



ARMS OF
LEGEND



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INTRODUCTION

This expansion for *Legend* offers a comprehensive guide to all manner of equipment, armour, weapons and other commodities for use in *Legend* games. It is complete with all the characteristics needed for play and includes modifications to the core rules for special circumstances and other factors that equipment of various types may offer or impose.

In addition to 'standard' equipment, the book also covers Enchantments and Alchemy, both of which are magical or semi-magical disciplines that have a direct effect on equipment or rely on it for success.

Some of the items found herein are covered in the *Legend Core Rulebook* but much more is on offer besides. This book allows Games Masters and Adventurers access to a vast array of items for the specific purposes of adventuring and also for use in terms of background colour and information. Thus, *Arms of Legend* has much more to offer than simply being a catalogue of weapons and adventuring essentials.

Culture and Availability

Not every item in this book should be made available to Adventurers. Bear in mind the cultural and developmental limitations of your chosen campaign and its world. Black powder weapons, for instance, may have little or no place in your campaign. Similarly, Adventurers hailing from primitive cultures, or campaigns set in a primitive world, will have a far lesser range of goods available than those described here. *Arms of Legend* is therefore a toolkit for Games Masters to supplement their campaigns, and a reference for players on what to spend hard-earned or hard-won cash. Games Masters should be prepared to say No to players who, armed with this book, want to spend their money on items listed but are clearly restricted. *Arms of Legend* is a resource, not an entitlement.

ADVENTURING GEAR & BASICS

This chapter covers a vast array of items that could be considered the core equipment for many walks of life, but is primarily focused on the life of a questing Adventurer. The items themselves might be mundane and simple, but when used in specific ways they become useful tools.

Also included in this chapter are extended descriptions and uses for the General Equipment found in *Legend*, placed and elaborated on here to make this book a 'one-stop' collection of *Legend* items currently published.

The Essential Adventuring Kit

The following list represents the Essential Adventurers' Kit – for when a fast array of useful equipment is needed and players or their Adventurer do not have the time to select bespoke items.

The kit, as an inclusive bundle, costs 70 silver and has a total ENC of 17.

Item	ENC
2 weeks trail rations	1
Animal Call/Whistle	—
Animal Snare/Trap x2	4
Backpack	1
Bedroll	1
Belt	—
Boots (Common)	—
Chalk	—
Cloak (Common)	0.5
Crowbar	1
Flint, steel and tinder	—
Gloves (Common)	0.5
Hammer	1
Hand Mirror	—
Pitons (5)	1
Rope, 10m	2
Sack (large)	1
Spare water skin (empty)	—
String 5m	—
Torches x2 (6 hours)	2
Water Flask (full)	1



Items by Description

Acid, Vial: A simple vial of acid presents a multitude of uses. Acid can quickly eat through rope, soften up metal, ruin a lock or serve as an impromptu weapon. It can also be used to inflict damage on individuals or objects (see the *Legend Core Rulebook*).

Altar, Portable: Designed with the travelling priest in mind, the portable altar is a heavy polished wood case, properly sanctified by the priest's religion. Carefully engraved with the symbols and imagery of the church or cult, the heavy lid opens to reveal a silk-lined compartment designed to contain a large amount of religious paraphernalia. With a full stocked portable altar, a priest can hold services anywhere he travels and counts as a shrine for the purposes of learning Divine Magic.

Altar Shroud: Similar to, but serving an almost opposite purpose from, an altar cloth, an altar shroud is a large piece of linen or silk hemmed in all four corners to form a cover for any size of altar. Often inscribed with religious symbols of protection and warding, these cloth wraps keep the radiance of a consecrated altar bound, preventing it from being detected magically. Religious ceremonies require that the shroud be removed, but when not in use, a shroud can protect an altar from unwanted attention. This item is often used by persecuted religions, allowing them to operate in areas where they would otherwise be quickly discovered and eliminated.

Anatomy Kit: This kit of knives and sharpened flints incorporates only natural materials and very little metal. The mystical qualities of the items have been cleansed through intensive rituals and allow an individual to safely extract materials and body parts from creatures without contaminating them. The Adventurer using this kit receives a +10% bonus to all Heal Skill Tests made to extract materials from a dead creature.

Animal Call/Whistle: This is a small wooden, bone or even metallic whistle or instrument used to make attractive sounds in the particular style of animal. Commonly used by hunters to attract prey, or by scouts to communicate signals to one another in non-verbal ways, animal calls are seldom larger than a hand's span in size. Any Adventurer using an animal call to hunt can add +10% to his Survival skill for hunting purposes.

Animal Snare/Trap: Using a coiled spring or a weight and pulley, the animal snare/trap is designed to snatch small game animals like hares or pheasant with remarkable force – possibly killing the animal with the rapidly yanking noose. Placing the trap requires a successful Survival Skill Test, which will be the opposed number for the Perception tests of the animal (or anything SIZ 3 or less) that might trigger it. If the animal loses the test, the snap will spring with an attack skill of 75%, which the animal must Evade or be held fast. The Hit Location snared will suffer 1D4 damage immediately and then be held two metres above the ground until released somehow.

Anti-fungal Ointment: One of the greatest hazards of travel in any hot, wet environment (such as a jungle or a tropical swamp) is fungal infection. There are funguses that grow like thick orange fur, that explode in long black tubes after gestating for weeks, that cause the skin to become brittle and blue as it flakes off the bleeding muscles. Various spells can deal with most of these easily enough. However, a well-prepared Adventurer brings a supply of ointment with him that prevents these infections in the first place. Daily application of this preparation gives the Adventurer a +20% bonus to his Resilience skill when resisting fungal diseases. When purchased a jar of the ointment has enough material in it to provide protection for 10 days.

Appraisal Kit: An appraisal kit contains a variety of tools for identifying substances, alloys and methods of manufacture. Using an appraisal kit grants you a +10% bonus to any Evaluate Skill Test to determine the value of a specific object. The kit contains enough disposable materials to be useful for 20 Skill Tests.

Ashen Powder: Few city folk have the ability to track effectively, aiding a rogue greatly in his ability to evade pursuit. Unfortunately, town guards often have animals to help in this regard. A tenacious pursuit by hunting hounds can tax even the most agile thief. Ashen powder is a mixture of gem dust and chimney ashes meant to be scattered behind a running figure. When a creature that tracks by scent comes across a handful of ashen powder, it must make a Difficult Resilience Test. Failure indicates 1D3 of damage from the gem dust to the head and loss of any scent related tracking ability until the creature receives either magical healing or spends three days healing naturally.

Back Travois: This device enables adventurers to more easily carry their fallen comrades out of hazardous areas so they may receive treatment in a more hospitable location. The back travois consists of a sturdy leather harness (straps and buckles allow the harness to fit bipedal creatures from small to large) and a set of jointed wooden poles. The harness and poles connect together to form a simple triangle that of wood and leather that can support creatures of size large or smaller. The open end of the triangle rests across the wearer's shoulders, while the tip of the triangle drags on the ground behind – in most cases, the head of the fallen is positioned near the head of the wearer to

avoid exacerbating any injuries. When wearing a back travois, an Adventurer's carrying capacity is doubled and his movement rate is reduced by one-half. An Adventurer can only transport individuals that are no more than five SIZ larger than himself with a back travois.

Backpack: This standard piece of adventuring equipment, held to the back with two shoulder straps, can hold 20 ENC of equipment. There is a more expensive version that has a reinforced frame, allowing for an additional 5 ENC of equipment to be strapped to the sides of the backpack as well, costing an additional 2 SP.

Bag of Glass Beads: Bags of glass beads cut like gemstones have few legitimate uses. They are most commonly used by criminals to dupe the foolhardy into purchasing their precious gems. Additionally, an Adventurer can drop a real gem into the bag, shake it up and force someone searching the bag to make a Very Hard Evaluate Skill Test to spot the real gemstone, although someone with both time (at least one minute per gem, fake or otherwise) and skill will find it automatically. A bag of glass contains anywhere between 50 and 100 coloured glass gems of various sizes.

Beads, Prayer: Also known as malas, these smooth, highly-polished beads are strung together on wires of precious metal and used to count mantras or prayers during religious ceremonies. Their distinctive clicking becomes greatly magnified during the performance of a hymn, serving to keep the congregation co-ordinated and focused.

Bedroll: This includes a blanket and cushioned pad, usually carried tightly rolled and tied with a metre of leather cord. Without a bedroll, sleeping on the open ground does not count as complete rest for the purposes of healing or recovering from Fatigue. With 1D6 minutes to unroll and lash properly, a bedroll can also be used as a stretcher in an emergency. More expensive bedrolls made of silks and furs are available for a premium but offer no special bonuses other than superior comfort and luxury.

Besom: A ceremonial broom, the besom is used to 'sweep' negativity and lingering traces of energy out of a sacred space, cleansing it for a coming ceremony. During a rite, a besom is sometimes burned after use to negate the darkness it absorbed and banish whatever might still be lingering behind.

Blackface: This cream paste is darkened through charcoal and sepia ink. Safe to apply in moderate amounts, blackface dyes the skin of any user jet black for four hours per application. This colour is extremely helpful for blending in with shadows, adding a +10% bonus to Stealth Skill Tests when shadows are a prevalent factor. The paste will survive immersion in water and it is only through rigorous cleaning that it can be removed prior to its normal four hour lifespan.

Blade Sharpener: This V-shaped wooden handle is inset with abrasive stones angled specifically to give a blade an extremely sharp edge with practically no training on how to use it but repeated uses can make the temper on the blade brittle and easily blunted. Using the blade sharpener on any sort of non-iron bladed weapon (it has no effect on iron weaponry) for one hour restores one Hit Point to the weapon.

Blessed Food: Many rituals and ceremonies require the participants to share in a meal. Largely symbolic, these meals mark an important point in religious services, often calling down the blessings of the divine upon those who partake of this specially prepared and blessed food. The exact form of blessed food relies largely on the religion in question.

Block and Tackle: This is a mechanism of pulleys and counterweights useful for constructing traps, hauling up heavy items and so forth. It adds a +10% bonus to Mechanisms tests to make or disarm large traps and is required for some Engineering tests. If used in conjunction with a looped bottom for a climber's foot, Athletics tests for climbing are also at +10%. A Block and Tackle requires at least 10 metres of rope to function and 10 minutes to set up and take down properly.

Blood Decoy: In the waterways of the world there lurk a thousand dangers, each more terrible than the last. Fortunately the majority of these dangers are not malicious. They simply feed on whatever happens to be available. Intelligent travellers realise this and come prepared with blood decoys. Each decoy is a vaguely fist shaped object made of hard jelly. They smell a great deal like dried blood. When thrown into water (preferably far away from the area the traveller intends to cross) the decoy expands to several times its original size and gives off the unmistakable smell of blood. This lures the predators away from the travellers crossing point for 2D4 minutes.

Body Sled: Measuring around two metres long, this sled can hold a creature of up to large size. Designed for pulling captured quarry, many use it instead to assist fallen comrades. The body sled increases the amount of ENC an Adventurer can carry without penalty by half, with any additional ENC above his normal maximum placed on the sled. If pulled over snow, the dragging load is doubled.

Bottle, Glass: A blown bottle of clear or opaque glass, with stopper (cork or wood), that holds a litre of liquid.

Branding Iron: For use with cattle, horses or slaves, the branding iron can be forged to apply a letter, symbol or family crest. Just heat and burn.

Breath Bag: This thin air-filled bladder contains enough air to double the amount of time an Adventurer can stay underwater before he begins to drown. This item is particularly popular in underground and island settings, where the extra air can mean the difference between life and death.

Bull-roarer: A musical wind instrument on the end of a long cord, a bull-roarer is played by spinning the instrument overhead quickly. The air passing through the weighed end creates a low, droning sound believed to be both attractive to good spirits and repulsive to bad ones. Some belief systems make a distinction between which direction a bull-roarer should be swung, with its effects reversing if used the wrong way.

Candle, X Hour: From the small, stubby candle that will burn for one hour to the metre long illumination votive used in cathedrals and temples, candles are a useful

source of light that can be used nearly anywhere. Originally used by miners to mark the passage of time while underground, many Adventurers have adopted them for the same purpose. They are inexpensive and useful, as a candle illuminates a one metre radius when lit. Any wind stronger than a slight breeze will undoubtedly extinguish any candle.

Candle, Religious: A powerfully scented incense candle used in rituals and religious services all over civilisation, the powerful calming odour of the white smoke it gives off is said to help religious types find their centres and commune with their spiritual sides. Anyone of a specific religion who sits within one metre of a burning religious candle bought specifically for their faith regains one Magic Point every hour. The religious candle burns for six hours effectively, but due to the concentration of the scented oils in its creation, only 1D6 of them will possibly benefit the nearby faithful.

Candle Snuff: A candle snuff resembles a clapperless bell on a long metal arm. Used to quench candles during a ceremony, the candle snuff exists because many spirits are believed to take offence at flames being put out with a person's breath. It is also used in households where candles are lit out of reach and so require a toll to reach them in order to put them out.

Candlemaking Kit: Good or evil, holy or profane, the shrines and temples of almost any deity can be noted by the large number of candles that burn within its confines. Whether as a symbol of hope, an accent on an altar top or simply for illumination, churches consume a considerable number of candles. A candlemaking kit is a must for any large temple, providing all the wicks, tallow or wax, and other accessories needed to produce 500 hours worth of candles before needing to be replaced.

Cards: Cards are a more elaborate form of game of chance, readily available only in cultures that have some form of printing press technology (mundane or magical). Otherwise cards are for officers, gentlemen and the nobility. Typically made on a thick rag paper cards have a single blank or patterned side and a painted side showing a value and some sort of traditional motif.

Chain: This is stout metal chain made of finger-wide links that can be used for countless different activities. It has an 4 AP and 8 HP per link, applying a -30% penalty to any Brawn Skill Tests to break. If used as a weapon, it inflicts 1D6 damage.

Chalice: A large cup, usually fashioned of a precious metal, which is used to offer wine, blood, water, or other fluids to the gods during the performance of a hymn. When the hymn is completed, the congregation is often offered a drink from the chalice to seal their communion with their god.

Chalk: A five centimetre length of white chalk, used for either marking or, with the use of a small grater (included in the cost), for filing into dust that can be scattered or tossed over other items, hands and so on to absorb moisture or highlight things difficult to otherwise see.

Clay and Wax Box: Usually stored in a small iron case, this box consists of a pair of soft wax plates and a packet of fast hardening clay. To use a clay and wax box, a key is placed between the plates and the case is closed. When opened again, an imprint of both sides of the key remains behind. When clay is poured through a small hole in one side of the case, a false key is created. This clay key is crude, fragile, and only usable once, but it provides a +10% bonus to an Mechanisms Skill Tests made trying to open a lock the original key would open.

Climbing Kit: This sack of tools consists of a leather harness, several short lengths of rope, pitons and a variety of other specific utensils. The climbing kit provides a bonus of +20% to any Athletics Skill Tests made to climb, but requires 2D6 minutes to don properly.

Codex: This is a bound volume of 100 papyrus or parchment sheets. The price is for a blank codex; codices containing sage lore or runic spells are considerably pricier. Any sort of codex that contains enough information to be considered 'Research' for a skill's Improvement Roll will easily cost five times the listed amount.

Compass: Loadstone is a naturally occurring magnet that points towards the north when allowed to swing freely. A compass works by suspending a needle of loadstone in oil. This oil is sealed in a metal cylinder with a glass face. The user sits the compass on the ground. A few (1D4) rounds later the needle swings towards true north. Using a compass gives you a +30% bonus to any Skill tests made to determine direction.

Craft Tools: This is a catch-all category for small satchels or cases containing portable tools appropriate to a particular Craft skill. These tools are often the bare minimum required to practise a craft without a skill penalty. A set of craft tools is useful for only one craft, which is specified upon purchase. An Adventurer must buy more sets of tools for any additional crafts he may wish to perform.

Crowbar: This forged piece of angled metal adds +10% to Brawn Skill Tests to lever open doors, casket lids and the like. Objects not meant to be forcibly opened in this manner will suffer 1D6 damage. Also usable as a weapon, a crowbar is considered a club (wielded with a -10% penalty) with the ability to impale upon a critical hit.

Crutches: Basically wooden poles with padded cups to go under the arms, crutches are designed to allow those with hurt or missing legs to keep a semblance of mobility. Using crutches requires a single Athletics Skill Test (+25%) but allows an Adventurer to move at up to half his normal rate with any amount of injury to one of his legs.

Dice Set: A common diversion for many common folk after a hard day's work, there are innumerable games of chance that may be played with dice.

Doorjamb: This wedge of serrated metal is roughly the length of a man's hand, with very rough rasps up and down two of its sides. It is used under a wooden door to keep it from opening. It takes two Combat Actions to place and hammer a doorjamb into

place, but when it has bitten into the door and gripped the floor, it makes the door immobile without an Athletics roll pull the door open (with a -10% penalty).

Dowsing Rods: This split stick made of specially treated wood and is used to find deposits of water or other hidden items. A dowsing rod can be used to help cast Common Magic spells, an Adventurer will gain a +10% bonus to his skill for casting Detect spells, as the rod focuses his magical energy. There are as many different types of dowsing rods as Detect spells, each will only provide the bonus for one of them.

Dye, Coloured: Used for colouring clothing, hair or even skin, dye comes in a thick paste that must be spooned into a water-vinegar mix to dilute properly. Any object allowed to dry for 12 hours or so after soaking will take on the colour of the dye. If used on skin or hair, dye takes 1D6 weeks to lighten and eventually fade. Although dyes are available in an array of colours, the most common varieties are indigo blue, grape red and ivory yellow.

Elven Bowstring: Made from the woven silk of treetop moths mixed with the sap resins of a dozen different trees found in many elven forests, these especially strong bowstrings are uncommonly quiet when released and remain slightly tacky to better hold an arrow in place while firing. An elven bowstring has a 75% chance of ignoring any form of physical damage from mundane sources, and adds +10 metres to the range of any Bow attacks.

Erasing Broom: An erasing broom is a section of feathered wicker or straw bound with cord around a short wooden handle. An erasing broom can impose a -10% penalty to anyone attempting to visually Track the user. An erasing broom is too light and fragile to be an effective weapon.

Everyday Tonic: This mixture of vitamins, minerals and other substances tastes foul but is said to add years to one's life and keep the body fit and vigorous through the wonders of its unique blend of health-inducing sources. So long as the Adventurer wakes up to a spoonful of Everyday Tonic he actually only needs six hours of rest to be considered to have had a full night's sleep. Also, he can add +10% to his Resilience skill to avoid catching any sort of mundane illnesses. These effects are only good for 24 hours. Each bottle contains roughly thirty spoonfuls of tonic.

Explosive Egg: An explosive egg is a unique espionage tool used to distract and frighten pursuers. Although its most famous users are the mysterious assassins known as the ninja, it has also seen use by several other lesser known organisations. An explosive egg is a hollowed out eggshell filled with a pinch of black powder and a handful of flour or dust. A thin square of paper is placed over the hole in the egg, with shell and paper held fast together by a gum made of sticky, smeared rice. To discharge an explosive egg, the user simply throws it, whereupon it explodes. When the egg breaks, the black powder explodes in a flash and flour fills the air in a thick cloud. Anyone within three metres of the egg must make an Evade Skill Test. If they succeed, they have successfully averted their eyes. If they fail the test, the combination of the explosive flash and the flour in the air blinds them for one Combat Round. The flour cloud disperses after 1d4 rounds.

While the cloud remains, anyone within its three metre radius suffers a -10% penalty to all Perception Skill Tests.

An explosive egg is very delicate. An Adventurer carrying an explosive egg who is struck in melee combat or affected by an area effect damaging spell risks having the egg explode prematurely. Each time he is struck by a melee weapon, there is a 20% chance that the egg detonates. If it does, he and all Adventurers within three metres must immediately attempt an Evade Skill Test as detailed previously. The owner of the egg suffers a -10% penalty to his Skill Test.

Fairy Dust: Not created from actual fey creatures, fairy dust is made from ground crystals and herbal ingredients. Fairy dust is used during rites that draw upon the spirit plane. Some shamans also sprinkle fairy dust over projects to call upon the powers of inspiration and creativity. A shaman who uses fairy dust gains a +10% bonus to all Skill Tests relating to Spirit Magic.

False Face Kit: This item is normally used on stage in more civilised areas, allowing the user to quickly change disguises during pauses in a play or production. The speed and efficiency of a false faces kit can be used by the less scrupulous for a rapid identity change on the run. Consisting of disguises stored in protective sections of a slender wooden case, the false face kit only provides three different facial disguises but each can be applied in only 1D3 minutes. Because the disguise is only to the user's face, relying on it alone penalizes any Disguise Skill Test by -10%.

Familiar's Pack: A way for familiars and animal companions to travel in style, this pack is crafted to provide comfort and protection for its occupant. Food pouches, a bladder for water, and removable, washable bedding and litter collection are all amenities the familiar's pack offers. If the familiar is subject to any attack that must pass through the pack to affect it, but gains a +50% bonus to any Evade Skill Test (normally the pack is far larger than the animal it contains and hitting the creature within can prove difficult). The familiar also benefits from the reinforced leather protecting it, giving it 3 AP in addition to any AP it may already have.

Figurine: Many soldiers and artists make simple figurines of wood or stone. These keepsakes resemble good friends, comrades lost in battle, or other subjects that the buyer finds dear. Some are of more graphic nature, depicting well-known camp followers, enemies carved up in the heat of battle and other similar topics.

Fins: Many costal people fit simple leather fins to their feet to enhance their ability to swim. These fins give the wearer a +10% bonus to Swim Skill Tests while worn but only if the Adventurer wearing them is unencumbered. Putting on fins takes two full rounds; one to remove your boots/shoes and another to fit the fins on. Wearing fins on land reduces your land speed by half.

Fire Seed: Most experienced travellers do not try to restart their fire every night. Instead they carry a ceramic container called a fire seed, which contains several small holes to allow oxygen to fuel the fire. This container holds a single coal from the fire the night

before. A fire seed can protect an ember for up to three days, but cannot withstand immersion of any sort. Even attempting the average water crossing with a fire seed can (if sufficiently damp) put the seed out. Starting a fire with a fire seed is much easier than with any of the more usual methods, giving the user a +10% bonus to any Skill Test required to start or maintain a fire.

Fire Wheel: A small wooden disc with painted parchment tubes attached at radially opposite points, fire wheels are filled with black powder. When the powder tubes are ignited, they spew flames from one end, causing the disc to spin wildly and generate a high-pitched whistle. From a ceremonial standpoint, fire wheels are used to drive off negative influences and evil creatures who, theoretically, cannot stand the light and noise.

First Aid Kit: Some first aid kits are made up primarily of bandages, tourniquets and herbal compresses. Others contain jars of leeches and maggots. Many contain salt sticks and fish oils for cleaning and sanitising. Whatever the composition, a first aid kit allows the owner to use the First Aid skill without penalty. A first aid kit is good for five uses (whether the Skill Test succeeds or fails) before it is used up. In some instances, first aid kits can be replenished after each use for 4 SP.

Fish Hook: This is a small metal hook, sometimes barbed, which is used to catch fish. This item allows an Adventurer to use his Survival skill to catch a fish without suffering a penalty on the test. It does require some form of string, twine or rope to function.

Fishing Kit: A boxed container consisting of 12 hooks, 10 metres of thin but strong line, a segmented rod and six corks, the fishing kit grants an Adventurer a +20% bonus to his Survival test to catch fish. The fishing kit is equipped to catch smaller fish of SIZ 2 or less, but for every extra 10 SP spent adds 1 ENC to the kit but doubles the SIZ of fish that it can effectively handle.

Flare Paste: Flare paste is a heavy black slightly sticky substance that comes in a thick glass jar. The jar contains enough of the paste to cover a three metre by three metre area. When ignited the paste burns for two rounds, doing 1d4 damage per round to any location touching it. The paste burns bright white and ignites any flammable materials that touch it while it burns.

Flash Powder: This item is a small packet of gunpowder that produces a bright and smoky, but otherwise harmless, explosion when detonated. After using flash powder, an Adventurer may immediately attempt a Stealth Skill Test without penalty. The light and smoke from the flash powder distracts opponents, giving the Adventurer opportunity to use his skill.

Flint and Tinder: The fastest and easiest way to start a fire without a hand-striker, an Adventurer with flint and tinder can build a fire in one minute under common conditions without having to roll his Survival skill. Games Masters may wish to impose penalties if the Adventurer is attempting to start a fire in a high wind, driving rain or without the best fire-making kindling/wood.

Folding Stool: This cunning contraption uses canvas and several hinged metal legs to create a stable backless seat that can be easily folded up and packed. For an army on the move such a device is a luxury – seats are in short supply in a mobile army camp.

Font, Great: In a shrine or temple, a font is a sacred fountain or pool that holds blessed water. During religious ceremonies, the water is often used to douse items or the faithful in the hopes of washing away impurities. A great font measures at least three metres by three metres and is usually deep enough to bathe in. In extremely large temples, it may even be deep enough to swim in or immerse animals like horses. Great fonts are used for extremely special rituals, ones that involve dozens or hundreds of participants who must receive the blessing that its depths can provide.

Font, Portable: On the other end of the size scale from the great font is the portable font. Rarely larger than a soup tureen, portable fonts offer the ceremonial benefits of a font for small shrines and private gatherings.

Footpads: Small sheets of layered fur and silk lashed under the user's existing shoes or boots, footpads reduce the noise footfalls make by a remarkable margin. Although the items are heavier than they look, reducing the wearer's movement by one metre per movement, they are exceptionally quiet and add +10% to Stealth for silent movement purposes.

Glass Cutter: Only the very richest, and thus most successful, thieves will aspire to owning one of these wondrous devices. Padded with sound absorbing cloth, the wooden cone of the glass cutter conceals a diamond-tipped scoring blade wound by a handle. When placed against glass, a rogue merely need turn the handle, gently scoring the glass until a complete circular hole is cut, wide enough to allow the passage of arm and hand to snatch valuables or unlock windows. By placing gum on the surface of the wooden cone, a thief can ensure that the cut glass does not accidentally slip from the cutter and break. The glass cutter is silent in use and requires an Adventurer to spend 1D6 Combat Rounds operating it to break through any glass surface no more than a quarter of an inch thick. A Mechanisms Skill Test is then made to determine whether the cut glass slips from the cutter and breaks, thus creating noise. The use of gum will cause this check to automatically succeed.

Glass, Reflecting: A small mirrored piece of glass roughly the size of a man's fist attached to a small handle, the reflecting glass can be used as a normal mirror in all ways but is designed to reflect around corners or over ledges. Using the glass requires a Perception Skill Test at -5% but allows the Adventurer to see in places he otherwise would not without risking his own head by looking.

Grappling Hook: When tied to a rope, this angled piece of wrought metal can be lofted onto a battlement or similar ledge with a Throwing test. It will support the weight of 50 ENC or 50 SIZ, or any combination thereof at any given time, and requires a Brawn Skill Test (with a penalty equal to the ENC or SIZ on the rope at the time) to dislodge while in use. If used as a weapon, the grappling hook should be considered a club (with a -15% penalty).

