miles and more – one way!

The pigeon is the favored animal of Journeymen (clerics of the Traveler). Both carrier and homing pigeons have a speed of 5 feet, a fly speed of 15 ft. (average) and 1 hit point.

HackMaster:

Pigeon, Common: *HF 0, EP 7, Int 1, AL N, AC 8, MV 3", 12" Fly (C), HD 2-5 hit points, hp 3, #AT 1, D 1 (peck), SA nil, SD nil, Lang: none, ML 6, ToP 1, Crit BSL: DefAC -4, FF 4, RefHoB v6 p73*

Pigeon, Carrier or Homing: *HF 0, EP 7, Int 1, AL N, AC 7, MV 3", 12" Fly (C), HD 2-5 hit points, hp 4, #AT 1, D 1 (peck), SA nil, SD nil, Lang: none, ML 11, ToP 2, Crit BSL: DefAC -4, FF 4, RefHoB v6 p73*

Pony: A small horse under 5 feet tall at the shoulder. Ponies are typically used as cheap mounts, beasts of burden or pets for the children of wealthy nobles. A pony cannot fight while carrying a rider.

For the D&D statistics of the pony, see the *D&D Monster Manual*.

Pony, War: Ponies are also used by the smaller races, such as dwarves, gnomes and halflings, as war mounts. From the dwarven city of Draska, a company of 200 war pony-mounted cavalry patrols the Hadaf Highlands as far as the Brindonwood, with occasional jaunts to Shyta-na-Dobyoy to trade their excellent swords for that city's equally fine wine.

A war pony can fight while carrying a rider, but the rider cannot attack unless she succeeds at a Ride check (DC 10). For D&D statistics of the war pony, see the *D&D Monster Manual*.

HackMaster: Pony or Pony (War), Beast of Burden: *HF 1, EP 35, Int 1, AL N, AC 7, MV 12", HD 1+1, hp 26, #AT 1, D*

1d2 (bite), SA nil, SD nil, Lang: none, ML 6, ToP 13, Crit BSL: DefAC +0, FF 6, RefHoB v1 p58

Ram: This is a male sheep with large, rear-curving horns. The ram can be found in cold, temperate and desert areas with rocky cliffs, ridges and slopes. It eats grassy vegetation and scattered shrubs, with water being of primary importance in desert areas.

CR 1; hp 11 (2d8+2); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, butt); Full Atk +2 melee (1d6+1, butt); Space/Reach 5 ft./5 ft.; SA Overrun; SQ low-light vision, scent; Medium animal (285-330 lbs., 3 1/2 ft. tall at the shoulder); Init +2 (Dex); MV 30; SV Fort +4, Ref +5, Will -1; AL N; Str 13, Dex 14, Con 12, Int 2, Wis 8, Cha 4.

Skills and Feats: Balance +3, Listen +3, Spot +3; Alertness, Ram.

Overrun (Ex): A ram may overrun as part of a charge action, as detailed in the *D&D Player's Handbook*.

HackMaster: Ram: *HF 1, EP 35, Int 1, AL N, AC 6, MV 15", HD 2, hp 29, #AT 1, D 1d4-2 (bite), SA charge for +1 to-hit and double damage, SD nil, Lang: none, ML 15, ToP 14, Crit BSL: DefAC +0, FF 5, RefHoB v6 p111*

Rat: Two basic types of rats can be found on Tellene – the brown rat and the roof (black) rat. Brown rats are most commonly found underground, particularly where there are sewers and garbage piles nearby. Black rats, however, love to climb. They are typically found in upper levels of abandoned buildings, or nesting in trees and vines.

For D&D statistics on rats, see the *D&D Monster Manual*.

HackMaster: Rat: *HF 0, EP 5, Int 1, AL N, AC 7, MV 15", HD d4+3 hp, hp 5, #AT 1, D 1 (bite), SA disease, SD nil, Lang: none, ML 2, ToP 2, Crit BSL: DefAC -4, FF 8*

Raven: Ravens are large, omnivorous black birds, with a blueish-purple sheen to their feathers. Though often confused with crows, a raven has a larger, heavier beak, a deeper caw, and more pointy, elongated throat feathers. They can be found throughout Tellene, but prefer wooded areas and cliffs near coasts or mountains. The symbol of the Dark One is an eyeless raven gripping a bloody eye.

For D&D statistics on ravens, see the *D&D Monster Manual*.

HackMaster: Rook/Raven: *HF 0, EP 15, Int 1, AL N, AC 7, MV 1", 36" Fly (B), HD -, hp 1-2, #AT 1, D 1 (bite), SA nil, SD nil, Lang: none, ML 7, ToP 1, Crit BSL: DefAC -4, FF 4*

Rhinoceros: The rhinoceros, or rhino, stands more than 6 feet tall and weighs 6,000 to 8,000 pounds. It also has a single horn, averaging 18 inches to 4 feet. The typical gray and black rhinos can be found in many parts of Svimohzia, from the dense Vohven Jungle to the open plains.

The Obakasek Jungle also claims at least two smaller species of gray rhino, about 4 1/2 feet tall and with horns 15 to 20 inches long. However, some bold adventurers claim that at least one of these species is said to be two-horned! Some nomadic Fhokki legends also tell of a far northern rhinoceros that stands some 18 feet tall, but this has yet to be proven.

For D&D statistics on rhinos, see the *D&D Monster Manual*.

HackMaster: Rhinoceros: *HF 6, EP 975, Int 1, AL N, AC 6, MV 12", HD 8, hp 56, #AT 1, D 2-8, SA charge, trample, SD nil, Lang: none, ML 14, ToP 28, Crit BSL: DefAC +6, FF 4*

Sheep: This beardless, wooly herbivore is raised throughout Tellene as a producer of wool for clothing. The world's finest wool

comes from sheep raised in the Shynako Hills. The sheep is the favored animal of the Peacemakers.

CR 1/3; hp 5 (1d8+1); AC 13 (+1 size, +1 Dex, +1 natural), touch 12, flat-footed 12; Base Atk +0; Grp -4; Atk -4* melee (1d3, bite); Full Atk -4* melee (1d3, bite); Space/Reach 5 ft./5 ft.; SA Stamped; SQ low-light vision, scent; Medium animal (75-200 lbs., 3-3 1/2 ft. tall); Init +1 (+1 Dex); MV 30; SV Fort +3, Ref +3, Will -2; AL N; Str 10, Dex 12, Con 12, Int 2, Wis 6, Cha 4.

*A sheep prefers to run rather than attack. Its bite attack is treated as a secondary attack.

Skills and Feats: Balance +2, Hide +2, Listen +1, Spot +1; Alertness.

Stampede (Ex): A frightened herd of sheep flees as a group in a random direction (but always in the opposite direction from what they perceive as danger). Sheep will run over anything of size Medium or smaller that gets in their way, dealing 1d6 points of damage for every five sheep in the herd. A successful Reflex save (DC 16) halves the damage.

HackMaster: Sheep, Common: HF 0, EP 35, Int 1, AL N, AC 7, MV 9", HD 2-12 hit points, hp 8, #AT 1, D 1d4-2 (bite), SA nil, SD nil, Lang: none, ML 6, ToP 4, Crit BSL: Def AC -4, FF 4, Ref HoB v7 p53

Snake: Some (but not all) of the most poisonous snakes on Tellene reside in the countryside around Balelido, as well as the Obakasek and Vohven jungles. Of course, both poisonous and constricting snakes can be found throughout Tellene. The snake is also the favored animal of the Confuser of Ways.

A snake's size, coloration and even its characteristics may determine the particular type of snake one is viewing. One snake in particular (the "gif nort" in Fhokki, or "sleepy weed" in Merchant's Tongue) is a marine snake known for its lack of energy. The peoples along Lake Adesh extract this venom, coating their spear tips and arrowheads with it for hunting.

For the D&D statistics of various poisonous and constricting snakes, see the *D&D Monster Manual*. Treat the sittik as a tiny viper with a Dexterity of 12.

HackMaster: The basic four types of comparable snakes are listed here.

Snake, Constrictor: HF 4, EP 175, Int 1, AL N, AC 6, MV 9", HD 3+2, hp 35, #AT 2, D 1 (bite)/1d4-1, SA constrict, SD nil, Lang: none, ML 8, ToP 17, Crit BSL: Def AC +1, FF 7, Ref HoB v7 p85

Snake, Giant Constrictor: HF 8, EP 650, Int 1, AL N, AC 5, MV 9", HD 6+1, hp 48, #AT 2, D 1-4 (bite)/1-8, SA constrict, SD nil, Lang: none, ML 11, ToP 24, Crit BSL: Def AC +4, FF 6, Ref HoB v7 p85

Snake, Venomous: HF 2, EP 175, Int 1, AL N, AC 6, MV 15", HD 2+1, hp 31, #AT 1, D 1 (bite), SA poison, SD nil, Lang: none, ML 8, ToP 15, Crit BSL: Def AC +0, FF 6, Ref HoB v7 p85

Snake, Giant Venomous: HF 7, EP 420, Int 1, AL N, AC 5, MV 15", HD 4+2, hp 40, #AT 1, D 1d4-1 (bite), SA poison, SD nil, Lang: none, ML 9, ToP 20, Crit BSL: Def AC +2, FF 7, Ref HoB v7 p85

Songbird: A songbird is any tiny bird whose warbling or chirruping ability resembles a song. A few examples are the chickadee, lark, robin, sparrow, swallow, thrush, warbler and wren.

Songbirds are often captured and sold (or given as presents) to sweethearts, ladies-in-waiting, and noble and royal women. An average songbird has one 1 hit point.

HackMaster: Songbird: HF -1, EP 1, Int 1, AL N, AC 4, MV 1", 12" Fly (A), HD 1 hit point, hp 1, #AT 3, D 1 (peck), SA nil, SD nil, Lang: none, ML 2, ToP 1, Crit BSL: Def AC -4, FF 7, Ref HoB v1 p75

Swan: A large, white waterfowl with a graceful neck and attractive appearance. Ownership of a small, well-kept swan pond is much prized by many in the upper classes as a status symbol. In fact, the shipbuilders of Shyff have used a trademark swan emblem as their symbol of quality for over 100 years. An average swan has 3 hit points.

HackMaster: Swan: HF 0, EP 65, Int 1, AL N, AC 7, MV 3", 18" Fly (D), HD 1d8+2 hit points, hp 7, #AT 3, D 1/1/1d2 (wing slap/wing slap/fierce peck), SA nil, SD 50% magic resistance to Silence, Lang: none, ML 4, ToP 3, Crit BSL: Def AC -4, FF 4, Ref HoB v1 p75

Toad: This type of frog can be found in most temperate and tropical parts of Tellene, and are often confused with their "true frog" relatives. Common frogs have long hind feet, smooth and slimy skin, and lay their eggs in clusters. Toads, however, have stubby bodies with short hind legs, dry and warty skin, and lay their eggs in chains. Some toads also have poison glands behind their eyes.

An amusing story currently passing throughout Bet Kalamar tells of a Kalamaran noblewoman who was married to a husband she despised. Eventually, the husband became bedridden, and though the healers predicted that his weak heart and dysfunctional bladder would soon claim his life, she decided to hasten his end. Through study, she soon determined how to craft a poison made from a certain toad's secretions, and added it to her husband's nightly tonic. Unfortunately, she chose poorly, for this particular toad's fluids both stimulate the heart and increase the flow of urine. Consequently, the husband she so hated was not killed, but regained his health instead!

For D&D statistics on toads, see the *D&D Monster Manual*.

HackMaster: Toad: HF 0, EP 4, Int 1, AL N, AC 6, MV 6", 6" Hop, HD -, hp 2, #AT 1, D 1, SA nil, SD nil, Lang: none, ML 7, ToP 1, Crit BSL: Def AC +1, FF 9

Weasel, Trained: These small, aggressive predators are about 15 inches long and weigh approximately 1/2 pound. Weasels are found in temperate Tellene and throughout most of the northern lands.

For the D&D statistics of the weasel, see the *D&D Monster Manual*.

HackMaster: Weasel: HF 0, EP 7, Int 1, AL N, AC 5, MV 15", HD 1-4 hit points, hp 3, #AT 1, D 1 (bite), SA blood drain for 1 point of damage per round, SD nil, Lang: none, ML 12, ToP 1, Crit BSL: Def AC -4, FF 5, Ref HoB v8 p77

Wolf: This large canine has the capacity to survive in the most inhospitable of climates, and thus can be found throughout the main continent of Tellene and the Svimohzish Isle. Though most wolves have gray coats, coloration may vary from white through black. Wolves typically stand about 28-31 inches tall at the shoulder, are between 4-5 feet long (not including the tail), and usually weigh between 75 and 125 pounds.

For D&D statistics on wolves, see the *D&D Monster Manual*.

Chapter 11: Animals

HackMaster: Wolf: *HF 1, EP 65, Int 3, AL N, AC 7, MV 18", HD 3, hp 34, #AT 1, D 2-5, SA nil, SD nil, Lang: none, ML 10, ToP 16, Crit BSL: DefAC +1, FF 4, ref HoB v8 p91*

Wolverine: Also known as the "skunk bear" because of its light-colored striping, the wolverine can be found throughout central and northern Tellene. Though they are one of the strongest animals for their size, they usually feed by scavenging the kills of larger predators. Wolverines have a large head, small ears, a short tail, and very large, powerful limbs. They stand about 13 to 17 inches tall, 30 to 36 inches long, weigh between 30 and 70 pounds, and have a life span of about 17 years.

For D&D statistics on wolverines, see the *D&D Monster Manual*.

HackMaster: Wolverine: *HF 6, EP 270, Int 3, AL N, AC 5, MV 12", HD 3, hp 33, #AT 3, D 1-4/1-4/2-5, SA musk, SD immune to fear, Lang: none, ML 19, ToP 16, Crit BSL: DefAC +1, FF 5, ref HoB v8 p93*

Zamulbah: This unusual animal is found only along the southern reaches of the Svimohzish Isle, within the Vohven Jungle. Here, it is used as a beast of burden by jungle-dwellers and those who are fortunate enough to locate and capture one. The zamulbah is only occasionally seen in the hands of the wealthy in Zenshahn and Emosvom, and rarely elsewhere outside of the jungle itself.

A zamulbah's hide is yellow, with brown patches not unlike that of a giraffe. Its body appears similar to a Brahma bull or ox, with great mass and muscle. The placid expression on the creature's face leads some to think it slow and stupid, though it can put up quite a fight if provoked.

CR 2; hp 45 (6d8+18); AC 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12; Base Atk +4; Grp +13; Atk +8 melee (1d8+7, gore); Full Atk +8 melee (1d8+5, gore) and +3 melee (2d4+2, hooves); Space/Reach 10 ft./5 ft.; SA -; SQ low-light vision, scent; Large animal (1,700 lbs., 5-6 ft. tall); Init +1 (Dex); MV 30; SV Fort +8, Ref +6, Will +4; AL N; Str 20, Dex 12, Con 16, Int 2, Wis 11, Cha 8.

Skills and Feats: Hide -3*, Listen +7, Spot +6; Alertness, Endurance, Iron Will

*Because of its mottled coloring, a zamulbah gains a +4 bonus to Hide checks when in jungles.

Carrying Capacity: A light load for a zamulbah is up to 310 pounds; a medium load, 311-600 pounds; a heavy load, 601-870 pounds. A zamulbah can drag 5,450 pounds.

HackMaster: Zamulbah: *HF 3, EP 130, Int 1, AL N, AC 7, MV 9", HD 5+5, hp 47, #AT 2, D 1d8/1d6/1d6, SA nil, SD nil, Lang: none, ML 15, ToP 23, Crit BSL: DefAC +1, FF 7*

ANIMAL ACCESSORIES

For basic tack, barding and other riding related items, see the Barding section in Chapter 3: Armor. Other miscellaneous or exotic items are covered here, in Table 11-2: Animal Accessories.

Animal Call: These whistles commonly bestow +1 to a hunter's Wilderness Lore checks. This is a circumstance bonus.

HackMaster: *This item gives a +5% bonus to hunting skill checks.*

Animal Trainer's Kit: This kit includes various muzzles, leashes, whips and harnesses for common animals. In D&D terms, the user gains a +2 circumstance bonus on Handle Animal checks.

HackMaster: *This item gives a +10% bonus to hunting skill checks.*

Fort, Elephant: This elaborate howdah-like contraption is a structure of wood, leather and sometimes bamboo, designed to give cover for one to three riders. Arrow slits are available for firing through. In D&D terms, riders suffer a -2 circumstance penalty to attack rolls, due to the motion of the elephant. An elephant fort can be used with barding.

TABLE 11-2H: ANIMAL ACCESSORIES

Item	HM Cost	Weight (lb.)	Base Availability		
			Hi	Med	Low
Animal call, various	1 gp	1/2	80	65	50
Animal Trainer's Kit	50 gp	5	90	85	80
Bird cage, brass	1 gp	2	85	80	75
Bird cage, wooden	3 sp	1	90	85	80
Choke chain	3 gp	1/5	75	65	55
Eel trap	4 gp	2	80	70	60
Feed, exotic animal (per day)	2 gp	10	75	55	30
Feed, standard mount (per day)	2 sp	10	90	70	50
Fort, Elephant	400 gp	300	55	50	45
Leash, common	4 sp	1	95	90	85
Muzzle	1 sp	1/4	85	75	65
Rodent cage, brass	9 sp	3	80	75	70
Snake wrangling stick	2 cp	-	75	65	55
Snare, fowl, common	1 gp	2	90	80	70
Stabling (per day)	5 sp	-	90	70	50
Trap, bear	14 gp	15	75	70	60
Trap, boar	8 gp	8	80	70	65
Trap, rabbit	4 gp	3	90	80	70
Trap, lobster	5 gp	5	70	50	30

TABLE 11-2D: ANIMAL ACCESSORIES

Item	D&D Cost		Weight (lbs.)
	Hi	Med	
Animal call, various	1 gp	1/2	
Animal Trainer's Kit	50 gp	5	
Bird cage, brass	5 sp	2	
Bird cage, wooden	1 sp	1	
Choke chain	3 gp	1/5	
Eel trap	3 gp	2	
Feed, exotic animal (per day)	1 sp	10	
Feed, standard mount (per day)	5 cp	10	
Fort, Elephant	400 gp	300	
Leash, common	4 sp	1	
Muzzle	8 cp	1/4	
Rodent cage, brass	8 sp	3	
Snake wrangling stick	2 cp	-	
Snare, fowl, common	1 gp	2	
Stabling (per day)	5 sp	-	
Trap, bear	12 gp	15	
Trap, boar	7 gp	8	
Trap, rabbit	4 gp	3	
Trap, lobster	5 gp	5	

CHAPTER 12:

LODGING

This chapter provides information on lodging and related items that one can find throughout the Sovereign Lands. Sleeping accommodations, certain types of furniture and cooking and eating utensils are also detailed. Note that certain items warrant no explanation and their descriptions have been intentionally omitted.

SLEEPING ARRANGEMENTS

Bed: A small bed is very narrow, and generally appropriate only for children (or gnomes and halflings, and possibly one or two pixie fairies). Medium beds are slightly larger and can accommodate the average human or Medium-sized creature. Large beds are bigger, designed to accommodate two Medium-sized creatures or one Large

creature. State beds are the same size as large beds, but are more ornate and decorative.

Bedroll: This lightly padded piece of cloth keeps the chill of the floor away from those unlucky enough to be without a bed.

Camp Bed: A camp bed is a collapsible device that accommodates an average human or other Medium creature. The leather variety is better for weather resistance.

Fume-apple: This scented ball or sachet bag is used to provide scent for fabrics, rooms, etc. Fume-apples are not intended to be eaten, and may contain inedible ingredients. They are often used in storage rooms, especially with clothes.

Hammock: A hammock is a very affordable and comfortable sleeping arrangement that keeps the chill of the floor away. The

TABLE 12-1D: SLEEPING ARRANGEMENTS

Item	D&D	
	Cost	Weight (lb.)
Bed, bunk	4 sp	130
Bed, small	8 cp	30
Bed, medium	15 cp	60
Bed, large	12 sp	120
Bed, state	13 gp	350
Bed curtains, plain woolen	2 gp	15
Bed curtains, plain linen	5 gp	12
Bed curtains, ornate woolen	35 sp	15
Bed curtains, ornate linen	75 sp	12
Bedroll	1 sp	5
Blanket, light	2 sp	1
Blanket, winter	5 sp	3
Camp bed, cloth and wood	15 sp	10
Camp bed, leather and wood	35 sp	15
Feather mattress	2 sp	50
Fume-apple	2 sp	-
Hammock, canvas	1 sp	2
Hammock, leather	2 gp	3
Insect netting	5 gp	1
Sheets, woolen	5 sp	2
Sheets, linen	14 sp	1
Sleeping furs, light	5 gp	2
Sleeping furs, heavy	8 gp	4
Sleeping straw (monthly)	1 cp	5
Tent, large (8-man), canvas	25 gp	20
Tent, large (8-man), leather	30 gp	40
Tent, medium (4-man), canvas	12 gp	15
Tent, medium (4-man), leather	15 gp	30
Tent, pavilion (canvas)	100 gp	50
Tent, small (2-man), canvas	5 gp	10
Tent, small (2-man), leather	10 gp	20
Tent, tepee	6 gp	10
Tent, yurt	30 gp	25

TABLE 12-1H: SLEEPING ARRANGEMENTS

Item	HM Cost	Weight (lb.)	Base Availability		
			Hi	Med	Low
Bed, bunk	5 sp	130	95	85	75
Bed, small	1 sp	30	95	85	75
Bed, medium	2 sp	60	90	80	70
Bed, large	14 sp	120	90	75	60
Bed, state	2 gp	350	80	60	40
Bed curtains, plain woolen	2 gp	15	80	60	40
Bed curtains, plain linen	5 gp	12	75	55	35
Bed curtains, ornate woolen	36 sp	15	70	50	30
Bed curtains, ornate linen	8 gp	12	70	50	30
Bedroll	1 sp	5	95	85	75
Blanket, light	2 sp	1	95	85	75
Blanket, winter	5 sp	3	90	85	80
Camp bed, cloth and wood	16 sp	10	90	70	50
Camp bed, leather and wood	36 sp	15	90	70	40
Feather mattress	2 sp	50	80	60	40
Fume-apple	2 sp	-	80	60	40
Hammock, canvas	1 sp	2	95	90	85
Hammock, leather	2 gp	3	90	80	70
Insect netting	5 gp	1	90	80	70
Sheets, woolen	5 sp	2	95	85	75
Sheets, linen	15 sp	1	90	80	70
Sleeping furs, light	5 gp	2	90	80	60
Sleeping furs, heavy	8 gp	4	90	80	60
Sleeping straw (monthly)	1 cp	5	95	90	85
Tent, large (8-man), canvas	25 gp	20	80	75	70
Tent, large (8-man), leather	30 gp	40	85	80	75
Tent, medium (4-man), canvas	12 gp	15	75	70	65
Tent, medium (4-man), leather	15 gp	30	90	85	80
Tent, pavilion (canvas)	100 gp	50	80	75	70
Tent, small (2-man), canvas	5 gp	10	80	75	70
Tent, small (2-man), leather	10 gp	20	90	85	80
Tent, tepee	6 gp	10	65	45	25
Tent, yurt	33 gp	25	70	50	30

TABLE 12-2D: RENTED ACCOMMODATIONS

Item	D&D
	Cost
Bath	3 cp
City rooms (per month)	
Opulent	100 gp
Common	20 gp
Poor	5 sp
Inn, stay 1 day, poor	1 sp
Inn, stay 1 day, common room	2 sp
Inn, stay 1 day, private room	2 gp
Inn, stay 1 day, semi-private room	5 sp
Inn, stay 1 week, poor	2 sp
Inn, stay 1 week, common room	13 sp
Inn, stay 1 week, private room	13 gp
Inn, stay 1 week, semi-private room	34 sp
Inn, stay 1 month, common room	5 gp
Inn, stay 1 month, private room	50 gp
Inn, stay 1 month, semi-private room	13 gp
Separate latrine for rooms, monthly	2 gp
Stabling per day (includes grain!)	5 sp

TABLE 12-2H: RENTED ACCOMMODATIONS

Item	HM Cost	Base Availability		
		Hi	Med	Low
Bath	3 cp	95	85	75
City rooms (per month)				
Opulent	100 gp	90	85	80
Common	20 gp	95	85	75
Poor	6 sp	95	90	85
Inn, stay 1 day, poor	5 cp	95	90	85
Inn, stay 1 day, common room	5 sp	95	90	85
Inn, stay 1 day, private room	2 gp	85	75	65
Inn, stay 1 day, semi-private room	7 sp	90	80	70
Inn, stay 1 week, poor	2 sp	95	90	85
Inn, stay 1 week, common room	3 gp	95	90	85
Inn, stay 1 week, private room	14 gp	85	75	65
Inn, stay 1 week, semi-private room	36 sp	90	80	70
Inn, stay 1 month, common room	5 gp	90	80	70
Inn, stay 1 month, private room	50 gp	85	75	65
Inn, stay 1 month, semi-private room	14 gp	85	75	65
Separate latrine for rooms, monthly	2 gp	85	75	60
Stabling per day (includes grain!)	5 sp	90	70	50

drawback is that it requires two sturdy posts (or hooks on nearby, opposite walls or adjoining corners) to anchor it.

Insect Netting: A fine mesh of cloth made from supple silk, one can place this material over a sleeping person or animal as protection from tiny mundane vermin.

Tent: Tents of various sizes are available for outdoor shelter. Leather is preferred, as it resists water better than canvas.

A tent is portable shelter made of canvas or animal skins. Portable dwellings, tents appear to be rolls of fabric, and can sometimes be mistaken for rugs. A tent may be unfolded and erected for use by supporting it with poles and ropes. A small one-man tent (three feet by six feet when erected) weighs only five pounds. The largest royal tents are made of several parts and may weigh over 5,000 pounds in all, some covering an area 500 feet square. Such tents require a large wooden or magical framework, with the canvas either hung from the framework or draped over it. The most common adventurers' tent has a ten-foot by ten-foot base, tapering to eight feet square at a height of seven feet, and has a peaked top reaching ten feet tall overall. The tent is supported by wooden poles, has sleeping room for two plus a storage area for gear. Most larger tents, such as pavilion tents, are made of canvas. A pavilion tent can comfortably house up to a dozen Medium-sized sleeping characters.

The act of erecting a tent is called "pitching" it. The packing, cleaning, and other actions involved in taking down a tent are collectively part of the process of "breaking camp." Pitching a tent usually takes ten to twenty minutes; breaking camp takes the same, plus 10-40 minutes for packing other items, putting out fires, cleaning the area to avoid being tracked, and so forth.

Most tents use a ridgepole design, meaning that one or more primary poles hold the roof and/or entire tent, with other parts of the framework for support and reinforcement. A yurt is a special tent often used by steppe nomads. A yurt is a circular tent covered with felt around a latticework frame, atop which with curved poles meeting at a ring in the center of the roof. This ring forms a smoke hole.

A tepee is a small tent made by poles arranged in a conical shape, usually covered with buffalo or other animal hides and usually open at the top to let smoke out. It is often highly decorated, relatively mobile (it only takes 10 minutes for an experienced dweller to pitch or break down), and stable. The nomads who favor it swear it

provides better weather protection, as the curved walls deflect wind and rain.

Magical tents appear identical to ordinary ones, but are always of the highest quality canvas. They cannot be damaged by non-magical weapons; magic weapons and spells have standard effects, and normal or magical fire can destroy most tents in one turn. All magical tents have command words; upon utterance of this word, the framework sets itself up. Most magical tents must be arranged on the ground before the command word works, however, as it would be awkward to have tents pitching themselves as the travelers plod through a muddy road. Magical tents are considerably more common in Garweeze Wurld than in Tellene.

RENTED ACCOMMODATIONS

A wide variety of sleeping accommodations are available for rent in the various cities, towns, villages and rural settlements of Tellene. Prices likewise vary depending on availability and the cost of living in the local economy. Unfortunately, some unscrupulous innkeepers also vary prices depending on the apparent wealth or race of their patrons. Many of these innkeepers are not above trying to scam an extra gold piece or two by gouging wealthy adventurers (whom they believe will probably die in their next dungeon foray anyway). However, in the absence of any other influencing factors or guidance in specific scenarios, use Table 12-2: Rented Accommodations as a pricing guideline.

In very poor areas, one might expect to pay about half the listed cost (and expect leaky roofs, rats, and serious drafts), while in wealthy areas a character might expect to pay as much as four times the listed cost. The aptly-named "common rooms" are similar to barracks, and anyone who pays their entrance fee may stay there for the night. Semi-private rooms generally have two to four beds (often in bunk style) and are rented for a flat cost, no matter how many people stay there. Semi-private rooms have locks. One private room is also rented for the flat cost, not by the number of individuals staying there. However, private rooms are generally small and only can comfortably accommodate a single person. Private rooms come with locks, a bed, a table and a chamber pot. See Chapter 8: Food and Drink for information on meal costs.

TABLE 12-3D: FURNITURE

Item	D&D	Weight
	Cost	(lb.)
Bench, 2-person wooden	2 cp	10
Bench, 4-person wooden	3 cp	15
Bench, 6-person wooden	5 cp	20
Book case	8 cp	15
Book stand	3 cp	12
Carpet, coarse (5x10)	5 sp	25
Carpet, fine (5x10)	35 sp	25
Carpet, exotic (5x10)	60+ sp	25
Chair, plain, wooden	6 cp	10
Chair, ornate, wooden	5+ sp	10-15
Chandelier, bronze	10 gp	35
Chandelier, wood	34 sp	25
Glass window (per 6 inch x 6 inch pane)	10 gp	1
Glass window (stained)	100+ gp	25-50
Mirror, freestanding	25 gp	10
Mirror, hanging	20 gp	8
Seat cushion, plain	1 cp	1
Seat cushion, fine	15 cp	1
Seat cushion, ornate	24+ sp	1
Sideboard	4 sp	12
Stool, wooden	1 cp	2
Table, small, wooden	5 cp	30
Table, medium, wooden	7 cp	40
Table, large, wooden	1 sp	60
Tapestry, coarse	2 sp	20
Tapestry, fine	5 sp	20
Tapestry, ornate	10-40 sp	20
Tapestry, exotic	15+ gp	20-40
Torch stand	4 cp	2
Tub, wooden	2 sp	30

TABLE 12-3H: FURNITURE

Item	HM	Weight	Base Availability		
			Cost	(lb.)	Hi
Bench, 2-person wooden	3 cp	10	95	90	85
Bench, 4-person wooden	4 cp	15	90	85	75
Bench, 6-person wooden	6 cp	20	90	80	70
Book case	1 sp	15	95	85	75
Book stand	4 cp	12	95	85	75
Carpet, coarse (5x10)	6 cp	25	95	75	55
Carpet, fine (5x10)	36 sp	25	90	60	40
Carpet, exotic (5x10)	60+ sp	25	85	55	35
Chair, plain, wooden	7 cp	10	90	85	80
Chair, ornate, wooden	5+ sp	10-15	90	75	60
Chandelier, bronze	10 gp	35	90	70	50
Chandelier, wood	36 sp	25	90	70	50
Glass window (per 6 inch x 6 inch pane)	11 gp	1	90	60	30
Glass window (stained)	100+ gp	25-50	85	50	15
Mirror, freestanding	25 gp	10	90	80	70
Mirror, hanging	19 gp	8	90	85	80
Seat cushion, plain	2 cp	1	95	90	85
Seat cushion, fine	16 cp	1	95	85	75
Seat cushion, ornate	25+ sp	1	95	85	70
Sideboard	5 sp	12	90	70	50
Stool, wooden	2 cp	2	95	90	85
Table, small, wooden	6 cp	30	95	90	85
Table, medium, wooden	8 cp	40	95	85	75
Table, large, wooden	12 cp	60	95	80	65
Tapestry, coarse	2 sp	20	85	65	40
Tapestry, fine	5 sp	20	85	65	30
Tapestry, ornate	10-50 sp	20	85	65	30
Tapestry, exotic	15+ gp	20-40	80	60	30
Torch stand	5 cp	2	95	90	85
Tub, wooden	2 sp	30	95	85	75

FURNITURE

Bookcase: This is typically a freestanding piece made of hardwood and incorporating five shelves.

Glass: Glass is somewhat expensive in most areas, thus barring it from the homes of most commoners. Instead, wooden shutters are used on windows to keep the elements and bugs out when no ventilation is necessary.

Sideboard: A sideboard is a table placed at the side of a room, hall, etc. The sideboard holds the serving dishes.

COOKING AND EATING UTENSILS

Bedja: This is the Deji word for a conical, clay bread pot.

Bolter Bag: This sifter bag is made of bolter cloth.

Bolter Cloth: This coarse cloth is used for straining or sifting.

Cauldron: This is a large metal pot, usually with a rounded bottom and a lid, for boiling or stewing. It is also known as a kettle.

Chodagy: The Deji name for this small wooden dish translates as “fish bone plate.” It is used when eating adagy – a soup of boiled fish heads and backbones.

Coffin: This term refers to an enclosed rectangular metal container for cooking pastry or other foodstuffs.

Galley-pot: A galley-pot is a small jar of glazed earthenware, usually with some kind of stopper or cork. They are common in ship’s kitchens (known as “galleys”), hence the name.

Larding Needle: This large, wide-gauge needle is used to insert strips of pork fat into a roast prior to cooking.

Pipkin: A pipkin is an inexpensive clay cooking pot with three legs. Care must be taken when using to assure that the heat from the coals doesn’t cause cracks.

Porringers: These are small round dishes used for eating porridge. Porringers vary in size from 1/2 to 1 and 1/2 cups, and typically have one or two triangular handles.

Querne: A querne is a hand mill for grinding grains.

Rowel: A rowel is saw-toothed or spiked wheel on the end of a spur, used to cut dough for pastries.

Salamander: This heat resistant plate, usually metal, is used to brown the surfaces of a dish. The salamander would be placed directly over or into the flames, then applied like an iron to the surface of meats, puddings, etc.

Spit, Mechanical: This device includes an elaborate water-driven mechanism that causes the spit to slowly rotate automatically. They typically run for 1-2 hours, after which time they must be reset with water in the upper reservoir. This is a convenient alternative to continuous manual rotation of a spit.

Stove, Portable: A portable stove is a long pushcart, one end of which is topped with a clay kiln. This food warmer and slow cooker is usually only found on the streets of large cities during festival days.

Strom: A strom is an oblong basket of wickerwork used during brewing or distilling to filter off hops and grains when the actual liquor is drawn off. It is said that the strom was originally created by the dwarves.

TABLE 12-4D: COOKING AND EATING UTENSILS

Item	D&D	Weight	Item	D&D	Weight	Item	D&D	Weight
	Cost	(lbs.)		Cost	(lbs.)		Cost	(lbs.)
Bedja	3 cp	4	Knife, pewter	8 cp	1/4	Pot, iron, 2 pt	33 cp	3
Bolter bag	6 cp	2	Knife, silver	12 sp	1/4	Pot, iron, 1 gal	10 sp	10
Bolter cloth (50 ft.)	10 gp	5	Knife, gold	12 gp	1/4	Pot hanger, small	8 cp	5
Bowl, small wooden	5 cp	1/2	Ladle, wooden	1 cp	1/4	Pot hanger, medium	15 cp	15
Bowl, small pewter	3 sp	1	Ladle, pewter	15 cp	1/2	Pot hanger, large	35 cp	40
Bowl, small pottery	1 cp	1	Ladle, silver	4 gp	1/2	Querne	15 gp	10
Bowl, large wooden	7 cp	1	Larding needle	5 cp	-	Rowel	3 cp	-
Bowl, large pewter	6 sp	2	Mortar & pestle	3 cp	2	Salamander plate	1 sp	2
Bowl, large pottery	3 sp	1	Mug, wooden	1 cp	1/8	Salt cellar, pewter	3 sp	1
Cauldron, iron, 10 gal	6 gp	60	Mug, pewter	8 cp	1/4	Salt cellar, silver	5 gp	1
Cauldron, iron, 20 gal	10 gp	100	Mug, pottery	2 cp	1	Salt cellar, gold	50 gp	1
Cauldron, iron, 50 gal	15 gp	150	Mug, silver	12 sp	1/4	Spit, mechanical	150 gp	350
Chodagy	2 sp	1	Pan, iron, small	22 cp	2	Spit, portable	12 cp	15
Coffin, pastry	4 sp	3	Pan, iron, large	55 cp	5	Spit, small	2 sp	30
Drinking horn, plain	4 cp	-	Pipkin	2 cp	3	Spit, large	42 cp	50
Drinking horn, ornate	1+ sp	-	Pitcher, wooden	3 cp	3	Spoon, wooden	1 cp	1/4
Fork, 2-tined, pewter	8 cp	1/4	Pitcher, pewter	9 sp	3	Spoon, pewter	8 cp	1/4
Fork, 2-tined, silver	12 sp	1/4	Pitcher, clay	2 cp	5	Spoon, silver	12 sp	1/4
Fork, 2-tined, gold	12 gp	1/4	Pitcher, silver	15 gp	3	Spoon, gold	12 gp	1/4
Galley-pot	2 cp	1	Platter, small, wooden	1 cp	1	Stove, portable	30 gp	180
Goblet, glass	5 sp	1/4	Platter, small, pewter	3 sp	1	Strom	2 sp	1
Goblet, crystal	10+ gp	1/4	Platter, large, wooden	2 cp	1	Tightskin	2 cp	-
Goblet, silver	12 sp	1/4	Platter, large pewter	6 sp	2	Trencher	1 cp	1/4
Goblet, gold	12 gp	1/4	Platter, large, silver	6 gp	1	Tripod	5 sp	6
Kettle, iron, 3 gal	3 gp	30	Porringer	1 cp	-			
Kettle, iron, 5 gal	4 gp	40	Pot, iron, 1 pt	22 cp	2			