Grappling Hook, Assassin's: Designed for quiet use by a single person, this small angled piece of strong metal can be lofted onto a battlement or similar ledge with either a Throwing or Ranged Combat Weapon (if fired from a bow or crossbow) test. It will support the weight of 20 ENC or 20 SIZ, or any combination thereof at any given time, and requires a Brawn Skill Test (with a penalty equal to the ENC or SIZ on the rope at the time) to dislodge while in use.

Grindstone: Far superior to the labour-intensive whetstone, this mechanical device can return a decent cutting edge or thrusting point to the dulllest of weapons. A whetstone may require over an hour's work to sharpen the average sword – this grindstone can complete the task in a quarter of the time. A slashing or piercing weapon that is not kept in good order through the use of a whetstone or grindstone will gradually become duller, losing its edge or point. A -1 penalty to damage rolls will be incurred for every month the weapon is not sharpened.

Hammer: Useful in a variety of capacities, a hammer is a tool no Adventurer should be without. If used as a weapon, it is treated as a club (wielded with a -10% penalty). Hammers may be used on inanimate objects without suffering damage in return, as they are designed to be used this way. Some hammers also have a sharp or wedge-like end to their heads, allowing them to be used as wedges or picks as well, but cost an additional 1 SP.

Hand-striker: A curled handle of metal with a tiny inset piece of flint attached by a spring, the hand-striker is a fancy version of the flint and tinder (see above) wrapped up



into a one-handed mechanism. It takes only 1D3 Combat Actions to make a sufficient spark with a hand-striker, but the pieces of flint must be replaced periodically or they become too ground and flat to spark. Replacement flints are 4 CP each.

Handpouch: The best friend of pickpockets and shoplifters, a handpouch is a deep leather sleeve lashed to the underside of a thief's wrist with an opening at the heel of the hand. With practice a thief can become very adept at tucking small items into the opening and then moving the arm to deposit the item deep within the sleeve. Although this item does grant a +10% to all Sleight Skill Tests dealing with that hand and small enough items (coins, gems and so on), it does not silence them – so coin-nabbing thieves should be aware they will jingle if the handpouch gets too full.

Healer's Kit: A leather satchel stocked with bandages, mortar and pestle, poultices, barber's tools, basic surgical equipment and everything else a healer might need to practise his trade on the road, a healer's kit is necessary for an Adventurer to use the Healing skill. Unlike first aid kits, which have a set number of uses, a healer's kit is more or less inexhaustible until a Games Master believes it is time to replace it.

Horn, Hunting: Sounding a hunting horn signals allies or strikes fear in the heart of enemies. When this large horn is blown in the open wilderness, all creatures within a kilometre will hear its call. Those further away will hear it with a successful routine Perception Skill Test with the difficulty increasing by one factor for every additional kilometre beyond the first.

Horn, Speaking: Similar to a listening cone but in reverse, the speaking horn is a simple wood or leather cone designed to amplify an Adventurer's voice. An Adventurer using a speaking horn will be clearly heard up to a number of metres equal to his CON x10.

Horse Nails: A rogue on foot is easily caught by enemies on horseback. Easily caught, that is, unless the rogue throws down these specialised caltrops while he is running. Large enough to be avoided by man-sized or smaller creatures, horse nails are designed to drive a long, thin spike up into the foot of any heavy being that steps on it. A single bag of horse nails will adequately cover a three by three metre area. Unless the victim makes a Simple Evade Test, horse nails inflict two points of damage to a creature running through them and reduce speed by half until any injury is healed.

Hourglass: This specially blown tube of curved glass set into a wooden or brass frame is filled with fine sand that takes exactly an hour's time to pass through. Fragile and easily disturbed, the hourglass is an important piece of equipment for alchemists, who need to keep track of reaction and application times for future notation and possible adjustments.

Howler: A specially carved sphere of bone or wood tied to a length of rope or light chain, the howler makes a terribly loud and haunting wail like that of a great beast when twirled rapidly around the head. Used as a long-distance signal to groups of allied soldiers or scouts, the sound can be heard for five kilometres on a clear day. Also,

the howling sound a howler emits will often keep most small predators and primitive humanoids from approaching the area without sufficient Persistence tests. Larger and more territorial predators, however, might believe a rival has challenged them and come to investigate.

Icepick: A very narrow blade, usually edgeless and tapering to an extremely sharp point, mounted in a hiltless handle of wood or metal, an icepick is an effective tool in an emergency, doubling as an etching tool in adverse conditions for engraving. Due to their unwieldy nature, any activity taken with an icepick suffers a -5% skill penalty (unless, of course, that activity involves picking at ice).

Icon: An icon is a form of religious imagery, usually crafted as a statue. Icons come in many different forms and sizes, from tiny statuary that can be carried in a priest's pocket to massive glass windows that dominate an entire cathedral.

Insect Netting: Those wishing to avoid the side effects of insect repellent may find this netting beneficial when they camp in swamps and other havens of small vermin. This silk netting can cover a single man-sized creature with ease and will protect against all biting and stinging insects.

Insect Repellent: By liberally coating exposed flesh, an Adventurer can protect himself from most biting and stinging insects. Stinging vermin must succeed a Persistence Skill Test to approach within three metres of an Adventurer using insect repellent. Unfortunately, insect repellent has a similar affect against other creatures, conferring a -10% penalty to all Charisma-based Skill Tests relying upon interaction such as Influence or Seduction.

Jacks: An evolution of the scatter sticks game jacks are twisted pieces of metal vaguely resembling caltrops. They come in sets of 20 with a single reasonably elastic ball. The goal is to bounce the ball and collect as many jacks as possible and still catch the ball before it hits the ground. Endless hours (and quite a bit of coin) can be spent playing jacks.

Jailbreak Tools: A specialized set of thieves' tools designed to deal with jail cell bars and heavy masonry, a rogue equipped with these can create enough of a hole in a stone wall or a metal door to attempt an escape in just 30 minutes. In circumstances where a rogue cannot access a lock to open, jailbreak tools allow at least a chance of egress. The tools give a +10% bonus to any Mechanisms or Brawn Skill Tests undertaken in the attempt to escape.

Knockout Powder, Vial: This powder is made from a combination of chemicals that cause the inhaler to lose consciousness. Typically the powder is held in a small vial that is opened when the Adventurer wishes to use it and whipped into the face of the opponent. To deliver the knockout powder the Adventurer must make a successful unarmed attack. If successful the opponent must make a Difficult Resilience Skill Test or fall unconscious for 1d4 minutes.

Ladder, 3 metre: A lashed or bolted wooden ladder used to climb flat surfaces can be used to ignore any penalties to Athletics climbing tests due to the nature of the surface. It can hold up to 60 ENC at any given time.

Ladder, Grappling: This is a five metre rope ladder tipped with a pair of small bronze grappling hooks. A small tension wire allows for the hooks to be thrown as if they were grappling hooks (see above) using the Throwing skill. The rope ladder can hold up to 25 ENC of weight before slipping its grip or rungs.

Lantern, Basic: Most lanterns are made of brass or bone and use a leather or metal flap to shield the oiled or waxen mantle inside. A basic lantern provides clear illumination for a three metre radius. It will burn for two hours on a flask of oil.

Lantern, Cowled: A cowled lantern is a smaller lantern that is always made from bronze and brass with a stiff leather hood that pulls back from its one main opening. Inside the cowled lantern is a ring of polished mirrors that reflect the light of the burning oil into a focused beam that comes out of the opening when the hood is pulled back. The beam of light from a cowled lantern extends 10 metres, but is only one metre wide. It will burn for one hour on a flask of oil.

Lantern, Hanging: An extremely delicate and decorative lantern made of coloured paper and thin wood, a hanging lantern is used to cast a dim but pleasing glow to a large area. The coloured light from a hanging lantern provides hazy illumination up to a four metre radius. It will burn for three hours on a flask of oil.

Listening Cone: A simple but highly useful device, this is a hollow cone made of wood or paper, though some may also be constructed out of shell. When placed against a door or wall, the listening cone amplifies muffled sounds, allowing a rogue to eavesdrop on conversations he may otherwise be privy to. A listening cone grants a +5% bonus to all Perception Skill Tests made listening through doors and walls.

Lock Picks: An item no self-respecting thief would ever be without, a set of lock picks allows an Adventurer to use his Mechanical skill to pick a lock. The Games Master may assign penalties or bonuses to this test based upon the specific circumstances.

Magnifying Lens: Whether mounted on a handle or in a pair of wire frames to be worn as spectacles, this specifically shaped piece of ground glass is used to magnify writing, symbols or other tiny clues. While looking through the lens at anything within a distance of one metre, the Adventurer gets a +25% bonus to Perception. However, he suffers a -15% penalty to Perception tests concerning everywhere else. Also, a magnifying lens held still and fed sufficient light from the sun or other remarkable source can create a heat source that can ignite flammable objects.

Marbles: This bag of a 100 or so marbles can provide a different, and sometimes amusing, alternative to cruel caltrops. One bag of marbles will cover a three metre

square area. Any Adventurer moving into this area at more than a quarter of their base speed must make a Routine Evade Skill Test or immediately fall prone. Those running or charging into the area must make a Hard Evade Skill Test.

Milling Stones: This is a hand-held pair of grinding stones that can be loaded with spices, grains and minerals to be turned to powder. Milling stones are helpful for alchemists, healers, shamans and magicians to have a source for their various and sundry ingredients while on the road. The grinding process takes less than a few minutes for most substances, but could take hours for gemstones or other extremely hard materials.

Mining Pick: A cross between a spade and a mattock, a mining pick allows its user to chip his way through rock (albeit quite slowly). If used as a weapon, it is considered a club (wielded with a -10% penalty). Mining picks may be used on inanimate objects without being destroyed.

Musical Instrument: A musical instrument of basic quality such as a lute, small harp, drum, and so on. Small musical instruments such as simple pipes and recorders cost approximately a quarter of the price and have no ENC.

Net, Fishing: This is a two metre by two metre weighted net of woven fibres designed to be dropped into standing or running water to catch fish, crustaceans and the like, for food. It takes 3D10 minutes to use the net properly, but adds a +25% bonus to the Adventurer's Survival skill for the purposes of catching food in this way.

Net, Handled: A fine, mesh netting mounted on a wooden hoop set with a long handle, this net is designed to capture tiny creatures such as butterflies, rats and other pests. Use of a handled net counts as its own Combat Style with DEX x2 as the basic skill percentage. It may only be used against creatures of SIZ 1.

Noble Seal: Often built into a fine piece of jewellery, an expensive handle or chain necklace, every noble line has some form of crest that can be carved in reverse into a signet seal. These seals can be used to press waxen drops to close letters, scrolls or other similar objects. Recognising a specific noble family or bloodline by its seal requires a Lore (World) Skill Test (modified as the Games Master sees fit). Also, anything that has been sealed in this way can only be opened by breaking the seal unless arcane methods are used.

Oar, Collapsible: A hinged piece of metal with a wide wooden end that snaps open to a half-metre length, the collapsible oar gives a +5% to Boating due to its lightweight and expertly crafted design. When used in combat, the collapsible oar acts as a club (with a -10% penalty).

Oil, Flask: A single flask of oil is enough to fuel a basic lantern for two hours, or, if broken on the ground and ignited, enough to sustain a small fire for one minute. Oil is packaged in small pottery containers or glass bottles, but can also occasionally be found in waxed leather skins. A skin cannot be 'broken' as mentioned above – either on purpose or accidentally.

Oil, Jellied: Mixing sawdust, chalk or hoof shavings into common lamp oil slowly over a period of time can eventually create a combustible jelly that is very useful for smearing on torches and other objects that are to be set alight at a later time. A single spark will light jellied oil on fire, and it will then burn as if it were a common flask of oil. After it has been smeared onto something, jellied oil stays combustible for up to a week before it begins to lose its potency.

Oil, Weapon: Used to keep rust and tarnish off the precious edges of bladed weapons, weapon oil is extremely thin and is made primarily from the rendered fat and oils from fish or whales. It is relatively odourless and carries with it only a very slight yellowish tint. It is only slightly more flammable than cooking oils, and a single bottle of it can upkeep dozens of weapons for weeks at a time. Any blade treated with weapon oil after it has been used in combat will not suffer from mundane rust or tarnish for a week or so.

Offering Bowl: Decorated with religious symbols, offering bowls serve a vital function during ceremonies by providing a receptacle for gifts made directly to the deity itself. Small samples of ritual food and drink are sometimes placed in offering bowls as a symbol of feeding them directly to the divine. Other times, wealth is placed within them as a way of supplicating worshipped beings for their blessing. After a ceremony, anything in a collection bowl is burned as a sign of divine acceptance.

Papyrus Sheet: A papyrus sheet is a sheet of thin, brittle paper useful for taking notes, drawing maps or even making a rubbing of a raised surface. It is painstakingly made from papyrus reeds and is considered a luxury item by most common people. A sheet of papyrus is square, half a metre by half a metre. Once written on, a papyrus sheet can be 'waxed' to make the ink water resistant and smear-proof, though this also makes the sheet more flammable should it ever be exposed to an open flame.

Parasol: Used by circus performers as a balance aid, parasols are surprisingly effective in this role. Small umbrellas weighted around their edges to provide a counterweight, parasols are often made of resistant materials that can function admirably as small shields. While they do occupy one hand, parasols add a +10% bonus to Acrobatics Skill Tests.

Pendulum: An ornate weight depending from a length of chain or rope, the pendulum is most often fastened to the ceiling of the sanctuary. During a hymn, a priest sets the pendulum swinging as a way to help the congregation enter a meditative or trance state.

Pepper: The black gold of the world, pepper is a small dried fruit coming from a vine. It has a very pungent flavour, capable of disguising even the most dreadful tastes and smells. Heavy peppering of food provided anyone who tastes or smells the food a -20% penalty on any roll to detect a single flavour (like a poison or potion) in the food. If spread to cover a trail Pepper also causes any animals tracking by scent to suffer a 50% penalty to their Track skill.

Poison Antidote Kit: This addition to a standard healer's kit allows an Adventurer to treat poisons with greater efficiency. Each kit contains enough supplies to deal with ten poisoning cases, after which the healer will need to restock. When using this kit, the Adventurer receives a +20% bonus to any Healing Skill Tests made while treating an Adventurer suffering from poison damage.

Pole, 3 Metre: This item serves many useful purposes, from testing the stability of the ground ahead, knocking unreachable objects down to awaiting hands, to functioning as a crude yoke over an Adventurer's shoulders. The pole is not built for combat, but could be used as an unwieldy staff (with a -10% penalty) if necessary.

Pottery Wheel: A large wooden device with a swinging plank tethered to a spinning table surface, the pottery wheel not only allows for faster uses of the Craft (Pottery) skill, but grants a +10% bonus as well. A pottery wheel is unlikely to be very mobile, and is often placed in a potter's workshop or artisan's room.

Preservative Fluid: This alchemical concoction is useful for preserving organic tissue for long periods of time. A litre of the fluid can be used to preserve a kilogram of flesh, organ or a small creature for a year, after which it will be necessary to drain the preservative fluid and replace it with a fresh solution.

Preserving Kit: A preserving kit includes salt, a variety of sheets of varying layers, a tool for creating sawdust, jars and other assorted preserving supplies. Using it provides the tools needed for any Skill Test involving the preservation and long-term storage of food. The kit is good for 10 uses.

Quenching Blanket: This is a thick, twin-layered woollen blanket interwoven with pockets of bone-chips and other fire resistant materials, sewn in with weighted edges. It can be tossed with a Throwing action onto any non-magical fire up to two metres in diameter, which it will smother in 2D3 Combat Rounds. If the blanket has not put the fire out in that time, it is likely the blanket has caught fire.

Quick Sheath: This is a common sword or other straight-bladed weapon's sheath with an additional clasp and brass mechanism at the top. Using spring tension, the quick sheath partially ejects a weapon for faster drawing. Held in place by a small metal clasp that can be thumbed open, the Adventurer that uses a quick sheath adds +1 to his Strike Rank at the beginning of any combat in which his weapon is already sheathed. Because of the spring and clasp, it takes two Combat Actions to replace a weapon in the quick sheath.

Quick Sheath, Wrist: Basically a smaller version of the normal quick sheath, but strapped to the forearm of the user, the wrist quick sheath can only hold straight-bladed items of less than one ENC. In addition to the bonuses of a normal quick sheath, this version allows the wearer to draw this weapon with the flick of his wrist – which is considered automatic, does not cost an action and does not provoke Combat Reactions. Also, it offers +10% to any Sleight Skill Tests to hide the sheath's weapon.

Quiver: A very basic item used to carry ammunition for bows and crossbows, a quiver can generally hold up to 30 arrows or crossbow bolts. Quivers are commonly cylindrical in shape with some kind of shoulder or belt strap to hold them fast to the wearer. Some come with detachable lids or covers in order to keep fletching dry in bad weather, but these versions take an extra Combat Action to open if the wearer is caught unawares.

Rangeglass: A spyglass with a long sighting bar hinged to one side, a rangeglass requires 14 Intelligence to use effectively. By noting shadows along the sighting bar and performing a set of calculations, the user of a rangeglass can calculate the exact distance to a viewed object. Rangeglasses do not make objects appear any closer and require natural sunlight or moonlight to work.

Razor, Folding: The mainstay of any barber's tools, the folding razor is the best implement to painstakingly remove three-day old stubble before a noble's ball or shear through a piece of cloth or rope in a hurry. Useful in a variety of ways, the razor can also be used to inflict rather nasty wounds on bare flesh – inflicting 1D3 damage upon scoring a hit on an unarmoured Hit Location. Armour of any kind stops this damage completely and dulls the blade considerably. Apart from the damage, a folding razor has the same statistics as a dagger.

Relic Case: This heavy case is lined with numerous straps and cushions that can be used to safely transport relics from one location to another. While the case was designed specifically for relics, any other item placed within will be safe from breakage unless the case itself is destroyed. The wide variety of buckles and different cushion sizes allows any item of up to one metre in length and half that in width to be secured within.

Relic, False: It is an unfortunate truth that some merchants will do anything to make a living, even sell replicas of religious relics while claiming them to be authentic. False relics are usually only seen in small, rural villages with no direct representatives of the religions involved, as a true priest devoted to the relic in question can instantly tell its falsehood by succeeding at a Lore (religion) Skill Test. Some false relics are of far superior quality and spotting them may require a Skill Test of greater difficulty, making detection far less likely.

Relic, True: True relics are extremely rare, consisting largely of the body parts and personal possessions of the long-gone saints, prophets, and martyrs of a religion. These items are sometimes grisly, but body parts are usually contained in sanctified jars called reliquaries. True relics always count as holy symbols and can increase the effectiveness of a religious centre for the purpose of learning Divine Magic (so a shrine will be as effective as a minor temple and a minor temple as a major temple).

Retracing Tool: Designed by an ingenious miner who discovered how easy it is to get lost in a tunnel network, the retracing tool is basically a very hard metal spike with an angular tip similar to a chisel and a leather-wrapped handle. By dragging the edge of the tool back and forth across the wall of a cavern or similarly confusing enclosed structure, an easily recognised line can be made. A few more scratches and the line becomes an arrow. Following these arrows back the way they point from should get an

Adventurer back to his original point of entry. An Adventurer who uses the retracing tool on every corner or turn, or every ten metres will gain a +25% bonus to any skills he uses to find his way out of the structure/network. Unfortunately, it also grants the same bonus to any Tracking Skill Tests used to follow the Adventurer's progress.

Ring, Bladed: This small, nondescript band of gold- or silver-coated bronze hides a cleverly disguised razor edge. The edge is too small to inflict serious damage on flesh, but sloppy use could open several small and painful cuts on the user's hand. The wearer of the bladed ring can add a +15% bonus to his Sleight skill for the purposes of escaping bonds that may be cut through.

Rope, 10 Metres: Essential equipment for any Adventurer worth his salt, standard hemp rope can support the weight of 50 ENC or 50 SIZ, or any combination thereof. If knotted properly, hemp rope loses three metres of length but can add 10% to the user's Athletics Skill Test for the purposes of climbing.

Rope, Silken: Lighter, stronger and less abrasive to the skin, silken rope is superior to braided hemp in nearly every way. Like its more common cousin it comes in 10 metre lengths, but can support 60 ENC or 60 SIZ, or any combination thereof. Silken rope requires more knots to make it more usable for climbing purposes, shortening it by four metres.

Sack, Large: This is a wide sack of leather or canvas with one or two openings that buckle or tie, able to hold 10 ENC of equipment. Large sacks are almost always sewn with shoulder straps or loops to be tied to a saddle.

Sack, Secure: A wide and flat version of the small sack designed to strap to a person's stomach in the same fashion that a girdle would. It has the same capacity as a small sack, but requires much more work to get to, as it is worn under clothing. It grants a +10% bonus to Sleight Skill Tests in order to remain hidden while worn.

Sack, Small: A small sack is an over-the-shoulder bag made of leather or sometimes canvas, similar in design to a large sack. It can hold 5 ENC of equipment, and rarely has more than one opening, which may be buttoned.

Salt Tablets: Salt is one of the single most important spices in the world. Highly useful in preserving, it is as an essential ingredient in the diets of most mortal races. Taking a salt tablet once a day gives a travelling Adventurer a +10% bonus to Resilience Skill Tests to resist the effects of forced marches, desert travel and long term exposure to extremes of heat. There are 25 salt tablets in each packet.

Saw, Hand: This long piece of hammered metal has been sharpened to have a jagged and serrated edge perfect for cutting through wood, which is attached to a leather-wrapped handle. With enough strokes back and forth, the hand saw can cut through wood at a rate of 1D4 Hit Points per round – ignoring AP from the wooden object. If used as a makeshift weapon it can be used as a crude short sword (with a -15% penalty) but will likely never be usable as a saw again.

Scatter Sticks: One of the first and earliest games, sticks has remained popular because of its endless entertainment value. A pack of sticks allows a group of men to burn hours in constant play. The winner of a game is determined by a contested Sleight Skill Test.

Scourge: These short leather whips often have multiple heads and are used by worshippers to demonstrate their physical and mental discipline. By flogging themselves with a scourge, the worshippers are also able to heighten their own concentration on the task at hand while simultaneously displaying their devotion.

Scrollcase: A simple, hollow leather or bone tube designed to hold rolled-up sheaves of parchment, a scrollcase is a handy tool for preserving and protecting magical scrolls. A spell or attack must destroy the case before it can deal damage to the scroll inside. Each scroll case may hold three scrolls.

Scrollcase, Watertight: Constructed out of tin, the caps at either end of this scroll case are sealed with wax to prevent water running inside and ruining the contents. Such items are much sought after at sea, for they are the only realistic way to protect maps and magical scrolls from damage.

Scythe: Primarily a tool for harvesting grain, a scythe can be put to work as a weapon when necessary. If used as a weapon, it is considered a bill (wielded with a -10% penalty). The image of the scythe has been tied to various dark ideas such as death, the apocalypse and so forth. Wielding a scythe openly adds a +10% bonus to the user's Influence skill for the purposes of intimidation only.

Sea Chest: A commonplace item, found within the cabins of all captains and regular sea travellers, a sea chest is an innocuous looking item large enough to hold most of a person's valued possessions. However, it is extremely well constructed and is able to resist being fully submerged in water, keeping its contents dry and safe. There are many oft-told tales of a ship sinking with the only remains found being a sea chest floating on the waves, still holding a doomed sailor's most prized possessions.

Sea Salt: Collected from salt water, sea salt is generally purchased as large, composite crystals and ground during meditations before a ritual. Used in many different ways, sea salt is most often called upon in its capacity to cleanse dark energies from ceremonial tools and spaces. Sea salt is preferred over other forms of salt because of its association with water, the element of life.

Sighting Lens: A clever invention, the sighting glass consists of two or more lenses held fast within a leather sheath. By looking through the sighting glass, distant objects are greatly magnified and brought into focus. An Adventurer using a sighting lens will give a +20% bonus to any Perception Skill Test when trying to spot objects more than 100 metres away.

Skates: These are hard leather shoes with sharp blades fixed to their soles. With practice, an individual will find he can move quickly and easily across ice covered terrain, at far faster rates than if he were walking. Skating is an advanced skill using

DEX x2. An Adventurer who successfully passes a Skating Skill Test or has a higher than 50% skill will be able to double his normal movement rate when using them on ice or a similar substance.

Skis: Simply in concept, hardwood skis are essential devices when travelling across snow and they include two poles to aid balance. A practised individual will find he can move normally across snow (no movement penalty) on flat ground and greatly increase his speed downhill. Skiing is an advanced skill using DEX x2. An Adventurer who successfully passes a Skiing Skill Test or has a higher than 50% skill will be able to double his normal movement rate when moving downhill and using them on snow or a similar substance.

Sleeping Draught: This packet of bitter herbs contains within it powerful sleeping drugs. After drinking a mug of something with a full packet in it you must make a Resilience Skill Test or fall into a deep sleep. You may choose to forego this save if you wish to get a full night sleep. Drinking this draught allows the user to rest fully despite any troubles he may otherwise have. In order to wake up before a full eight hours has past the imbiber must make a Difficult Resilience Skill Test.

Slingbag: Also called a 'shoulder satchel,' this is a simple leather carryall with a long strap to go over one shoulder. It can carry 15 ENC of equipment. It rarely has any type of buttoning flap, merely a leather cord to tie it closed.

Snow Guards: These opaque goggles have a narrow horizontal slit cut out of the centre of each eye covering. This gives the wearer a -20% penalty on all Persistence Skill Tests. It also grants him a +20% bonus to any Resilience Test to avoid being blinded by light or to resist snow-blindness.

Snowshoes: Made of hard-wearing wood, these snowshoes greatly increase the surface area of an Adventurer's tread in arctic conditions, thus greatly improving the ease of travel over snow. An Adventurer wearing snowshoes will halve any movement penalty when travelling over deep snow.

Sounding Drum: When surrounded by thick jungle or forest it can be almost impossible to get information to or to coordinate the activities of several groups. The sounding drum provides a solution to that. Although not well suited to music this one metre tall drum produces a deep, resonate note that can be heard from up to five kilometres away. Setting up the drum is a full round action; sounding it requires another.

Spade: This is a small shovel, sometimes with a detachable wooden handle. It can be used to dig large amounts of soil or sand in relatively short order, but is all but useless on stone or very dense earth. If used as a weapon, it is considered a club (wielded with a -10% penalty).

Spices: Much food has long been noted for both its filling qualities and its incredible blandness. Merchants reacted to this early on by providing spices designed to make



food more palatable. Each blend of spices is somewhat different. A single packet of spices contains enough spice to flavour 30 meals.

Stocks: A common feature of even the smallest village, the stocks are an excellent way to hold lawbreakers fast and ensure they realise the errors of their ways. This is a simple wooden framework with a two part upright panel that holds both head and hands securely. A lock is included, although its quality may vary.

Tent, 4 Person: This folding canvas tent can be set up in just a few minutes, and will keep up to four human-sized people dry. It is not exceptionally comfortable, which is why so many Adventurers invest in good bedrolls and warm clothing for long journeys.

Tent, 8 Person: Held up by five poles that must be securely driven into the ground, this tent can be set up in just under an hour by two men. Once erected properly, up to eight human-sized individuals can sleep inside without fear for most normal weather conditions. Some eight person tents have waxed awnings to run off rain and snow, but most just use the inherent angle of the canvas flaps to ward off wet weather.

Thurible: Also known as a censur, this is a metal vessel designed for the ceremonial burning of incense. The thurible is suspended on long chains, which are used to gently swing the vessel from side to side, dispersing the fragrant smoke of burning incense throughout the temple.

Torch, 1 Hour: A torch has one end wrapped in cloth and dipped in pitch, oil or other similar flammable substance. It can be lit with flint and tinder in one round, or in one

Combat Action with a hand-striker, and will burn for one hour. A lit torch illuminates a three metre radius. If used as a weapon, it is considered a club (wielded with a -10% penalty), except that it does not inflict normal damage – instead, it inflicts 1D4 fire damage and a fumble or critical hit will also extinguish the brand.

Torch, 6 Hour: This is a large metal-capped wooden pole that contains a supply of oil (two flasks) in its decanted end. Other than functioning as a staff instead of a club, and burning for six hours instead of one, this item has the same characteristics as the one-hour variety.

Torch, Waterproof: Using alchemical additives soaked into the torch, then sealed in with pitch and wax, the waterproof torch burns with a strange sparking flame that is extremely hot and hard to look directly into. However, as the name implies, there is only a 15% chance that any source of water will be able to extinguish the chemical flame per round of exposure. The sparking and sizzling flame lasts for 30 minutes, and subtracts 10% from the holder's Perception skill. Also, should the waterproof torch ever be used as a club, it inflicts 1D6 fire damage instead of the regular 1D4.

Travois: A travois is two wooden bars with a tarp slung between them in a triangular shape. The narrow end of the travois has a strap that can be attached to an animal's shoulders or pulled across a Medium sized creature's chest. Cargo can be loaded onto the canvas section of the travois. Using a travois triples the carrying capacity of those using one, but at the cost of being forced to move at a maximum of half their speed.

Tree Net: This is a toughened hide attached to a folding framework of thin wood that, when opened and attached to suitable branches, allows an Adventurer to sleep within a tree without fear of falling out. The advantages of sleeping within trees while in the wilderness are obvious, for many travellers have fallen prey to the monstrous predators that stalk the ground.

Underwater Goggles: A pair of leather-rimmed cups with polished glass lenses fitted to a leather strap, underwater goggles allow the wearer to see easily in the murky depths. This reduces any Perception penalties to the wearer by -10% while underwater.

Walking Stick: This short, stout wooden rod is normally capped with a bronze or iron tip. While useless in combat, a walking stick provides a +10% bonus to Acrobatics Skill Tests if its bearer uses it to brace himself against the ground with it. The stick provides this bonus applies only if the Acrobatics Skill Tests was forced by unsteady ground, an earthquake or similar event - the walking stick is useless when making a Acrobatics Skill Tests to walk a tightrope, for example. If used in combat, a walking stick counts as a club.

Water Additive: This small vial of pure alcohol can be added to pools of brackish water, thereby making it fit for consumption. Only needs one drop is required for every half pint of water. Any required Resilience Test for consuming such water is receives a +10% bonus if the additive has been used. Water additive only works against potential diseases, not poisons.

Water Pack: This heavy pack consists of a tar and wax sealed leather waterskin attached to two straps. It allows its user to carry up to 25 litres of water.

Water Trap: A water trap is comprised of several large, waxed sheets of tarp as well as a three metre square wooden frame and a simple ceramic container. Each night when the water trap is spread out it collects dew and rolls it down into the container. Every night the trap collects 1D4-1 daily rations of water for men or beasts.

Waterskin: A waterskin is a lined bladder or sewn leather pouch designed to contain liquids, with a wooden or bone spout at one end for pouring. A typical waterskin can hold enough water to sustain an Adventurer for two days, but can also be used to hold wine, poison or other liquids equally well.

Wax, Block: Used for a variety of reasons in several professions, beeswax is much like rope in that many Adventurers find ways to put it to inventive use. Thieves will press keys into it in order to make effective forgeries, alchemists might need it to seal up potions or component bottles, and archers might want to wax the fletching on their arrows for faster flight.

Weatherproofing Kit: Containing oils, waxes, resins and buffing pads, this kit can be used to keep the rigours of common weather from harming any wooden or leather objects for weeks at a time. By applying the specific components to the goods in question, the items will not suffer damage from commonplace weather for seven days. Each kit can weatherproof 100 ENC worth of items before it is used up.

Wine, Ritual: Wine is used in rituals to symbolise blood, especially during rites that would be tainted by the shedding of actual vital fluids. Blessed during a ceremony, wine is often used to anoint objects, denote lines of power, and imbibed to gain the favour of the divine. While used in this capacity, any spilling of sacred wine is considered an extremely bad omen and is usually grounds for invalidation of the entire ritual.

Writing Kit: The basic writing kit contains several vials of black ink, as well as brushes, quills and pens used for calligraphy and scribing. The largest part of the kit is a thin sheet of wood, the same dimensions as a piece of papyrus. For an additional cost writing kits can also contain coloured inks, but these are often saved for tattoo artists or noble scribes.

Yarn, 50 metres: Spun from goat, lamb or yak's wool, yarn is the primary component in knitting and many of the tailoring trades. Although not as strong as twine or leather cord, yarn can be used in a pinch to tie objects or reinforce clothing tears, but is also known to be useful as a trail to follow in extremely dark settings such as caverns or labyrinths.

Adventuring Gear and Basic Items

Item	ENC	Cost	Item	ENC	Cost
Acid, Vial	1	20 SP	Dowsing Rod	1	300 SP
Altar, Portable	3	300 SP	Dye, Coloured	1	13 SP
Altar Shroud	2	50 SP	Elfen Bowstring	—	150 SP
Anatomy Kit	1	50 SP	Erasing Broom	1	2 SP
Animal Call/Whistle	—	1 SP	Everyday Tonic	1	10 SP
Animal Snare/Trap	2	7 SP	Exploding Egg	—	10 SP
Anti-fungal Ointment	1	25 SP	Fairy Dust	—	15 SP
Appraisal Kit	2	25 SP	False Face Kit	1	150 SP
Ashen Powder	—	20 SP	Familiar's Pack	1	15 SP
Back Travois	3	30 SP	Figurine	—	2 SP
Backpack	1	5/7 SP	Fins	1	20 SP
Bag of Glass Beads	—	10 SP	Fire Seed	—	2 SP
Beads, Prayer	—	30 SP	Fire Wheel	1	10 SP
Bedroll	1	1 SP	First Aid Kit	—	25 SP
Besom	—	5 SP	Fish Hooks (5)	—	1 CP
Blackface	—	10 SP	Fishing Kit	1	15 SP
Blade Sharpener	2	10 SP	Flare Paste	—	12 SP
Blessed Food	1	2 SP	Flash Powder	—	2 SP
Block and Tackle	1	15 SP	Flint and Tinder	—	5 CP
Blood Decoy	—	5 CP	Folding Stool	1	15 SP
Body Sled	4	60 SP	Font, Great	30	1,000 SP
Bottle, Glass	—	2 SP	Font, Portable	1	150 SP
Branding Iron	1	3 SP	Footpads	1	12 SP
Breath Bag	—	4 SP	Glass Cutter	—	10 SP
Bull-roarer	1	8 SP	Glass, Reflecting	1	20 SP
Candle, 1 hour	—	1 CP	Grappling Hook	—	5 SP
Candle, 2 hour	—	3 CP	Grappling Hook, Assassin's	—	20 SP
Candle, 6 hour	1	1 SP	Grindstone	8	20 SP
Candle, Religious	—	10 SP	Hammer	1	1 SP
Candle Snuff	—	2 SP	Hand-striker	—	3 SP
Candlemaking Kit	2	50 SP	Handpouch	—	5 SP
Cards	—	10 SP	Healer's Kit	1	150 SP
Chain, 2m	2	40 SP	Hourglass	1	20 SP
Chalice	1	100 SP	Horn, Hunting	1	8 SP
Chalk	—	5 CP	Horn, Speaking	1	5 SP
Clay and Wax Box	1	40 SP	Horse Nails	1	15 SP
Climbing Kit	1	25 SP	Howler	—	6 SP
Codex	1	60 SP	Icepick	—	6 SP
Compass	—	100 SP	Icon	1	200 SP
Craft tools	2	75 SP	Insect Netting	1	300 SP
Crowbar	1	25 SP	Insect Repellent	1	2 SP
Crutches	2	8 SP	Jacks	—	1 SP
Dice Set	—	1 SP	Jailbreak Tools	1	40 SP
Doorjamb	2	5 SP	Knockout Powder, Vial	1	80 SP

Item	ENC	Cost
Ladder, 3m	4	2 SP
Ladder, Grappling	3	8 SP
Lantern, Basic	1	10 SP
Lantern, Cowled	1	12 SP
Lantern, Hanging	1	14 SP
Listening Cone	—	8 CP
Lock Picks	—	75 SP
Magnifying Lens	—	10 SP
Marbles	—	1 SP
Milling Stones	2	8 SP
Mining Pick	1	35 SP
Musical Instrument	2	70 SP
Net, Fishing	4	10 SP
Net, Handled	1	10 SP
Noble Seal	—	100 SP
Oar, Collapsible	2	5 SP
Offering Bowl	1	5 SP
Oil, Flask	1	1 SP
Oil, Jellied	2	10 SP
Oil, Weapon	1	2 SP
Papyrus, Sheet	—	5 CP
Parasol	1	60 SP
Pendulum	2	45 SP
Pepper	—	5 SP
Poison Antidote	1	100 SP
Pole, 3m	1	1 SP
Pottery Wheel	25	25 SP
Preservative Fluid	1	30 SP
Preserving Kit	2	10 SP
Quenching Blanket	5	6 SP
Quick Sheath	1	20 SP
Quick Sheath, Wrist	—	15 SP
Quiver	—	2 SP
Rangeglass	1	300 SP
Razor, Folding	—	3 SP
Relic Case	2	50 SP
Relic, False	1	5 SP
Relic, True	1	10,000 SP
Retracing Tool	—	2 SP
Reversible Clothes	—	—
Ring, Bladed	—	15 SP
Rope, 10m	2	10 SP
Rope, Silken	1	75 SP

Item	ENC	Cost
Sack, large	1	5 CP
Sack, Secure	—	1 SP
Sack, Small	—	2 CP
Salt Tablets	—	3 SP
Saw, Hand	1	1 SP
Scatter Sticks	—	2 CP
Scourge	—	2 SP
Scrollcase	—	5 CP
Scrollcase, Watertight	—	3 SP
Scythe	2	30 SP
Sea Chest	4	25 SP
Sea Salt	1	1 SP
Sighting Lens	1	80 SP
Skates	1	15 SP
Skis	3	20 SP
Sleeping Draft	1	10 SP
Slingbag	1	5 CP
Snow Guards	—	7 SP
Snow Shoes	1	5 SP
Sounding Drum	1	15 SP
Spade	1	25 SP
Spices	—	5 SP
Stocks	5	20 SP
Tent, 4 person	2	10 SP
Tent, 8 person	5	50 SP
Thurible	1	100 SP
Torch, 1 hour	—	4 CP
Torch, 6 hour	1	8 CP
Torch, Waterproof	—	2 SP
Travois	3	5 SP
Tree Net	1	12 SP
Underwater Goggles	—	15 SP
Walking Stick	1	5 SP
Water Additive	1	3 SP
Water Pack	6	10 SP
Water Trap	4	40 SP
Waterskin	1	5 CP
Wax, Block	1	2 CP
Weatherproofing Kit	1	10 SP
Wine, Ritual	1	15 SP
Writing Kit	1	45 SP
Yarn, 50m	1	7 CP

Riding and Animal Supplies

Properly outfitting a mount or beast of burden is as important as equipping one's self. Without the appropriate equipment, managing any form of animal becomes burdensome. Animals may not respond or respond poorly; and their endurance may be compromised if they are not properly shod, bedded-down and so on.

The Riding and Animal Supplies table below shows a number of items and supplies that Adventurers could find very useful when dealing with animals (like those found in the Beasts and Cohorts chapter of this book), how much they weigh in ENC and their general market cost.

Barding: This is a category of any type of armour that has been forged or made specifically for a mount of some kind. From plate leggings on a knightly stallion to the spiked leather found on a gladiator's tiger, barding can be created in all of the same ways as armour for a regular humanoid. In order to create barding, the buyer must multiply the cost of the armour segment by two for leg locations, three for the head section, and five for any sort of body coverings. Tails and wings are equivalent to leg sections and multiplied by two. If wings have barding they are useless for flying. The ENC of the barding will be roughly equal to 2.5 times the current ENC of an equivalent standard armour segment depending on the size of the animal, and will follow all of the same rules for the material it is made of (see the Armour chapter of this book for types of armour).

Riding and Animal Supplies

Item	ENC	Cost
Barding	Varies	See Description
Bit and Bridle	1	15 SP
Blanket and Hood	2	15 SP
Cage, 2m x 2m	10	100 SP
Crop	—	15 SP
Driver's Whip	—	25 SP
Falconer's Kit	1	30 SP
Feed/Mount Rations (Per Day)	1	5 CP
Goat	1	25 SP
Leash and Muzzle	—	15 SP
Resting Mood	—	8 SP
Saddle, Flight	3	100 SP
Saddle, Pack	5	65 SP
Saddle, Riding	3	60 SP
Saddle, War	4	90 SP
Saddlebag	2	20 SP
Shoes, Horse	1	10 SP
Shoes, War	2	14 SP
Tarp, Wintered	3	6 SP

Bit and Bridle: This is a short piece of leather or metal that is placed in the mouth of a mount and attached to a set of leather or chain reins to allow the rider or driver to steer the beast. Although it does not offer any sort of bonus to Riding or Driving tests, *not* having a bit and bridle on a mount when an Adventurer Critically Fumbles one of the above tests can be catastrophic (at the Games Master's discretion).

Blanket and Hood, Horse: Essential when travelling to colder climes, the fur-lined horse hood and blanket will keep a mount warm and free of ice during cold nights in camp. A mount wearing a blanket and hood receives a +20% bonus to all Resilience Skill Tests caused by cold weather.

Cage, 2m x 2m: Useful for holding unruly animals that are either untrained or just too savage to be left to their own

devices, cages can be of many sizes but 2m x 2m seems to be the most useful for most great cats, dogs and other animals. With the proper locking mechanism and a good night time covering to help the animal stay calm, a cage can be a perfect home for a dangerous beast.

Crop: The crop is a piece of wood, bone or metal with a folded leather strap at the end. It is used to force a mount to push harder. Spurring movement with the stinging and noisy ‘pop’ of a crop on the hindquarters of a ridden mount can sometimes bring higher speeds. In game terms this allows a rider to make an additional Riding Skill Test to increase speed, though he can only do so three turns in a row before the mount becomes numb and no longer cares – or worse, gets angry at the sensation! Anyone struck repeatedly with a riding crop on bare flesh will eventually suffer a level of Fatigue (typical after four to five minutes of constant abuse).

Driver’s Whip: A length of thin and flexible wood tipped with a long, thin piece of resin-coated cord or braided leather, a driver’s whip is used to sting the flanks of drawing mounts from the driver’s bench of a wagon, coach or cart. Similar to how a riding crop affects a ridden mount, the stinging ‘crack’ of a driver’s whip on the hindquarters or backs of drawing mounts can bring higher speeds out of the entire team. In game terms this allows a driver to make an additional Driving Skill Test to increase speed, but he can only do so a number of turns in a row equal to the number of drawing mounts attached to the vehicle before the team no longer responds.

Falconer’s Kit: This kit includes a thick leather glove or gauntlet with cord sewn to it in order to tether a falcon or hunting hawk when at rest. It also includes a leather or wooden hood that fits over the eyes and ears of the bird in an effort to keep the animal calm before releasing it to perform its duties. Anyone attempting to perform Craft (Falconry) Skill Tests without a full falconer’s kit suffers a –5% penalty to his Skill Test.

Feed/Mount Rations: Whether it is a supply of corn mash and oats for a stallion, sardines for a sea lion or osprey, or chunks of raw horsemeat for a griffon, this category covers the road rations needed to keep a mount healthy and strong. If they do not pack additional feed, Adventurers will need to make additional Survival or Tracking rolls every week in order to keep their mounts from becoming sickly or unruly.

Goad: A thick-hafted piece of ivory, bone or wood tipped with a rounded hook and jabbing pinion, a goad is like a riding crop for thicker-skinned beasts. Reptiles, pachyderms, rhinos and the like will ignore the barely-felt slap of a crop, but will notice the irritating jab or tug of a goad. Users of a goad must be careful not to use it too often or too forcefully, as most of the thicker-skinned mounts can quite easily become dangerously hostile at a moment’s notice. All of the normal rules for a crop apply to a goad, except that a goad can be wielded in combat in the same way as a gaff (see page 62) but with a –10% penalty to hit.

Leash and Muzzle: Some animals, like dogs and great cats, are not able to use a bit and bridle. These animals have tearing teeth that are not safe to have exposed and free to bite handlers or passers by. The leash and muzzle is a set of external leather straps that

keeps the animal from using its bite attack effectively. Otherwise, the leash and muzzle acts exactly as a bit and bridle for these animals.

Resting Hood: Most animals are instinctively calmer and more accepting of outside stimuli when they cannot see it clearly. Placing a dark leather hood over the eyes and ears of the animal does not necessarily make it easier to train but does make it far less likely to get stressed or attack randomly. In game terms this is translated to the ability to re-roll one failed Lore (Animal) test per day (per animal) when trying to calm or move an animal wearing a resting hood. Fumbles may not be re-rolled.

Saddle, Flight: A specialised saddle designed for beasts with wings like griffons and sky bulls, this is a must for aerial cavalry. The flight saddle has additional thigh stirrups that keep a rider leaning forward and tethered to the animal as it wings its way through the air. This can be a slight problem at times though, as the straps are decidedly difficult to unlatch when in motion – requiring a Mechanisms roll at +10% to do so in combat.

Saddle, Pack: This is basically a riding saddle with two sets of attached saddlebags and an additional wooden cage for goods where a rider would normally sit. A normal set of saddlebags can hold up to 30 ENC of gear. The pack saddle increases this to an impressive 40 ENC – but leaves no room for a rider at all.

Saddle, Riding: This is the most common form of leather saddle, and is the style that most riders prefer for long trips. Even though it does not offer any sort of bonus to Riding Skill Tests, riding a horse at anything faster than a brisk walk without one imposes a -10% penalty to Riding.

Saddle, War: The heaviest of saddles, a war saddle has a raised front horn that has been riveted to protect the rider, a padded back portion that rises up a full hand's span from a common saddle in order to support an armoured rider and several additional buckles to attach to barding. It is not the most comfortable of rides, as it inflicts one level of Fatigue per full eight hours of use, but it does add +10% to any Riding Skill Tests made during combat or to any test for the rider to stay in the saddle after a particularly forceful hit or attack.

Saddlebag: This is a category of canvas, leather or cloth bags designed to be draped over the shoulders or flanks of a mount in order for it to carry more equipment or goods for the owner. Each saddlebag can carry 15 ENC worth of weight and is often sewn in pairs of two for evenness on the back of a mount.

Shoes, Horse: Common metal shoes nailed to the bottom of hoofed animals, 'horseshoes' are designed to keep sharp stones and gravel from chipping or getting impacted in the comparatively soft hoof. Although not the most comfortable of augmentations to a mount, they are far better than ever having to deal with a split or cracked hoof. Hoofed mounts that do not have shoes will need to be rested more frequently in order to remove detritus, imposing a -10% penalty to travel times through any type of rocky or stony terrain.

Shoes, War: These are specially crafted combat shoes made for hoofed mounts. Not only do they have all of the same benefits of common horseshoes, but are forged with raised studs on the underside and two prongs that curve upward to give the animal a much deadlier kick. Any hoofed animal wearing war shoes inflicts an additional 1D4 damage with a kick or trample attack, but suffers a –20% penalty to travel times due to cumbersome footwear.

Tarp, Wintered: Mounts and animal companions are sometimes taken for granted, especially in the winter months. Many breeds can suffer negative effects from the cold, snow and ice just as the Adventurers can. Thoughtful or prepared animal handlers can use these thick leather tarps to keep the cold weather from harming their animals. Any animal wearing a wintered tarp can add +10% to its Survival or Resilience Skill Tests to avoid the effects of natural cold but suffer a –1m to every Movement action due to its bulk and restrictiveness.

Clothing

This section is a collection of outfits and special clothing that are available from place-to-place. Unlike common goods, many of these items are very self-explanatory.

Clothing Descriptions

Aba: These desert robes are made of a light fabric, covering the whole body and typically brown or white in colour. A humanoid will usually wear several layers of these fabrics, with light colours worn under dark colours. In hot or dry climates, an Aba helps prevent perspiration, allowing to wearer to retain water. In hot, dry conditions the wearer gains a +10% bonus to his Survival skill. In environments with high humidity there is no benefit from wearing Aba. An Adventurer must be shown how to wear Aba properly. If the Adventurer does not have a guide, he must succeed Survival Test when he first tries to wear an Aba.

Apron, Industrial: This is a heavy leather apron worn by smiths, glass blowers and other professionals who must withstand direct and oppressive heat. Its special design makes it heavy (2 ENC) but it can shield the wearer's chest, abdomen and upper legs from up to 10 points of heat-based damage per minute. It is awkward to move around in, and imposes a –10% Evade penalty because of its stiffness.

Bandolier: A leather belt worn from one shoulder to the opposite hip, a bandolier allows an Adventurer to keep several small items at hand by tucking them in the half dozen or so loops it is sewn with. Often used to carry tools or small weapons, the bandolier can also be adjusted to hold two larger-sized weapons (such as a sword or an axe) in the back as well as small items in the front.

Belt Buckle, Thieves': This is a large ornamental belt buckle that can be slid to one side with a successful Sleight Skill Test, revealing a small compartment large enough to carry a set of lock picks, a handful of coins or a few gemstones. It is commonly used by thieves as the –50% penalty to Perception it imposes on anyone searching the wearer makes it perfect for hiding small objects.

Boots, Bladed: These stout boots are designed specifically to aid climbers of trees and soft rock. With toughened soles holding an upturned blade secure, a climber can scale sheer surfaces easily with very little practice. The upturned blades ensure that movement is not impeded though the heavy construction of this footwear makes the wearer very easy to track. Bladed boots give the wearer a +10% bonus to their Climb skill when scaling trees or other softer surfaces. However, a +20% bonus is granted to any Track Test made to follow the wearer.

Boots, Thieves': Although they look like a common pair of comfortable boots, thieves' boots have a hollow heel and a number of hidden pockets along the underside of the cuff. With access to the secret compartments, the wearer (or anyone who can make a Perception test at -50%) can find/hide up to 20 coins, five gemstones and a small knife or similar objects in each boot.

Catsuit, Intruder's: Made from suede, stitched with silk and dyed the darkest black with grey undertones, the intruder's catsuit is a hooded full body suit that must be fitted to the wearer by a tailor using the Craft (Tailor) skill at -10%. Once fitted the suit is lightweight and durable, but also padded and smoothed at all the right points in order to be remarkably silent. Anyone wearing a fitted catsuit is granted a +10% to his Stealth skill, +25% if used at night or in darkness.

Coat, Winter: This woolly coat lined with rabbit or beaver fur is thick and warm, repelling the stiff and bitter winds of the high mountains or cold winters. Anyone wearing a winter coat can add +10% to his Survival or Resilience Skill Tests to avoid the effects of natural cold.

Cloak, Winter: A large fur and leather cloak with an extra flap to close around the body completely, a winter cloak is too heavy and thick to wear all the time but does a great deal to ward off the wind and snow in such conditions. Anyone wearing a winter cloak can add +10% to his Survival or Resilience Skill Tests to avoid the effects of natural cold. A winter cloak may also be used as a warm blanket/bedroll combination.

Collar, Ornamental: This item represents a wide variety of ornamental collars that can alter an observer's view of the wearer. From the leather and spikes of a gladiator, to the

But It's Only a Bit of Platemail...

Whilst many Adventurers will spend a great deal of time clad in armour, anything other than leather becomes uncomfortable due to its heat, weight, liability to chaff, and so on. Furthermore, it is simply not acceptable to wander around a town or city dressed in armour. It may not be illegal, necessarily, but unless a settlement is in a time of war it is simply not the done thing. Anyone who insists on wearing armour in a civilised settlement outside a time of conflict suffers a penalty to his Influence roll equal to *twice* the armour's Armour Penalty. Only leather armour is exempt from this rule.

high-velvet of a noble, to the pearls and beads of a harlot – there are several versions of collars. Each one offers a +5% bonus to the Influence skill when used in a way befitting the type of collar (Games Master's discretion).

Corset: Made from a variety of materials stretched over thin whale bones and laced impossibly tight to squeeze a female (and sometimes a male) into an extremely enticing shape, the corset is often worn under a dress or fanciful costume in order to give the person that extra edge in social circles. A lady wearing a corset can be considered to have a +5% to her Influence skill when dealing with targets that could be theoretically seduced by her attractive shape. However, any activity other than regular paced walking or slow dancing requires a Resilience test or a level of Fatigue is taken by the wearer as the corset robs much mobility and breathing room.

Gauntlets, Clawed: These armoured gloves end in long, sharpened spikes designed to aid in climbing. When used in conjunction with an Athletics (climb) Skill Test the gauntlets grant a +5% bonus. In addition, most rogues sharpen the spikes' edges, making them effective weapons, giving a +1 bonus to any damage from a punch.

Gloves, Fire: Many alchemists find that they need to handle very hot objects for extended periods of time. These gloves were made to meet that need. They have heavy hide on the palm surface, backed by non-conductive fibres from a particular kind of stone and a thin metal mesh. The innermost layer is typically heavy cloth. The wearer of the gloves has a –10% penalty to any Skill Test requiring fine manipulation of objects. The gloves absorb five points of heat damage to the arms every round.

Gloves, Industrial: These are heavy leather gloves worn by blacksmiths, armourers and other professionals who must withstand direct and oppressive heat. Their special design makes them rather heavy for gloves (1 ENC) but do well to shield the wearer's hands and forearms from up to 10 points of heat-based damage per minute. They are rather stiff and unyielding, imposing a –10% penalty to any skills requiring manual dexterity – including combat.

Gloves, Thieves': These fingerless suede gloves are lightweight and lashed to the wearer's wrists tightly. With a flip of the thumb, a small flap on the palm of the glove can be opened briefly to slide something (like a coin or ring) into the glove before closing once more with a roll of the little finger. This offers the wearer a +5% bonus to Sleight, which can only be performed once per hand before to the object must be removed.