TABLE 12-4H: COOKING AND EATING UTENSILS

Item	HM	Weight	Base Availability			Item	HM	Weight	Base Availability		
			Cost	(lb.)	Hi				Med	Low	Cost
Bedja	4 cp	4	85	75	65	Pan, iron, small	24 cp	2	95	85	80
Bolter bag	8 cp	2	90	85	80	Pan, iron, large	58 cp	5	95	85	80
Bolter cloth (50 ft.)	11 gp	5	95	90	85	Pipkin	2 cp	3	90	80	70
Bowl, small wooden	6 cp	1/2	95	90	85	Pitcher, wooden	3 cp	3	95	90	85
Bowl, small pewter	4 sp	1	95	90	85	Pitcher, pewter	1 gp	3	95	90	85
Bowl, small pottery	1 cp	1	95	90	85	Pitcher, clay	3 cp	5	95	90	85
Bowl, large wooden	7 cp	1	95	90	85	Pitcher, silver	16 gp	3	95	85	75
Bowl, large pewter	7 sp	2	95	85	75	Platter, small, wooden	1 cp	1	95	90	85
Bowl, large pottery	4 sp	1	95	85	75	Platter, small, pewter	3 sp	1	95	90	85
Cauldron, iron, 10 gal	7 gp	60	95	85	75	Platter, large, wooden	2 cp	1	95	90	85
Cauldron, iron, 20 gal	12 gp	100	95	85	70	Platter, large pewter	6 sp	2	95	90	80
Cauldron, iron, 50 gal	16 gp	150	95	70	45	Platter, large, silver	6 gp	1	95	90	80
Chodagy	3 sp	1	85	75	55	Porringer	2 cp	-	90	80	70
Coffin, pastry	5 sp	3	90	80	70	Pot, iron, 1 pt	2 sp	2	95	90	85
Drinking horn, plain	5 cp	-	95	90	85	Pot, iron, 2 pt	3 sp	3	95	90	85
Drinking horn, ornate	1+ sp	-	95	85	75	Pot, iron, 1 gal	5 sp	10	95	90	85
Fork, 2-tined, pewter	8 cp	1/4	95	90	85	Pot hanger, small	9 cp	5	95	85	80
Fork, 2-tined, silver	13 sp	1/4	95	85	80	Pot hanger, medium	16 cp	15	95	85	80
Fork, 2-tined, gold	13 gp	1/4	90	70	40	Pot hanger, large	36 cp	40	95	85	75
Galley-pot	2 cp	1	95	85	75	Querne	16 gp	10	90	85	80
Goblet, glass	5 sp	1/4	95	75	55	Rowel	4 cp	-	95	85	80
Goblet, crystal	12+ gp	1/4	95	70	45	Salamander plate	1 sp	2	80	60	40
Goblet, silver	12 sp	1/4	95	80	50	Salt cellar, pewter	3 sp	1	95	85	75
Goblet, gold	12 gp	1/4	90	70	40	Salt cellar, silver	5 gp	1	95	80	65
Kettle, iron, 3 gal	3 gp	30	95	85	75	Salt cellar, gold	50 gp	1	90	70	50
Kettle, iron, 5 gal	4 gp	40	95	85	75	Spit, mechanical	150 gp	350	90	70	50
Knife, pewter	1 sp	1/4	95	90	80	Spit, portable	13 cp	15	90	65	45
Knife, silver	15 sp	1/4	95	85	75	Spit, small	3 sp	30	95	90	85
Knife, gold	13 gp	1/4	90	60	30	Spit, large	4 sp	50	95	85	80
Ladle, wooden	1 cp	1/4	95	90	85	Spoon, wooden	1 cp	1/4	95	90	85
Ladle, pewter	16 cp	1/2	95	85	75	Spoon, pewter	1 sp	1/4	95	90	85
Ladle, silver	5 gp	1/2	95	85	75	Spoon, silver	1 gp	1/4	95	85	75
Larding needle	5 cp	-	95	90	85	Spoon, gold	13 gp	1/4	95	80	65
Mortar & pestle	3 cp	2	90	80	70	Stove, portable	32 gp	180	95	65	30
Mug, wooden	1 cp	1/8	95	90	85	Strom	2 sp	1	95	90	85
Mug, pewter	1 sp	1/4	95	90	80	Tightskin	2 cp	-	90	85	80
Mug, pottery	3 cp	1	95	90	85	Trencher	1 cp	1/4	95	90	85
Mug, silver	13 sp	1/4	95	90	80	Tripod	5 sp	6	95	85	75

Tightskin: This piece of stretched bladder is used as a stopper to seal a container.

Trencher: A trencher is a plate made of wood, or a stack of sliced stale bread. It is used to serve food to individuals at the table.

Tripod: This metal ring, with three evenly spaced legs, is used to hold a kettle or cauldron above a fire. Sizes vary widely.

BUILDINGS

Aside from rental accommodations, there also exist a wide variety of buildings available for purchase or construction in the world of Tellene. These have been grouped into general categories with baseline price ranges for each in Table 12-5: Buildings.

While a simple house is outside the price range of most people, they often reside in such accommodations as a tenant of their lord. If they are lucky, a benevolent lord may one day allow them to purchase their homestead, typically by paying for it over time with goods and services.

Naturally, player characters may also wish to construct a building for a home or base of operations. While the final cost is in the hands of the DM, a good guideline is that the base cost of a plain, undecorated 10 foot-by-10 foot stone room equals 100 gp, including labor and materials.

HackMaster: *Note that Base Availability is not included for these structures, as they must usually be constructed, something likely to draw the attention of local lords (who will definitely wish to speak with someone building towers in their territory). Even if purchasing an existing structure, characters must face officials, red*

tape, and bribery. They cannot simply drop a pile of coin, as buying a structure also concerns land rights beneath it.

Apartment House: In the largest cities of Imperial Kalamar, a citizen might live in an inulas, or "island", as it is known in Merchant's Tongue. However, this type of island is not a piece of land surrounded by water, but a four- to seven-story apartment building constructed mostly of brick or masonry. The ground floor is limited to shops or other commercial businesses, with the next one or two floors often having large, luxurious apartments. The size, quality and cost of the apartments decreases with each level, so the poorest tenants always reside on the upper floors, usually in crowded and dirty conditions. Apartment houses are more prone to destruction by collapse or fire than any other listed building.

For rates, use the monthly city room rates on Table 12-2: Rented Accomodations. Treat the lower floors as opulent rooms, and the highest floors as poor rooms. Floors in-between can be treated as common rooms.

Castle: A castle is a fortified keep or set of attached buildings surrounded by a tall stone wall. Castles typically provide a home for a king, as well as his family, friends and dependents. A surrounding wall, usually 10 feet thick and 15 to 25 feet tall, has a guard tower on each corner.

A castle often has a moat with bridge. (See Table 12-5: Buildings for the additional cost of this feature.) A moat is a trench, often 15 feet deep and 30 feet wide, that halts or slows approaching enemies. It is usually dug around the building, and filled with water. The castle typically has a wooden bridge (or drawbridge) to enable access.

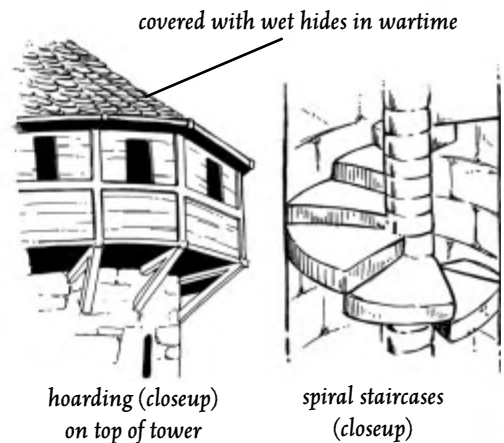
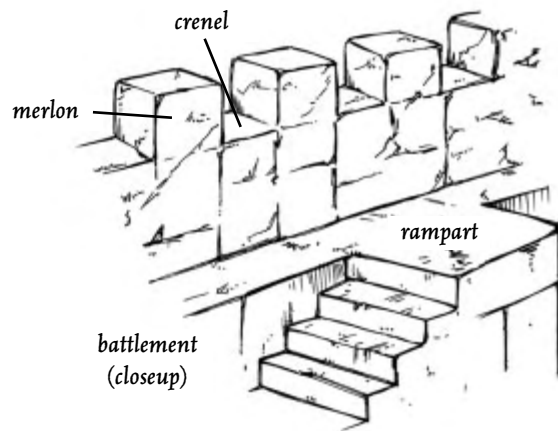
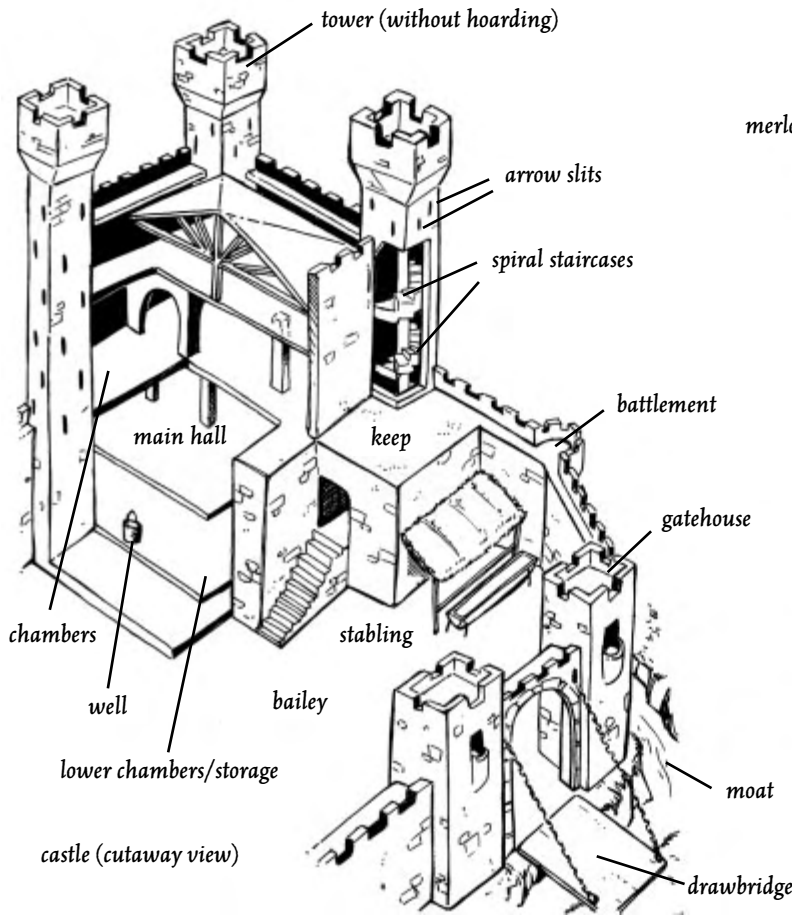


TABLE 12-5D: BUILDINGS

Item	D&D Cost
Apartment house	20,000 to 35,000 gp
Castle	350,000 to 600,000 gp
Castle, huge	1,000,000+ gp
Compound	100,000 to 250,000 gp
House, simple	600 to 1,200 gp
House, grand	3,000 to 6,000 gp
Inn, simple	2,000 to 3,000 gp
Inn, grand	10,000 to 25,000 gp
Keep	100,000 to 200,000 gp
Lighthouse	50,000 to 70,000 gp
Mansion	75,000 to 125,000 gp
Moat (w/bridge)	45,000 to 55,000 gp
Prison	70,000 to 90,000 gp
Temple	20,000 to 100,000 gp
Temple, huge	120,000 to 250,000 gp
Tower	30,000 to 60,000 gp
Villa, rustic	800 to 1,400 gp
Villa, grand	25,000 to 75,000 gp
Villa complex	90,000 to 140,000 gp

TABLE 12-5H: BUILDINGS

Item	HM Cost
Apartment house	30,000 to 50,000 gp
Castle	400,000 to 600,000 gp
Castle, huge	1,000,000+ gp
Compound	150,000 to 250,000 gp
House, simple	750 to 1,250 gp
House, grand	4,000 to 6,000 gp
Inn, simple	2,000 to 3,000 gp
Inn, grand	10,000 to 25,000 gp
Keep	100,000 to 200,000 gp
Lighthouse	60,000 to 70,000 gp
Mansion	75,000 to 125,000 gp
Moat (w/bridge)	45,000 to 55,000 gp
Prison	80,000 to 100,000 gp
Temple	50,000 to 100,000 gp
Temple, huge	150,000 to 250,000 gp
Tower	40,000 to 60,000 gp
Villa, rustic	900 to 1,500 gp
Villa, grand	30,000 to 80,000 gp
Villa complex	100,000 to 150,000 gp

Castle, Huge: A huge castle is identical to a normal castle, but larger, and with more open space between the castle and surrounding wall. This wall is usually 10 to 15 feet thick and can range from 15 to 50 feet tall. Each corner is always outfitted with a guard tower, though there may be extra towers along the straight wall sections as well. A huge castle nearly always has a moat with drawbridge (see Table 12-5: Buildings for the additional cost).

Compound: A compound is a mansion with several additional and unattached buildings, all surrounded by 10 to 20-foot tall stone wall. This wall is typically 10 feet thick, and may or may not have guard towers or a moat with bridge. It usually has a large wooden gate with a gatehouse.

House, Simple: A simple house can have anywhere from one to three rooms. The walls may be composed of wood, or a mixture of wattle and daub with wooden supports. The roof is usually thatched. These buildings are sometimes known as cottages.

House, Grand: A grand house is identical to a simple house, but the walls are usually made of wood, or a combination of wood and stone. The roof may be thatched or wooden. A grand house has anywhere from four to ten rooms.

Inn, Simple: A simple inn is made of wood, with a thatched roof. It has anywhere from three to eight rooms.

Inn, Grand: A grand inn is made of wood, or a combination of wood and stone, with a wooden roof. A grand inn may have anywhere from nine to thirty rooms, two-thirds of these always being sleeping quarters. Larger inns are rare except in the most heavily populated cities.

Keep: In general, a keep is the strongest and innermost part of a castle. However, a keep may also stand alone. In this case, a keep is simply a reinforced stone building with approximately 15 to 25 rooms. The walls of a keep are generally 5 feet thick.

Keep, Huge: A huge keep is similar to a standard keep, but is much larger. It has a minimum of 25 rooms.

Lighthouse: A lighthouse is a coastal tower whose roof or upper level has been modified to house a magical or (usually) non-magical light source. This light serves as a warning to sailing vessels straying too near the coast.

Mansion: A mansion is a large multi-level (usually two to three levels) building of wood and/or stone, with a slate roof. A building can have no fewer than 10 rooms to be called a mansion.

Prison: A prison is a strong stone building with 5 to 10 rooms (storage, quarters and so on) and a minimum of three prison cells. The wall is usually 3 to 5 feet thick.

Temple: A standard temple is a stone building dedicated to a certain deity and used as a place of worship by its followers. This stone building has a slate roof, and is usually highly decorated with carvings, paintings and other images somehow relating to that deity or famous historical worshippers of it. A temple can have anywhere from one to five rooms. Wooden temples can be constructed for half the cost.

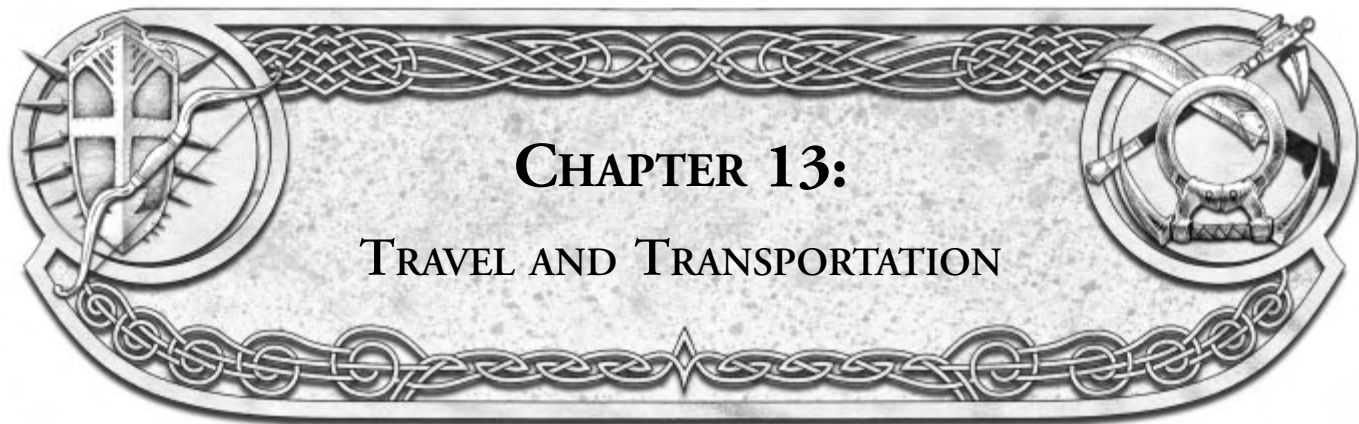
Temple, Huge: A huge temple is similar to a standard temple, but stands two to three levels tall with anywhere from five to twenty rooms. Huge temples tend to be made from higher-quality stone, as well. In urban Kalamar, huge temples are occasionally built on podiums, to be approached only from the front.

Tower: A typical tower is constructed entirely of stone, and set on a hill to overlook the surrounding area. In terms of shape, they are commonly cylindrical, with square towers being less common. An average tower is usually three stories (30 feet) tall.

Villa, Rustic: These small one-story houses tend have no more than two or three rooms. They are made out of clay and limestone, with brick or stone corners. The roof is constructed of flat or ridged, baked, red clay tiles. This type of construction is most often found near grand villas, and is usually only built to house the servants or slaves of the upper class.

Villa, Grand: The grand villa is identical to the rustic villa, but with three to ten rooms built around an open courtyard, and lavishly decorated. The extremely rich often have three grand villas – in the city, the country, and by the sea. Grand villas are often plumbed with running water, and may even have under-floor central heating. They are most often found in Imperial Kalamar and Reanaaria Bay.

Villa Complex: A villa complex is a single building, connecting the grand villa, one or more rustic villa, and additional storage rooms. A villa complex might include a personal temple and offices as well. This complex is most often found in Imperial Kalamar.



CHAPTER 13:

TRAVEL AND TRANSPORTATION

The commoner generally travels little, if at all, beyond his own community. Nobles and religious officials will occasionally travel to promote themselves or those they serve. Merchants and sailors travel often, but only along heavily used, carefully planned routes. Adventurers, however, are constantly on the move, and seek treasure and excitement throughout both the wild and civilized lands.