Hat, Cowled: Used by assassins and bandits, but also by vigilantes and anonymous heroes, the cowled hat – or just cowl – is a rolled piece of suede cut with eyeholes and breathing vents attached to a wide-brimmed hat. With just a quick flip the suede rolls down from beneath the brim to become a mask that can be laced or buckled quickly at the back of the head. The cowl hides all facial features other than eye colour and can be decorated to look however the wearer wishes it to. The lack of facial features and hidden hair and skin grants a +10% bonus to Disguise rolls to hide the wearer's true persona.

Hat, Winter: This is a heavy woollen cap with flaps of rabbit fur or lambs' fleece that can be tied down over the sides of the face and ears. Some winter hats even have a flap that might cover the face as well. Anyone wearing a winter hat can add +5% to his Survival and Resilience Skill Tests to withstand mundane cold and related weather effects.

Headdress: This catch all item covers all manner of ritual head gear, from antlered crowns to swan feather veils. Headdresses often symbolise the wearer becoming the creature depicted by the item.

Mask: A simple device and yet one a shocking number of novice thieves always seem to forget. Though many are highly elaborate, a mask need be nothing more expensive than solid black leather obscuring the wearer's face. Any Adventurer wearing a mask will be unidentifiable if he encounters others he has never met (though he should also take care to wear nondescript clothing and wield common weapons). If he does encounter someone he knows, the mask grants a +10% bonus to his Disguise Skill Test.

Reversible Clothes: Usually made as a shirt and pants suit or a dress, reversible clothes can be pulled off extremely quickly, turned inside out, and put back on with little effort. With practice, a set of reversible clothes can be inverted and worn within the space of six seconds. Both sides of reversible clothing are patterned differently and appear to be of wildly disparate styles. Performers use them for quick costume changes, while folk in less honest lines of work can use them as nearly instantaneous disguise attempts. Games Master may allow a wearer who uses reversible clothes from concealment to evade pursuers depending on the circumstances.

Robe, Religious: This is another category of clothing that varies greatly from religion-to-religion. A dark faith of death-worship might have long black and purple robes of silk and taffeta, where a faith of dawn and sunshine might have bright yellow and white linens. A robe marks the wearer as a member of that faith's clergy, and may require onlookers to make specific Lore Skill Tests to figure out which faith that might be. Such robes give the wearer a +10% bonus to his Influence skill when dealing with any member of the faith represented by the robes.

Tabard, Heraldic: Similar in make to a common tabard, but normally constructed of better quality linens and dyes, the heraldic tabard bears a colourful and easily recognisable insignia or crest of a guild, noble house or similar group. Wearing a heraldic tabard automatically brings assumptions that the wearer is a member or employee of the group depicted. Depending on those he is dealing with, the Games Master should assign up to +/-25% to any Influence Skill Tests he has to make. After all, wearing the king's colours and crest can have a much different effect on loyal serfs than it does on cutthroat highwaymen!

Umbrella Hat: This massive, slightly conical, reed hat reaches just past your shoulders. Although somewhat clumsy they do a fine job of keeping the rain off of an Adventurer's head.

Vest, Assassin's: A tight-fitting suede vest designed to fit to the wearer under a loose shirt or coat, the assassin's vest is so-named due to the nature of its most common users. The vest has five loops along the ribs for knives, holding such weapons tightly so as to keep them from notice. It has three small padded pockets that can carry vials of poison or other chemicals safely and a space under the hem where a clever killer could place a garrotte. All of these items should have a +15% Sleight skill bonus to avoid being noticed at a glance, and can be reached by either hand as a standard Combat Action.

Clothing

Article of Clothing	Cost	Article of Clothing	Cost
Aba	6 SP	Gloves, Fire	30 SP
Apron, Industrial	4 SP	Gloves, Fancy	2 SP
Baldric	2 SP	Gloves, Industrial	4 SP
Bandolier	8 CP	Gloves, Thieves'	5 SP
Belt, Leather	6 CP	Hat, Brimmed	8 CP
Belt, Fancy	2 SP	Hat, Cowled	1 SP
Belt buckle, Thieves'	10 SP	Hat, Winter	4 SP
Boots, Bladed	20 SP	Headdress	20 SP
Boots, Common	6 SP	Loincloth	1 CP
Boots, High	8 SP	Mask	5 CP
Boots, Riding	10 SP	Reversible Clothes	30 SP
Boots, Thieves'	25 SP	Robe, Woollen	2 SP
Breeches, Common	1 SP	Robe, Religious	25 SP
Breeches, Fancy	3 SP	Sash, Common	3 CP
Bustle	2 SP	Sash, Fancy	2 SP
Catsuit, Intruder's	35 SP	Shirt, Common	2 CP
Cape	3 SP	Shirt, Fancy	2 SP
Coat, Common	2 SP	Shirt, Noble	75 SP
Coat, Fancy	8 SP	Shoes, Common	2 SP
Coat, Winter	10 SP	Shoes, Fancy	6 SP
Cloak, Common	2 SP	Shoes, Sandals	1 SP
Cloak, Winter	12 SP	Shoes, Tabi	10 SP
Collar, Ornamental	5 SP	Skirt, Leather	5 SP
Corset	4 SP	Tabard, Common	7 CP
Doublet, Common	8 CP	Tabard, Heralded	10 SP
Doublet, Fancy	2 SP	Toga, Common	5 CP
Dress, Common	2 SP	Toga, Fancy	2 SP
Dress, Fancy	5 SP	Toga, Noble	100 SP
Dress, Noble	150 SP	Tunic, Common	6 CP
Gauntlets, Clawed	8 SP	Tunic, Fancy	2 SP
Gloves, Common	5 CP	Umbrella Hat	2 SP
		Vest, Assassin's	25 SP

TRADING & QUALITY

This chapter concerns the trading of items and their differing quality of production.

The availability and price of goods is affected by the type of settlement where it is bought. *Legend* categorises settlements into the categories shown.

Hamlet

A hamlet is a tiny village, usually with between one and five extended families living in the area. The vast majority of the hamlet's people are involved in whatever the primary industry of the area may be – farming in grasslands, fishing on a waterway, logging or hunting in a forest. Unless the hamlet is in a civilised culture the primary unit of exchange is bartering, although such people often have a few coins' worth of actual money as well.

The average hamlet has a number of people with auxiliary skills. For instance, although all adults may be farmers, one or two may also have skill as thatchers or carpenters, trading their knowledge and labour in return for additional food or other goods. It is unlikely a hamlet will have even so much as a maintained shrine inside it. Citizens of a hamlet must rely on itinerant peddlers for any goods they cannot produce themselves. Such peddlers commonly pass through once a month or so.

Village

Consisting of up to 200 people, a village generally (but not always) has a selection of basic amenities: a tavern or an inn; a smithy; and perhaps a store of some kind selling the most basic of goods – usually locally sourced produce. A village usually has a shrine

Settlement Type	Cultures	Population	Price Factor
Hamlet	All	10 – 30	2
Village	All	30 – 200	1.5
Small Town	Barbarian, Nomad, Civilised	200 – 500	1.25
Medium Town	Barbarian, Nomad, Civilised	500 – 1,000	1.25
Large Town	Civilised	1,000 – 3,000	1
Small City	Civilised	3,000 – 5,000	1
Medium City	Civilised	5,000 – 10,000	1.25
Large City	Civilised	10,000 – 20,000	1.5
Capital/Metropolis	Civilised	20,000+	2

to the local god or gods. In barbarian cultures a village may be known as a stead and consist of a clan of families belonging to a larger tribe.

Like the hamlet, a village has people with auxiliary skills, although the form of trade is still likely to be barter unless it is in a civilised culture.

Small Town

With up to 500 souls the majority of the people in a small town will be involved in whatever the primary industry of the area is, but they will also have some citizens specialised in other trades. A small town will almost always have at least one dedicated thatcher, tool smith or farrier, carpenter, potter and weaver. Towns are the smallest form of civilisation where one is likely to find community-oriented businesses, such as taverns or inns. Additionally, it is the smallest form of civilisation to boast a regular marketplace, a permanent site where people from the area come together to buy and sell goods, most often on a weekly basis. Travelling traders will organise their schedules to arrive in towns on trading day.

Most villages include a resident priest who serves as spiritual caretaker for the people and administer of a local shrine. Commonly, this priest would only qualify as an initiate in a larger city but it is not impossible to find a village shrine administered by a retired acolyte who attained great status in his youth.

Small towns usually exist on an economy that is equal parts barter-based and monetary.

Medium Town

Having up to 1,000 people a medium town's residents are generally involved in a single local industry, although there will be many others who pursue different occupations. A medium town commonly has at least one smith, several carpenters, thatchers, weavers and so forth. A medium town always has at least a shrine in it as a place of worship and may even have a larger religious centre, depending on the local culture.

A medium town is likely to have a reasonable sized market, held regularly, where traders, farmers and others from outlying areas come to sell their produce. Markets may be seasonal affairs, less regular in winter months.

Large Town/Small City

With up to 5,000 residents, a large town or small city has often grown too large for its immediately available food sources, which means food must be imported from outlying areas.

Expect this level of settlement to have one or more permanent marketplaces that do a daily business, as well as a number of individual shops where particular goods can be bought and sold. At this size of settlement, monetary exchange has all but completely replaced the barter system. A small city is very likely to be engaged in an active trading

enterprise, particularly if it lies on a sea coast or major river. Such a city will have warehouses and other facilities for storing and shipping goods. If it lies on a waterway, there will be a significant dock system in place.

A small city is likely to have one or two major temples, as well as a number of other shrines. It is not uncommon for one or more sorcerers to make their homes in small cities, particularly those lying along important trade routes.

A small city is often built around the home and holdings of a major noble such as a count or duke, who acts as head of a bureaucratic government. This is the largest settlement type of barbarian cultures.

Medium City

A medium city boasts a population of up to 10,000, and is likely to have a controlling nobility and be the domain or province of a powerful noble such as a duke or earl.

Cities of this size and larger require good transportation systems (usually by water) as their lifeblood is almost always trade. Such a large number of people cannot feed themselves through local resources and importing food is sure to be a lucrative industry. A medium city will have a number of permanent marketplaces scattered throughout it, possibly even specialised marketplaces for particular types of goods.

In addition to craftsmen practising all the basic trades, such as carpentry and blacksmithing, a medium city will almost certainly be a centre of manufacture or trade with a certain number of luxury items rarely available elsewhere, such as large musical instruments, works of art and fabulously expensive pieces of armour.

A medium city will have at least one great temple or church, manned by a permanent clergy. Sorcerers may also make their homes in large cities too, relying upon the constant stream of trade to bring them knowledge and materials they need.

Large City

With a population of up to 20,000 a large city boasts all the amenities of a medium city and will be founded on the rulership of a duke, at the very least. Several temples to the local gods are found along with smaller temples and shrines to lesser and even foreign gods, all with attendant clergy. Large cities tend to be centres of strategic importance: a barracks and permanent military presence is not uncommon. The city is also likely to be walled with a certain degree of security monitoring who enters and leaves. Large cities require a bureaucracy to maintain the place, which reports to the ruling noble. Guilds and other trade factions are highly likely, as are distinct political sects with an interest in controlling the power base.

Capital/Metropolis

With populations in the tens of thousands a capital or metropolis has the widest array of goods and services available. Most items can be found here, but prices are not guaranteed to be low, despite the availability. Guilds may control pricing and aim

to protect their members' livelihoods but with a certain balance to ensure a market still thrives.

The main characteristic of a settlement of this size is that it controls a sizeable region politically and militarily. It is likely the seat of the ruler and will have competing political and religious interests. The temples will be the grandest and largest as a testament to both wealth and power. A capital or metropolis is almost certainly walled or defended to heavy degree as it represents a significant strategic target. Prices in the city reflect the expensive upkeep needed plus the requirements of a large, permanent bureaucracy.

Price, Profit and Trade

Generally speaking, an item is worth more in an area to which it must be imported. In *Arms of Legend* the price for all equipment is the small city price. The Price Factor noted in the Settlement Table on page 38 is the multiplier applied to the standard price quoted for any piece of equipment or service detailed in this book. Of course, this level of inflation is not consistent and depends on availability of goods; some items may be cheaper in a large city than a smaller one, depending on resources, and therefore the Price Factor should be used as a guide by Games Masters rather than a hard and fast rule. For instance farm animals and the like are much less expensive in rural areas, where they are plentiful, than they are in a major city.

Barter

Expect coinage to be used in civilised cultures, but in barbarian, primitive and nomad cultures, barter – the cross-trading of goods, services and favours – is far more common.

The success of bartering depends on tendering something the other party wants or needs in exchange for what is on offer. A civilised Adventurer in a barbarian stead may proffer coins in exchange for food, but coins do not necessarily offer any immediate advantage to the provider. Therefore to barter successfully, the Adventurer must have something tangible that he can offer that can be put to (relatively) immediate use.

Like-for-like usually works well. An Adventurer who seeks some food and has some drink to offer in return is likely to be met favourably. Services may also suffice: offering to chop wood for a morning in exchange for a bowl of stew, for example. More complex or specialised goods are services are less likely to succeed - unless the Adventurer can convince the other party of the need and utility.

To abstract the barter process use the following rules:

- The Adventurer must make an offer of something: goods or service. If this is a common commodity or an essential service that is obviously going to be of benefit, then the barter succeeds.
- If the Adventurer is intending to offer something less common, of less obvious value or something esoteric, then he may make an Evaluate roll. If successful, he has spotted a way of selling-in what he offers that is not obvious to the other party. This grants a bonus to the following roll: either Influence or Commerce.

Bartering Evaluate

Evaluate Level of Success	Influence Bonus	Commerce Bonus
Critical	+20%	+40%
Success	+10%	+20%
Failure	0	0
Fumble	-20%	-10%

- Next the Adventurer makes either an Opposed Influence or Commerce roll, whichever is higher. The other party resists with either his Persistence or Commerce, again, whichever is higher.
- If the Adventurer wins the Opposed roll, what he offers is accepted. If he fails, it is not. If the Adventurer fumbles the opposed roll, then there is a good chance he has insulted the other party, meaning that relations between them will be soured: precisely how depends on the circumstances.

Haggling

Haggling is the art of reducing the asking price to a more agreeable amount. A skilled negotiator can achieve substantial discounts through careful haggling.

The process works in the same way as for Bartering: an Evaluate roll followed by an Opposed Influence/Commerce roll against Persistence/Commerce. The outcome of the roll determines what the Adventurer, whether buying or selling, achieves:

Haggling Outcome

Haggling Level of Success	Negotiated Price
Critical	Half of the original price
Success	Three quarters of the original price
Failure	No reduction in price
Fumble	No Trade

Making, Repairing, Maintenance and Quality

Items available on the standard *Legend* equipment lists are assumed to be of average quality – they get the job done but are not anything special. Whether a sword was crafted by a smith with a Craft skill of 50% or 300% makes little difference in this case. As long as the blade is long, solid and sharp, the sword functions as it is supposed to, it is considered to be of standard quality. The sword made by the better smith may have a bit more intricacy in the hilt, may hold an edge a little better or possess a more comfortable grip, but in game terms the blade is effectively identical to that made by the lesser smith.

Making, maintaining or repairing anything properly requires certain essentials:

- The skills to do the job – typically a Craft skill, Engineering or Mechanisms.
- Tools and Resources – including labour (skilled and unskilled), workshops, and so forth.
- Time.

Skills

The following Advanced Skills are used in building, repairing and maintaining.

Craft – to manufacture, maintain and repair items that typically have no or few moving parts: armour, clothing, pottery, weapons and so forth.

Engineering – to manufacture, maintain and repair large structures and, (typically) machinery with several moving parts.

Mechanisms – to manufacture, maintain and repair small items with several moving parts.

Some overlap naturally occurs between these skills: one could use Craft (Clockmaking) or Mechanisms to make and repair a pocket watch or clock; similarly, one could employ Engineering or Mechanisms to build a siege catapult. In most cases the most appropriate skill to use is obvious but where it is case of either/or, then Adventurers can use whichever skill is highest. Games Masters may apply a modifier of between –10% and –60% depending on how appropriate the skill is to the task at hand.

Item Quality

Total Score	Result
175 - 200	A perfect, masterly job. The item benefits from 3 Enhancements (see Enhancements).
150	A superb job. The item benefits from 2 Enhancements (see Enhancements).
125	An excellent job. The item benefits from 1 Enhancements (see Enhancements).
100	A perfectly serviceable, acceptable product or job, that does what it is intended to do.
75	A reasonable, but flawed result. The item will break or wear out 25% quicker than normal or its Hit Points and value are reduced by one quarter reflecting its flawed durability.
50	A poor, flawed result. The item will break or wear out 50% quicker than normal or its Hit Points and value are reduced by one half reflecting its flawed durability.
25	A shoddy, botched piece of work. The item will break or wear out 75% quicker than normal or its Hit Points and value are reduced by three quarters reflecting its shoddy durability.
0 or less	The project is simply not finished and is unusable.

Tools and Resources

One cannot build a solid bridge if no wood, metal or stone is available. A blacksmith cannot fashion a horseshoe without iron, an anvil, a forge and so on. The availability of tools and other resources (such as water, skilled or unskilled labour and so forth) determines a number of things:

- Whether the task as at hand is possible or not.
- How long the task takes to complete.
- The quality of the finished work.

Each of these must be weighed against the circumstances. For example, if a blacksmith has iron, tools, forge and anvil, he can certainly make that horseshoe. However, if the tools he works with are of poor quality, then making a horseshoe might take longer and be of a lower quality than if he had the best tools to work with. Similarly, if the blacksmith has everything he needs and of good quality, an impatient noble wanting the job done in half the usual time means that the end quality might also be lacking.

All these conditions can be considered to be cumulative. Thus, if the task at hand is clearly impossible in the first place (making a stone bridge where there is no available stone) then the task's duration and the available tools are academic. If the blacksmith works with sub-standard implements and in a hurry, then the chance of a quality product is doubly compromised. How these elements come into effect is discussed in Tasks.

Tasks

Building or repairing something always takes time and this is measured in the Task Round. The length of a Task Round depends on the nature of the project and represents an amount of time, ranging from seconds through to years, necessary for completing a particular stage of a project. A range of sample tasks and Task Rounds is given in the table below. The table notes the activity, the most appropriate skill or skills for accomplishing it and the time unit for the Task Round.

Task	Appropriate Skill	Task Round Unit
Repairing torn clothing	Craft (Sewing)	5minutes – 1 hour
Forging a horseshoe	Craft (Blacksmith)	5 minutes – 30 minutes
Making a sword	Craft (Sword or Weaponsmith)	1 days – 5 days
Building a Wooden or stone Structure	Engineering	6 months – several years
Making a clock	Mechanisms	1 month

To complete a task, the person(s) involved makes a roll against the appropriate skill and notes the level of success. Each roll contributes a certain percentage to the overall result with the goal being to score 100% or higher.

- Critical: 50%
- Success: 25%
- Failure : 0%
- Fumble: -25%

Rolls are made until *either* 100% (or more) is reached, or the available time or budget is exhausted.

Each roll consumes one Task Round, and it is the case for most projects that a competent worker, not suffering any failures, will accomplish the task in four Task Rounds.

Reaching 100% indicates that the end result of a good standard. Anything less is sub-standard. If time is not an issue, then the worker can keep going until 100% is reached. However, if time is of the essence, then each skill roll counts – and so will the quality of the resources to hand.

The final percentage reflects the quality of the product or completed task.

For example, the blacksmith is ordered to make a new shoe for the horse of an impatient nobleman. Ordinarily it would take the blacksmith 20 minutes to make a decent horseshoe (representing four successful skills rolls, with five minutes for each roll). However, the nobleman wants the job done in half the time. This means that the blacksmith has only two Task Rounds to make and fit the shoe. He can do it to 100% if he critically succeeds in both Task Rounds, but anything less results in an imperfect product.

On his first Task Round roll, the blacksmith rolls 35 – a success, and contributing 25% to the result. On his second Task Round roll, he rolls 02 – a critical, and contributing 50% to the result. So, in the time allotted to him, he achieves a score of 75% for the task. The horseshoe is reasonable enough, but is unlikely to last the 350 kilometres a horseshoe normally lasts for. Instead it will last for 25% less than this, so is good for only 260 kilometres or so: either that, or the nobleman sees the flaws in the blacksmith's work and only pays him three quarters of the usual fee.

Circumstance Modifiers to Skills

The following modifiers, depending on circumstances,

Circumstance	Modifier
No tools	Task is impossible
Improvised tools	-40%
Poor Quality/Incomplete Tools	-30%
Lacking a crucial resource	-30%
Lacking a major resource	-20%
Lacking a minor resource	-10%
Good Quality tools	+20%

Enhancements

Creating something to 100% creates a solid, working, functional item that may be aesthetically pleasing on a basic level but is otherwise unremarkable. Creating things that are truly remarkable – masterpieces and works of art – requires both luck, skill and additional time.

If a project exceeds 100% in four or less Task rounds, it benefits from the number of Enhancements noted in the Item Quality table. If a project reaches 100% in four or less Task rounds, the maker has the option to continue refining it. To do this he continues to work on it for a further Task Round and, depending on the result of the skill roll for the Task Round, may enhance it.

Thus, a fumble actively overworks the item, taking away from its quality rather than enhancing it.

- Critical Success: 2 Enhancements
- Success: 1 Enhancement
- Failure: No Enhancements
- Fumble: Reduce Quality by -25%

The Enhancement is determined by the make. Choose from the following:

Enhancements

Enhancement	Effect
Highly Desirable	The item's value is doubled.
Highly Durable	The item's Hit Points are increased by half again.
Highly Resilient	The item's Armour Points are increased by half again.
Highly Efficient	The item of such quality that it confers a +5% bonus to the skill required to use it.
Highly Effective	If a weapon it gains +1 to its Damage rating. Other items reduce ENC value by 1D2 points.

Enhancements cannot stack: that is, different enhancements must always be chosen; one may not pick the same enhancement to achieve multiple benefits.

For example, two weapon smiths are working on weapons for respective customers. Grunwold, through good fortune and excellent tools and raw materials achieves a score of 150% in four task rounds. Warleggan achieves 100% in the same time.

Grunwold can automatically choose two enhancements. He decided to make the sword Highly Efficient and Highly Effective, giving it +5% to the Sword Combat Style and +1 Damage. However the sword does not look appreciably different to a standard sword. If he wants to charge more for it, then he must convince the client of its overall quality.

Warleggan creates a standard, functional weapon but decides to attempt to work on the item a little further. He scores a success in his additional Craft (Weapon Smith) roll and thus gains one enhancement. He decides to make the sword shiny and intricate, thereby doubling its value, but not enhancing its durability, efficiency or effectiveness in any other way.

Evaluating Quality

Buyers of items use the Evaluate skill to identify any potential enhancements. A craftsman might claim that a sword is sharper and more efficient but that does not make it so. Similarly, a flashy, jewel-encrusted sword may simply glitter but be no more effective in combat than its drab counterparts.

Successful Evaluate rolls form the basis of bartering and haggling, as described earlier. However, an Adventurer that critically succeeds in his Evaluate sees all enhancements worked into an item. A successful roll identifies just one – which is determined randomly.



ARMOUR

Armour's necessity should be obvious. A layer of protective material reduces damage sustained in combat, greatly improving the chances of survival. Even a single point of linen or leather, in a strategic area like the head or chest, can make the difference between a living Adventurer and a dead one.

Armour Types

Banded/Lamellar: Metal plates stitched to a leather backing and then overlapped to resemble the natural armour of an armadillo. Banded has a certain flexibility but is still heavy to wear.

Bezainted: Soft leather with metal discs stitched to it (resembling the bezant, a medieval coin). It offers good protection but is nevertheless heavy to wear.

Bone: Crafted from the bone of a dead creature (such as a skull helmet), bone armour is surprisingly durable and can take a significant amount of damage before yielding, especially when backed with thick fur or leather for comfort and protection. Many bone helms have skull-like faces or other horrifying visages, granting a +10% bonus to Influence tests made to intimidate but suffering a -10% penalty to Influence tests made to persuade or charm those who might find the mask a bit imposing. A bone shirt or skirt - made from lengths of rib-bone sewn together with leather cord or small brass rings - is commonly seen in tribal societies or worn by those who want to give off an image of barbarism. The bone shirt also grants a +10% bonus to Influence tests made to intimidate but suffers a -10% penalty to Influence tests made to persuade or charm those who might think the bone armour is savage.

Brigandine: Metal scales are sandwiched between layers of leather and held in place by rivets. Strong and durable its rivets offer a more attractive finish than straightforward metal armour.

Chainmail: Woven metal links which, whilst heavy, are flexible and more durable than armour relying on a leather base.

Enamelled: Cast from either leather or tin before being painted repeatedly with stiff resins and alchemical agents, enamelled armour is beautiful and resilient without being too heavy. Due to its construction, it is always made in brilliant colours that strike the eye from a great distance. Often used by generals, heroes and showmen, enamelled armour is among the most attractive armour made. Every individual piece of enamelled armour grants +10% to any Influence tests made toward onlookers, but also applies that same bonus to any Perception tests made to spot the wearer.

Hard Leather: Strengthened hides and cured leather used for shields and body armour. Hard leather is the consistency of shoe leather: hard wearing yet flexible.

Linen Cuirass: Similar to a heavy leather cuirass but the armour is crafted from multiple layers of quilted linen. The thick, stiff fabric provides decent protection at a fraction of the weight of other materials.

Plate: Made of moulded individual metal plates, this armour provides excellent protection but is encumbering and comes with a heavy price tag.

Ringmail: Bronze or iron rings sewn onto a leather backing. Heavier than leather, but affords much better protection.

Scalemail: Similar to Ring, but the rings are replaced with scales of metal which overlap, like the scales of a fish or serpent.

Soft Leather: Armour made from cured hides – the simplest form of armour usually found amongst primitive cultures but also worn in more cultivated styles where protection is important but not necessarily an essential.

Wooden: This armour is carved from appropriately sized pieces of timber and generally lacquered to improve its durability. What wooden armour lacks in flexibility, it makes up for in two other areas. First, attempting to Impale through wooden armour is difficult – the Impale Combat Manoeuvre can only be chosen on a Critical Success against an opponent clad in wood. The armour's natural suppleness and ability to absorb stabs and jabs means that the impaling chance is reduced. The armour is also buoyant: someone falling into water wearing wooden armour will not sink, as they would if wearing metal. Wooden armour must be carved by a suitable craftsman to fit the wearer.

Armour is listed as the cost, in Silver Pieces, per location. Banded/lamellar, for example, is priced at 800 SP per location. The Armour Pieces table then provides descriptions for the different composite pieces of armour and the Hit Locations covered. Greaves, for example, cover both legs.

The cost for a named piece, such as Pants, that cover several locations is calculated per location. Banded Pants cover three locations and cost 2,400 SP. However, Game Masters may, if they wish, allow a composite piece of armour covering two or more locations to cost 10% less than the price per individual location. In the case of Banded Pants, the cost would therefore be 2,160 SP.

Speciality Armour

The armour already described forms the basis for the most common armour types in *Legend*. There are, however, certain specialised options as follows:

Archer's Armlet: A stiffened piece of leather worn on the inside of the forearm of most archers, protecting them from the bite of a slightly misfired bowstring.