DANGERS OF TRAVEL

Many adventurers are surprised to learn that the common people hardly ever travel far from their home. Of course, commoners rarely have the experience or equipment of even a first-level character. They are familiar with the dangers of travel and find it well within their best interests to stay at home.

On land, travelers must deal with the constant threat of brigands, murderers, kidnappers, monsters and the weather. In the northern areas of Tellene, the harsh climate can be an even larger obstacle than an encounter with a monster or bandit. By sea, pirates are the primary concern. These highwaymen of the sea constantly terrorize both Reanaaria Bay and the Straits of Svimohzia. The other major obstacles are bad weather and the infrequent sea monster. In certain areas, naval conflict is a danger as well. A ship passing through the Elos Bay must be careful not to blunder into a battle between Pekalese warships and Kalamaran ships of the line. In times of war or heightened alerts, some countries may board, search, and confiscate ships regardless of their affiliation or purpose.

TRAVELING BY LAND

Cart: The standard cart is a two-wheeled wooden vehicle drawn by a single beast of burden, usually a horse. Carts are cheaply made and can be found across Tellene. They are generally sold with a harness.

Cart, Dog: This small wooden two-wheeled vehicle is designed to be drawn by a single Medium dog or equivalent beast of burden. The dog cart can carry a Small rider or an equivalent amount of cargo. Dogs are generally less reliable cart-pullers than horses or mules.

Chair, Howdah: This large, padded seat is wide enough for two to three persons to ride on it simultaneously. The howdah is commonly attached to an elephant's back, very rarely on other tamed creatures. The chair is often covered by a canopy, and sometimes is fully enclosed by curtains as well. Howdah chairs are most common in Svimohzia, and almost never found in other lands.

Chair, Sedan: This lightweight, enclosed chair is borne on poles by two bearers. Each bearer rests one of the twelve-foot poles on his shoulder, one man in front and another in back. The sedan chair

first appeared in Brandobia, where they can still be hired off the street. The type that can commonly be found for hire by an adventurer seats one and is usually a simple wooden chair surrounded by thin curtains. Chair bearers have their own small guilds across Brandobia, whose cardinal rule is this: Don't drop the clients.

Chariot, Riding: This is a lightweight, two-wheeled, single-person conveyance drawn by two, four or even six horses. Riding or racing, chariots are not often found outside of Kalamaran chariot races. The chariot itself consists of painted, polished wood and uses spoked wheels.

Chariot, War: This large chariot is made from thicker wood and reinforced with metal. It features spiked sides, metal spokes, and hooks to hang weapons on. The war chariot can carry two Medium-size persons or one person with 200 pounds of gear.

Coach, Closed (2-Horse or 4-Horse): This enclosed, four-wheeled vehicle is also known as a carriage. They are usually constructed entirely out of wood. Coaches are typically private conveyances of the very rich, though in some larger cities they may be hired for travel in the local area. With four wooden wheels and poor roads in most areas, the coach is not a particularly comfortable ride, especially for long distances. Their advantages lie more in protecting against the elements and the ability to transport multiple people and their belongings in some kind of luxury. Very wealthy coach owners may have their coaches ornamented with gilt and false jewels (real gold and jewels being far too easily stolen).

Coach, Open (2-Horse or 4-Horse): This four-wheeled vehicle is similar to a closed coach, except that the passenger seats are open to the elements. Commonly found only in hot areas with little rainfall. The differences between open coaches and wagons are in their function. Open coaches transport people and their belongings exclusively, while wagons may seat a few people but are primarily for transporting goods.

Feed: Whatever beast of burden a character is using for transport, it must be fed. Horses, donkeys, mules and ponies can graze to sustain themselves in many areas, but prepared food (such as oats) provides the animal with more energy. Elephants eat four times the normal daily feed. Riding dogs must be fed with meat, which often costs more than standard feed.

Kareta: This two-wheeled Kalamaran cart has low latticework sides, and is drawn by a single horse or other beast of burden. The kareta has large, iron-rimmed wheels and an arched leather roof. A harness is included in the purchase price.

Palanquin: This is a long, enclosed conveyance similar to a sedan chair. Many nobles have elaborate, decorated palanquins filled with silk and pillows, and permanently retain strong men to carry it. The palanquin can hold two persons, or up to 400 pounds, and is carried by four to six bearers. These two-person "cabins" are popular with

TABLE 13-1D: OVERLAND TRAVEL

Item	Cost	Weight
Cart	15 gp	200 lb
Cart, Dog	20 gp	50 lb
Chair, Howdah	10 gp	90 lb.
Chair, Sedan	100 gp	65 lb.
Chariot, Riding	200 gp	100 lb.
Chariot, War	500 gp	150 lb.
Coach, Closed (2-Horse)	100 gp	600 lb.
Coach, Closed (4-Horse)	150 gp	700 lb.
Coach, Open (2-Horse)	45 gp	300 lb.
Coach, Open (4-Horse)	60 gp	350 lb.
Coach Ornamentation	x1.75	-
Feed (per day)	5 cp	-
Kareta	20 gp	175 lb
Palanquin	200 gp	100 lb.
Sled/Sleigh	20 gp	300 lb.
Sled, Covered	30 gp	325 lb.
Sled, Dog	25 gp	20 lb.
Stabling, Daily	5 sp	-
Wagon (2-Horse)	35 gp	400 lb.
Wagon (4-Horse)	60 gp	500 lb.
Wheel, Cart (Planked)	1 gp	45 lb.
Wheel, Cart (Spoked)	5 gp	25 lb.
Wheel, Wagon (Planked)	1 gp	75 lb.
Wheel, Wagon (Spoked)	5 gp	45 lb.
Yoke, Ox	1 sp	20 lb.

TABLE 13-1H: OVERLAND TRAVEL

Item	Cost	Weight	Base Availability		
			Hi	Med	Low
Cart	15 gp	200 lb	90	85	80
Cart, Dog	20 gp	50 lb	80	75	70
Chair, Howdah	10 gp	90 lb.	55	50	45
Chair, Sedan	100 gp	65 lb.	90	85	80
Chariot, Riding	200 gp	100 lb.	75	70	65
Chariot, War	500 gp	150 lb.	65	60	55
Coach, Closed (2-Horse)	100 gp	600 lb.	90	85	80
Coach, Closed (4-Horse)	200 gp	700 lb.	85	80	75
Coach, Open (2-Horse)	45 gp	300 lb.	95	85	80
Coach, Open (4-Horse)	60 gp	350 lb.	90	80	75
Coach Ornamentation	x1.75	-	60	55	50
Feed (per day)	5 cp	-	95	85	80
Kareta	20 gp	175 lb	65	60	55
Palanquin	200 gp	100 lb.	90	85	80
Sled/Sleigh	20 gp	300 lb.	90	85	80
Sled, Covered	30 gp	325 lb.	90	85	80
Sled, Dog	25 gp	20 lb.	80	75	70
Stabling, Daily	5 sp	-	95	85	80
Wagon (2-Horse)	60 gp	400 lb.	90	85	80
Wagon (4-Horse)	125 gp	500 lb.	85	80	75
Wheel, Cart (Planked)	1 gp	45 lb.	90	85	80
Wheel, Cart (Spoked)	5 gp	25 lb.	90	85	80
Wheel, Wagon (Planked)	1 gp	75 lb.	90	85	80
Wheel, Wagon (Spoked)	5 gp	45 lb.	85	80	75
Yoke, Ox	3 gp	20 lb.	95	85	80

Brandobian nobles, especially men of the more lecherous variety. For a chair bearer to be caught reporting on his master's activities would almost certainly mean banishment from the city, and possibly death.

Rickshaw: This wooden cart can carry two Medium persons, or up to 350 pounds. However, a person pulls the rickshaw, rather than an animal. The rickshaw can be found in the cities of north-east Svimohzia, though rickshaw remnants near the ruined cities of the ancient Elos Dejy lead sages to speculate fiercely about this unusual cart's true origin.

Sled: This type of wagon uses runners instead of wheels and is designed to transport heavy loads across ice and snow. It is drawn by two horses or similar beasts of burden and comes with the harness needed to pull it. It is also known as a sleigh.

Sled, Covered: This is a covered or enclosed version of the normal sled, used primarily to transport people, rather than goods. It comes with the harness needed to pull it.

Sled, Dog: This smaller version of the sled is designed to be drawn by four to six Medium dogs, and can transport a maximum of 300 pounds. The cost includes the harnesses necessary to pull it. It is said that, among the far northern Dejy tribes, dog sled racing is as popular as chariot racing is in Kalamar.

Stabling: Stabling is the daily cost to shelter, feed and groom a horse or similar beast of burden. Dogs generally require little or no stabling. Good luck to the adventurer who can find a stable willing to care for his elephant, even in Svimohzia.

Wagon (2-Horse or 4-Horse): This basic, four-wheeled, open vehicle is used for transporting heavy loads overland. There are usually one or two seats at the front of the wagon, which is otherwise devoid of decoration. Two-horse wagons are the most common, but larger four-horse wagons are available for extra-heavy loads. Both versions come with the harness needed to pull it.

Wheel, Replacement (Planked or Spoked): More often than not, during a long journey travelers will be faced with a broken cart or wagon wheel. Planked wheels are the most common, and simply

consist of a wooden rim filled by thin planks. Spoked wheels consist of six to eight wooden spokes connecting the wooden rim to a central cog.

Yoke, Ox: The yoke is an alternate form of harness consisting of a wooden frame joining two draught oxen at the necks, connecting back to a wagon, cart, or large farm implement. Farmers typically employ them during plowing season. The yoke keeps the oxen from walking in different directions, as oxen are wont to do.

TRAVELING BY WATER

Player characters on Tellene may own ships, provided they can afford the cost to build or purchase one – not to mention the dock fees and other tariffs. Characters may also book passage on a ship, and can travel to areas too remote or inaccessible by land. Though most ships do not specialize in transporting passengers, many have the capability to take a few along with their cargo. The permanent, low wooden towers that are found usually aft on a ship are known as 'castles.' Some ships have castles both fore and aft. They are mainly used in combat situations for either attack or defense. If a ship's hull is severely damaged, it must put into a dock (or beach itself, though this always causes further damage) before it can be repaired.

Dynaj is the nearest safe harbor for ships damaged in the whirlpools of the Sea of the Dead, which makes it attractive for both opportunists seeking to collect salvage rights as well as captains whose ships are in need of repair. Despite this pressing need, the city's docks are barely adequate for the job. The shipwrights are mediocre, barely able to service a large seafaring ship. Many Reanaarese captains prefer to trust to fate before letting a Dynaj shipwright even touch their ships.

Unlike Dynaj, any watercraft made in Shyff sells for up to twice the price of a similar vessel from another port. Consider these ships to be masterwork tools that give their bonus to Profession (sailor). The citizens of Shyff sell these vessels to anyone, but they force known pirates to pay extra. Shyff's reputation for outstanding

shipbuilding is legendary. Ships over 100 years old bearing her trademark swan emblem still sail as far away as Dowond-Brandel.

Typically, non-humans avoid sea travel. In the case of elves, for example, their main kingdoms are landlocked, leaving them no room for naval expansion. Sailing ships of humanoid construction do exist but, aside from river-going boats, are uncommon. They are typically little more than racial variations on the ships listed below.

The following ships are usable in any campaign, though we recommend that you also reference *Salt and Sea Dogs: the Pirates of Tellene*, which contains details on ship construction, special accessories and augmentations, ship templates, ship combat and maneuverability, weather hazards, and more.

HackMaster: For more HackMaster information on sailing vessels, refer to Chapter 9: Goods, Services and Equipment in the HackMaster Player's Handbook, and Chapter 12: The Adventure, in the HackMaster GameMaster's Guide.

Baradri: Serious merchants with large shipping needs primarily use this small cargo ship that combines lateen sails with two square-rigged masts. The baradri is commonly found in eastern Reanaaria Bay, and is generally owned by single merchant families or guilds from that region.

Colossal Sailing Ship; Hardness 5 (section 5, rigging 0); hp 30 (section 30, rigging 8); MV 2 mi./hr., sail 20 ft. (poor); AC -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1; Atk -; Space/Reach 60 ft./15 ft.; SA -; SQ -; Seaworthiness 16; Draft 5 ft., Length 75 ft., Beam 20 ft.; Decks 2; Cargo 125 tons (150 max.); Crew 10 (6 min.); Construction 1 month.

Weapon Spaces: Though not typically manned with weapons, a baradri has the following available weapon spaces: port or starboard (5), fore (2), aft (2), amidships (1).

HackMaster: Baradri: Hull 36, Acceleration 5 rnds, MV 3 mph sail (5 mph max.), Length 75 ft., Width 20 ft.

Barge: This common vessel is used to transport people and cargo along the larger rivers of Tellene. The sides of a barge tend to be very low, as they never have to deal with a storm at sea, and can always ground on the riverbank if the weather gets rough. Most barges have attached landing stages on the shore side and a stabilizing pontoon on the river side. A barge has a total crew of 24, including 20 oarsmen, two steersmen and one officer fore and aft.

Gargantuan Barge; Hardness 5 (section 20); hp 20 (section 20); MV 1 mi./hr., oar 10 ft. (average); AC -1 (-4 size, -5 Dex, -2 inanimate), section 2; Atk -; Space/Reach 30 ft./20 ft.; SA -; SQ -; Seaworthiness 12; Draft 1 ft., Length 60 ft., Beam 8 ft.; Decks 1 (bilge); Cargo 10 tons (20 max.); Crew 24 (4 plus 20 oarsmen); Construction 1 week.

Weapon Spaces: A barge has no available weapon spaces.

HackMaster: Great River Barge: Hull 3, Acceleration 2 rnds, MV 2 mph sail (3 mph max.) or 1 mph oar (1 mph max), Length 60 ft., Width 8 ft.

Barge, Cargo: A cargo barge is identical to a standard barge, except for its size. The cargo barge must be crewed by at least 40 oarsmen, in addition to the two steersmen and two officers.

Colossal Barge; Hardness 5 (section 20); hp 20 (section 20); MV 1 mi./hr., oar 10 ft. (average); AC -5 (-8 size, -5 Dex, -2 inanimate), section 2; Atk -; Space/Reach 60 ft./25 ft.; SA -; SQ -; Seaworthiness 16; Draft 1 ft., Length 120 ft., Beam 20 ft.; Decks 1 (bilge); Cargo 22 tons (50 max.); Crew 44 (4 plus 40 oarsmen); Construction 1 1/2 weeks.

NEW SHIP TYPE: THE BARGE

If you are using the ship creation rules in *Salt and Sea Dogs: the Pirates of Tellene*, you should already be familiar with the six existing ship types (galley, keelboat, longship, rowboat, sailing ship and warship). The following new ship type can be used in addition to those. Again, when building a ship, remember that the construction rules are simply guidelines for your use. Feel free to change the rules as you desire.

A barge is a long, flat-bottomed vessel similar to a giant raft. Barges have poor speed, average hit points and average Seaworthiness.

Features: A barge has the following features.

- Hull hardness 5
- Hull and section hit points 20 (equal to 2 inches of hull thickness)
- Speed of 1 mile per hour (oar 10 ft.)
- No weapon spaces

Traits: A barge has the following traits.

- Length of 30 to 150 feet
- Beam of 6 to 20 feet
- Draft of 1 foot
- Number of decks equal to 1
- Crew equal to 4 + the number of oarsmen (20 to 50)
- Maximum cargo space of 20 tons (Gargantuan) or 50 tons (Colossal)

Weapon Spaces: A cargo barge has no available weapon spaces.

HackMaster: Cargo Barge: Hull 4, Acceleration 3 rnds, MV 2 mph sail (3 mph max.) or 1 mph oar (1 mph max), Length 120 ft., Width 20 ft.

Barge, Royal: This long, flat-bottomed river vessel, also known as a "narrowboat," is used in times of special celebration where kings and queens wish to extravagantly display themselves to their subjects. They are usually extravagantly painted and often have large sections carved into national or royal symbols. A full crew of 66 mans a royal barge, including 50 oarsmen, two steersmen, two officers fore and aft, a standard bearer, signalman, chanter, and seven royal insignia bearers. Normally, there are no more than two royals onboard at any one time. The crew also serves as guards, should unruly subjects attempt to harm the royals.

Colossal Barge; Hardness 5 (section 20); hp 20 (section 20); MV 1 mi./hr., oar 10 ft. (average); AC -5 (-8 size, -5 Dex, -2 inanimate), section 2; Atk -; Space/Reach 90 ft./25 ft.; SA -; SQ -; Seaworthiness 16; Draft 1 ft., Length 130 ft., Beam 20 ft.; Decks 1 (bilge); Cargo 11 tons (50 max.); Crew 66 (16 plus 50 oarsmen); Construction 1 month.

Weapon Spaces: A royal barge has no available weapon spaces.

HackMaster: Royal Barge: Hull 4, Acceleration 4 rnds, MV 2 mph sail (3 mph max.) or 1 mph oar (1 mph max), Length 130 ft., Width 20 ft.

Chapter 13: Travel and Transportation

Bireme: Biremes use a single large fore-and-aft rigged square sail to supplement the oarsmen. Because bireme galleys can be beached, they do not carry launches. The bireme galley is most commonly found in the Elos and Kalamaran Bays. Kalamaran galley captains often strip out the majority of their ship's cargo space to make room for extra passengers (that is, soldiers).

Colossal Galley; Hardness 5 (section 5, rigging 0); hp 50 (section 50, rigging 4); MV 8 mi./hr., sail 80 ft. (poor), oar 60 ft. (average), sail and oar 80 ft. (average); AC -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1; Atk 6d6 (2 heavy catapults, port and starboard), 4d6 (4 light catapults, port, starboard, fore, aft); Space/Reach 60 ft./25 ft.; SA ramming prow 3d8; SQ damage reduction 10/fire (rigging), streamlined hull; Seaworthiness 12; Draft 3 ft., Length 110 ft., Beam 15 ft.; Decks 4; Cargo 48 tons or 96 soldiers (150 max.); Crew 160 (40 plus 120 oarsmen); Construction 12 months.

Weapon Spaces: A bireme receives the following total weapon spaces: port or starboard (7), fore (2), aft (2), amidships (0).

HackMaster: Bireme: *Hull 20, Acceleration 6 rnds, MV 4 mph sail (7 mph max.) or 4 mph oar (8 mph max), Length 120 ft., Width 15 ft.*

Canoe: A canoe is a variant wooden rowboat that comes to a wedge at both ends. Canoes are built in areas where wood is readily available (such as Narr-Rytarr), and typically used in rivers, lakes and along coastlines. The canoe is paddled with a single paddle and is easier to load, unload and carry than a kayak or outrigger.

Large Rowboat; Hardness 5; hp 7; MV 6 mi./hr., oar 60 ft. (average); AC 2 (-1 size, -5 Dex, -2 inanimate); Atk -; Space/Reach 10 ft./10 ft.; SA -; SQ -; Seaworthiness 4; Draft 1 ft., Length 13 ft., Beam 3 ft.; Decks 1 (bilge); Cargo -; Crew 3 (or 2 plus 200 lbs.); Construction 1 week.