Armour Types and Costs

Armour	AP	Cost in Silver per Hit Location	ENC per Location
Banded/Lamellar	3	800	2
Bezainted	3	200	3
Bone	2	300	2
Brigandine	7	1,500	3
Chainmail	5	400	3
Enamelled	4	1,600	2
Hard Leather	2	100	2
Linen	2	75	1
Plate	6	1,200	3
Ringmail	3	200	2
Scalemail	4	250	2
Soft Leather	1	50	1
Wooden	3	350	3

Armour Pieces Table

Name	Hit Locations	
	Covered	Type of Armour
Greaves	Legs	All
Pants or Trews	Abdomen and Legs	Soft Leather, Hard Leather, Ringmail, Scalemail, Chainmail, Banded, Bezainted
Skirt	Abdomen	All
Hauberk	Chest and Abdomen	Soft Leather, Hard Leather, Ringmail, Scalemail, Chainmail, Banded, Bezainted
Byrnie/Cuirass	Chest	Soft Leather, Linen, Ringmail, Chainmail,
Breastplate	Chest	Banded/Lamellar, Bezainted, Bone, Enamelled, Plate, Wooden
Sleeves/ Vambraces	Arms	All
Coif/Hood	Head	Soft and Hard Leather, Ringmail, Chainmail
Coat	Chest, Arms and Abdomen	Banded/Lamellar, Bezainted, Soft and Hard Leather, Ringmail, Scalemail, Chainmail
Helm	Head	Banded/Lamellar, Bezainted, Bone, Soft and Hard Leather, Scalemail, Plate, Wood

Crabclaw Gauntlet: A specialised tool for one-handed duellists, the crabclaw gauntlet is a thick metal 'glove' that extends halfway up the arm, just like any other. The part of this gauntlet that is exceptional is the single folded plate that houses the first two fingers of the wearer's hand. At the end of this thick finger-cuff is a latching mechanism that clasps the cuff to a socket at the base of the thumb plating – creating a sort of claw that holds any one-handed weapon firmly in its grip. Unless the gauntlet is actually broken, the wielder will continue to grasp the weapon or item within. A crabclaw gauntlet adds +50% to any tests used to resist being disarmed or having the clutched item taken from the gauntlet. It takes two Combat Actions to unlatch the glove.

Specialised Armour

Armour	AP	ENC	Locations	Cost
Archer's Armlet	1	1	Arm (wearer's choice)	100 SP
Crabclaw Gauntlet	4	1	Arm (wearer's choice)	350 SP
Duellist Half-cape	2	1	Chest, Arm (wearer's choice)	400 SP
False Plate (breast and back)	3	1	Abdomen, Chest	500 SP
False Plate (suit)	3	2	All	750 SP
Full Helm	6	2	Head	1,400 SP
Gauntlet, Heavy	3	1	Arms	1,500 SP
Gauntlet, Light	1	—	Arms	500 SP
Gauntlet, Medium	2	1	Arms	1,000 SP
Gladiator Manica	2	1	Arm	350 SP
Plated Cloak	3	3	Abdomen, Arms, Chest, Legs	1,850 SP
Plated Coat	3	2	Abdomen, Arms, Chest	1,500 SP
Tightweave Silk (suit)	1	—	All	500 SP

Duellists Half-Cape: This is a length of flexible cloth that is often cut into a draped cape of sorts that hangs over the chest and unused arm during a swordfight. A number of stiff leather strips are sewn into the cape here and there, giving additional protection to the areas they cover. The half-cape's construction allows it to be twirled over one arm or the other as a Combat Reaction. This adds the cape's Armour Points to the covered arm if desired. Also, if taken from around the chest and held in one hand, the half-cape can be used like a buckler – offering no AP protection, but allowing a +10% bonus to Parry Skill Tests.

False Plate (breast and back): Made for the Adventurer who wants the look of expensive plate armour but not the cost, false plate is actually hard leather with a very thin riveted sheet of metal on top of it. To the casual observer, the clever sculpting and metallic sheen of the armour is likely to pass for the heavy and costly plate. Unless the armour is damaged enough that someone can see through the thin metal, it is almost indistinguishable (–25% to Perception tests) from normal plate armour.

False Plate (suit): This is a complete suit of the cunning false plate armour, cut and fit to the wearer just as though it were real plate. At a glance it will fool nearly anyone, as it has all the same rules as the false plate breast; however, it is considerably lighter and does not clank and rattle quite the same. Someone fighting or running in a suit of false plate reduces the penalty to onlookers' Perception tests against discovering its secret to –10%.

Gauntlet, Heavy: A hinged, segmented glove made of several metal plates folded to fit the wearer, a heavy gauntlet completely eliminates the ability to manipulate objects with any sort of manual dexterity but protects the hand and forearm against injury. As a side note, the heavy gauntlet inflicts 1D4 bludgeoning damage if used to punch, but suffers a –10% penalty when used to attack in such a manner.

Gauntlet, Light: Stiff leather with several sewn-in plates of metal, a light gauntlet is a common sight in most societies. It offers a degree of protection to the hand and forearm, with only a slight reduction in manual grace (–5% penalty to DEX-based activities). The light gauntlet is also a good standby for a falconry glove, and many falconers wear them for this reason alone.

Gauntlet, Medium: A medium gauntlet is a leather cuff with metal finger plates sewn to a reinforced backing. It protects the wearer's hand and forearm like any other gauntlet, but tends to keep the best of both worlds in its construction. The penalty to DEX-based activities is raised to –10% but the medium gauntlet offers greater protection than its light counterpart.

Gladiator Manica: Worn by gladiators this is a chainmail sleeve that covers the shoulder and arm completely, held in place by straps across the torso. Typically only worn on one arm to keep the other free for weapon use.

Plated Cloak: This is a thick wool or leather cloak that has dozens of small metal plates sewn inside the fabric. The plates make the cloak quite heavy, and the garment really only protects from attacks occurring from behind unless fully wrapped around the wearer, but it offers a considerable amount of protection. It takes a Combat Reaction to don the cloak (so long as the wearer has an open hand), and he cannot attack while doing so.

Plated Coat: This heavy leather coat has a high collar and tails that drop well past the waist to just above the knee, hemmed sleeves with buckles and pockets in several places. On the inside lining, which is commonly made of moleskin or soft leather, are several metal plates placed in key places (over the heart, kidneys, neck and so on) that absorb a good amount of damage when attacked. The coat is heavy, but some prefer it to heavier armour, as it takes half the time to put on or take off than a normal armour shirt or breastplate.

Tightweave Silk (suit): Also nicknamed 'assassin's armour,' the tightweave silk suit is a head-to-toe dyed-black silken bodysuit woven over a thin layer of treated leather. While it only offers the tiniest amount of protection from physical harm, it offers it to the entire body of the wearer – including the head, which is protected by a closed-drawn hood. Due to the nature of the armour, however, it does not pose any Skill Penalty. Contrarily, it adds +10% to the wearer's Stealth score due to the quiet and dark design of the suit.

Modifying Armour

The following is a list of modifications that a qualified armoursmith could make to individual pieces of armour. These modifications are not simple for even master smiths and can use up massive amounts of time and money. Even the most trivial of modifications requires the smith to take the armour completely apart to be adjusted. Like modifying weapons, there is always a risk to the structural integrity of the armour and much of the time it is too expensive to experiment with.

Armour Modifications

Modification	Average Time of Modification		Difficulty	Cost
	Modification	Restrictions		
Bladed	1D4 days	Arms and Legs only	-5%	300 SP
Camouflaged	2D10 hours	None	+10%	x2 of base armour value
Reinforced	1D6 weeks	Abdomen, Arms, Chest and Legs only	-20%	x5 of base armour value
Spiked	1D4 days	None	-5%	250 SP
Wintered	2D8 hours	None	—	150 SP

The Armour Modifications table shows the names of possible modifications, how long the process typically takes, any restrictions, the difficulty of the modification and the cost. A detailed description of each modification and an example of how it would look and affect a given piece of armour follows.

Bladed: Riveting or forge-welding thin blades to forward pointing areas of the armour segment (foot, knee, back of hand and so on) gives the wearer an additional weapon that cannot be removed using the Grab Weapon Combat Manoeuvre. This blade is positioned to be used with a normal Unarmed attack, which is considered to be a dagger for the purposes of damage. These blades add +1 to the ENC of the armour.

Camouflaged: Painting the armour with dyes, inks and strips of canvas to match the surroundings requested by the buyer, the armour can be made to be easily hidden in those surroundings. Each Hit Location that is covered by Camouflaged armour adds a cumulative +5% bonus to any Stealth Skill Tests made to hide in a surrounding matching the camouflage pattern. It is up to the Games Master to decide if the surroundings match but armour can only have one type of Camouflage at a time.

Reinforced: An armoursmith can always add metal strips to existing armour to bolster its protective nature. Leather can be plated over, chainmail can be wired with thick spools of metal and even plate can be thickened. These modifications make the armour more durable and resistant to damage, but also make it far heavier and bulky. Reinforcing armour adds one Armour Point to it but makes it half-again (round up) its normal ENC. The Armour Penalty naturally increases if the armour is reinforced.

Spiked: Adding long spikes to specific areas of armour can make any style of armour into a risky proposition for opponents relying on Unarmed and natural attacks. Anyone that strikes a section of the body covered by a spiked armour segment with his bare flesh will suffer 1D3 damage. Also, grappling with or being grappled by someone who is wearing spiked armour segments will inflict 1D4 damage each round to a random Hit Location. Spiking armour adds 1 ENC worth of spikes and rivets to the weight of the armour; it also increases the Armour Penalty by 1 – even though the armour itself gains no additional AP.

Wintered: Adhering thick leather or furs to all of the spaces in normal armour, an armoursmith can insulate any armour against the bitter cold and stiff wind of winter

or mountaintop travels. This makes the armour entirely uncomfortable to wear in any other climate, and very heavy and unwieldy, but can make all the difference in such harsh environments. Wintering armour makes it very warm and snug, granting a +15% bonus to any Survival and Resilience Skill Tests against extreme cold or winter-like conditions. However, its ENC and Armour Penalty are raised by 1. Also, wearing the armour in any moderate or warmer temperature causes a level of Fatigue every hour the wearer is clad in the wintered armour.

The Armour Modification Process

An armoursmith making modifications to an armour segment must spend the allotted time doing the work in a proper forge or workshop, suffering severe penalties for trying to do them outside of such environments (–20 to –50% commonly). Once the time has been spent doing the work required, the armoursmith makes the adjusted Craft (Armourer) skill roll. The outcomes of possible results of that Skill Test are below.

Critical Success: The modification went smoothly, and the armoursmith was able to do some additional adjusting as he went along. Any additional increase in the armour's Armour Penalty is negated.

Success: The modification is complete and all the bonuses and penalties described above are applied.

Failure: The modification is more time consuming than first thought. The modification process must be repeated in order to finish it.

Fumble: The modification process was too invasive or sloppy and the armour segment has suffered some form of damage. Not only must the process be repeated in order to finish the modification, but the wearer suffers an additional 1 point Armour Penalty due to a lack of comfort and other restrictions owing to the poor workmanship.

Alternate Armour Materials

The Alternate Armour Materials table shows a variety of alternate materials that have interesting effects upon armour. The table shows the material, the modifier to Craft Skill Tests trying to make armour from it and the suggested cost multiplier involved. It should be noted that some of these materials may not be available in all cultures, game settings or campaigns – that is ultimately up to the Games Master.

Coral: The building blocks of some of the largest and most impressive undersea constructions, coral is jagged, sharp and able to withstand the crushing force of the tides. Of course, it makes above adequate armour. Not only does it come in a variety of colours and textures, it is very durable and must be chiselled very specifically in order to make armour. Users beware, however, as it is very porous and seems to absorb and hold water quite easily. Although only available in areas near an ocean shore or island community, coral is plentiful where it can be found at all – making it a rather inexpensive (relatively speaking) material.

+1 AP is added to armour made from coral or containing coral parts. Coral armour is always considered to have the Spiked modification, but must *triple* its ENC whenever significantly wet (hard rain, swimming and so on). Only armour types with rigid pieces (scalemail, banded, plate and so on) can be carved or sculpted from coral.

Dwarfen Cinder: Named after one of the most common blacksmith-centric races in mythic lore, ‘Dwarfen’ cinder is really just armour made from over-tempered metal ore. It is vastly heavier than common metals and alloys, and is very resistant to physical damage. However, it is terribly brittle and has been known to shatter like glass when struck just right.

Dwarfen cinder armour has a massive +2 AP bonus but doubles its weight in ENC. If a Critical Hit is scored against Dwarfen cinder, there is a 15% of it shattering into useless pieces. Only armour types with rigid pieces (scalemail, banded, plate and so on) can be carved or sculpted from Dwarfen Cinder.

Elven Silk: ‘Elven’ silk is an extremely supple fabric that is interwoven with thinly spun wires of copper or steel. This inner-weave makes it strong, flexible and resilient. Sheets of the material have a glimmer and shine to them that can sometimes lend the belief that Elven silk is somehow magical.

Elven silk has +1 AP and the Armour Penalty is reduced by 1. Only armour types with large cloth or leather sections (leather, gladiator, capes and cloaks and so on) can be tailored from Elven silk.

Gold: Soft as far as metals go, gold is not the best material for crafting battle-ready armour. However, its very existence symbolises wealth and nobility and shines like the light of the sun itself. It is very costly to make any sort of armour segment out of gold, with most armourers viewing the use of gold for armour as an utter waste of good resources.

Gold armour suffers a –1 AP penalty and doubles its ENC score due to its being so soft, malleable and heavy. Wearers suffer an additional two point increase to the Armour

Alternate Armour Materials

Alternate Material	Craft skill Modifier	Cost Multiplier
Coral	–20%	x2
Dwarfen Cinder	–15%	x3
Elven Silk	+10%	x5
Gold	–15%	x12
Monster Hide	Varies	Varies
Steel	–10%	x4
Wondrous Metal	–75%	x20 (and have materials on hand*)

* It is up to the Games Master to decide how much of a substance is enough to craft the armour in question.

Penalty. However, anyone clad in gold armour can add +5% per Hit Location to his Influence skill. Any armour can have its plates, rivets or adornments made with solid gold if the Games Master allows it.

Steel: Steel is an alloy of iron and either carbon, manganese, chromium, vanadium, or tungsten. Steel is harder and more durable than iron but require different smelting techniques to create which may not be known in all cultures. The process for creating steel is reflected in its x4 Cost Multiplier.

Items made from steel gain +1 AP. There is no increase in ENC.

Wondrous Metal: Wondrous Metal is any special metal found in a particular settings that has incredible natural properties because it is of divine origin say, or originates on a plane where incredibly strong and durable metals are found. Mithril, for example, is an example of a wondrous metal.

Wondrous metals create items that have +1 AP and +1 HP. There is no increase in ENC. The names of wondrous metals are for Games Masters to create for their settings and may be relatively common or not even exist at all.

Creature Hide Armour

The Monster Hide Armour table displays the difficulty and skills needed to transform the hide of a freshly killed beast into a new suit of armour for an Adventurer to wear, as well as the final statistics of that armour. As including a separate entry for each creature that might potentially be made into armour would make for a long and cumbersome table, individual entries for each creature are excluded in favour of grouping them by the resiliency of their natural armour. AP 6 to AP 9, for example.

If a hide is to be made into armour, it must be harvested from the carcass and prepared within 48 hours of the creature's death. Generally, this requires a normal Craft (Leatherworking) Skill Test, though the Games Master may assign a penalty for particularly odd beasts. Adventurers may also attempt to successfully (and properly) harvest a beast's hide with a Hard (-40%), Lore (Animal) or Survival Skill Test.

Some creatures' hides may not be suitable for use as armour, no matter how tempting they may seem to an Adventurer. For example, the hide of a behemoth is nearly impenetrable. However, the behemoth does not gain this amazing AP from having skin as hard as a diamond. Certainly, its hide is tough, but it gains much of its AP due to the fact that its hide is also nearly 30 centimetres thick. Obviously, it is possible to make armour from a behemoth's hide, but the average human would be virtually unable to move in something so cumbersome. Likewise, the Games Master may wish to rule that the hides of some creatures simply cannot be made into armour. In general, creatures with a natural AP greater than 25 are unsuitable candidates for harvesting armour from, as they usually gain these high APs from some factor other than simple toughness of their skin.

Monster Hide Armour

Natural AP of Creature	Armour AP	Craft Penalty	Time Required	ENC (head/ per arm/per leg)	ENC (abdomen/ chest)	Sale Price (by armour AP)
1-5	1-2	-0%	2 days	½ ENC	1 ENC	150 SP per AP
6-9	3-4	-10%	5 days	1 ENC	1 ENC	175 SP per AP
10-13	5-6	-20%	10 days	1½ ENC	2 ENC	500 SP per AP
14-17	7-8	-30%	20 days	2 ENC	3 ENC	750 SP per AP
18-19	9	-50%	30 days	2½ ENC	4 ENC	750 SP per AP
20-21	10	-100%	60 days	3 ENC	5 ENC	1,500 SP per AP
22-23	11	-150%	90 days	3½ ENC	6 ENC	2,500 SP per AP
24-25	12	-200%	180 days	4 ENC	7 ENC	5,000 SP per AP
+5	+1	-50%	+90 days	+½ ENC	+1 ENC	+2,500 SP per AP

An Adventurer can wear armour made from a creature of no less than double his own SIZ. If the creature has a SIZ less than that, it may still be made into armour, but may only cover a limited number of Hit Locations. If a creature has a magical ability of some kind invested in its skin, that ability does not remain in armour constructed of its hide.

The type of armour a creature is made into depends primarily on what sort of creature it was in life. Animals with a pliant skin, for example, will be made into a hide armour that approximates the movement of leather (though its properties may be different). Armour made from a dragon or wyvern will most closely approximate scale mail in appearance, while armour constructed from the chitin of a great insect will most closely resemble plate mail.

Generally, armour crafted from a creature's hide has a lower AP than the creature enjoyed in life. However, some armourers of surpassing skill are able to preserve the creature's full AP in the armour they craft, substituting the rigidity of the creature's musculature with their own preservation processes. Obviously, such armourers are rare and difficult to find, although someone with a dragon hide who wishes to have the creature's entire AP preserved in armour may be willing to put in the effort. Finding someone able to perform such work should be a Quest in itself. In general, however, armour crafted from a creature's hide will have half the AP the creature had when alive. The values reflected on the Monster Hide Armour table assume the final product will indeed have half the creature's AP. If the Games Master wishes to allow for 'full AP' armour to be made, the craft penalties, time required and sale price should go up dramatically.

Armour Wear Values

Original AP Value	Protected Wear	Basic Wear	Common Wear	Rigorous Wear	Cost to Repair
1-2	AP x10 weeks	AP x5 weeks	AP x2 weeks	AP in weeks	AP x2 SP
3	AP x20 weeks	AP x10 weeks	AP x5 weeks	AP x2 weeks	AP x5 SP
4-5	AP x30 weeks	AP x20 weeks	AP x10 weeks	AP x5 weeks	AP x10 SP
6-10	Unlimited	AP x30 weeks	AP x20 weeks	AP x10 weeks	AP x25 SP
10+	Unlimited	Unlimited	AP x30 weeks	AP x20 weeks	AP x100 SP

The costs on the table on page 57 should be considered to be small city and large city costs. Armour crafted from the skin of some fantastic beast is generally far too exotic to be found in a smaller population centre – and for those Adventurers interested in selling such an item, it will be all but impossible to find an interested buyer amongst the herders and farmers of the hinterlands.

Repairing Armour

Unless stated by a weapon, spell or environmental effect, armour does not suffer massive amounts of structural damage from most sources. After all, it is designed to protect the wearer and help shrug off damage. This means that all armour will slowly weather and wear down over the weeks of its use and abuse, eventually requiring a little repair here and there. As an Adventurer goes about his quests and adventures, he will periodically need to repair or replace his armour or quickly find himself without it. Armour damaged by the Sunder Combat Manoeuvre requires obvious attention to repair it.

Depending on the Armour Points of the armour and the level of ‘wear and tear’ the armour sees, it can go a number of weeks before even losing any of its efficiency. The table shows the number of weeks an armour segment can go between repairs (varied by degree of use), and roughly how much it should cost to do so.

Protected Wear: This level of wear defines armour in storage or on display, but not actually being worn more than a few minutes a day. Also, to be considered ‘Protected’ it cannot see any form of combat.

Basic Wear: This level of wear defines armour that is worn for special occasions or while on duty at a specific career. The armour can be worn only for a few hours a day at most, and cannot be subjected to the punishments of combat without losing its ‘Basic’ status.

Common Wear: This level of wear defines a normal Adventurer’s life. Travel, all-day wearing and the occasional bloody battle with the hazards of the quest at hand, these are just some of the reasons an Adventurer must get his armour repaired from time to time.

Rigorous Wear: This level of wear defines armour that is being really put to the test. Soldiers that wear their gear day and night, Adventurers travelling in sandstorm-prone deserts and armour that sees mythic combat every other day should fall into this level of wear.

Armour that goes too long without repairs might not withstand the rigours of combat and become useless at the worst possible moment. It is up to the Games Masters to decide exactly what happens when armour has gone too long without a maintenance.

WEAPONRY

Few Adventurers get far without a weapon of some kind. In many cultures weapon training is a part of the formative years of every youth, even in civilised lands where people tend to have greater isolation from environmental dangers than those of the other cultures.

So, this chapter details personal weapons: from knives through to polearms; slings through to crossbows. All the weapons listed in the *Legend Core Rulebook* are present and correct but supplemented by weapons from many different cultures and eras allowing *Legend* Games Masters to bring these arms into play whatever historical period is being tackled.

Close Combat Weapons

Close Combat weapons follow the Characteristics found in the *Legend Core Rulebook*, having a series of attributes that determine and influence their use. These characteristics are summarised in the Close Combat Weapons table; preceding that is a brief description of the weapon itself. Read this description – it may contain important details that have a bearing on skills, Combat Manoeuvres and so forth.

At the end of the chapter is a treatment of black-powder weapons: firearms. These are not the sophisticated firearms of a modern period but the embryonic, somewhat crude weapons such as muskets that mark the shift from traditional ranged weapons to the beginnings of a certain degree of industrialisation. Just because these weapons are listed and described does not mean they should be made available or used in all *Legend* settings: in most published settings for the game they are eschewed. However, *Legend's* flexibility allows adventures to occur in any largely pre-industrialised era and so their inclusion is there to assist with campaigns based in those eras where swords and muskets do co-exist (a pirate campaign, for example, or the English Civil War).

Weapon Characteristics

Category: The type of weapon this is: one handed or two handed.

Damage Dice: The damage the weapon deals on a successful attack. If a weapon has two Damage Dice entries, the first is for using the weapon one handed and the second for two handed damage.

STR/DEX: The minimum STR and DEX scores needed to easily wield this weapon. For every point a Characteristic is below these minimums, a –5% penalty is applied to an Adventurer's skill when attacking and parrying with this weapon.

Size: Each weapon possesses a size rating. This is related to its mass, leverage and stability. The value is used to determine both the weapon's ability to inflict and parry damage. The size categories are Small (S), Medium (M), Large (L), Huge (H) and Enormous (E).

Reach: The weapon's length, how far it can reach in combat. The size categories are Touch (T), Short (S), Medium (M), Long (L) and Very Long (VL).

Combat Manoeuvres: The Combat Manoeuvres a weapon can inflict – such as Bashing, Impale and so forth.

ENC: The weight and bulk of the weapon.

AP/HP: The Armour Points and Hit Points possessed by the weapon. When Hit Points reach 0, the weapon is broken and useless.

Cost: The average cost in Silver Pieces to purchase this weapon.

Weapon Descriptions

Archer's Blade: A long sword-like blade fitted to the outside edges of any bow, the archer's blade allows a ranged combat specialist to have a potentially lethal weapon at his disposal to defend himself when unable to draw another weapon. It adds its 1 ENC to the bow, which also makes it slightly front heavy (–5% to Bow style).

Awl Pike: Nearly two-metres of shaft topped by a simple armour-punching head and a body-catching crossbar, the awl pike is extremely useful for bringing armoured riders off their mounts. By sinking the metal-capped butt of the pike into the ground just before accepting a mounted charge, the target is impaled on the pike but held fast by the crossbar – his mount running out from beneath him. Any charging mounted target that is struck by the awl pike when set for a charge must make a Ride or Drive roll opposed by the awl user's Combat Style roll. If the rider loses the opposed test he is thrown from the mount suffering any additional damage due to falling.

Ball & Chain: This heavy metal ball attached to a short length of chain is notoriously difficult to parry. An opponent attempting to parry this weapon treats his parrying weapon or shield as one step smaller for the purposes of blocking damage. However, the wielder also suffers the same penalty when trying to Parry with the ball & chain.

Bastard Sword: The bastard sword is a versatile sword with an elongated grip, which allows it to be used with either one hand or two. Any bastard sword can be fitted with a widened set of pommel-guards, adding +5% to Parry Skill Tests with it, for an additional 10 SP.

Battleaxe: A single-bladed weapon with a sturdy haft, the battleaxe may be used with one or two hands, depending on the wielder's preference. A battleaxe can be used to

bash through doors and obstacles rather quickly. It suffers no damage when attacking inanimate wooden objects.

Bill: A polearm with a hooked blade, the bill descended (and was often recycled) from a common agricultural implement. It is a very effective way of 'hooking' past defences, thus a mounted defender does not get the standard +20% Parry bonus against a bill.

Broadsword: Similar in design and nature to a bastard sword, a broadsword has a wider blade and is balanced to be used, primarily, one-handed – although it can be used with two.

Buckler: This small, round shield is held in the hand, and used to 'punch block' incoming blows. Bucklers are often used to attack with the off-hand, when the main weapon is tied up. Its small size however, provides little protection against larger weapons or missile fire.

Burning Glove: This thick leather glove has an interior lining of fire resistant animal hide and stone. Its surface is covered with sticky tar and a variety of reagents. As a standard action the wearer may ignite the glove. The glove burns for three rounds. During that time any unarmed attack made by the wearer causes an extra 1D3 damage due to the flames. The wearer also takes one point of fire damage every round to the arm where the glove is worn (ignoring armour). Each glove can only be used once.

Cestus: The cestus is a leather gauntlet spiked, studded and reinforced to cause terrible wounds to a target that is punched with it. It makes the hand wielding it all but useless to carry out any task other than hitting or pushing, and cannot be used for Parry attempts. Few warriors choose a cestus over more traditional weaponry, but some brawlers and sadists prefer it.

Chain: This two metre length of chain is one step above using an improvised weapon. It is notoriously difficult to parry and imposes a –10% penalty to an opponent's Parry roll. However, the wielder also suffers a –10% penalty to Parry with this weapon. If an opponent is caught by surprise, it can also be used as a garrotte (see entry on page 63).

Chakram: This is a wide ring of tempered metal that has been given a decent sharpening over its outermost edge. It often has a crossbar or handle built into the centre to be used as a combat weapon, or to enable the user to throw it without hurting an unprotected hand. The chakram is designed to be thrown with blinding speed and can inflict terrible wounds as it spins into bare flesh.