Weapon Spaces: A canoe has no available weapon spaces.

HackMaster: Small Canoe: *Hull 2, Acceleration 2 rnds, MV 1 mph oar (1 mph max), Length 13 ft., Width 3 ft.*

Canoe, Large: With a few exceptions due to size, this large canoe is identical to the smaller version. Canoes almost never carry cargo.

Huge Rowboat; Hardness 5; hp 7; MV 6 mi./hr., oar 60 ft. (average); AC 1 (-2 size, -5 Dex, -2 inanimate); Atk -; Space/Reach 15 ft./15 ft.; SA -; SQ -; Seaworthiness 8; Draft 1 ft., Length 18 ft., Beam 3 ft.; Decks 1 (bilge); Cargo -; Crew 4 (or 2 plus 400 lbs.); Construction 1 week.

Weapon Spaces: A large canoe has no available weapon spaces.

HackMaster: Large Canoe: *Hull 2, Acceleration 3 rnds, MV 1 1/2 mph oar (1 1/2 mph max), Length 18 ft., Width 3 ft.*

Canoe, War: With a few exceptions due to size, this vessel is identical to its smaller relatives. War canoes almost never carry cargo.

Huge Rowboat; Hardness 5; hp 10; MV 6 mi./hr., oar 60 ft. (average); AC 1 (-2 size, -5 Dex, -2 inanimate); Atk -; Space/Reach 15 ft./15 ft.; SA -; SQ -; Seaworthiness 8; Draft 2 ft., Length 25 ft., Beam 3 ft.; Decks 1 (bilge); Cargo -; Crew 10 (or 6 plus 800 lbs.); Construction 1 1/2 weeks.

Weapon Spaces: A war canoe has no available weapon spaces.

HackMaster: War Canoe: *Hull 3, Acceleration 3 rnds, MV 2 mph oar (2 mph max), Length 25 ft., Width 3 ft.*

Caravel: Caravels are designed primarily for long-distance travel from Brandobia to Reanaaria Bay. They are two-masted, square-rigged ships, though some sailors are currently spreading tales of a three-masted, lateen-rigged caravel jointly built by Brandobian and Reanaarian shipwrights.

Caravels are quick, but more importantly, they are stable (giving them slightly greater Seaworthiness). They are lightly armed, however; they have little room for other weapons on their decks. Most Brandobian caravels carry a launch to act as a lifeboat or for landing crew members (this launch is not included in the price).

Colossal Sailing Ship; Hardness 5 (section 5, rigging 0); hp 30 (section 30, rigging 8); MV 2 mi./hr., sail 30 ft. (average); AC -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1; Atk 1d6 (alchemist's fire projector, fore), 3d8 (ballistae, 2 port and 2 starboard), 4d6 (light catapult, aft); Space/Reach 60 ft./15 ft.; SA -; SQ Damage reduction 10/fire (rigging), sprinter, stable; Seaworthiness 18; Draft 5 ft., Length 75 ft., Beam 20 ft.; Decks 3; Cargo 108 tons (150 max.); Crew 40; Construction 2 1/2 months.

Weapon Spaces: A caravel receives the following total weapon spaces: port or starboard (5), fore (2), aft (2), amidships (1).

HackMaster: Caravel: *Hull 24, Acceleration 4 rnds, MV 2 mph sail (4 mph max.), Length 75 ft., Width 20 ft.*

Coaster: This small, two-masted merchant ship is steered by a rudder on the aft starboard side of the ship. Due to the coaster's design, it has a maximum Seaworthiness of 12. The coaster is most common to Brandobia, where it is known as a "roundship." Eldoran coasters often sport an aftcastle.

Colossal Sailing Ship; Hardness 5 (section 5, rigging 0); hp 30 (section 30, rigging 8); MV 1 1/2 mi./hr., sail 20 ft. (poor); AC -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1; Atk 3d8 (ballistae, 2 port, 2 starboard, 1 fore, 1 aft); Space/Reach 60 ft./15 ft.; SA -; SQ Damage reduction 10/fire (rigging); Seaworthiness 12; Draft 2 1/2 ft., Length 65 ft., Beam 20 ft.; Decks 2; Cargo 71 tons (100 max.); Crew 30; Construction 2 months.

Weapon Spaces: A coaster receives the following total weapon spaces: port or starboard (4), fore (2), aft (2), amidships (0).

HackMaster: Coaster: *Hull 18, Acceleration 4 rnds, MV 6 mph sail (9 mph max.), Length 65 ft., Width 20 ft.*

Cog: A cog is a broad, single-masted sailing ship with square rigging, high sides and a relatively flat bottom. Of all sailing ships, flat-bottomed cogs make the best use of their cargo space. The cog also has castles both fore and aft. These are aptly known as the forecastle and the aftcastle, and provide excellent defensive and offensive positions, often giving a clear view over the deck of the opposing ship. The cog has a large rudder located on the aft starboard side of the ship.

Colossal Sailing Ship; Hardness 5 (section 5, rigging 0); hp 30 (section 30, rigging 4); MV 3 mi./hr., sail 40 ft. (poor); AC -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1; Atk -; Space/Reach 60 ft./15 ft.; SA firing castle (fore, aft); SQ Damage reduction 10/fire (rigging), sprinter; Seaworthiness 16; Draft 2 1/2 ft. (5 ft. with rudder), Length 75 ft., Beam 25 ft.; Decks 3; Cargo 96 tons (140 max.); Crew 35; Construction 2 1/2 months.

Weapon Spaces: Though not typically manned with weapons, a cog receives the following total weapon spaces: port or starboard (5), fore (2), aft (2), amidships (1).

HackMaster: Cog: *Hull 36, Acceleration 6, MV 5 mph sail (8 mph max.), Length 75 ft., Width 25 ft.*

TABLE 13-2D: SHIPS

Item	Cost*	Weight
Baradri	5,000 gp	-
Barge	500 gp	-
Barge, Cargo	750 gp	-
Barge, Royal	2,000 gp	-
Bireme	60,000 gp	-
Canoe	30 gp	56 lb.
Canoe, Large	50 gp	80 lb.
Canoe, War	80 gp	220 lb.
Caravel	12,000 gp	-
Coaster	8,000 gp	-
Cog	13,000 gp	-
Cog, Large	32,000 gp	-
Currach	75 gp	-
Deceres	34,500 gp	-
Drakkarr	28,000 gp	-
Dromond	30,000 gp	-
Galleon	90,000 gp	-
Junk	25,000 gp	-
Keshow	2,000 gp	-
Knarr	2,500 gp	-
Launch	500 gp	100 lb.
Outrigger	250 gp	50 lb.
Rowboat, Collapsible	30 gp	25 lb.
Sloop	15,000 gp	-
Suvarzha	40,000 gp	-
Trireme	70,000 gp	-

*May vary by region and rarity.

TABLE 13-2H: SHIPS

Item	Cost*	Weight	Base Availability		
			Hi	Med	Low
Baradri	5,000 gp	-	65	60	55
Barge	500 gp	-	90	85	80
Barge, Cargo	750 gp	-	90	85	80
Barge, Royal	2,000 gp	-	25	15	5
Bireme	60,000 gp	-	50	40	30
Canoe	30 gp	56 lb.	90	85	80
Canoe, Large	40 gp	80 lb.	90	85	80
Canoe, War	50 gp	220 lb.	90	85	80
Caravel	10,000 gp	-	60	50	40
Coaster	5,000 gp	-	70	65	60
Cog	10,000 gp	-	60	50	40
Cog, Large	20,000 gp	-	55	45	35
Currach	500 gp	-	85	80	75
Deceres	1,000,000 gp	-	35	25	10
Drakkarr	25,000 gp	-	45	35	25
Dromond	15,000 gp	-	60	50	40
Galleon	50,000 gp	-	40	30	20
Junk	10,000 gp	-	60	50	40
Keshow	2,500 gp	-	45	35	25
Knarr	3,000 gp	-	60	60	55
Launch	200 gp	100 lb.	90	85	80
Outrigger	150 gp	50 lb.	45	35	25
Rowboat, Collapsible	300 gp	25 lb.	90	85	80
Sloop	10,000 gp	-	80	70	60
Suvarzha	15,000 gp	-	60	50	40
Trireme	80,000 gp	-	40	30	20

*May vary by region and rarity.

Cog, Large: While the smaller, standard cog is most common to Reanaaria Bay, the larger two-masted cog is most often found in the Straits of Svimohzia, captained by Svimohzish merchants. Aside from its size, it can be recognized easily by its combination square and lateen rigging, a concept borrow from the shipwrights of Reanaaria Bay.

Colossal Sailing Ship; Hardness 5 (section 5, rigging 0); hp 40 (section 40, rigging 8); MV 2 1/2 mi./hr., sail 35 ft. (poor); AC -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1; Atk 3d6 (4 chainflinger ballistae, 2 port, 2 starboard); Space/Reach 60 ft./15 ft.; SA -; SQ Damage reduction 10/fire (rigging); Seaworthiness 16; Draft 5 1/2 ft., Length 90 ft., Beam 25 ft.; Decks 3; Cargo 179 tons (250 max.); Crew 80; Construction 2 months.

Weapon Spaces: Though not typically manned with weapons, a large cog receives the following total weapon spaces: port or starboard (6), fore (2), aft (2), amidships (1).

HackMaster: Large Cog: *Hull 48, Acceleration 4, MV 4 mph sail (7 mph max.), Length 90 ft., Width 25 ft.*

Currach: This smaller longship variant is constructed from thick hides stretched over a featherweight wood-and-wicker frame. The currach is generally found in and about the Omdal River in northern Brandobia.

Gargantuan Longship; Hardness 2 (section 2, rigging 0); hp 5 (section 5, rigging 4); MV 3 mi./hr., sail 30 ft. (average), oar 10 ft. (poor), sail and oar 30 ft. (average); AC -1 (-4 size, -5 Dex, -2 inanimate), section 2, rigging 1; Atk -; Space/Reach 30 ft./20 ft.; SA -; SQ Damage reduction 10/fire (rigging); Seaworthiness 12; Draft 3 ft., Length 40 ft., Beam 10 ft.; Decks 1 (bilge); Cargo 5 tons or 10 soldiers; Crew 8 (6 min.); Construction 1 week.

Weapon Spaces: A currach has no weapon spaces.

HackMaster: Currach: *Hull 8, Acceleration 3 rnds, MV 6 mph sail (9 mph max.) or 5 mph oar (8 mph max), Length 40 ft., Width 10 ft.*

Deceres: This mighty Kalamaran galley comes fitted with light catapults on top of castles placed fore, aft and amidships, as well as a heavy catapult each at port and starboard. This galley has a single fore-and-aft-rigged mast and two banks of oars. Like other galleys, the deceres galley is beached for loading and unloading crew and cargo; it has no launches.

The oars of the deceres galley are 40 feet in length, and can only be retracted to a maximum of 20, leaving the ship with a 20-foot-long reach even with retracted oars. The deceres galley does not carry cargo, only armed marines in addition to its crew.

Colossal Galley; Hardness 5 (section 5, rigging 0); hp 50 (section 50, rigging 4); MV 4 mi./hr., sail 40 ft. (clumsy), oar 90 ft. (poor), sail and oar 40 ft. (poor); AC -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1; Atk 6d6 (2 heavy catapults, port, starboard), 4d6 (3 light catapults (fore, aft, amidships); Space/Reach 90 ft./40 ft.; SA firing castle (fore, aft, amidships), ramming prow 3d8, turret mount (1 per firing castle); SQ damage reduction 10/fire (rigging); Seaworthiness 12; Draft 4 ft., Length 145 ft., Beam 20 ft.; Decks 3; Cargo 109 tons or 218 soldiers (500 max.); Crew 610 (40 plus 570 oarsmen); Construction 7 months.

Weapon Spaces: A deceres receives the following total weapon spaces: port or starboard (9), fore (2), aft (2), amidships (1).

HackMaster: Duceres: *Hull 48, Acceleration 6 rnds, MV 4 mph sail (7 mph max.) or 4 mph oar (8 mph max), Length 145 ft., Width 20 ft.*

Chapter 13: Travel and Transportation

Drakkarr: A drakkarr is usually built by kings and rulers for their armies and is not used for the mundane task of shipping cargo. A single mast with a square-rigged sail supplements the 72 oars (36 on each side), and the ship is steered by a long paddle/rudder hanging over the aft starboard side of the ship. As there is little space on board for supplies, the drakkarr generally puts in to port for the night.

Colossal Warship; Hardness 5 (section 5, rigging 0); hp 60 (section 60, rigging 4); MV 4 1/2 mi./hr., sail 45 ft. (clumsy), oar 40 ft. (poor), sail and oar 45 ft. (poor); AC -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1; Atk 6d6 (4 heavy catapults, 2 port, 2 starboard), 4d6 (2 light catapults (fore, aft)); Space/Reach 90 ft./25 ft.; SA ramming prow 3d8; SQ damage reduction 10/fire (rigging); Seaworthiness 16; Draft 6 ft., Length 150 ft., Beam 25 ft.; Decks 1 (bilge); Cargo 3 (180 max.); Crew 300 (all are soldiers/sailors/oarsmen); Construction 6 months.

Weapon Spaces: A drakkarr receives the following total weapon spaces: port or starboard (10), fore (2), aft (2), amidships (1).

HackMaster: Drakkarr: *Hull 42, Acceleration 1 turn, MV 4 mph sail (6 mph max.) or 1/2 mph oar (1 mph max), Length 150 ft., Width 25 ft.*

Dromond: This galley is two-masted, with lateen rigging and two banks of oars. Originally a Kalamaran invention, the dromond can now be found in the fleets of other nations as well. Like other galleys, it can be beached, and so does not carry launches.

Colossal Galley; Hardness 5 (section 5, rigging 0); hp 50 (section 50, rigging 8); MV 3 mi./hr., sail 30 ft. (clumsy), oar 80 ft. (poor), sail and oar 30 ft. (poor); AC -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1; Atk 1d6 (alchemist's fire projector, fore), 6d6 (4 heavy catapults, 2 port, 2 starboard), 3d8 (ballista, aft); Space/Reach 90 ft./25 ft.; SA ramming prow 3d8; SQ damage reduction 10/fire (rigging); Seaworthiness 12; Draft 4 ft., Length 175 ft., Beam 15 ft.; Decks 4; Cargo 25 tons (150 max.); Crew 200 (60 plus 140 oarsmen); Construction 5 months.

Weapon Spaces: A dromond receives the following total weapon spaces: port or starboard (11), fore (2), aft (2), amidships (0).

HackMaster: Dromond: *Hull 48, Acceleration 8 rnds, MV 4 mph sail (6 mph max.) or 1/2 mph oar (1 mph max), Length 175 ft., Width 15 ft.*

Galleon: The galleon, of old and mysterious elven origin, is the most technologically advanced ship on Tellene. It is heavily armed and powerful, with two square-rigged masts, as well as some fore-and-aft rigging of lateen sails. In addition to its already formidable array of weapons, two ballistae are often mounted on top of firing castles (fore and aft). Galleons usually carry four to six launches (not included in the price). The galleon has no rowers on board, as its masts can catch most winds beyond absolute calm. However, at least 200 oars are stored on board for emergencies. Currently, the only known galleons on Tellene are a mere handful owned by the Zoan navy.

Colossal Sailing Ship; Hardness 5 (section 5, rigging 0); hp 30 (section 30, rigging 8); MV 6 mi./hr., sail 60 ft. (poor); AC -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1; Atk 1d6 (alchemist's fire projector, fore), 3d8 (6 ballistae, 2 port, 2 starboard, 2 aft), 2d6 (2 thunder cannons, 2 port, 2 starboard); Space/Reach 90 ft./20 ft.; SA firing castle (fore, aft), turret mount (1 per ballista); SQ Damage reduction 10/fire (rigging); Seaworthiness 16; Draft 4 1/2 ft., Length 130 ft., Beam 30 ft.; Decks 5 (3 plus 1 partial fore

and aft); Cargo 294 tons (500 max.); Crew 275; Construction 1 1/2 years.

Weapon Spaces: A galleon receives the following total weapon spaces: port or starboard (8), fore (4), aft (4), amidships (3).

HackMaster: Galleon: *Hull 8, Acceleration 1 turn, MV 5 mph sail (7 mph max.), Length 130 ft., Width 30 ft.*

Junk: A light, three-masted ship with square rigging, often made of bamboo, rattan or grass matting, stiffened with poles. These sails are equal in cost to normal sails, but can only be found in the same areas as the ships. The junk has a compartmentalized hull to keep the vessel from easily sinking, along with a flat bottom to make it easy to beach.

Colossal Sailing Ship; Hardness 5 (section 5, rigging 0); hp 15 (section 25, rigging 12); MV 4 mi./hr., sail 40 ft. (poor); AC -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1; Atk -; Space/Reach 60 ft./15 ft.; SA -; SQ Damage reduction 10/fire (rigging), compartmentalized hull, light frame; Seaworthiness 16; Draft 4 ft., Length 75 ft., Beam 20 ft.; Decks 2; Cargo 24 tons (35 max.); Crew 4; Construction 1 month.

Weapon Spaces: A junk is usually unarmed, but has the following total weapon spaces: port or starboard (5), fore (2), aft (2), amidships (0).

HackMaster: Junk: *Hull 36, Acceleration 5 rnds, MV 5 mph sail (7 mph max.), Length 75 ft., Width 20 ft.*

Keshow: This nimble trading ship is fitted with a single lateen sail, and has excellent performance, often outmaneuvering traditional square-rigged cogs of the area. The keshow can be found throughout mid- and southern Reanaaria Bay.

Gargantuan Longship; Hardness 5 (section 5, rigging 0); hp 10 (section 10, rigging 4); MV 4 mi./hr., sail 50 ft. (average), oar 20 ft. (good), sail and oar 50 ft. (good); AC -1 (-4 size, -5 Dex, -2 inanimate), section 2, rigging 1; Atk -; Space/Reach 60 ft./20 ft.; SA -; SQ Damage reduction 10/fire (rigging), light frame, sprinter; Seaworthiness 12; Draft 3 ft., Length 90 ft., Beam 15 ft.; Decks 1 (bilge); Cargo 53 tons (93 max.); Crew 60 (20 plus 40 oarsmen); Construction 1 month.

Weapon Spaces: A junk is usually unarmed, but has the following total weapon spaces: port or starboard (5), fore (2), aft (2), amidships (0).

HackMaster: Keshow: *Hull 24, Acceleration 3 rnds, MV 5 mph sail (7 mph max.) or 1/2 mph oar (1 mph max), Length 90 ft., Width 15 ft.*

Knarr: This flat-bottomed keelboat has a single mast with a square-rigged sail, and can sail down rivers. Except for its slightly smaller than usual size, a knarr appears much like any other keelboat. The knarr is Fhokki-built and found in only northern Reanaaria Bay and Lake Jorakk.

Gargantuan Keelboat; Hardness 5 (section 5, rigging 0); hp 30 (section 30, rigging 4); MV 1 mi./hr., sail 10 ft. (poor), oar 10 ft. (average), sail and oar 10 ft. (average); AC -1 (-4 size, -5 Dex, -2 inanimate), section 2, rigging 1; Atk 3d8 (2 ballistae, port and starboard), 2d8 (2 stingers, fore and aft), 2d6 (thunder cannon, fore); Space/Reach 30 ft./20 ft.; SA -; SQ Damage reduction 10/fire (rigging); Seaworthiness 12; Draft 2 ft., Length 50 ft., Beam 15 ft.; Decks 1 (bilge); Cargo 22 tons (35 max.); Crew 14; Construction 3 weeks.

Weapon Spaces: A knarr receives the following total weapon spaces: port or starboard (3), fore (2), aft (2), amidships (0).

HackMaster: Knarr: *Hull 6, Acceleration 2 rnds, MV 6 mph sail (9 mph max.) or 6 mph oar (8 mph max), Length 50 ft., Width 15 ft.*

Launch: A launch is essentially a large rowboat, used as a lifeboat or to ferry crew, equipment or swag to and from shore. Unless they can be beached, most ships carry at least one launch, and considerate captains carry enough to ensure that their entire crew can escape if the ship is sunk.

Large Rowboat; Hardness 5; hp 20; MV 1 mi./hr., oar 10 ft. (average); AC 2 (-1 size, -5 Dex, -2 inanimate), section 2, rigging 1; Atk -; Space/Reach 10 ft./10 ft.; SA -; SQ -; Seaworthiness 8; Draft 1/2 ft., Length 12 ft., Beam 6 ft.; Decks 1 (bilge); Cargo 1 ton (3 max.); Crew 4 (oarsmen); Construction 1 week.

Weapon Spaces: A launch receives no weapon spaces.

HackMaster: Launch: *Hull 4, Acceleration 2 rnds, MV 1 mph oar (2 mph max), Length 12 ft., Width 6 ft.*

Outrigger: Though classified by type as a rowboat, an outrigger's appearance is more like a canoe. A spar, extending from each side of the canoe, connects to two long wooden floats (pontoons) almost as long as the canoe itself. The floats increase the stability of the vessel by allowing it to ride multiple swells at once. It is used primarily for travel between nearby islands. Outriggers may also be constructed with or without a square-rigged sail.

Huge Rowboat; Hardness 5 (section 5, rigging 0); hp 7 (section 7, rigging 4); MV 2 1/2 mi./hr., sail 25 ft. (good), oar 10 ft. (good), sail and oar 25 ft. (good); AC 1 (-2 size, -5 Dex, -2 inanimate), section 2, rigging 2; Atk -; Space/Reach 15 ft./15 ft.; SA -; SQ damage reduction 5/fire (rigging), light frame; Seaworthiness 4; Draft 1/2 ft., Length 16 ft., Beam 2 ft.; Decks 1 (bilge); Cargo 2 tons (3 max.); Crew 1; Construction 1 week.

Weapon Spaces: An outrigger receives no weapon spaces.

HackMaster: Outrigger: *Hull 2, Acceleration 1 rnd, MV 2 mph sail (3 mph max.) or 1 mph oar (1 mph max), Length 16 ft., Width 2 ft.*

Rowboat, Collapsible: Also known as a 'skin' boat, this variant rowboat is made of wood and bone, and covered with tightly laced skins. Skin boats are generally found in the far north, above Shadesh Bay, or in other areas where wood is hard to come by.

The skin boat can remain waterborne for periods up to six hours at a time. After that the leather softens and the stitching begins to leak. Leaving the leather out to dry in the sun may restore the boat's waterproofing. By flipping it over, the skin boat may also be used as a one-person tent.

Medium Rowboat; Hardness 2; hp 5; MV 1 mi./hr., oar 10 ft. (poor); AC 3 (-5 Dex, -2 inanimate), section 2; Atk -; Space/Reach 5 ft./5 ft.; SA -; SQ -; Seaworthiness +2; Draft 1 ft., Length 5 ft., Beam 3 ft.; Decks 1 (bilge); Cargo -; Crew 2 (or 1 plus 350 pounds); Construction 1 week.

HackMaster: Collapsible Boat: *Hull 1, Acceleration 4 rnds, MV 1 mph oar (2 mph max), Length 5 ft., Width 3 ft.*

Sloop: A sloop is a single-masted ship with square rigging. It is small (when compared with most sailing ships), fast, and very maneuverable, and its shallow draft lets it sail surprisingly far upriver, as well as over dangerous shoals. Sloops are lightly armed, but their speed is usually enough to compensate for the lack of armament. Most sloops carry a single launch (not included in the price) to ferry crewmembers to and from shore or to use as a lifeboat.

Sloops are the favored vessels of pirates, and the majority of pirate ships on the sea are of this type. Sloops are not used for long voyages and numerous strikes, but are mostly used for "hit and run" activities.

Gargantuan Sailing Ship; Hardness 5 (section 5, rigging 0); hp 30 (section 30, rigging 4); MV 3 mi./hr., sail 30 ft. (good); AC -1 (-4 size, -5 Dex, -2 inanimate), section 2, rigging 1; Atk 3d8 (2 ballistae, fore and aft), 4d6 (2 light catapults, port, starboard); Space/Reach 30 ft./20 ft.; SA -; SQ Damage reduction 10/fire (rigging); Seaworthiness 12; Draft 1 ft., Length 35 ft., Beam 10 ft.; Decks 3; Cargo 30 tons (40 max.); Crew 8; Construction 8 months.

Weapon Spaces: A sloop receives the following total weapon spaces: port or starboard (2), fore (1), aft (1), amidships (0).

HackMaster: Sloop: *Hull 16, Acceleration 3 rnds, MV 3 mph sail (6 mph max.), Length 35 ft., Width 10 ft.*

Suvarzha: This broad, two-masted Svimohzish ship features a mostly flat bottom and a sharp prow. Along with its two square-and-lateen-rigged masts, the suvarzha has a large rudder located on the aft end of the ship that is used for steering. Unfortunately, this rudder can be damaged when unexpectedly entering shallow harbors.

Gargantuan Sailing Ship; Hardness 5 (section 5, rigging 0); hp 30 (section 30, rigging 8); MV 2 1/2 mi./hr., sail 25 ft. (poor); AC -1 (-4 size, -5 Dex, -2 inanimate), section 2, rigging 1; Atk 3d8 (ballista, fore), 4d6 (4 light catapults, 2 port, 2 starboard), 2d8 (stinger, amidships); Space/Reach 60 ft./15 ft.; SA -; SQ Damage reduction 10/fire (rigging); Seaworthiness 12; Draft 8 ft., Length 75 ft., Beam 20 ft.; Decks 3; Cargo 85 tons (125 max.); Crew 35; Construction 8 months.

Weapon Spaces: A suvarzha receives the following total weapon spaces: port or starboard (5), fore (2), aft (2), amidships (1).

HackMaster: Suvarzha: *Hull 36, Acceleration 5 rnds, MV 3 mph sail (5 mph max.), Length 75 ft., Width 20 ft.*

Tirreme: This fast, maneuverable galley has a single fore-and-aft rigged mast, as well as 85 oars on each side, placed in three tiers (31 on the top, 27 in the middle and 27 in the bottom tier). The bow of the tirreme is armed with a bronze-plated ram. A tirreme never travels without a complement of archers and pikemen. On a tirreme, the oarsmen sit in staggered and overlapping layers on the same deck, with each rower pulling his own oar.

Colossal Galley; Hardness 5 (section 5, rigging 0); hp 50 (section 50, rigging 4); MV 8 mi./hr., sail 120 ft. (poor), oar 90 ft. (average), sail and oar 120 ft. (average); AC -5 (-8 size, -5 Dex, -2 inanimate), section 2, rigging -1; Atk 6d6 (4 heavy catapults, 2 port, 2 starboard), 4d6 (light catapult, fore), 3d6 (chainflinger ballista, aft), 2d8 (stinger, amidships); Space/Reach 60 ft./25 ft.; SA ramming prow 3d8; SQ damage reduction 10/fire (rigging), streamlined hull; Seaworthiness 12; Draft 3 1/2 ft., Length 120 ft., Beam 18 ft.; Decks 3; Cargo 97 tons or 194 soldiers (275 max.); Crew 290 (120 plus 170 oarsmen); Construction 14 months.

Weapon Spaces: A tirreme galley receives the following total weapon spaces: port or starboard (8), fore (2), aft (2), amidships (1).

HackMaster: Tirreme: *Hull 36, Acceleration 5 rnds, MV 5 mph sail (8 mph max.) or 5 mph oar (9 mph max), Length 130 ft., Width 15 ft.*

TABLE 13-3D: SHIP ACCESSORIES

Accessory	Hardness	Hit Points	Cost	Weight
Oar (10)	5	10	20 gp	60 lbs.
Oar, 20-foot-long (10)	5	10	100 gp	800 lbs.
Oar, 25-foot-long (10)	5	10	120 gp	900 lbs.
Oar, 40-foot-long (10)	5	10	200 gp	1,600 lbs.
Paddle (10)	5	10	10 gp	80 lbs.
Paddle, double-ended (10)	5	10	50 gp	150 lbs.
Rigging (sails, rope, mast)*				
- for Large ship (per mast)	0	4	50 gp	100 lbs.
- for Huge ship (per mast)	0	4	100 gp	200 lbs.
- for Gargantuan ship (per mast)	0	4	200 gp	400 lbs.
- for Colossal ship (per mast)	0	4	300 gp	600 lbs.
Rigging, Nenehi*	0	+3	x1.25	-
Sail repair kit	-	-	50 gp	50 lbs.

*Medium ships rarely have sails. Remember that rigging always has damage reduction 10/fire. This prevents rigging from being too easily destroyed; such as, from one hit with an arrow.

SHIP ACCESSORIES

On occasion, characters may find that certain essential items on a ship, such as sails and oars, need to be replaced rather than repaired. The costs for such items are listed on Table 13-3: Ship Accessories.

Rigging, Nenehi: The tailors of Nenehi are famous throughout the Kalamaran Bay area as being the best sailmakers alive. While other people might make better ships, they almost always raise Nenehi's sails. Purchasing Nenehi sails for rigging costs extra (normal rigging cost x 1.25) as noted on Table 13-3: Ship Accessories.

HIRED TRANSPORTATION

TABLE 13-5: HIRED TRANSPORTATION

Item	Cost
Coach/Sled/Wagon	3 cp per mile
Dock Fee	see text
Gate Toll	see text
Messenger	2 cp per mile
Palanquin	1 sp per mile
Rickshaw	4 cp per mile
River Toll	see text
Road Toll	1 cp
Sedan Chair	4 cp per mile
Ship's Passage	1 sp per mile
Tariff	see text

Coach/Sled/Wagon Fee: The price listed is for a ride in a coach, sled or wagon that transports people and cargo between towns. For rides within a town, 1 cp is usually enough.

Dock Fee: The dock fee is the cost a ship must pay to moor itself at a dock. This may be a set price or a variable fee. For example, the town of Dakyno, located where the Jenshyta and Jendasha rivers meet, contains the Kingdom of Thybaj's largest marketplace. Here, boats bound for Tharggy must pay a toll

based upon the value of their cargo. Ship captains are frequently forced to moor their vessels for the night as they wait for a Dothoki (a government official) to assess the amount of the toll due.

In general, the characters may assume dock fees of 5 sp per ton of cargo. If the ship is not hauling cargo, use 1 sp per foot of the ship's length.

Gate Toll: In large, walled cities, a toll is sometimes charged to enter (and less often to exit). How wealthy or important a traveler seems will often determine the magnitude of the entrance fee. Of course, any extra money collected will quickly disappear into the gatekeeper's sizable purse, making this a very lucrative position to hold. The typical gate fee for the average adventurer is 1 gp for a market town, and 10 to 50 sp along less active trading routes. Commoners (or those able to hide their wealth) usually only pay one to 10 copper pieces.

TABLE 13-3H: SHIP ACCESSORIES

Accessory	Cost	Weight	Base Availability		
			Hi	Med	Low
Oar, common (10)	20 gp	250 lbs.	90	85	80
Oar, 20-foot-long (10)	50 gp	600 lbs.	85	80	75
Oar, 25-foot-long (10)	60 gp	750 lbs.	85	75	65
Oar, 40-foot-long (10)	100 gp	1,200 lbs.	80	70	60
Paddle (10)	10 gp	80 lbs.	90	85	80
Paddle, double-ended (10)	50 gp	150 lbs.	85	80	75
Rigging (sails, rope, mast)*					
- for Large ship (per mast)	50 gp	100 lbs.	90	85	80
- for Huge ship (per mast)	200 gp	200 lbs.	85	80	75
- for Gargantuan ship (per mast)	400 gp	400 lbs.	80	70	60
Rigging, Nenehi	x1.25	-	25	15	5
Sail repair kit	50 gp	50 lbs.	85	80	75

*Medium ships rarely have sails.

Messenger Fee: This cost includes both runners and horse-riding messengers, if necessary. If a character can convince someone to carry a message to the place they were going anyway (such as a crewmember on a ship), the cost is generally halved.

Palanquin Fee: Palanquins are the most expensive type of personal transportation available within a city, and never travel outside the city unless accompanied by a significant force of armed guards. Only in the very largest cities will they be available for hire, and they are choosy about their clientele. Unless an adventurer is cleaned up and is dressed as a noble, an exorbitant extra fee may be charged or service may be refused altogether.

Rickshaw/Sedan Chair Fee: This is still a rather expensive type of citywide transport. Neither conveyance ever travels outside of a city, though they will gladly pick up anyone who can pay.

River Toll: These are less common than gate or road tolls, though they do exist. For example, the Golden Alliance generates huge amounts of income by charging merchants tolls for use of the Renador River at the city of Bet Regor. The tolls are steep and many merchants prefer overland routes that avoid the city, only to discover strategically placed road tariffs that rival the tolls.

In Premolen, to give another example, a huge beam stands ready to swing across the northern river entrance to the city. The gate guards charge no fee to enter the city on foot, but a boat fee of 1 gp per foot of keel length applies to merchant vessels. Premolen's main income comes from taxation of this river traffic. Boats pay five times the rates that wagons pay for the same cargo. Some merchants attempt to beach their vessels just outside of town and unload most of the cargo, but those discovered face banishment from the city.

Road Toll: Road tolls are charged to use frequently traveled roads that are well kept and well guarded (typically by the king's or local lord's men). This toll helps the kingdom to pay for both the patrols and the road's upkeep.

Tariff: Tariff is a general name for any fee charged to merchants importing or exporting goods from a city or country. Two areas to be wary of are Ahznomahn and Zazahni, both in Svimohzia. Ahznomahn's main economic support comes from trade and the substantial import and export tariffs on all goods. The only thing keeping Zazahni from total economic collapse is the tariffs they collect from north-south trade.

As a general guideline, a merchant tariff is 2% of the total worth of the goods.



INDEX

A	Anchor	158	Azurtallan Salve	193
Aaraun	Animal Call	244		
Academic and Commerce-related Eqt.	Animal Trainer's Kit	244	B	
Acid, Akirakar	Aniseed	164	B'Rar	55
Acid	Ankle Bells	171	Baando	39
Adagy	Antitoxin	193	Baboon	227
Adamantine	Antler Sword	62	Back	15
Adanyr	Anvil	161	Backpack	147
Adarosh	Apartment House	249	Backplate	88
Adayra	Ape	227	Backsword	62
Adrupan	Ape, Trained Pack	227	Bagpipes, Svimohzish	133
Adze	Apron	117	Bajondri	31
Ailete	Araminil	29	Bajyf	18
Air Bladder	Arcane Lab	145	Bajyr	29
Akagh-Karz-Ran	Archer (longbow)	218	Baladan	55
Akavit	Archer (shortbow)	219	Balance	145
Akdren-Thall ("Laughing Rage")	Ardak	55	Balanan	49
Aklys	Arm Sling	165	Balani	49
Alchemical Mixtures	Arm, Artificial Lockpicking	164	Baldric	117, 118
Alchemist's Fire	Armet	93	Baleny	49
Alchemist's Lab	Armillary	145	Balevi	49
Ale, Dead Fhokki	Arming Cap	93	Balikati	192
Ale, Lamb's Wool	Arming Coat	92	Ball and Chain	37
Ale, Pekal Stout	Arming Points	92	Ball Arrow	26
Alegorn	Armor Accessories	92	Ballista, Erne's Beak	53
Alhanam	Armor Maintenance	102	Ballista	53
Alivazoor	Armor Polish	92	Banarak	55
Aljelah	Armor Spikes	92	Bandages, Linen	148
Almond Milk	Armors	88	Banded Mail	88
Almond-cream	Arrow (or Bolt), Adamantine Stone Biter	165	Bandoleer	147
Alojas	Arrow (or Bolt), Grapple	165	Bands	120
Alpaca	Arrow (or Bolt), Stone Biter	165	Banjolele, Gurin	133
Alphorn, Drhokkeran	Arrow (or Bolt), Wood Biter	165	Baradri	253
Altanath	Artisan's Tools	161	Barber/Hairdresser	206
Altar Cloth	Arumin	31	Barberries	184
Amafar	Aselika	62	Barbette and Fillet	116
Amarahn	Ashul Blood	199	Barbute	93
Amarchi	Aspergillum	156	Bardiche	49
Amarian	Astrolabe	158	Barding	99
Amasila	Astrolabe	145	Barding on Tellene	100
Amazing Quality Charts	Auger	161	Barding	188
Amellaran	Aventail	93	Baresh	49
Amessa	Average Quality Charts	159	Barge	253
Ammunition	Avledor	227	Barge, Cargo	253
Amoth	Awl Pike	48	Barge, Royal	253
Amphora	Awl	41, 161	Barley-broth	182
Anamvho	Axe (shield)	95	Barrel helmet, great helm, heaulim	94
Anarvoz	Axes and Picks	18	Barrel	147