Club: Perhaps the simplest of all weapons and almost certainly the oldest, the club is simply a long, stout piece of wood used to bludgeon others. However, there are several cultures that have carved and cast clubs made of stone, bone or even metal – all of which can be sculpted or decorated according to the wielder's preference.

Cutlass: The infamous pirate's cutlass is a slightly curved, single-edged, mid-sized sword with a basket hilt. It can inflict fast and flashing wounds but is not designed for inflicting massive amounts of damage. Its basket hilt adds a +10% bonus to any Parry Skill Tests made with the weapon.

Dagger: Essentially a large knife attached to a short handle, the dagger is often carried as a backup or parrying weapon. Thieves, assassins and bandits often enjoy the use of daggers because they can be hidden and drawn with ease. Daggers are usually well-balanced enough to throw effectively.

Dart Blade: Either a wooden projectile tipped with a metal blade or a single-forged metal throwing blade about the size of a man's thumb, a dart blades is normally used as a last ditch weapon. Dart blades are small enough to be hidden very simply and offer a +10% bonus to Sleight tests in order to conceal them. They can be used in melee combat if necessary, but are far more suited for throwing. Although unable to inflict much damage individually, up to three dart blades can be thrown at a single target in one Combat Action. When throwing multiple dart blades make a Combat Style roll for each blade at a cumulative -10% penalty per additional blade above the first. Dart blades can be Evaded or parried with a shield: if the Evade or Parry roll is successful then all dart blades have been countered.

Dirk: This is a short-handled, wide-bladed weapon about half-again the size of a dagger. It is commonly used as a secondary weapon, even though it promises sufficient damage any time its blade bites flesh. Parrying with a dirk increases the damage blocked by one step (i.e. it is treated as a Medium weapon when parrying).

Falchion: A single edged, cleaver-like sword that delivers heavy, chopping blows.

Fang Shield: A middle-sized shield shaped like an oversized arrowhead or spear tip, the fang shield is so-named because it most commonly has two long spikes protruding from its bottom. Worn lengthwise rather than sideways on the arm, the fang shield is as much a stabbing weapon as it is a protective tool. As the shield must be secured firmly to the arm, it is immune to the Grab Weapon Combat Manoeuvre.

Flamberge: A painstakingly forged sword with a swept and caged hilt, the flamberge has an irregular and wavy edge to both sides of its blade. Not only able to deliver significant blows, but also designed to deal with other sword wielders, the flamberge is a favourite of duellists. The protective hilt adds a +10% bonus to the Parry Skill Tests of the wielder. The specially designed blade rings against other swords with a particularly odd vibration, making it difficult to hold a defence for long against a flamberge wielder. Every time another sword parries a flamberge, its Parry skill is reduced by -5% for the rest of the round.

Gaff: Another useful weapon that sprang from the likes of a tool, the gaff is a two-metre long wooden pole with a curved metal hook and a spike at one end. It is often wrapped in leather at the centre and was originally used for drawing rope up from the surface of water onto the deck of a boat. Sailors quickly learned that the tool was just as useful in hooking pirate flesh as well!

Gandasa: An interesting variety of the great axe, a gandasa is a wooden shaft roughly as tall as the user. Nearly half of its length is dominated by a huge polished blade. Originally used as an executioner's beheading axe, the gandasa is very top heavy and inflicts horrible wounds against prone targets. Should the target of a gandasa strike be held in place and unable to parry, the weapon inflicts an additional 1D6 damage from the forward momentum of the attack.

Garrote: An assassin's weapon, the garrote is a cord, chain or thin braided metal wire used to loop around a target's neck and strangle him. Only usable during a grapple or from behind on an unsuspecting victim, the garrote inflicts its damage each and every Combat Action the wielder continues to actively crush his victim's throat. Whilst being strangled, the victim can attempt to wrestle free, or damage his opponent so badly they are forced to let go – but acts at a penalty due to the strangler being directly behind him.

Glaive: A chopping blade mounted on a polearm shaft, the glaive is like an extended axe with a reinforced handle. It is one of the quintessential polearms and the favourite of infantry soldiers. Some glaives can be fitted with a spear or awl pike head by adding half that weapon's cost to the glaive – effectively making the weapon into two, depending on which end is put to the enemy.

Great Axe: Up to two metres in length, dwarfing the battleaxe in size, the great axe may be either single or double-bladed and must be used with both hands. It also suffers no damage when used to break inanimate wooden objects.

Great Club: Little more than a massive trunk of wood banded in metal, a great club is much less a designed weapon as it is a makeshift one. Some cultures might create their own varieties of stone or other materials, but overall the great club is the weapon of choice for low-intelligence, low-resource beings of massive strength and size.

Great Hammer: The great hammer, or maul, is an enormous weapon that deals impressive bludgeoning damage. It is both a tool and a weapon, and can sometimes be found with a pick-like spike on the back portion of its head. Great hammers may be used on inanimate objects without being destroyed.

Great Sword: This group nomenclature pertains to a number of massive blades that can be found as much as two metres in length. They are used by those warriors who want the enemy at more than arm's length, or cleaved beneath the sheer girth of the weapon's strike. Part of the blade is unsharpened and leather-bound on many great swords, allowing the wielder to grip them for more effective parries and thrusts.

Halberd: An axe head combined with a thrusting tip and a hook, mounted on a spear shaft, the halberd is a multi-purpose weapon. Halberdiers are versatile opponents that can bring any version of the weapon's attack to bear in an instant.

Harpoon: A slightly shortened longspear with a sharp bladed head serrated with rear-facing hooks, the harpoon is another boatman's tool turned into ship defence weapon.

Its sharp head was built to slice through bony fish or whale blubber equally well and sets extremely well when plunged into a target. Not only can the harpoon be used in fishing, adding +10% to any Survival Skill Tests used to catch fish in such a manner but any target hastily removing an Impaled harpoon suffers an additional 2 points of damage from the rear-facing barbs.

Hatchet or Hand Axe: A simple and very cheap one-handed cleaving weapon, the hatchet is essentially a smaller version of an axe. It is as much a tool as it is a weapon, and can be used to cut through wooden inanimate objects with no risk to its edge. It is usually well-balanced enough to throw effectively and many users prefer to call these items 'throwing axes'.

Heater Shield: A medium sized shield designed for both mounted and foot use. Most are reinforced with metal edging and commonly have some form of symbol or insignia painted on the outside face. Heater shields can parry ranged weapons.

Heavy Mace: In *Legend* the Mace refers to a light mace, which has its own entry in the weapon table. A heavy mace is a longer, heftier variant designed to be used two handed to batter through even the heaviest of armour. The heavy mace is comprised of a large weight mounted on one end of a haft and reinforced with heavy bands of metal to keep the weight from snapping the shaft.

Hoplite Shield: Large circular shields designed for foot combat, which are edged and sometimes faced with metal. This shield is an excellent defence against even two handed weapons and provides decent cover against missile attacks.

Iris: Named for the flower, an iris is a small, handheld dagger-like weapon forged with a slight curve – which slightly resembles a petal from its namesake. The curve of the blade makes it difficult to forge without seeking a master smith and robs it of the aerodynamics found in a dagger. Instead, when stabbing a target with an iris, the weapon digs in at an angle – allowing for deep and painful wounds.

Katana: The Japanese sword of the Samurai, a katana is a slightly curved, single edged sword made using ancient and special techniques. The katana is a viciously sharp weapon that can slice through flesh like a razor. With a longer hilt wrapped in cloth or leather, the katana is traditionally used with two hands. Although vicious when striking flesh, armour holds a problem for the easily deflected edge of folded blades, meaning that any target struck gains a +2 bonus to its non-natural Armour Points against katana attacks.

Khopesh: A strange and fabulous sword, the khopesh has a sickle-like blade with its outside curve bearing the edge of the weapon. The shape of the weapon makes for heavier blows but at the expense of the blade's speed. Therefore, all attacks and parries made by the khopesh are at -5%.

Kite Shield: Kite shields are large shields with an inverted teardrop shape. This shield can switch between both infantry and mounted use, and is extremely popular for those



who spend time in both types of combats. Kite shields are also effective against ranged weapons.

Knife: Knives can be made from a sharp piece of metal, stone, bone or even glass. They almost always have a short hilt carved from wood. More commonly a tool than a weapon, the knife is a multi-purpose item that should be found in every Adventurer's backpack.

Knuckledusters: The term 'knuckledusters' describes a large category of metallic bands, spikes, rings or blocks worn around the fingers in order to cause more damage when punching. Knuckledusters are commonly found in the pockets of thugs and bar room brawlers.

Kris: Most commonly used by priests and ritualists in their ceremonies, a kris – or kris knife – is a fancy blade forged with wavy edges and an asymmetrical hilt. It is not designed specifically for combat, and suffers a -5% to all Parry rolls, but can inflict deep wounds.

Kukri: A wide, forward curved blade made for chopping; the kukri has a single wedge-like edge used for cutting very deep gashes in flesh and bone. Similar to an axe in how it strikes, the kukri is traditionally used for removing limbs or beheading targets in single strokes. Should a kukri strike a target that is prone or utterly unaware of the attacker, the attack inflicts an additional 1D3 damage.

Kunai: Originally used as a peasant digging tool, the kunai is a roughly triangular piece of wrought metal with a rope or cloth wrapped handle. Usable as a dagger in

close combat, or as a thrown projectile, the kunai is a multi-purpose weapon for commoners.

Lance: An oversized spear designed to be used from the back of a mount, a lance can be a devastating weapon when charging. A mounted Adventurer who uses a lance during a charge may add his mount's Damage Modifier instead of his own to the damage.

Light Mace: The mace is comprised of a large flanged or knobbed weight mounted on one end of a haft, which is often reinforced with metal. Its ability to incapacitate, even heavily armoured opponents, makes this a popular weapon in civilised cultures. Note: this is the equivalent of the Mace found in the *Legend Core Rulebook*.

Long Spear: The long spear is a lengthy piercing weapon, often used in ranked units to defeat charging cavalry.

Longsword: The longsword is a versatile sword with an elongated grip, which allows it to be wielded with either one hand or two. Its extra length adds to its reach, and used two handed it inflicts greater damage.

Lucerne Hammer: This heavy weapon has a weighted pick-hammer head attached to a reinforced polearm shaft. Its chisel-like spike punches through thick plate armour with ease, rending flesh and organs to ruin in a single stroke. It is thick-handled and very front heavy, imposing a -10% penalty on Parry attempts with the weapon. However, the weapon ignores 1 point of non-magical AP with each strike.

Main Gauche: Also called a 'parrying dagger', the main gauche is a long-bladed dagger with two extremely long and strong quillions. It is normally used in the off-hand in conjunction with a longsword, rapier or sabre. Parrying with a main gauche increases the damage blocked by one step (it is treated as a Medium weapon when parrying).

Mancatcher: The mancatcher is a stout rod of reinforced wood built with a spring-loaded claw at the end, triggered like a snare when thrust at a target. When used properly, the mancatcher snaps closed around arms, legs, the neck or even waist of a target with a SIZ of 15 or less, holding it at the mercy of the wielder. A mancatcher can use the Grip manoeuvre usually reserved for unarmed attacks – and at a significant Reach.

Military Flail: This is a heavy metal ball or rod, usually bristling with spikes or edged flanges, attached to a wooden haft by a short length of chain. Due to its flexible construction, an opponent defending against this weapon treats his parrying weapon or shield as one step smaller for the purposes of blocking damage. However, the wielder also suffers the same penalty when trying to Parry with the flail.

Military Pick: A thick-spiked metal head similar to a conical mattock attached to a metal or wooden shaft, the military pick is designed to pierce heavy armour. Many are built with spikes on opposite sides of the head, like those used by miners. Military picks are very dense and tool-like, and may be used on inanimate objects without being

destroyed. A military pick ignores the first Armour Point of non-natural armour when it strikes.

Moon Axe: A long haft topped with a blade shaped like a thick crescent moon, its points outward, the moon axe is heavy and powerful when swung in a wide arc. Its blade is exceptionally good at cupping around limbs or other extremities, lopping them off in single strokes in many cases. A moon axe is not built for the defensive-minded, and suffers a -10% penalty to any Parry attempts with it.

Morningstar: Carved from a length of wood nearly a metre long, the morningstar is a bladed or spiked cudgel.

Naginata: This is a Japanese thick-hafted polearm with a curved, axe-like blade at its very tip, often with a notched or wavy blade. It is traditionally decorated and polished, making it as beautiful as it is deadly. Much like the more military halberd, the naginata can be used like a chopping axe or a thrusting polearm, cleaving through targets easily enough either way.

Net: Used by gladiators, huntsmen and watchmen, the net is more than a mere fishing net to be tossed at a target. A fighter's net is made of thick cord and leather, tipped with numerous hooks and heavy weights. It can be swung like flail, the weights lashing out to batter an opponent, inflicting the damage listed.

Ninja-to: The sword of the infamous Japanese ninja, this is a shorter, straight-bladed version of the folded metal blade with a wider hilt guard. Just like its larger, curved cousins such as the katana, the ninja-to has all the benefits and drawbacks of folded metal blades, meaning that any target struck gains a +2 bonus to its non-natural Armour Points against ninja-to attacks. Many ninja-to swords have hollowed hilts that can hold a small (less than 1 ENC) item, and have their blades painted black with grease or charcoal to decrease any shine.

No-Dachi: The Japanese great sword, the no-dachi is the largest of the folded metal swords, and can be as long as two metres. It has a curved blade like its smaller brother, the katana, and is a heavy weapon to use like a conventional sword. Requiring that the user assume a low stance and set his hands wide on the hilt, the no-dachi can be thrust forward at an approaching foe. This stabbing method is the no-dachi swordsman's answer to a lack of swinging room, or to the fast approach of cavalry. Just like its smaller cousins, the no-dachi has all the benefits and drawbacks of folded metal blades, meaning that any target struck gains a +2 bonus to its non-natural Armour Points against no-dachi attacks.

Nunchaku: A nunchaku, which is two baton-like lengths of wood connected at one end by a hand's length of rope or chain, is a weapon for the fighter with agile hands. Nunchakus are commonly used in quick strikes; the wielder lashes out with one side or the other of the weapon, using momentum and speed to get past defences. A skilled nunchaku user can attack from several different angles without so much as changing his fighting stance, and land several blows in rapid succession. Attacks from nunchaku

are increasingly difficult to Parry, with a cumulative -5% penalty to the target's Parry skill per nunchaku attack in a single Combat Round. As well as imparting damage, nunchaku can also be used to target an opponent's arms or weapon and Entangle or Disarm.

Poleaxe: A polearm about the height of a man, it has a hammer head backed with a metal spike, and a spear tip for thrusting. This style of two handed war hammer is very popular against heavy armour types.

Poniard: This duellist's weapon is a long dagger, designed to be thrust into a target.

Quarterstaff: A simple staff, sometimes banded with metal at either end. In the hands of a skilled user, it is a fast and effective weapon for both offence and defence, and can be hidden in plain sight as a shepherd's hook or simple traveller's walking staff.

Rapier: Fast and light, the rapier relies more on the thrust than the slash. It is a particularly effective weapon, especially considering its reach.

Rondel: The rondel is a knife named for its disc-shaped hilt guard and pommel, both of which allow for added force behind stabbing thrusts. Most rondels have a longish blade that is wide at the bottom and tapers to a point, although some may be rounded at the tip. The rondel is a basic enough weapon that requires very little in the manner of training or skill to use properly.

Sabre: The sabre is a slightly curved sword, designed to be used for slashing or thrusting when mounted. It has a basket hilt which adds 1 Armour Point to the limb being used to wield it.

Sai: Simple in design, the sai is a dagger-like weapon that does not actually carry an edge except at the last bit of the tip of its three prongs. Unlike a knife wielder, a sai fighter will only use the very tip of the central prong to drag shallow furrows in flesh when slashing – though the weapon is far deadlier when driven deep enough into the wound to sink the other two prongs into the target as well. When performing a stabbing attack that is not Parried a sai fighter inflicts an additional +2 damage. Also, the three-pronged design of the sai allows it to turn and capture bladed weapons. Anyone using a sai is able to use the Pin Weapon Combat Manoeuvre without having to score a critical success first.

Scimitar: A broad-bladed sword, the scimitar has a dramatically curved edge designed for cutting and slashing. It is sometimes wider than a normal sheath can hold, and is more often hung from straps or some form of netting.

Shillelagh: Unlike the standard club or cudgel, the shillelagh is a hand-carved or whittled shaft of wood about as long as a man's arm with an off-centred knot of shaped wood at the end. The knot is sometimes heat-hardened and occasionally shaped into a beastly image or design.

Shortspear: Heftier than a javelin and fitted with a broader head made for stabbing, a short spear is commonly used in conjunction with a phalanx of shields. The short spear has been proved time and again as one of the most versatile weapons in existence, though not necessarily the most powerful.

Shortsword: The shortsword is a straight, broad-bladed sword designed for thrusting. It does carry an edge along its sides, but the edge is always secondary to the thrusting point.

Stiletto: This is a thug or assassin's choice of weapon. The stiletto is a small dagger with a very thin stabbing 'blade' which is actually more of a spike. It is easily hidden; granting a +15% bonus to Sleight Skill Tests to keep it concealed, and can puncture thin armour very easily.

Tanto: The smallest of the folded metal blades, the tanto is slightly larger than a dagger and comes in curved or straight-bladed varieties. It has a sharply angled edge to the front, and is primarily a stabbing weapon – but is just as sharp as its larger cousins. It is traditionally a weapon used to dispatch a fallen foe or comrade, or even oneself. Just like its larger brethren, the tanto has all the benefits and drawbacks of folded metal blades, meaning that any target struck gains a +2 bonus to its non-natural Armour Points against tanto attacks.

Target Shield: A medium sized, round shield made of wood and covered with hide. A target mounts a long spike on its central boss, making the shield a dangerous weapon, as well as being able to parry ranged weapons.

Tetsubo: This Japanese weapon is attributed to large barbarians who once used sapling trees to make it, as it is amongst the largest of the bludgeoning implements carried by normal men. The tetsubo is a two metre long shaft of wood (or sometimes metal) that is thin and leather-wrapped at the haft. At the opposite end it is often as thick as a man's leg, giving the whole weapon the appearance of a gigantic club. The entire length of the weapon is then covered in strips of studded metal running lengthwise from the top to the leather wrappings, adding weight and impact to the already huge weapon. Due to its size, the tetsubo has a –10% penalty to Parry attempts made by and against it.

Tonfa: A simple baton with a crossbar, the wooden tonfa was originally used as a way to augment monastic fighting styles without endangering the monks' holiness by using conventional weaponry. A tonfa can be spun rapidly around its crossbar, and can be used for attacking rapidly and without relent.

Trident: Another tool turned weapon, a trident is a three-pronged or bladed spear that once was used to catch fish in the same way as a harpoon. If a trident impales, its barbed prongs do an extra one point of damage when being ripped free.

Tulwar: This is a larger version of the scimitar, with a truly massive and imposing blade that requires two hands to heft and wield properly. It has a surprisingly small hilt for a weapon of its size, and is generally wielded in a 'laced-fingers' or 'hand-over-hand' style

that makes it terribly difficult to do anything but attack—imposing a -10% penalty to all Parry attempts made with it.

Wakazashi: A weapon of the Samurai, this is the ‘shortsword’ of the folded metal blades. A wakazashi is the traditional secondary weapon of folded metal sword duellists. It is not quite as long as a man’s arm, and has a slight curve to the blade that matches that of a katana or no-dachi. Using a wakazashi is often viewed as a less honourable resort, meaning that the wielder must have lost or broken his primary weapon if he draws the wakazashi at all. Like other weapons of its kind, the wakazashi has all the benefits and drawbacks of folded metal blades, meaning that any target struck gains a +2 bonus to its non-natural Armour Points against wakazashi attacks.

War Gauntlet: The bigger and deadlier brother to the cestus, the war gauntlet is a fully plated gauntlet covered on all sides by sharp spikes and small blades and topped with a short row of longer blades or spikes. A single punch with a war gauntlet can ruin a large section of a target’s flesh – most notably the facial features. As with a cestus, the hand wielding the war gauntlet is all but useless, but its wielder *is* able to Parry normally.

War Maul: Originally meant as a tool for splitting wood or breaking stones, the maul has a long history of use in warfare by peasants conscripted into service or oppressed into revolt. A maul is a large hammer with a wooden head, usually bound in metal bands to keep it from splintering. War mauls were originally intended for use on inanimate objects and may still be used on such objects without being destroyed.

War Hammer: A weapon approximately the same size as a mace, the war hammer is frequently seen amongst Adventurers. Most war hammers are tipped with a hammer head and a metal spike, making them equally useful against flexible or stiff armour types.

War Sword: The most common sword types available, the war sword is generally slightly less than a metre in length and possesses a sharpened tip to thrust with. It is the ubiquitous weapon of choice amongst many adventurers.

Zweihänder: This is the larger, two-handed version of the flamberge. It has a very distinct shape to its blade, and always has two very long quillions sprouting to the sides of the hilt to make up for any difficulty the sword’s weight contributes to Parry attempts. Like its smaller brother, the specially designed blade ‘waves’ ring against other swords with a particularly odd vibration, making it difficult to hold a defence for long against a zweihänder wielder. Every time a sword parries a zweihänder, its Parry skill is reduced by -5% for the rest of the round.

Close Combat Weapon Modifications

The following is a list of modifications that a qualified weaponsmith could make to Close Combat weaponry. These modifications are not simple and generally take a great deal of time and money. There is always risk to the integrity of the weapon, and a single slip of the weaponsmith’s hand could mean a broken blade or weakened haft.

Close Combat Weapons

Weapon	Category	Damage/Dice	STR/DEX	Size	Reach	Combat Manoeuvres	ENC	AP/HP	Cost
Archer's Blade	1H	1D4	7/9	M	M	Bleed, Impale	1	4/6	75 SP
Awl Pike	2H	1D8+1	9/5	L	VL	Impale, Stand, Fast	3	3/8	125 SP
Ball & chain	1H	1D6+1	9/11	M	M	Entangle, Stun, Location	2	6/8	250 SP
Bastard sword	1H & 2H	1D8+1	13/9	M	M	Bleed, Impale	2	4/12	250 SP
		1D10	9/9	M	M				
Battleaxe	1H & 2H	1D6+1	11/9	M	M	Bleed, Sunder (2H only)	1	4/8	100 SP
		1D8+1	9/9						
Bill	2H	1D6+1	7/9	L	VL	Sunder	2	2/8	50 SP
Broadsword	1H & 2H	1D8	14/9	M	M	Bleed, Impale	2	4/14	275 SP
		1D8+1	11/9						
Buckler	1H	1D3	-/5	M	S	-	1	6/8	50 SP
Cestus	1H	1D3+1	9/9	S	T	Stun, Location	1	5/6	65 SP
Chain	1H	1D4	7/12	M	M	Entangle	1	8/6	10 SP
Chakram	1H	1D6+1	-/13	S	S	Bleed	1	4/7	85 SP
Club	1H	1D6	7/-	M	S	Stun, Location	1	4/4	5 SP
Curtass	1H	1D6+1	6/7	M	M	Bleed, Impale	1	3/9	200 SP
Dagger	1H	1D4+1	-/-	S	S	Bleed, Impale	-	6/8	30 SP
Dart/Blade	1H	1D2	-/-	S	S	-	-	2/4	15 SP
Dirk	1H	1D3+2	-/-	S	S	Bleed, Impale	-	6/6	50 SP
Falchion	1H	1D6+2	7/9	M	M	Bleed	1	6/10	200 SP
Fang shield	1H	1D6	10/9	L	S	Impale	2	8/12	175 SP
Flamberg	1H	1D8	9/9	M	M	Bleed, Impale	2	4/10	300 SP
Gaff	1H	1D6	7/9	M	VL	Entangle	2	2/8	25 SP
Gandasa	1H	2D6+1	12/9	H	L	Bleed, Sunder	4	3/12	155 SP
Garrotte	1H	1D2	-/9	S	T	-	-	1/2	15 SP
Glaive	2H	1D8+1	7/9	M	L	Bleed	3	4/10	100 SP
Great axe	2H	1D12+2	13/9	H	L	Bleed, Sunder	2	4/10	125 SP
Great club	2H	2D6	12/9	H	L	Stun, Location	3	4/10	50 SP
Great hammer	2H	1D10+3	11/9	H	L	Stun, Location, Sunder	3	4/10	250 SP
Great sword	2H	2D8	13/11	H	L	Bleed, Impale, Sunder	4	6/12	300 SP
Halberd	2H	1D8+2	7/7	L	VL	Entangle, Impale, Sunder	4	4/10	250 SP
Harpoon	1H	1D8	7/7	M	L	Impale	2	2/7	35 SP

Weapon	Category	Damage Dice	STR/DEX	Size	Reach	Combat Manoeuvres	ENC	AP/HP	Cost
Hatchet	1H	1D6	-/9	S	S	Bleed	1	3/6	25 SP
Heavy mace	1H & 2H	1D8+1	11/7	L	L	Stun Location, Sunder	3	6/10	200 SP
		1D10+1	9/7						
Heater Shield	1H	1D4	9/-	L	S	-	2	6/12	150 SP
Hoplite Shield	1H	1D4	11/-	H	S	-	3	6/18	300 SP
Iris	1H	1D4	-/9	S	S	Bleed	-	4/3	65 SP
Katana	1H & 2H	1D10+1	11/10	M	M	Bleed, Impale	2	5/10	525 SP
		1D12+1	9/9						
Khopesh	1H	1D6+2	10/10	M	M	Bleed	2	3/10	250 SP
Kite shield	1H	1D4	13/-	H	S	-	3	4/18	300 SP
Knife	1H	1D3	-/-	S	S	Bleed, Impale	-	5/4	10 SP
Knuckledusters	1H	1D4	-/-	S	T	Stun Location	-	3/2	20 SP
Kris	1H	1D4+1	-/9	S	S	Impale	-	3/6	200 SP
Kukri	1H	1D6	9/-	M	S	Bleed	1	3/7	125 SP
Kumai	1H	1D3+1	-/7	S	S	Stun Location	-	4/4	25 SP
Lance	2H	1D10+2	9/9	H	VL	Impale, Sunder	3	4/10	150 SP
Light mace	1H	1D8	7/7	M	S	Stun Location	1	6/6	100 SP
Longspear	2H	1D10+1	5/5	L	VL	Impale	2	4/10	30 SP
Longsword	1H & 2H	1D8	13/9	M	L	Bleed, Impale, Sunder (2H only)	2	6/12	250 SP
		1D10	9/9	L	L				
Lucerne hammer	2H	1D10	12/7	L	L	Impale, Sunder	3	4/12	225 SP
Main Gauche	1H	1D4	-/11	S	S	Bleed	-	6/7	180 SP
Mancatcher	2H	1D4	9/10	L	VL	Entangle, Grip	3	4/10	400 SP
Military flail	1H	1D10	13/11	L	L	Stun Location	3	4/10	250 SP
Military pick	1H	1D6+1	11/5	M	M	Stun Location, Sunder	3	6/10	180 SP
Moon Axe	2H	2D6	11/9	L	L	Bleed	3	3/12	250 SP
Morningstar	2H	2D4	9/9	M	S	Stun Location	2	4/10	150 SP
Naginata	2H	2D8	11/7	L	VL	Bleed, Impale	3	4/12	300 SP
Net	1H	1D4	10/11	S	L	Entangle	3	2/20	200 SP
Ninja-to	1H & 2H	1D6+2	10/9	M	M	Bleed, Impale	1	5/8	450 SP
		1D8+1	7/9						
No.-Dachi	2H	2D8+1	12/10	H	L	Bleed, Impale	3	5/12	650 SP

Weapon	Category	Damage Dice	STR/DEX	Size	Reach	Combat Manoeuvres	ENC	AP/HP	Cost
Nunchaku	1H	1D4+1	7/13	M	S	Entangle, Stun Location	—	3/5	110 SP
Poleaxe	2H	1D8+2	11/9	L	L	Impale, Stun Location, Sunder	2	6/10	150 SP
Poniard	1H	1D4	-/7	S	S	Bleed, Impale	—	4/5	60 SP
Quarterstaff	2H	1D8	7/7	M	L	Stun Location	2	4/8	20 SP
Rapier	1H	1D8	7/13	M	L	Impale	1	5/8	100 SP
Rondel	1H	1D4+2	-/-	S	S	Bleed	—	3/6	40 SP
Sabre	1H	1D6+1	7/7	M	M	Bleed, Impale	1	6/8	225 SP
Sai	1H	1D4+1	-/9	S	M	Pin Weapon	1	3/8	125 SP
Scimitar	1H	1D8	7/11	M	M	Bleed	2	6/10	200 SP
Shillelagh	1H	1D6+1	6/-	L	L	Stun Location	1	4/6	40 SP
Shortspear	1H	1D8+1	5/5	M	L	Impale	—	4/5	20 SP
Shortsword	1H	1D6	5/7	M	S	Bleed, Impale	1	6/8	100 SP
Stiletto	1H	1D3+2	-/-	S	S	Impale	—	4/3	75 SP
Tanto	1H	1D4+1	-/-	S	S	Bleed, Impale	—	5/5	250 SP
Target shield	1H	1D6	9/-	L	S	Impale	2	4/12	150 SP
Tersubo	2H	2D8	12/-	H	L	Stun Location	4	6/12	200 SP
Tonfa	1H	1D4+1	-/9	M	M	Stun Location	—	2/8	55 SP
Trident	1H	1D8	10/7	M	L	Impale	2	4/10	155 SP
Tulwar	2H	2D6	9/7	M	L	Bleed, Sunder	3	4/14	300 SP
Wakazashi	1H	1D8	-/9	S	S	Bleed, Impale	1	5/8	425 SP
War gauntlet	1H	1D4+1	10/9	S	T	Stun Location	1	6/8	125 SP
War maul	2H	2D6	13/7	H	L	Stun Location	3	3/12	150 SP
War hammer	2H	1D8+1	11/9	M	M	Stun Location	2	3/8	150 SP
War sword	1H	1D8	9/7	M	M	Bleed, Impale	2	6/10	175 SP
Zweihänder	2H	2D6+1	12/11	H	L	Bleed, Impale, Sunder	3	6/12	475 SP

The Close Combat Weapon Modifications table shows the names of these modifications, how long they typically take, what sort of weapons *may* be modified (at the Games Master's discretion), the difficulty of the modification and the cost. A detailed description of each modification and an example of how it would look and affect a given weapon follows.