- Cards, Fortune-Telling127
Cards, Playing127
Carp's Tongue63
Carpenter's Square161
Carpentry Tools161
Carrots184
Cart251
Cart, Dog251
Cartographer's Kit146
Case, Map or Scroll147
Cassil198
Cassock118
Castanets134
Castle249
Castle, Huge250
Cat O' Nine Tails37
Cat, Big Hunting231
Cat, Big Hunting (Jaguar)231
Cat, Big Hunting (Puma)232
Cat, Big Hunting (Smiladon)232
Cat, Domestic232
Cat, Small Hunting232
Cat, Small Hunting (Civet)232
Cat, Small Hunting (Clouded Leopard)233
Cat, Small Hunting (Fishing Cat)233
Cat, Small Hunting (Golden Cat)233
Cat, Small Hunting (Lynx)234
Cat, Small Hunting (Margay)234
Cat, Small Hunting (Pampas Cat)234
Cat, Small Hunting (Serval)235
Catapult, Heavy54
Catapult, Light54
Caterum63
Catstink166
Caul116
Cauldron247
Cavalry, Archer219
Cavalry, Crossbowman220
Cavalry, Heavy220
Cavalry, Light220
Cavalry, Medium221
Cazandi56
Celaar182
Celaarlau33
Celaegyn20
Celdarn56
Celedol185
Celestial Health Potion198
Celozia184
Censer157
Chadash118
Chain Shirt88
Chain, Measuring152
Chain, Single-Spiked42
Chain, Spiked42
Chain, Star42
Chain, Weighted42
Chain152
Chainmail88
Chair, Howdah251
Chair, Sedan251
Chakram42
Chalice157
Chalk152
Chanfron101
Change delivery method202
Chaperone116
Chariot, Riding251
Chariot, War251
Chariots132
Charm meats185
Charts, Navigational159
Chasbule118
Cheese188
Chekado33
Chelora34
Chemise118
Chenavi29
Cherodo43
Chess Set, Basic127
Chess Set, Ornate127
Chest147
Chevara34
Chicken235
Chimes, Full135
Chimes, Half135
Chinbane56
Chisel, Cold161
Chisel, Masonry/Stone161
Chisel, Wood161
Chodagy247
Chokevine Milk200
Chonevi37
Chopines115
Chopper63
Choshnyr34
Choyer20
Cinnamon192
Circle17
Citrigerm200
Gittern135
Civet185
Clarroan182
Clasp118
Claws, Iron Cat43
Claymore63
Cleanburn torches171
Clerical Raiment121
Climber's Kit161
Climbing Harness161
Cloak118
Clothing Lists114
Clothing, Two-Sided166
Clubs28
Coach, Closed251
Coach, Open251
Coach/Sled/Wagon Fee258
Coaster254
Coat of Arms92
Coat or Jack89
Cockers115
Codpiece118
Coffin247
Cog254
Cog, Large255
Coif94, 116
Coinage5
Colbren63
Colinalei34
Colnester63
Colurarel56
Colysshe189
Comfits189
Common Coinage6
Compass159
Compound250
Coney185
Containers147
Cooking and Eating Utensils247
Cord89
Corn Dodgers179
Cornett136
Coronal56
Cosmetics204
Cotanen63
Cote118
Cotehardie118
Cotton120
Cottum120
Counter Boards146
Coup Stick43
Couter92
Couzez189
Cow235
Craft A216
Craft B216
Craft C216
Craft D217
Crafting Variant Hilts72
Crampons162
Creating and Maintaining Liturgical Vestments121
Creator of Strife126
Crimson Dragon Vine200
Crinet101
Crisp189
Crock, Pottery147
Cross-Staff159
Crossbar15, 17
Crossbow, Dragon's Foot23
Crossbow, Gnomish23
Crossbow, Hand23
Crossbow, Heavy23
Crossbow, Light23
Crossbow, Repeating23
Crossbowman221
Crowbar162
Crumhorn136
Crupper101
Crutches149
Cuisse92
Culiraleen34
Cup17
Curaxa193
Currach255
Currants184
Curved74
Cushions152
Cut ale or wine182

Index

Cutlass63
 Cutters166
 Cyclas118
 Cymbals136
 Cyreth30

D

D'Kelon39
 Dagger Mace39
 Dagger, Climbing167
 Dagger, Forked Punching34
 Dagger, Guarded Punching34
 Dagger, Parrying34
 Dagger, Punching34
 Daggers and Knives31
 Daintiers185
 Dairy180
 Damak34
 Damonesh57
 Damrik63
 Dancer's Outfit171
 Dancer's Outfit, Masterwork171
 Dancren20
 Dandrill192
 Darahzni30
 Daran34
 Daranit63
 Darevish30
 Darilu20
 Dark Elven Chainmail89
 Darksuit167
 Darkwood97
 Darosh57
 Dart24
 Darukan Seed179
 Dastmar63
 Dawg, War236
 Dazurk-Razkamel39
 Dazurr-Razgamel39
 Dead Reckoning Gear159
 Death Knife167
 Debren63
 Deceres255
 Decoction182
 Decorated74
 Deer235
 Degrees of Craftsmanship10
 Description202
 Descriptions114
 Descriptions of Troop Types218
 Deshko63
 Designs and Materials120
 Dezonesh57
 Dezoran57
 Dhaarkk136
 Dice Games132
 Dice, Clear128
 Dice, Loaded Double128
 Dice, Loaded Heavy128
 Dice, Loaded High Throw128
 Dice, Loaded Sticky128
 Dice, Premium129
 Dice127

Didgeridoo136
 Dikarma182
 Dirk34
 Disappearing Ink194
 Disc guard15
 Disguise Kit162
 Disk39
 Divine Focus157
 Doby Dust Wine200
 Doby Wine200
 Dock Fee258
 Doctor, Leech or Bleeding206
 Doctor, Sew/Bandage Wounds206
 Dog236
 Dog Pepper167
 Dog, Guard236
 Dog, Hunting236
 Dog, Riding236
 Dog, Saaniemian War236
 Doldri57
 Dolendor189
 Dolkesh49
 Dolkoshy136
 Dolmaadaa189
 Dolnyr49
 Dolphin236
 Donkey or Ass236
 Dornan43
 Doublet118
 Doulathan Warhammer39
 Dovar57
 Dragon Axe49
 Dragon Spoon49
 Dragonhide97
 Dragonhide194
 Drakkarr256
 Drill Bits163
 Drill, Iron163
 Drinks180
 Dromond256
 Drugs202
 Drum136
 Drum, Elos Kettle137
 Drum, Goresh-Korr136
 Drum, Shaseth137
 Duck237
 Dueling Sword63
 Dularan137
 Dulcimer, Flat Hammered137
 Durellen66
 Durgrum34
 Durlven34
 Dvortha66, 192
 Dwarven Downs132
 Dwarven Plate89
 Dythlarra187

E

Eagle237
 Ears189
 Earsplitter198
 Ecarlate121
 Edge15

Efelmane200
 Egg (shield)95
 Eggs189
 Elbada192
 Eldril66
 Elemental Wheel43
 Elephant, Labor237
 Elephant20
 Elven Chainmail89
 Emanesh66
 Emelaaw57
 Emelain57
 Emmer-Wheat179
 Emperor of Scorn126
 Emperor's Luck132
 Enarmes95
 Enderba34
 Engineer, Sapper/Miner221
 Enjon185
 Enkako34
 Enshajen34
 Enshoyen37
 Epalde92
 Escutcheon101
 Esdanor30
 Executioner's Sword66
 Eye Closer43
 Eye Opener124
 Eyeglasses149

F

Faakeiraa43
 Faceblack167, 194
 Facings121
 Faergan30
 Faertam34
 Fal'Dux49
 Falada37
 Falama192
 Falarika57
 Falchion66
 False Scabbard74
 Fan'Mer49
 Fan, Metal43
 Fang43
 Fantail34
 Fargrum66
 Farmeta185
 Fate Scribe125
 Fauchard-Fork49
 Fauchard49
 Fault92
 Feather Staff49
 Feed251
 Ferjo30
 Feromar137
 Ferronniere116
 Fez116
 Fiddle137
 Fife137
 File163
 Filinako20
 Finch-Yager182

- Finger Cymbals171
 Fire-starting Bow152
 Firewood152
 Fish and Other Meats185
 Fish Glass189
 Fish Spined66
 Fish Trap152
 Fishhold185
 Fishhook and Fishing Line153
 Fishing Net, Hand153
 Fishing Net153
 Fist39
 Flag159
 Flag153
 Flagellum37
 Flags, Semaphore159
 Flail, Dire38
 Flail, Heavy (Footman's)38
 Flail, Hex38
 Flail, Light (Horseman's)38
 Flail, Quoit38
 Flail, Triple38
 Flails and Whips37
 Flamberge66
 Flanchard101
 Flare Arrow27
 Flask148
 Flat Probe149
 Flat30
 Flattops184
 Flesh Grabber43
 Flint and Steel153
 Flipping the Coin13
 Flute138
 Foible16
 Foil66
 Fondak57
 Fonsha67
 Foodstuffs179
 Footpads167
 Forakek35
 Forcemeat186
 Forge163
 Forged as One16
 Forger's Kit168
 Forked Tongue35
 Formar67
 Fort, Elephant244
 Fowl186
 Fox237
 Frontplate89
 Frostfire194
 Fruits and Potherbs184
 Fry189
 Frybread179
 Frying Pan43
 Full Basket17
 Full Moon43
 Full Plate90
 Fuller16
 Fulzek67
 Fume-apple245
 Funnel, Lock168
- Fur121
 Furmore182
 Furniture247
 Fus'Cina49
 Fus'Tan121
 Fyrkyr30
-
- G**
- Gaff43, 159
 Galantine186
 Galleon256
 Galley-pot247
 Galmor49
 Galo-Galo189
 Galrast49
 Gamash118
 Gamatara198
 Gambling Simulations132
 Game and Entertainment Items127
 Garko20
 Garlic187
 Garrote43
 Garum192
 Gasum57
 Gate Toll258
 Gauntlet, Locked92
 Gauntlet, Spiked45
 Gauntlet45, 67, 92
 Gelana186
 Gemshorn138
 Geoceo67
 Gesaanar189
 Getting Into And Out Of Armor95
 Ghashan192
 Ghunúk194
 Giblets, Chicken or Goose186
 Gimzek67
 Giouvesiari189
 Girny30
 Gladius67
 Glaive49
 Glass Cutter168
 Glass247
 Glaur138
 Glitterdust195
 Gloves, Climbing168
 Gloves, Climbing118
 Gloves118
 Gnomish39
 Gnunognog57
 Goat, Trained Pack238
 Gofren49
 Going Once, Going Twice, Sold!13
 Gokira67
 Gold Leaf146
 Gold189
 Golenay189
 Gonayl35
 Gong138
 Gong, War138
 Good Quality Charts159
 Goose238
 Goredar35
- Gorena35
 Gorget94, 119
 Gormeta189
 Goryen30
 Gown119
 Gramduk57
 Grampus186
 Grappling Hook153
 Graz-Makran-Dar187
 Grazgul-Roshkel20
 Great Basinet94
 Great Helm94
 Greataxe, Orc20
 Greataxe20
 Greatclub30
 Greatsalt195
 Greatsword67
 Greave93
 Green Ape Musk201
 Grindstone163
 Grip16
 Grog182
 Grohz186
 Grondar-Thul-Vakh51
 Grooming and Hair Styles204
 Grosifel40
 Grouse Onion Stew189
 Grudomel45
 Grumli38
 Guard16
 Guide, City206
 Guige95
 Guisarme51
 Gulrayt30
 Gum Dragon189
 Gundmar67
 Gundurz45
 Gurvorr20
 Gut Bruiser182
 Gut Warmer189
 Guvreta40
 Gyrnaj35
 Gyrnesh119
-
- H**
- HackMaster: Horse, Light War240
 Haft16
 Hafted Weapons15
 Hag's Curse198
 Hakevi57
 Haklena57
 Hakodri57
 Halanarai20
 Halberd, Crescent51
 Halberd, Sabre51
 Halberd51
 Half Basket17
 Half Moon, Elven51
 Half Moon51
 Half-plate90
 Halfling Cord90
 Halfling Death67
 Halmedar20

Index

- Hammer, Armorer's40, 163
 Hammer, Blacksmith's40, 163
 Hammer, Carpenter's40, 163
 Hammer, Gnome Hooked40
 Hammer, Heavy41
 Hammer, Light41
 Hammers and Maces39
 Hammock245
 Hananerai35
 Hand Warmer168
 Handaxe20, 163
 Handbell138
 Handle16
 Handochin67
 Handpie189
 Har'Limel41
 Hare238
 Harjor30
 Harp, Elven Wind138
 Harp, Noble138
 Harpoon, light57
 Harpoon57
 Harvester of Souls126
 Hat, Hollow-Topped129
 Hat116
 Hautbois, Fhokki139
 Hawk, Trained238
 Hawkweed192
 Haz-Brak192
 Headdress, Butterfly116
 Headdress116
 Headgear116
 Headroll116
 Healer's Bag149
 Healer's Kit149
 Healing148
 Healing Salve195
 Heater (shield)95
 Heaulim94
 Heavy Cloth90
 Hedfren51
 Helmets and Head Accessories93
 Henash35
 Henvozh187
 Henelevi187
 Herbal Concoctions197
 Herbal Remedies199
 Herbal Remedy149
 Herbs187
 Herding the Goat13
 Heselevai67
 Hide90
 Hijanvi41
 Hilmahni57
 Hilt16
 Hilzorahn57
 Hireling Professions208
 Hiren139
 Hishino200
 Hishmanwhi200
 Hoe51, 163
 Holly and Mistletoe157
 Holy Symbol157
 Holy Water195
 Honey Brew182
 Honey190
 Honeyleaf190
 Hood116
 Hook, Prosthetic149
 Hook154
 Hooked Pole168
 Hordeate182
 Horn Shield45
 Horn, Birchwood Speaking129
 Horn, Drhokkeran Bull139
 Horn, Fitted Shell139
 Horn, Folding Leather Speaking129
 Horn, Kalamaran Brass139
 Horn35
 Horse, Draft238
 Horse, Drhokkeran Charger239
 Horse, Dwarven War239
 Horse, Gaketan Mare239
 Horse, Heavy239
 Horse, Heavy War239
 Horse, Highland Dancer239
 Horse, Light240
 Horse, Light War240
 Horse, Middling (Medium)240
 Horse, Middling (Medium) War240
 Horse, Miniature240
 Horse179
 Horseshoes101
 Hosiery119
 Hot Water Pastries190
 Houpeland119
 Hourglass146
 House, Grand250
 House, Simple250
 Housebreaker's Harness168
 Hulessi57
 Huralimar35
 Hurdy-Gurdy139
 Hurrazaar67
 Huuramau67
 Ildorn187
 Illumination150
 Illuromellian200
 Ilthamin35
 In a Hurry13
 Incense Burner158
 Incense Candles171
 Incense158
 Increase detection difficulty201
 Increasing the damage202
 Increasing the potency201
 Infantry, Heavy222
 Infantry, Hobilar (Heavy or Light)222
 Infantry, Light222
 Infantry, Pikeman223
 Inferior11
 Infernal Machine54
 Inflation11
 Ink146
 Inkpen146
 Inkwell146
 Inn, Grand250
 Inn, Simple250
 Inoyen67
 Insect Netting246
 Iron and Steel97
 Itnani57
 Izhanaz35
 Jack90
 Jada30
 Jak'Lum57
 Jakarla190
 Jalessi57
 Jamahka35
 Janves51
 Jar148
 Javelin57
 Jaw Harp139
 Jedfren51
 Jemhetar20
 Jendo41
 Jennasil30
 Jenyer30
 Jesasila67
 Jester's Kit154
 Jethda30
 Jhekdhadd190
 Joda182
 Jolatru45
 Jomaralan35
 Jor-Hath68
 Jora57
 Jorajo35
 Jorarek67
 Jordenvi68
 Jorjani68
 Jornarr57
 Jorosh51
 Joryen68
 Joshaja20
 Jowtis190
 Jug148
 Jugglables, Bean Bag129
 Jugglables, Club129
 Jugglables, Knife130
 Jugglables, Leather Ball130
 Jugglables, Wooden Plate130
 Junk256
 Juranni57
 Jurin57
 Jykni35
 Jynjen35
 Jynkari, Large140
 Jynkari, Small140
 Jynkor57
 Jynsharek57
 Jyrna68

- K**
- Kaataifis190
 Kadany51
 Kaerzee182
 Kajani57
 Kaldabran Death Fog201
 Kama45
 Kamage182
 Kapravan35
 Karanis187
 Kareta251
 Kargi Blood68
 Karjen59
 Kasaku94
 Kasite Fire195
 Katana68
 Keaftao190
 Keep250
 Keep, Huge250
 Keep-Cake190
 Keevin187
 Kelukhar-Graz35
 Keshow256
 Keymaking Set168
 Khafjan116
 Khajeni154
 Khandyr140
 Kharûn195
 Khensh68
 Khoja20
 Khopesh68
 Khotharr35
 Khytodra35
 Kidney Dagger35
 Kingaz-Karkuul35
 Kingspice192
 Kingsthroner190
 Kirago68
 Kite (shield)96
 Knarr256
 Knife, Folding35
 Knife, Retractable130
 Knife, Surgical149
 Knight of the Gods122
 Kobold Squeeze201
 Kodarji20
 Koeji35
 Kolshy51
 Konus59
 Koorazix190
 Korderum41
 Kori35
 Korit'Sa187
 Korli68
 Koyan59
 Koyenja30
 Koyrash30
 Koyro59
 Koyrun59
 Koyseth35
 Kozranga190
 Krangi War Club30
- Ku'Ala**188
Ku'Oro68
Kujendo20
Kukri35
Kulshy38
Kur'Roc51
Kurj35
Kurzek68
Kyl38
Kylahal35
- L**
- Labyrinth Juice198
 Ladafo190
 Ladder154
 Lajanja20
 Lamellar90
 Lamish Berry Juice201
 Lamp151
 Lance, Brandobian59
 Lance, Heavy60
 Lance, Jousting60
 Lance, Light60
 Lance, Medium60
 Lancet, Bleeding149
 Lantern or Torch Bearer206
 Lantern Shield45
 Lantern151
 Lanvedo51
 Laobou187
 Lap-Harp, Mendarn140
 Lard154, 190
 Larding Needle247
 Large Weapons75
 Lasso/Lariat45
 Launaroo51
 Launch257
 Leaf Blade68
 Leaping Lever130
 Leather74, 90, 121
 Leeches149
 Leg, Wooden159
 Legal Services207
 Lelarssa68
 Lenamosha187
 Lenheria60
 Lerumasoo20
 Lesynges191
 Lettuces191
 Liakeer185
 Lianorea35
 Lieutenant223
 Lighthouse250
 Lightning Bottle195
 Limb-breakers45
 Limewood Strips169
 Limon187
 Linen121
 Liripipe119
 Listening Cone169
 Lister207
 Litter149
 Liver Squeezings183
- Livers**187
Lizard140, 240
Llama240
Llorannion98
Lock Chisel169
Lock154
Lockpick Set169
Locksmithing Tools163
Locust Lord126
Loincloth119
Lomduk60
Longbow, Built24
Longbow, Composite24
Longbow, Daikyu24
Longbow, Elven Composite24
Longbow, Fhokki24
Longbow, Glory Seeker24
Longbow, Halfling24
Longbow, Plated24
Longbow, Svimohzish24
Longbow, Tribal24
Longbow24
Longspear60
Longsword68
Loom163
Loranea45, 46
Loukou191
Lucerne Hammer52
Lulam68
Lute, Pekalese140
Lydrum195
Lyre, Wooden140
- M**
- Maboza180
 Mace and chain38
 Mace, Heavy (Footman's)41
 Mace, Light (Horseman's)41
 Magnifying Glass146
 Main Gauche35
 Maintenance Materials72
 Make-up130
 Makeup Artist207
 Makk-Nagazh68
 Makkran-Darnatt35
 Makkul-Darz68
 Makoda60
 Makona60
 Makora60
 Mal'Lemar187
 Mal'Ran35
 Malaran68
 Malcrenel35
 Malfren52
 Mallet, Wood163
 Mallet, Wooden41
 Mammoth, Woolly241
 Manacles154
 Manarkka187
 Mancatcher52
 Manchet180
 Mandolin, Small140
 Mansion250

Index

- Manstok60
 Manthok60
 Map146
 Maraba36
 Marbles154
 Marionette130
 Marketplace Frauds, Scams and Swindles 13
 Marking the Rube14
 Mask, Actor's130
 Mask, Other130
 Mask, Pantomime130
 Masked cloak171
 Maslin180
 Masterwork10
 Masterwork93
 Mastic191
 Matapran198
 Mattock20
 Maul41, 163
 Mausaano52
 Mauvootir52
 Maziwaya183
 Mead183
 Mead, Dwarven183
 Mead, Nordlar183
 Mead, Orluian183
 Mearg191
 Meat Grass185
 Mehelevi60
 Mehelia68
 Melarela20
 Melawerai36
 Meliazanoo191
 Melka36
 Meramin36
 Meratemp20
 Mercenaries218
 Merchant Guilds14
 Merfolk Musk195
 Messenger207
 Messenger Fee258
 Metal74
 Meznar140
 Mezwar141
 Military Fork52
 Mini-Blade169
 Mining Tools163
 Minstrel207
 Minuteglass146
 Miracle Water183
 Mirror Pole169
 Mirror155
 Miscellaneous151, 188
 Miscellaneous Weapons41
 Mithral98
 Mittens119
 Mizahniz20
 Moccasins115
 Modifying Poison201
 Molds163
 Mombazah191
 Monamasho52
 Monawhom60
 Monkey, Trained241
 Monsterhide99
 Mooreta195
 Moretum191
 Morit'Sa ("Flash")202
 Morningstar41
 Mourner207
 Mozawhom60
 Mravrosh-Tukhar68
 Mug148
 Muggets187
 Mule241
 Mundon36
 Muntries185
 Must183
 Musted192
 Mutton187
-
- N**
- Naaneari68
 Nagraz-Nakhaz36
 Nails163
 Namlyr17
 Nangohl60
 Nar'Rinu68
 Narja119
 Narkako20
 Nathdo60
 Navigator's Kit159
 Needle Bolt27
 Needle, Suturing and Thread150
 Nelemarai30
 Nelzuk41
 Nemarzen141
 Neslipine195
 Net46
 Nettle188
 Nice Drippings187
 Ninja To68
 Ninjoton68
 Nishy46
 Nocturnal159
 Nodachi68
 Nodochin68
 Nohar69
 Noisemaker196
 Nonsha180
 Norbaj141
 Norn-Dar36
 Norotan20
 Now You See It...14
 Noygyr60
 NPC Statistics213
 Nrestam36
 Numbles187
 Nunchaku, Halfing38
 Nunchaku38
 Nurani60
 Nuts191
 Nyja36
 Nyrsha69
 Nythjen52
-
- O**
- Ocarina141
 Ochre Mist201
 Ohanurahn20
 Oil, Elaeeter196
 Oil, Fire151
 Oil, Lamp151
 Okona61
 Old Lucky's132
 Onager54
 Ongar69
 Onions185
 Ooraau201
 Orc Bone Juice200
 Orc Double Axe21
 Orchidia199
 Ordo69
 Organetto141
 Ortakk36
 Other Clothing117
 Other Foodstuffs and Meals188
 Otter241
 Ousoo183
 Outfits120
 Outfitting Bundles155
 Outrigger257
 Owl241
 Ox241
 Ox41
-
- P**
- P'Lamaki36
 P'Vari61
 Paasesti191
 Padded17, 91
 Pag'Ran69
 Painting (armor)93
 Painting96
 Palanquin251
 Palanquin Fee258
 Pan and Egg180
 Pan Pipes, Sylvan141
 Pap191
 Paper146
 Papyrus146
 Paralyzer61
 Parchment146
 Parti-colored121
 Partridge241
 Pasta191
 Pattens116
 Patuk-Gron-Mabuk61
 Patukk-Thul69
 Pavase (shield)96
 Peacock242
 Pearls191
 Peawaabi192
 Peesaso191
 Pegleg150
 Pekino69
 Pendar21
 Perfume205

- Personal Seal146
 Peytrel101
 Pick, Heavy (Footman's)21
 Pick, Light (Horseman's)21
 Pickaxe21, 163
 Pie191
 Pieces of Barding101
 Pig242
 Pig Stick30
 Pigeon242
 Pignose94
 Pijani61
 Pike52
 Pilemu30
 Pilgrimage Badges158
 Pilora36
 Pilum, Thin61
 Pilum61
 Pipkin247
 Pippin185
 Pirudil192
 Pitcher148
 Pitchfork52, 163
 Piton155
 Piulnou30
 Plackart93
 Plancon53
 Planer163
 Plate Spinner Plate131
 Plate Spinner Pole131
 Plate Spinner Stand130
 Please Sir, May I Have Some More?14
 Pliers163
 Plow163
 Poison glove171
 Poisons200
 Pole, 10-Foot156
 Polearms and Poleaxes48
 Poley93
 Pomace185
 Pommel16
 Pony242
 Pony Club41
 Pony, War242
 Poor Quality Charts159
 Porringers247
 Portable Writing Case146
 Posset183
 Pottage191
 Potter's Wheel163
 Pouch, Belt148
 Pouch, Spell Component148
 Powder, Chalk163
 Powermaster124
 Pozetli53
 Prayer Beads158
 Prayer Rug158
 Precious Metals156
 Preserves, Fruit191
 Price Factor114
 Prime16
 Prince of Terror126
 Prison250
 Profession A213
 Profession B213
 Profession C213
 Profession D213
 Profession E214
 Profession F214
 Profession G214
 Profession H214
 Profession I215
 Profession J215
 Profession K1215
 Profession K2215
 Profession L216
 Pulley163
 Pulling the Tail14
 Puppet, Silk Dragon131
 Puppet131
 Purgishow201
 Pynepaste191
- Q**
- Quadong185
 Quadrant159
 Quadrelle41
 Quarterstaff, Bladed46
 Quarterstaff46
 Quenelle187
 Querne247
 Quick clean171
 Quillon16
 Quince185
 Quoit41
 Quoses191
- R**
- Rackett141
 Raconteur123
 Rainstick141
 Rake46, 163
 Rakknor36
 Ralanu36
 Ram, Portable156
 Ram54
 Randrel69
 Raneti69
 Ranseur53
 Rapier, Elven69
 Rarkka41
 Rashjen30
 Ratarin'th199
 Rations, Dry180
 Rations, Iron180
 Rations, Standard180
 Rations, Trail191
 Rations, Trail156
 Rattle142
 Rautan36
 Raven242
 Rebek142
 Recorder-Flute, Thumbed142
 Reducing the damage202
 Reed, Hollow163
 Reins (Armored)101
 Reins (Unarmored)101
 Religious156
 Reliquary158
 Rem'Sar36
 Rented Accommodations246
 Repair Kits158
 Rhagyr17
 Rhasedo30
 Rianaabi183
 Ricasso16
 Rickshaw252
 Rickshaw/Sedan Chair Fee258
 Riding Armor93
 Rigging, Nenehi258
 Rijar53
 Rikisha36
 Riko69
 Ring Mail91
 Ring, Pin169
 Ring, Poison Container148
 Riser16
 Rishel142
 Rishko53
 Risk125
 River Toll258
 Road Toll258
 Robes119
 Robusar187
 Rod, Flowering131
 Roe187
 Ronshar69
 Rope, Hawser163
 Rope156
 Rose-water188
 Rosh69
 Roshadoran21
 Roshary36
 Roshova183
 Roshy21
 Rotlord126
 Roundberry185
 Roundel36
 Roundnose94
 Routarai187
 Rowboat, Collapsible257
 Rowel247
 Royal Tree Dye188
 Rozele185
 Ruji69
 Rulakan70
 Rum183
 Ruvmahzni70
 Rykorr61
 Rynkor70
- S**
- Saadolos Extract201
 Sabatons93
 Sabre, Dwarven70
 Sack148
 Saddle Blanket102
 Saddle, Exotic102

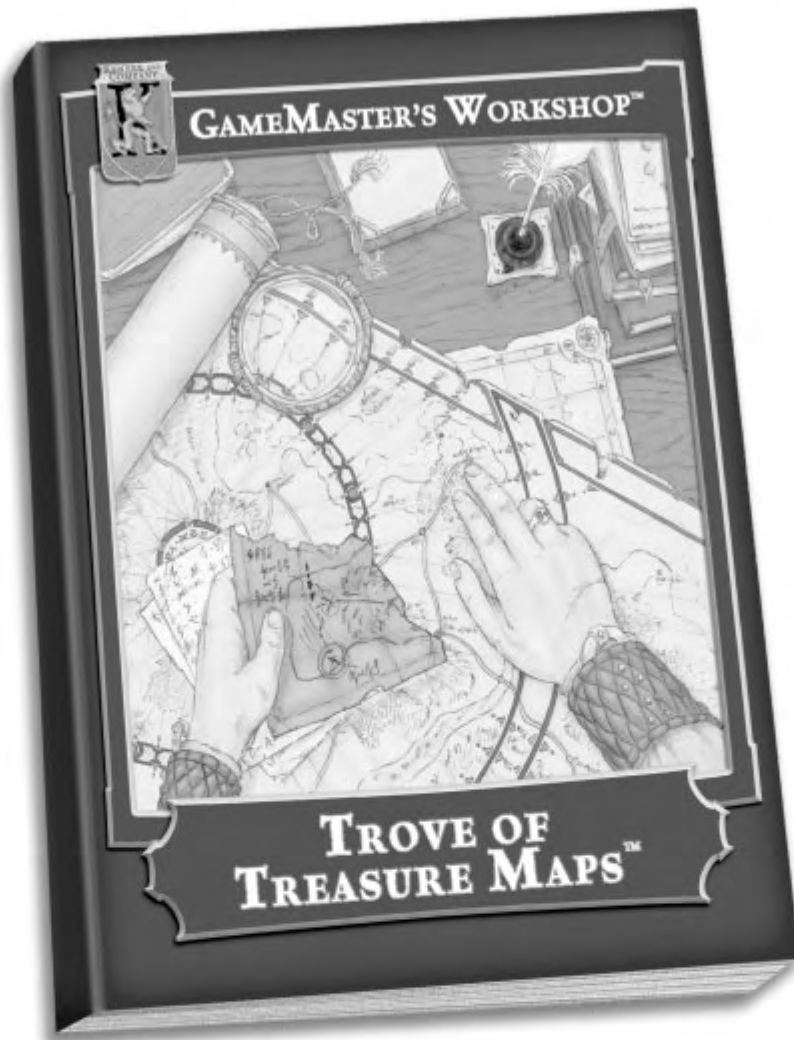
Index

Saddle, Military	102	Seryf	142	Siangham	46
Saddle, Pack	102	Sewing Needle and Thread	156	Sibora	61
Saddle, Riding	102	Sewing Needle	46	Sickle Mace	41
Saddlebags	102	Sextant	160	Sickle-sword	71
Saddlebags	148	Shadowtunic	119	Sickle	46
Sage	207	Shagrakk-Brogatu	53	Sideboard	247
Sages	210	Shakesh	41	Siege Engineer	224
Sagom	61	Shamashno	70	Siege Tower	54
Sai	46	Shankako	21	Siege Weapons	53
Salad	185	Shankat	61	Signal Whistle	156
Salamander	247	Shankoh	61	Sikora	61
Salimenza	169	Sharahznam	36	Silgrom-Rurgazh	71
Salimenza	196	Sharak	21	Silk	121
Salt Basilisk Ash	201	Sharatel	36	Silkra-Brazog	36
Sanabal	70	Sharkskin	169	Sim'Nas	61
Sandals	116	Sharnath	46	Sitar	142
Sandragon	188	Shawhom	61	Sittik	201
Sanon	61	Shawm, Theater's	142	Skeleton Key	169
Sap	30	Shears	46	Skinning	188
Sarilu	70	Sheep	242	Skins	91
Sarlan	70	Shepherd's Crook	163	Skullcap	117
Sash	119	Shield Blade	96	Skunk Musk	196
Sati'Dar	36	Shield Spikes	96	Skyrwit	185
Satiri	36	Shield, Heavy Wooden or Metal	96	Slanji	71
Satum's Bane	199	Shield, Light Wooden or Metal	96	Slath	46
Sauces	192	Shield, Tower	96	Sled	252
Sausage, Blood	187	Shield, Tribal	96	Sled, Covered	252
Sausage, Peppered	187	Shields	95	Sled, Dog	252
Sausage, Sailor's	187	Shikako	30	Sledge	41, 163
Saw, Amputation	150	Shikodo	30	Sleeping Arrangements	245
Saw, Amputation	150	Shiligis	61	Sleeping in Armor	102
Saw	163	Shinado	46	Sling Bullet, War	28
Scabbards	74	Shinkaba	30	Sling Bullets	28
Scale Mail	91	Shinth	71	Sling	46
Scale, Merchant's	147	Shirjek	30	Slinger	224
Scaling Fork	53	Shirosh	71	Slippers	116
Scarf, Pocketable	131	Shirt	119	Sloop	257
Scarf	119	Shiyajak	30	Slop	121
Scentbreaker	196	Shoddy	11	Small Ssword	71
Scimitar, Orc	70	Shoes, Leather Dress	116	Smalledge	185
Scimitar	70	Shoes, Leather Simple	116	Smallsweet	191
Scincus	187	Shomozh	53	Smokestick	196
Scorpion Tail	70	Short Sword	71	Smotherblend	196
Scourge	38	Shortbow, Brandobian	25	Snake	243
Scout, Wilderness	207	Shortbow, Built	25	Snowshoes	116
Scratch-Root Stew	191	Shortbow, Burning Red	25	Snuffing bell	158
Screecher Arrow	27	Shortbow, Composite	25	Soap	156
Scribe, Legal	207	Shortbow, Giant Stinger	25	Socketed	16
Scroll Strap	148	Shortbow, Halfling	25	Soft Leather	91
Scroll Tube	148	Shortbow, Hobgoblin	25	Sol'Ferum	61
Sculpted Shot	27	Shortbow, Orc	25, 26	Solshay	71
Scythe	53	Shortbow, Serpent	26	Soorea	191
Sea Scent	188	Shortbow, Tribal	26	Sop	180
Sealing Ribbon	147	Shortbow	25	Sorawai	142
Sealing Wax	147	Shortspear	61	Soringue	187
Sealskin Salve	199	Shovimzar	53	Sorkka	36
Second Wind	199	Shrike	91	Sorula	71
Selavelor	70	Shrojar	21	Sorykarra	36
Selenirad	36	Shrokkor	71	Sounding Line	160
Selroven	70	Shrolka	53	Sour Juice	191
Selvimar	41	Shuriken	27	Souse	192
Sergeant	223	Shuriken	46	Sovereign	10
Services	205	Shynevi	36	Spade or Shovel	163

Index

- Truncheon30
 Tuck71
 Tularelin36
 Tuleelin41
 Tunic120
 Turban117
 Twenty-One132
 Two-bladed71, 72
 Type202
 Types of Hilts17
-
- U**
- Ulbarek53
 Ulmed53
 Umber-grease (ambergis)188
 Unguarded18
 Urgad36
 Urgrosh48
-
- V**
- Vaknaraz-Thal36
 Vamsho53
 Vanami72
 Vanlaaw61
 Vaovazaar36
 Varevy143
 Varoukei191
 Varshy30
 Vashkovi72
 Vashy41
 Vassnyr72
 Veil117
 Veils171
 Veirsevi187
 Vellum147
 Velvet121
 Venison187
 Venjala39
 Venkyr36
 Vermar196
 Vest120
 Veuwao191
 Vial148, 156
 Vijoran36
 Villa Complex250
 Villa, Grand250
 Villa, Rustic250
 Vilsharek61
 Viol143
 Visbarah21
 Visor95
 Voulge53
-
- W**
- Wagon252
 Wahimm61
 Wakisashin72
 Walking Ball131
 Walking Stick147
 Walking Wheel131
 War Helmet95
 Waraxe, Dwarven21
- Wardar62
 Wardo62
 Wardons185
 Warhammer41
 Warmleaf192
 Warrigal185
 Warsang62
 Wastel180
 Water Clock156
 Water Pipe, Thygashan144
 Water Shoes170
 Waterquench196
 Wax, Block170
 Weapon Accessories72
 Weapon Spaces255
 Weaponblack170, 197
 Wechony21
 Wedge163
 Wepiri22
 Weremar36
 Wheel, Replacement252
 Wheelbarrow163
 Whemin191
 Whenzor72
 Whetstone163
 Wheznar53
 Whip39
 Whiskey, Bitter-korn183
 Whistle144
 Whistle-Pipe, Fulmaran144
 White Armor93
 White Ilem Blossom199
 Whitewash163
 Wimple117
 Windlass163
 Wine, Bajdar183
 Wine, Basiran Gold183
 Wine, Blackberry183
 Wine, Dopromond Dry183
 Wine, Elderberry183
 Wine, Faldhaad183
 Wine, Gakite Scarlet183
 Wine, Gutberry183
 Wine, Iced183
 Wine, Kalamaran Rosaleta183
 Wine, Malvasia183
 Wine, Morleen183
 Wine, Noerataal183
 Wine, Taohuu183
 Wine, Tarisato Clear183
 Wine, Thokka184
 Wine, Urakil184
 Wire163
 Witchweed Stick197
 Withering Blue201
 Wolf243
 Wolverine244
 Wolvesbane187
 Wood Glue163
 Wooden Breastplate92
 Wooden74
 Woodland Suit170
 Woodsman's22
- Wool121
 Worl72
 Wortes185
 Wraith Essence199
 Wrapped74
 Wrist Sheath170
 Writing Brush147
 Writing Tablet147
-
- X**
- Xaraiz37
 Xeazaar31
 Xoolaar72
 Xylophone, Metal144
 Xylophone, Wooden144
-
- Y**
- Yelevari72
 Yenada72
 Yendo31
 Yenkevi37
 Yer144
 Yershar31
 Yijenvi22
 Yoke, Ox252
 Yulvaln37
-
- Z**
- Zabaglone191
 Zamoam191
 Zamulbah244
 Zaramar192
 Zarmek37
 Zarvalk22
 Zeakue201
 Zemvar144
 Zhulurresh72
 Zomburd72
 Zormed53

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