Banded: By riveting overlapping metal bands to the portion of the weapon that smashes into an opponent, the weaponsmith adds more force to the blow. This process also makes the weapon more durable, if also heavier. The weapon adds +1 to its damage, ENC and HP.

Example: A newly Banded Target Shield inflicts 1D6+1 damage, has an ENC score of 3 and an AP/HP of 8/13.

Collapsible: This invasive modification actually cuts the weapon into a number of pieces equal to its ENC, and places spiral-threading and pin-joints where the pieces must be attached. This allows the weapon to be far more easily concealed or smuggled in pieces but then assembled when needed in one minute per weapon section. This modification makes the weapon itself easier to damage at these joints, reducing both the weapon's Armour Points and Hit Points by one each, to a minimum of one.

Example: A Collapsible Great Axe would break into two pieces (likely haft and head), taking two minutes to assemble or disassemble, and would have a modified AP/HP of 3/9 when assembled.

Envenomed: A weapon can be modified to carry a number of doses of any poison or toxin equal to the weapon's ENC by drilling small rough-edged pockets in the damaging portion of the weapon. This not only makes the weapon far deadlier, depending on what the user wishes to place in the poison-pockets, but it also significantly weakens

Close Combat Weapon Modifications

Modification	Average Time of Modification	Weapon Groups Available	Difficulty	Cost
Banded	2D2 days	Flail, Hammer, Shield	-10%	200 SP
Collapsible	2D6 days	Axe, Hammer, Polearm, Spear	-15%	350 SP
Envenomed	1D8 hours	Axe, Dagger, Polearm, Spear, Sword, Unarmed	-10%	500 SP
Hooked	2D2 days	Axe, Dagger, Flail, Hammer, Polearm, Shield, Spear, Sword, Unarmed	-10%	200 SP
Lightened	1D4 days	Anything 2 ENC or more	-25%	250 SP
Reinforced	2D6 hours	All Weapons	-5%	100 SP
Serrated	2D8 hours	Axe, Dagger, Polearm, Spear, Sword	-15%	300 SP
Spiked	2D2 days	Axe, Dagger, Flail, Hammer, Polearm, Shield, Spear, Sword, Unarmed	-10%	200 SP

the blade – reducing the weapon's Armour Points and Hit Points by 2, to a minimum of 1.

Example: An Envenomed Ninja-to would be able to carry one dose of the user's poisons but would have an adjusted AP/HP of 3/6.

Hooked: Riveting or forge-welding a hook or set of hooks on the backside of any bladed weapon can make it a very cruel implement. Although it slows the weapon's initial attack down considerably, reducing all attack rolls by -5% and initial damage by -1 (to a minimum of one), it can cause considerable tissue damage if it is ever ripped outward from a deep wound. This modification is only useful on weapons capable of Impaling a target, but causes an additional die of damage (of the same type) if it is Yanked free of an impaling wound.

Example: A Hooked Trident suffers a -5% to its attack rolls due to the large barbs on its prongs and only inflicts 1D8-1 damage, but inflicts 2D8-1 damage when Yanked free from an Impaled target!

Lightened: By drilling, cutting or sanding out areas of the weapon considered to be 'non-essential', the weaponsmith can reduce the weight of the weapon considerably. This makes the weapon lighter and easier to wield and carry effectively but weakens the weapon overall. The weapon can reduce its ENC score by one and adds +5% to all attack rolls. However, both its Armour Points and Hit Points are reduced by 2, to a minimum of 1.

Example: A Lightened Greatsword would weigh only an ENC of 3 and swing with a +10% bonus to attack but only has an AP/HP of 4/10.

Reinforced: By adding plates, rings, bands or straps of metal and leather to the high-stress areas of a weapon, the weaponsmith makes it far more durable and able to withstand the rigours of being an Adventurer's weapon. This adds 2 to the Armour Points and 3 to the Hit Points of the weapon, but +1 to its ENC score. This new weight slows reaction time, imposing a -5% penalty to all Parry tests made with the weapon.

Example: A Reinforced Lance has a mighty 6/13 in its Armour Points and Hit Points respectively but suffers the -5% penalty to Parry attempts, and weighs a hefty 4 ENC.

Serrated: A modification generally sought by only the truly sadistic, angled 'teeth' can be added to the blade of a weapon. This new and savage edge bites and saws into a target as much as it cuts or stabs, inflicting terrible wounds. This modification not only adds +1 to the damage it inflicts, but also causes any mundane healing skill attempts on the wound suffer a -15% penalty. The serrated teeth do remove the weapon's integrity, reducing its Armour Points by one, to a minimum of one. These teeth are also much easier to catch and parry away, granting enemy Parry attempts against it a +10% bonus.

Example: A truly wicked weapon, a Serrated shortsword inflicts 1D6+1 damage that cannot be healed easily (-15 penalty) but can be parried +10% easier and only has an AP of 3 instead of its normal 4.

Spiked: Adding spikes to a weapon, even one that normally has spikes on it, can add some significant damage potential to its attacks. Adding all of these extra pointy objects to a weapon makes it heavier and easier to catch with a parrying blade but also makes it a little more difficult for the wielder to avoid getting stuck! The modification adds +2 to the damage of the weapon but adds +1 to its ENC and DEX requirement. Also, enemies parrying the spiked weapon will have a +5% bonus to their roll.

Example: A Spiked Glaive will inflict a mighty 1D8+3 damage but will weigh 4 ENC and require a DEX of 10 to wield it properly. With the +5% bonus enemies receive to parry it, its wielder may find it hard to land those deadly spiked blows.

The Weapon Modification Process

A weaponsmith making modifications to a weapon must spend the allotted time doing the work in a proper forge or workshop, and suffers severe penalties for trying to make modifications outside of such environments (-20 to -50% commonly). Once the time has been spent doing the work, the weaponsmith makes the adjusted Craft (Weaponsmith) Skill Test. The outcomes of possible results of that Skill Test are below.

Critical Success: The weapon can ignore any one of the penalties described in the modification descriptions (Games Master's choice).

Success: The modification is complete and all the bonuses and penalties described are applied.

Failure: The modification is harder than first thought. The weapon suffers one Hit Point of damage (beyond Armour Points) and the modification process must be repeated.

Fumble: The modification was too invasive and the weapon suffered massively in its failing, losing one Armour Point and one 1D4 Hit Points immediately. If this brings either of those statistics to zero, the weapon is broken and unsalvageable. No further attempts to modify the weapon can be made.

No weapon can have more than one modification at a time. This does not mean that a weapon cannot be modified multiple times; it merely means that the last modification performed takes precedence over all of the others. One thing to remember when performing modifications over other modifications: all negative modifiers to Armour Points and Hit Points are permanent and cumulative, whilst new modification bonuses replace old ones.

Ranged Combat Weapons

As with Close Combat weapons, ranged weapons are defined by a common series of characteristics.

Damage Dice: The damage the weapon deals on a successful attack.

Range: This is the effective range of the weapon. The maximum range a weapon can be fired or thrown is twice this score.

Load: This shows how many Combat Actions are required to load or reload the weapon.

STR/DEX: The minimum STR and DEX scores needed to easily wield this weapon. For every point a Characteristic is below these minimums, a -5% penalty is applied to an Adventurer's skill when attacking with this weapon.

Size: Each ranged weapon possesses a size rating. In the case of projectile weapons, this does not relate to the firing weapon itself, but rather to how 'forceful' its ammunition is. The value is used to determine whether the weapon can overcome any shield which may parry it. The size categories are Small (S), Medium (M), Large (L), Huge (H) and Enormous (E).

Combat Manoeuvres: Any specific Combat Manoeuvres applicable to the weapon or its ammunition.

ENC: The weight and bulk of the weapon. See the *Legend Core Rulebook* for more details on Encumbrance and its effects on Adventurers.

AP/HP: The armour points and Hit Points possessed by the weapon. When Hit Points reach 0, the weapon is broken and useless.

Cost: The average cost in Silver Pieces to purchase this weapon.

Ranged Weapon Descriptions

Arbalest: This is a metal-armed crossbow that when stood on its end is as tall as a man. It fires specially crafted arbalest bolts that have been reinforced in order to withstand the sheer force that its braided cord propels them at. Able to drive a finger-thick bolt a full hand's depth into an oak tree, the arbalest hits with force enough to punch through armour as if it were thin cloth. An Adventurer's Damage Modifier is never applied when he is using an arbalest.

Atlatl: A simple rope-based mechanical device used to further the range and hitting power of javelins, the atlatl takes time to load but its effects can be quite spectacular. Only javelins may be used with an atlatl. There is a very simple version of the device made from a wooden shaft that has a cupped end in which to fling a javelin, but it is far inferior to the rope-based versions (and only adds +1 damage).

Blowgun: This is a hollow tube or pipe, usually made of wood or bone, which expels a dart when its user blows on one end. As the dart itself is capable of little damage, blowguns are seldom used without some kind of poison. An Adventurer's Damage Modifier is never applied when he is using a blowgun, which is best used for precision attacks.

Bola: With two heavy weights at the opposite ends of a braid of leather cord or even light chain, the bola is a weapon primarily designed to entangle and bring down a target rather than kill it.

Boomerang: This specially carved piece of wood with a slight bend in its middle is designed spin along the ground towards its target when thrown, it will not return to the thrower whether it hits or misses. With a simple flick of the wrist the boomerang spins toward its target, connecting with surprising force. The boomerang is also designed to be used as a club.

Chakram: See entry in Close Combat Weapons on page 61.

Dart: A dart resembles an arrow with a longer head and shorter shaft (usually slightly less than half a metre in length). Darts are rarely a warrior's weapon and are found in the hands of small game hunters and roguish Adventurers.

Dart Blade: See entry in Close Combat Weapons on page 62.

Discus: A discus is a flat disc made of clay or wood rimmed with a hard metal ring. Hurling the discus is an old sport and show of physical prowess. However, someone who is good enough with a discus could easily split skin and shatter bone with a forceful throw. Aerodynamic as it is, a discus used to attack a target outside of its effective range only suffers a -25% penalty (or halves the skill if under 50%).

Flatbow: A flatbow is a bow made from a single plank of supple wood, likely ash or maple, and lashed with a rather stout bowstring. Similar in size to a shortbow, the flatbow requires less STR to fire but also cannot launch an arrow nearly as far as its larger, curved cousins.

Heavy Crossbow: Similar in concept to the light crossbow, this version is larger and reinforced with metal bands to handle the immense pull of the string. Many heavy crossbows come with a metal stirrup so the firer can use his foot for leverage or a crank to pull back the thick string. An Adventurer's Damage Modifier is never applied when he is using a heavy crossbow.

Horse Bow: This is a bow designed specifically for the archer who rarely leaves his saddle. Longer on the top half than the lower, its gentle curve allows for remarkably direct shots even when being bounced around on the back of a steed. Despite its strange design, a horse bow can be fired without penalty from on foot as well as mounted.

Hurling Sphere: One of the simplest ranged weapons, a hurling sphere is a hollowed ball of metal or stone filled with sand or lead. The thrower should clasp the sphere in

both hands and hurl it overhead like a catapult, bringing its weight down on the target with crushing force.

Javelin: The javelin is a light spear-like weapon with a smooth-bored head designed for throwing short distances.

Kunai: See entry in Close Combat Weapons on page 65.

Light Crossbow: A simple mechanical bow, the light crossbow often sees service in small armies that lack training in other types of ranged weapons. It can be clutched in one hand and reloaded with the other, making it a good infantryman's weapon. An Adventurer's Damage Modifier is never applied when he is using a light crossbow.

Long Bow: A long bow has a shaft as much as two metres in length, and is designed to be fired on foot. A long bow cannot be used from horseback and is one of the most feared ranged weapons of the battlefield.

Moon Bow: An odd-looking bow with a curve so dramatic that it nearly looks like a crescent moon, the moon bow's arms almost come together and touch when firing. Although the bow requires a surprising amount of control to prevent the 'closed circle' from bothering the firer's aim or balance, it can project an arrow with surprising force at a modest range.

Net: See entry in Close Combat Weapons on page 67.

Nomad Bow: A nomad bow is shorter than the long bow and sacrifices some range and power in exchange for portability. It is very popular amongst Adventurers who live on the road and often without mount, as the nomad bow can be worn over the shoulder comfortably.

Petals: What look like small sharpened coins or ovals made of metal, petals are easily concealable throwing weapons. Petals that are stored in a coin purse or tucked into a false pocket are almost impossible to detect. In fact, some coin-laden Adventurers might throw a handful of petals in their coffers or coin pouches just to deter pickpockets or thieves who are in for a painful surprise, should they grab a fistful of coins with a petal or two tucked in!

Recurve Bow: A recurve bow has forward-angled arms that are strung almost a hand's span in front of the bracing grip; the arms come down together when pulled back. Recurve bows are known to be able to punch right through plate armour but can be outranged by nomad bows quite easily.

Short Bow: Designed to be fired from horseback, the short bow is equally useful as a footsoldier's weapon. It is a good hunting tool as well as a weapon of war and when used to hunt deer and smaller game animals it can make all the difference.

Sling: A sling is a long strip of cloth or leather used to fling a stone or bullet at a target. It was originally a bird-hunter's tool of choice. Many slings also have a sewn-in leather cup or pad in which to hold the projectile while gathering velocity. A sling's silence and relative accuracy in the hands of a skilled user also makes it a useful tool for rogues and other shady characters.

Spike: Another basic throwing weapon, the throwing spike is a thin, rod-like piece of metal or wood, about as long as a man's hand, sharpened at one end. With a flick of the wrist and elbow the user can send one of these spikes flying toward a target. Throwing spikes are a favourite of assassins and bandits for their ability to be concealed in plain sight. Tucked or otherwise put away, onlookers have a -50% to their Perception skill in order to locate any set of three or fewer spikes hidden in one place.

Staff Sling: A simple sling mounted on the end of a wooden haft, the staff sling can be spun in wide circles, which generates greater force for throwing. When not being used as a sling, the leather cup and cord can be wound around the haft and lashed down, effectively turning the staff sling into a quarterstaff.

Throwing Star: Also traditionally called 'shuriken', these are light pieces of metal with three or more razor sharp points. Throwing stars are a favourite of certain types of assassins for delivering deadly poisons, but to do so the thrower must take a -10% Throwing penalty or risk poisoning himself on the deadly edges.

Trident: See entry in Close Combat Weapons on page 69.

Whip Bow: Named for its resemblance to a coachman's whip, the whip bow is a very flexible piece of wood with a shortened bowstring tied to only one of its ends. The string has a small loop at the end, which is placed on specially notched arrows before pulling backwards. The flexible shaft bends almost in half before the user should let go of the arrow, which hurls forward similar to a catapult.

Wrist Bow: A delicate and compact version of the light crossbow, the aptly named wrist crossbow has very short arms and can be worn under a billowing or loose sleeve. It is commonly worn on the 'good hand' of the firer, meaning that his off-hand must be used to quickly reload the weapon. Although the wrist bow is small it can still restrict movement, and using any sort of melee weapon in the hand with the wrist crossbow lashed to it causes a -10% penalty to both attack and Parry Skill Tests.

Ranged Weapon Ammunition

The table on page 83 lists specific types of ammunition, how sturdy they might be, whether they weigh enough to have an ENC score and their cost. Please note that unless an entry has a number after its name, the price listed is for a single item.

Arbalest bolts: Made of metal-shod hardwood roughly as thick as a man's thumb, arbalest bolts are tipped with heavy metal heads that resemble a stiletto or dagger. They use small fletching from waxy-feathered fowl and are remarkably accurate, if only due to the sheer force with which they are fired.

Ranged Weapons

Weapon	Damage	Damage Modifier	Range	Load	STR/DEX	Size	Combat Manoeuvres	ENC	AP/HP	Cost
Arbalest	1D12	N	180m	4	10/9	E	Impale, Sunder	3	6/10	500 SP
Atlatl	+2	Y	+10m	2	5/11	L	Impale	1	2/4	20 SP
Blowgun		N	15m	1	-9		Impale		1/4	30 SP
Bolas	1D4	Y	15m		-9		Entangle		2/2	10 SP
Boomerang	1D3+2	Y	50m		5/11		Stun Location		2/4	25 SP
Chakram	1D6	Y	30m		-13	S		1	4/7	85 SP
Dagger	1D4	Y	10m		-9	S	Impale		4/6	30 SP
Dart	1D4	Y	20m		-9	S	Impale		2/1	10 SP
Dart blade	1D2	Y	15m		-	S	Impale		2/4	15 SP
Discus	1D4+1	Y	50m		-9	L	Stun Location		2/3	30 SP
Flatbow	1D8	N	40m	1	8/9	L	Impale	1	3/4	65 SP
Hatchet	1D6	Y	10m		7/11	S	Bleed	1	4/6	25 SP
Heavy crossbow	1D10	N	150m	3	7/9	H	Impale, Sunder	2	4/8	350 SP
Horse bow	1D8+1	Y	100m	1	10/12	M	Impale	1	4/6	185 SP
Hurling sphere	2D3	Y	10m		13/-	S		1	4/6	30 SP
Javelin	1D8	Y	30m		5/9	H	Impale, Pin Weapon (Shield)	1	3/8	20 SP
Kunai	1D3+1	Y	15m		-7	M	Impale		4/4	25 SP
Light crossbow	1D8	N	100m	2	5/9	L	Impale	1	4/5	150 SP
Long bow	1D8	Y	175m	1	13/11	H	Impale	1	4/7	200 SP
Moon bow	1D10	Y	100m	1	11/12	H	Impale	1	2/6	175 SP
Ner		N	2.5m		10/11		Entangle	3	2/20	200 SP
Nomad bow	1D6+1	Y	120m	1	11/11	L	Impale	1	4/5	150 SP
Petals	1D3	Y	10m		-12		Impale		2/2	20 SP
Recurve bow	1D8	Y	175m	1	13/11	H	Impale	1	4/8	225 SP

Weapon	Damage	Modifier	Range	Load	STR/DEX	Size	Combat Manoeuvres	ENC	AP/HP	Cost
Short bow	1D6	Y	80m	1	9/11	L	Impale	1	4/4	75 SP
Shortspear	1D8+1	Y	25m	—	5/9	M	Impale	2	4/5	20 SP
Sling	1D8	Y	200m	1	-/11	L	Stun Location	—	1/2	5 SP
Spike	1D4	Y	10m	—	-/9	M	Impale	—	4/2	15 SP
Staff sling	2D6	Y	100m	3	-/11	H	Stun Location	2	3/6	20 SP
Throwing star	1D4	Y	15m	—	-/13	S	Bleed	—	4/1	15 SP
Trident	1D8	Y	10m	—	10/7	L	Impale	2	4/10	155 SP
Whip bow	1D6+2	Y	30m	1	5/9	L	Impale	1	4/4	50 SP
Wrist Crossbow	1D4+1	N	50m	1	5/11	M	Impale	—	3/4	175 SP

Arrows: Arrows are the most commonly used ammunition in *Legend*. While not as simple to make as sling bullets, they are far more popular for their multiple utilities.

Arrow, Fishing: More of a tool than a weapon, the fishing arrow is a thin-headed arrow that has a set of three small barbs facing backwards to catch and hold a wriggling fish. It also has almost no fletching at all (it interferes with underwater propulsion) but rather a small metal ring onto which cord or twine can be tied to retrieve a shot fish. Using fishing arrows to catch fish grants a +10% bonus to Survival Skill Tests.

Arrow, Lotus-blossom: A true work of artistry by the same crafters who patiently make folded metal blades, the lotus-blossom arrow is a cluster of small, thin folded metal chips rooted to one point at the tip of an arrow. While not as stable in flight as regular arrows due to the wind-drag upon the clustered-head (imposing a -10% penalty to hit), this vaguely flower-shaped group of blades shred flesh to ribbons upon impact, giving a +2 bonus to damage.

Arrow, Moon-blade: One of the more awkward-looking arrowheads, moon-blade arrows have crescent-shaped blades that are slightly bevelled on each side to make the arrows spin rapidly in flight. This does very little to the range of the arrow or its damage potential but does give it a broader surface in which it cuts. This makes it far easier for the arrow to cut through cloth, rope, leather and other flexible materials. Moon-blade arrows ignore half the Armour Point rating of any flexible material they hit, at the Games Master's discretion.

Arrow, Signal: Not made for combat at all, signal arrows have a hollow head bored out in the same fashion as a shrilling whistle. When fired (preferably upward into the air) the arrow corkscrews and emits a distinct and piercing wail that can be heard on a clear day for up to five kilometres. If actually fired at a target, the arrow

has a -35% penalty to hit and will cause half damage if the attack is successful.

Arrow, Wood-headed: Carved fully from oak, mahogany, teak or even ebony, 'wood-headed' is actually a misnomer as the *entire* arrow is carved carefully from the same piece of wood. While this does absolutely nothing for the integrity or stability of the arrow itself, it does mean that the arrow no longer bears any metal at all. This is only a consideration for those who may have some kind of religious belief against the use of metal or forged weaponry or those who must use things 'of the land'. Also, in some *Legend* worlds there are creatures that can

only be harmed or perhaps harmed especially, by wooden objects. All Armour Points are considered one point higher than normal against wood-headed arrows (though a creature with 0 AP does not gain this bonus).

Blowgun Darts: Blowgun darts are small, thin needles or stubby miniature arrowheads that often have a tuft of down or cotton at the end in order to catch the rush of air in a blowgun. They are not designed to do much in the way of damage, but can deliver a single dose of poison to a target quite easily – if the firer can manage to bypass his armour, of course.

Blowgun Darts, Barbed: Although no more damaging than regular darts, barbed darts stick in any wound that they roll their maximum amount of damage for. These darts, while imbedded, penalise all Skill Tests by -5% per dart, and inflict an additional point of damage when a Combat Action is taken to remove them (without the proper First Aid test).

Blowgun Marking Wads: Used by trackers, marking wads are small pellets of sawdust or wool that have been soaked in dye or heavily scented oil and allowed to dry enough to be fired. They do not fly very well, halving the effective range of the blowgun, and inflict no damage when they hit. However, anyone struck will bear a small (maybe three or four centimetres in diameter) splatter of the marking substance. The dye can be easily seen if an Adventurer knows what to look for and musk oils or scented marking fluids can be traced via smell extremely easily (especially if tracking animals are involved). The dye adds +10% to Perception tests against the marked target and the scented oil adds +25% to Tracking rolls to find the target by scent. The fluids from a marking wad remain on the target for 1D3 days or until thoroughly washed with lye.

Ranged Weapon Ammunition

Ammunition	AP/HP	ENC	Cost
Arbalest Bolts (10)	1/2	1	5 SP
Arrows (10)	1/1	—	1 SP
Arrow, Fishing	1/2	—	2 CP
Arrow, Lotus-blossom	1/2	—	2 SP
Arrow, Moon-blade	1/2	—	6 CP
Arrow, Signal	1/1	—	3 CP
Arrow, Wood-headed	1/1	—	2 CP
Blowgun Darts (10)	1/1	—	2 SP
Blowgun Darts, Barbed (5)	1/1	—	2 SP
Blowgun Marking Wads (20)	0/1	—	1 SP
Crossbow Bolts (10)	1/1	—	2 SP
Crossbow Bolt, Barbed	1/1	—	6 CP
Crossbow Bolt, Metal-core	2/2	—	1 SP
Crossbow Bolt, Wood-headed	1/1	—	3 CP
Heavy Crossbow Bolt, Bola	2/10	1	5 SP
Sling Bullets (10)	1/1	—	5 CP
Whip Bow Arrows (10)	1/1	—	2 SP

Crossbow Bolts: Simple and stout, bolts are miniature arrows with smaller fletching designed to carry the bolt on existing force rather than keep it aloft. They tend to have thinner, more compact heads of metal on them to drive deeper with the impact but some have the wider hunting heads commonly seen on arrows. Bolts tend to be thicker than arrows and are purchased to fit a specific type of crossbow – wrist, light, medium or heavy.

Crossbow Bolt, Barbed: See the entry on barbed arrows for details on this item, as the two function exactly the same.

Crossbow Bolt, Metal-core: Heavier and shorter-ranged than a common crossbow bolt, metal-core bolts have a thin rod of metal drilled through their centres – giving them far more impact force when they strike a resilient target. Metal-core bolts reduce the crossbow's effective range by one-third (round fractions up) but ignore the first three points of AP a target has from non-magical armour.

Crossbow Bolt, Wood-headed: See the entry on wood-headed arrow for details on this item, as the two function exactly the same.

Heavy Crossbow Bolt, Bola: A specially crafted bolt that is fitted to the end of a heavy crossbow, the bola bolt has actually two iron balls for heads. When fired, the lightweight shaft falls away as the heavy balls catch the rush of air and begin to separate and spin. This shot reduces the effective range of a heavy crossbow to 75 metres and does not use the damage statistics of the crossbow at all. Instead, this shot operates in the same manner as a thrown bola and has the additional range of the crossbow. Due to the weapon's construction and the specific mechanics used in order to fire, loading a bola bolt takes an additional two Combat Actions.

Sling Bullets: Stone or lead ovals that can reach surprising speeds and accuracy when hurled by a skilled user. Bullets can be retrieved rather easily and most can even be hammered or rolled back into a usable shape with little effort (as lead becomes soft when heated slightly).

Whip Bow Arrows: These are a cross between crossbow bolts and true arrows. They are shorter and broader so as to be held between the fingers when pulling back a whip bow. They also have a short metal hook below their heads to hold the whip bow's string loop. They are generally viewed as more of a bolt than an arrow, and some fletchers might call them by an alternate name: 'whip darts'.

Alternate Weapon Materials

The following table shows a variety of alternate materials that have different effects upon weaponry. The table shows the material, the modifier to Craft Skill Tests when trying to make the weapon and the suggested cost modifier involved. Further details are included in the materials descriptions. It should be noted that some of these materials may not be available in all cultures, game settings or campaigns but this is ultimately up to the Games Master.

Alternate Weapon Materials

Alternate Material	Craft skill Modifier	Cost Modifier
Bone	+10%	-50%
Coral	-15%	x2
Gold	-10%	x12
Steel	-10%	x4
Stone	+15%	-75% (and have materials on hand ¹)
Wondrous Material	-75%	x20 (and have materials on hand ¹)

¹ It is up to the Games Master to decide how much of a substance is enough to craft the weapon in question.

shape or chip coral into a good piercing or slashing weapon will find the new material tears, as opposed to slices, the flesh of the enemy. Wounds left by coral weapons become easily infected and are terribly difficult to heal by normal means. Coral is rather heavy, much like stone, and becomes even more so when wet.

Coral weaponry with a blade or piercing spike inflict +1 damage, and any First Aid attempts upon inflicted wounds are penalised by -10%. The extra weight reflects a +1 ENC, which is raised to +3 ENC whenever significantly wet (due to heavy rain, submersion and so on).

Gold: Soft as far as metals go, gold is not the first material chosen to craft weaponry. However, its very existence symbolises wealth and nobility. It is very costly to make any sort of weapon out of gold, with most weaponsmiths seeing the use of gold in such a way as an utter waste of good resources that could be spent elsewhere.

Gold weaponry suffers -1 to damage and Armour Points, and a -3 to Hit Points (to a minimum of one). Its ENC score is also doubled, and +1 is added to the STR necessary to wield it due to the denseness of the precious metal. As a sign of wealth, anyone wielding a golden weapon can add +10% to his Influence skill.

Steel: The alloy of iron ore and carbon, steel is light and hard – making it the perfect metal for weaponry. It holds an edge when sharpened for a very long time, resists denting and nicking from common use and is able to cut through most common armour with relative ease. Essentially, a culture that can make steel weaponry will have a definite advantage over all those who cannot.

Steel weaponry adds +2 to its Armour Points and +4 to its Hit Points while reducing its ENC by 1. Superior to bronze and common irons in nearly every way, steel weaponry is only available to cultures that have managed to discover the process to actually mix and create the metal.

Bone: Lengths of bone have been carved into sharp weapons in various cultures for centuries and some still believe these weapons are just as effective in present times. Chipped, sanded and ground into the shape of the weapon in question, bone is best suited as a bladed or piercing weapon – but a good stout bone club or maul can do almost as much damage as a wooden one!

Weapons made from bone inflict -1 damage from their porous edges or heft, and reduce their AP by 1.

Coral: Weaponsmiths that manage to

Stone: Heavy and unable to hold a decent edge for more than a few strikes, stone weaponry can vary from a piece of granite lashed to a branch to a fine sliver of chipped obsidian in the shape of a stiletto. Although simple and rather primitive; stone can be quite effective as a weapon if the wielder is strong enough to use it.

Stone weapons add +1 to their Armour Points and +3 Hit Points, +2 to the STR required to wield them and doubles their ENC score.

Wondrous Material: In the many lands of *Legend*, there are mythic materials as durable as a dragon's scale, light as a feather and as sharp as the edge of a razor. These are all collectively classified as 'wondrous material'.

Exactly what weaponry might be made from wondrous material is entirely up to the Games Master. It should be legendary, with blades able to cut through any mortal substance and maces that cause the ground to shake. Should a Games Master decide to add wondrous material to his campaign, it is up to him to decide its capabilities.

Black Powder Weapons

Often discovered by accident when an alchemist combines sulphur, charcoal and saltpetre, black powder is a leap in technology that changes worlds. Extremely volatile and flammable, the substance is a grainy grey-black concoction that burns rapidly when set to spark or flame or explodes violently when packed tightly and lit somehow.

The following weapons and devices can be invented, crafted and used by Adventurers with access to the black powder. With the exception of the thrown weaponry, all of the following weapons require a special Ranged Combat Weapon Skill – Black Powder – in order to operate successfully. Also, any weapon with a Load time listed additionally requires an unmodified Craft (Gunsmithing) or Mechanisms Skill Test with the listed bonus/penalty.

Arquebus: A smaller version of the musket with a shorter stock and an easier barrel to swab and re-pack, the arquebus is a powerful, two-handed rifle that can rip into armoured targets with ease. It is best used as a one-shot weapon due to its lengthy reload time, and many who use it attach a dagger or shortsword to its end to serve as a bayonet for when the enemy closes – should he survive the shot from the weapon.

Blunderbuss: This is one of the simplest forms of a black powder firearm, where a packing cup of powder is burned in order to propel small pebbles, shot and other scrap from the weapon's wide-barrel. The resulting explosion hurls the loose shot into a cloud of deadly projectiles. While these projectiles may not have much in the way of penetration, they are very difficult to avoid and spread their damage out over multiple sections of a target. Anyone targeted by a blunderbuss not only has a –10% to their Evade skill against the attack, but the damage rolled will be divided evenly (round fractions up) amongst 1D4+1 Hit Locations .

Bomb, Hand: A simple clay shell or metal sphere packed with black powder and fragments of shrapnel, a fuse, and capped in wax, the hand bomb is a deadly and dangerous device. After lighting the fuse the hand bomb then has 1D3 turns (rolled secretly by the Games Master) before it will explode on the same Strike Rank as it was lit, inflicting its damage to all targets within five metres. This damage is divided evenly between *all* body locations of a target (or body locations within the area of effect in the case of larger targets), deducting the AP from damage to each location. Should the user Fumble his Throwing Skill Test, he drops the bomb at his feet where it explodes normally after the fuse burns its allotted time.

Bomb, Projectile: A larger version of the hand bomb, a projectile bomb is too heavy to be thrown (without a STR of 25 or more) and must be launched from a catapult, trebuchet or other propulsion device. It has all the same rules as a hand bomb, save for the fact that its fuse is designed to burn very slowly – but will ignite the bomb automatically upon impact with anything harder than soft soil. Otherwise, the fuse will detonate the bomb in 2D6 turns after it is lit. Otherwise, treat a projectile bomb exactly the same as a hand bomb (see above).

Decksweeper: A short-barrelled rifle with nearly no stock, the decksweeper is named for its frequent use on ships and boats. Packed like a blunderbuss, but loaded with a series of three slugs instead of shot, a decksweeper does not have the range of a rifle or the cloud-effect of a blunderbuss. Instead it has the ability to strike a target up to three times with deadly ricocheting slugs. When a target is ‘hit’ by a decksweeper, the firer must roll a 1D6–3. The resulting number is the number of slugs that hit the target (roll separate Hit Locations for each). Due to the construction of the powder cup on a decksweeper, it can be used without fear of getting wet in normal seagoing conditions but direct rain or splashed water will soak the powder and ruin the shot.

Firework: This is an attempt at making a self-propelled bomb. By attaching a tube of black powder to a thin stick and capping it with a relatively aerodynamic head, the firework is loaded with varying degrees of packed powder to create propulsion – and then explosion. The actual attack roll is a simple percentile roll – with the number rolled being the opposing number for the targets’ Athletics rolls to get out of the way of the impending explosion. Should this attack hit any targets, treat the explosion in the same manner as a hand bomb.

Musket: A barrel-loaded gun that requires the slug and powder to be tamped down with a rod or ‘ram’ the musket requires that a flame or fuse be dropped into a small cup or notch at the rear of the weapon in order to fire. Adequately accurate to a decent range, muskets are best known for ranked firing lines that erupt in lead shot and clouds of white smoke. It is often considered to be the standard to which all other firearms are compared.

One-shot Pipe: A very simple weapon that was the predecessor of the pistol, a one-shot pipe is a half-metre length of metal with a leather or cloth wrapping around its midsection. The pipe is packed with powder at one end and a small ball slug is set into the

opposite one. When a lit fuse or flaming wick is set to the powder the resulting explosion sends the ball flying. There is a small degree of danger with the open-powder of the one-shot pipe, as anyone firing one has a 50% chance of suffering 1 point of fire-damage to his lighting hand from the burning powder erupting backwards. Due to their lengthy reload time and danger, one-shot pipes are not a weapon of choice.

Pistol, breach-loading: This is a category of firearms that comprises any single-shot pistol that is loaded from the rear of the weapon, normally where the pistol 'breaks' in half. A lit fuse tucked into the hammer of the pistol is pushed forward by the simple lever action of the trigger, igniting the powder bagged into the firing chamber. Pistols have abysmal ranges, even compared to other black powder weaponry but pack a decent punch and are sometimes best used up close. Breach-loading pistol attacks used in close combat cannot be Evaded.

Pistol, duelling: In an attempt to add range and accuracy to the common flintlock pistol, the duelling pistol is a long-barrelled version of the weapon. Not only does the longer barrel add a bit of range but it also gives the slug a fraction of additional force! The longer barrel does, however, make it easy for an opponent to parry it away in close combat, eliminating its ability to ever be used in close combat practically.

Pistol, flintlock: The simplest form of true pistol, the flintlock pistol is essentially a barrel-loaded firearm with a powder notch and a mechanical flint-striker attached to the trigger. Once loaded, a simple pull of the trigger drops the chunk of flint across a small grater or chip of steel to send sparks down into the powder. This style of firearm has a slightly longer reloading time but the additional force gained by the contained powder is noticeable. Like the others of its ilk, a flintlock pistol attack used in close combat cannot be Evaded.

Pistol, revolver: A flintlock pistol with four separate barrels that are each carefully poured, the revolver allows the user to fire four separate shots without reloading but at the cost of a longer reload time outside of combat and the possibility of detonating multiple barrels at once. Reloading a revolver takes a full ten minutes of cleaning, packing and re-assembly; a feat that cannot be undertaken in combat. Every time a revolver is fired there is a chance that multiple barrels will go off at once due to bouncing flint sparks or stray powder grains, which could result in a dazzling and deadly show of smoke and fire. In game terms, each time a revolver fires there is a chance for additional firings equal to 5%. Should this happen, the attack must be rolled multiple times at the same target, but the gun will require double normal reload time due to excess soot and shrapnel inside the powder notches. Like attacks from the rest of the short-barrelled pistols, revolver attacks used in close combat cannot be Evaded.

Rifle, breach-loading: This weapon is, quite simply, a much larger version of its pistol equivalent with a stock and higher calibre barrel. Equally packed with more powder and a bigger slug, the breach-loading rifle has a better range than a musket, but lacks some of its damage potential. A breach-loading rifle could be used as a club in close combat, but with a -10% penalty to hit.

Rifle, flintlock: The rifle version of the common flintlock firearm, this heavy weapon sometimes comes with a small shield or cover for the powder-notch so as not to shower the firer's face with burning powder grains. Loaded and fired in the same manner as the flintlock pistol, the rifle has a very admirable range and far more punch than its pistol counterpart. A flintlock rifle could be used as a club in close combat, but with a -10% penalty to hit.

Rifle, multi-shot: Called a number of different names, this category of firearm contains any of the 'ingenious' attempts to make revolver versions of a rifle. They are heavy and often very unwieldy, imposing a -5% cumulative penalty to hit for every full two barrels the weapon has. All of the standard rules (including those regarding multi-barrelled explosions) for a revolver pistol apply, except that it takes a full half-hour to clean and reload a multi-shot rifle. There is rumour that a seven-barrelled 'volley gun' exists that is *designed* to fire all at once on purpose but such a weapon would have a ridiculous recoil and would most likely cause more damage to the firer than the target!

Black Powder Weapons

Weapon	Skill	Damage	Range	Load	STR/DEX	ENC	AP/HP	Cost ¹
Arquebus	Black Powder	2D8	20m	5/-10%	10/9	2	4/7	3,750 SP
Blunderbuss	Black Powder	4D6	4m	8/-5%	10/9	3	4/8	3,500 SP
Bomb, Hand ²	Throwing	6D6	5m	—	11/9	1	4/3	700 SP
Bomb, Projectile ²	See Description	8D8	Varies	—	-/10	1	4/4	850 SP
Decksweeper	Black Powder	2D4	5m	5/-20%	9/9	2	4/5	3,000 SP
Firework ²	See Description	4D6+2	50m	—	-/10	—	1/2	550 SP
Musket	Black Powder	2D8+1	30m	6/-10%	11/9	3	4/8	4,000 SP
One-shot Pipe	Black Powder	1D6	5m	10/-20%	-/10	1	4/3	1,000 SP
Pistol, Breach-loading ³	Black Powder	2D4	6m	3/-15%	9/10	1	4/4	3,500 SP
Pistol, Duelling	Black Powder	2D4+1	10m	3/-10%	9/9	1	4/3	4,000 SP
Pistol, Flintlock ³	Black Powder	1D6+2	5m	4/-5%	9/7	1	4/4	3,000 SP
Pistol, Revolver	Black Powder	1D6+1	6m	Special	10/9	2	4/4	6,000 SP
Rifle, Breach-loading	Black Powder	2D6	40m	3/-15%	10/9	2	4/6	4,500 SP
Rifle, Flintlock	Black Powder	2D6	35m	4/-10%	10/7	2	4/7	5,000 SP
Rifle, Multi-shot	Black Powder	2D4+1	40m	Special	11/9	3	4/7	2,000 SP per barrel

TRANSPORT

The following section introduces a number of vehicles, some of which are designed specifically for war while others are built to carry a family's goods long distances. These are simply devices used to take one or more Adventurers over distances under some form of locomotion. They are all classified as 'transport' even if they actually carry nothing more than a single person for the purpose of battle – transport is a general term that covers all ground vehicles.

Also included in this section are extended descriptions and uses for transportation as found in *Legend*. The Transportation table on page 95 shows a collection of ground transport vehicles available in *Legend*, with new and other varieties likely to appear in future sourcebooks and scenarios.

Each Vehicle is characterised by the following qualities:

Common Speed: This modifies the total Movement per round of the being(s) Drawing the vehicle (see below for more details) to a minimum of one metre per round.

Driving Modifier: This is the modification applied to Driving skill of anyone driving the vehicle.

Maximum Drawing Mounts: This is the maximum number of animals that can be harnessed to the particular vehicle for the purposes of pulling it along.

AP/HP: The Armour Points and Hit Points of the vehicle as a whole. Once the vehicle is reduced to zero Hit Points it is destroyed.

Ram Damage: The damage the vehicle inflicts if performing a ram (see page 97).

ENC Limitation: This is the total amount of ENC the vehicle can carry before reducing the vehicle's Movement. For every 10 ENC the vehicle carries over its limit, Movement is reduced by one metre.

Carriage, Armoured: Used to ferry important individuals who might be targeted for violence, this is a twin-axel, four-wheeled wagon with framed and reinforced walls that hide a relatively comfortable internal cabin. The carriage supports three to five passengers inside with room for some small baggage and the driver sits in a recessed bench on top of the carriage. The walls of the carriage are reinforced on the outside with hardened leather and riveted metal, and then have fabric stretched over them to keep the illusion of a 'common' carriage. The driver has slightly raised walls on the

sides of his bench that grant him the additional AP of the vehicle, over and above any AP he has himself. The doors to the carriage are easily reinforced with crossbars found inside and impose a –30% penalty to any Brawn Skill Tests to try and force them open.

Carriage, Covered: This is a simple carriage with wooden walls and soft leather curtains to keep others from looking inside. It likely has two wooden benches inside and a ceiling-mounted baggage rack in order to carry passenger bags. What cannot fit inside is often tethered to the roof of the cabin, causing it to creak and groan considerably when in motion. It is a good way to travel if someone does not want to deal with the elements.

Carriage, Noble: For those who have coin to spare and live in the lap of luxury, a noble carriage is not unlike a common covered carriage – save for the expense of creating and decorating it. The outside is often adorned with enamel paint in beautiful and extravagant designs, as well as etchings and carvings in the wood itself to make the carriage look royal. It even includes a padded seat for the driver. Inside, the cabin is leather and plush with polished and sometimes sculpted walls that make the passengers feel comfortable and truly pampered. Some noble carriages are even known to have racks with wine or cheese to be served on longer trips in the fanciful carriage.

Cart, Large: A large cart is built from huge planks of wood and has large, thick wheels. It is used to transport several passengers or heavy loads of cargo. Rarely covered by anything but a leather tarp when necessary, carts are best served for short trips while under close watch by escorting guards. Often drawn by pairs of mules or pack horses, a large cart can cause significant damage if it barrels into a foe – but no cart is well-made for ramming or combat.

Cart, Medium: A very common goods-hauler, a medium cart is easily pulled by a single mule or horse and can carry a healthy amount of trading wares or adventuring gear. Any party worth its salt will eventually invest in a good cart to haul around its constantly fluctuating loot, injured members and other items it might need to take possession of. Rarely very fancy or attractive, the medium cart is a commonplace sight across all civilisations.

Cart, Ox: A step up from the medium cart but not quite as hefty as the largest variety, the ox cart is made from heavy wood and thick metal bindings. It is best hauled by either a pair of mules or horses, or a single ox. It can carry a decent amount of weight and maybe a passenger or two. There are some farmers that will fill the cart with goods for sale, lash in one of their oxen, take it to market and sell literally everything. The goods, the ox and even the cart – all transformed into coin for the farmer to do it all again next season with a new ox, cart and supply of goods!

Cart, Small: For the Adventurer or traveller on the go, a small cart rarely has more than two wheels and can be drawn easily by a single mule or pony. It is not designed to carry much more than a single person's worth of goods and does not have a driver's seat at all. Instead, the driver is expected to ride a second pony or horse alongside the cart. Really only useful for those few who want to bring just *slightly* more than what their

saddlebags can carry, a small cart is best for carrying goods within the same community rather than for long travels.

Chariot, Battle: A two-wheeled, open-backed vehicle drawn by two or more steeds that allows warriors to attack from the raised and spiked walls, the battle chariot is devoted to causing harm to others. From its blade-spoke wheels to its sharpened rein-prow and armoured body, this vehicle can cause significant damage when driven into units of infantry. Best suited to have a dedicated driver crouched low to the front and an archer or javelineer behind him, a battle chariot can circle its enemies while picking off the outermost targets. Some charioteers prefer to have lancers or axemen ready to take swipes at those who get out of the way of the ramming vehicle – but risk getting harmed or drawn from the chariot themselves by those they are fighting.

As the walls of the battle chariot cover the legs and abdomen of the driver, these locations are considered to be covered as per the Cover rules in the *Legend Core Rulebook*. This only applies to attacks originating from the front or sides of the chariot; no cover is gained if attacks are launched from the driver's rear.

Chariot, Heavy: The heavy chariot is designed to be pulled forward by a team of massive horses numbering four or more, gathering significant speeds over flat terrain. It is able to carry a handful of passengers and their equipment, with each of them having significant room to move. Most often used by plains or desert peoples, heavy chariots are also used to cross long distances with several possessions in tow.

As the walls of the heavy chariot cover the arms, legs and abdomen of the driver, these locations are considered to be covered as per the Cover rules in the *Legend Core Rulebook*. This only applies to attacks originating from the front or sides of the chariot; no cover is gained if attacks are launched from the driver's rear.

Chariot, Light: Small, light and fast is the design idea behind the light chariot. Room only for the driver, the light chariot was born out of competition and sport racing rather than combat or travel.

As the walls of the light chariot cover the legs of the driver, these locations are considered to be covered as per the Cover rules in the *Legend Core Rulebook*. This only applies to attacks originating from the front or sides of the chariot; no cover is gained if attacks are launched from the driver's rear.

Chariot, War: Basically a battle chariot with an additional rear wall, jutting blades and spikes from armoured wheels, as well as downward facing blades around the wall edges, a war chariot is an armoured and deadly weapon. Able to smash through enemies on foot as if they were weeds underfoot while bringing soldiers or archers to bear from its protected body, a war chariot can be all a force needs to break their foes.

As the walls of the war chariot cover the legs and abdomen of the driver, these locations are considered to be covered as per the Cover rules on page 136 of the *Legend Core*

Rulebook. This only applies to attacks originating from the front or sides of the chariot; no cover is gained if attacks are launched from the driver's rear.

Howdah, Light: A howdah is basically a giant box that sits on a layer of leather, wool and fabric on the back of any large animal – from elephants and mammoths to trained dinosaurs. From within this sometimes covered structure, which is almost always belted to the beast like some kind of gigantic saddle, a handful of riders can sit on plush cushions or benches while the creature plods them around. The driver rarely actually sits within the howdah, needing to have much better access to the sensitive areas of the creature in order to steer it with goads, reins or sometimes just clicks and calls. Due to the higher vantage point, riders can only be targeted by ranged attacks. Howdahs cannot make Ram attacks but by using his Drive skill the rider may make the mount attack normally.

Howdah, War: Built for battle, a war howdah is essentially the same as a light howdah – a large box wagon fitted to the top of a large beast – but has armoured and raised walls with notches for archers and spear-throwers. Some even have extensions to the front to protect the driver from ranged attacks. War howdahs almost always have several chains and ropes to reinforce the attachment to the carrying beast, and several leather belts to keep riders standing where they need to should the beast buck or kick unexpectedly. Due to the higher vantage point, riders can only be targeted by ranged attacks. Howdahs cannot make Ram attacks but by using his Drive skill the rider may make the mount attack normally.

As the walls of the war howdah cover the legs and abdomen of the driver, these locations are considered to be covered as per the Cover rules on page 136 of the *Legend Core Rulebook*.

Night Coach: There are some Adventurers or travellers who feel they must make as much progress as they can under the cover of darkness and the night coach is the perfect vehicle for them. Little more than a common carriage painted with pitch tar and resin, coated to be as dark as a moonless night, many of the moving parts on the night coach are heavily oiled or greased to keep ambient noise down. The night coach is generally drawn by black, shoeless steeds or even alternate mounts if quieter ones are available. Designed to move quickly and stealthily along hard-packed dirt, even the wheels to the coach have rounded studs for extra traction in soft soil. In game terms, anyone who rolls a Perception test to locate the night coach in optimum conditions (no moon, non-stoned road and so on) will suffer a –30% penalty. It is up to the Games Master to decide whether or not conditions are optimal, and what sort of reduction to this penalty other circumstances might bring about.

Palanquin: Although the actual structure and look of this vehicle varies greatly, the design is more or less the same. A palanquin is a flat floor with four or more 'handles' to which beings (often slaves or servants) clutch in order to lift the floor off the ground and walk with it. The floor commonly has some kind of throne or bedding on it, sometimes with a screened or veiled tent obscuring it from outside view. The palanquin is a good way of advertising one's superior position to those beneath it and most who

witness someone being carried on a palanquin automatically assume he is some kind of royalty or nobility. In fact, this view is so ingrained that the rider gains a +10% to his Influence skill while being carried so long as the target(s) of his skill recognise his superior position.

Rickshaw: Sort of a 'human-drawn chariot', the rickshaw is a small wooden cart that might be able to hold two passengers on a seated bench while the 'drawing steeds' (who are also the drivers) pull the rickshaw forward using a shoulder/arm harness attached to the front of the vehicle. Hailing from communities that either do not have room for or are too poor to feed proper steeds for carriages or chariots, the rickshaw is also a good way for peasantry to make a small wage without having to learn a true craft or skill. The most simple dullard can pull a rickshaw, and many do, but there are also just as many intelligent and hard-working rickshaw drivers that make their living taxiing others around.

Sled, Dog: This simple and traditional vehicle is similar to a common chariot that has had the wheels replaced with two very long waxen boards or slats. Drawn by large teams of canines or smaller hooved animals (deer, antelope and so on), they are simply dragged over grass, sand and soil. Not good for rocky or uneven terrain, sleds are best suited for open areas with soft ground. In game terms, a Games Master can decide that the terrain is not suitable for a sled and either impose a movement penalty, assign damage to the sled itself as it is ground to pieces or rule it cannot move at all.

Sled, Heavy: A much larger version of the common dog sled, heavy sleds are useful for crossing much longer distances due to their built-in bench and baggage compartments. Heavy sleds almost always have some kind of third skid in the front of the sled itself to handle a bit of the extra weight.

Sled, Ice: A specific type of dog sled, the ice sled replaces its flat slats with tempered metal 'blades' that allow it to skirt across slick ice as if it were any other normal kind of terrain for the sled. These blades make it very difficult to bring the sled to speed or manoeuvre when not on snow or ice, using the second set of modifiers for Movement and Driving Skill Tests listed on the table. As with other sleds, a Games Master can decide that the terrain is especially bad for an ice sled to be drawn across and either impose a Movement penalty, assign damage to the sled itself as it is ground to pieces or rule the vehicle is stuck and cannot move at all.

Sled, War: Designed by belligerent barbarians who likely came from a snowy home, the war sled is nothing more than a wheel-less battle chariot. Instead of spiked or bladed wheels, the war sled has metre-long sword blade extensions along the sides. These blades carve into the legs of those unfortunate enough to be near the war sled as it passes mercilessly by. As with the other sleds, a Games Master can decide that the terrain is too rough or uneven for a war sled to move across and can either impose a Movement penalty, assign damage to the sled's slats as they are ground to bits or deny the sled the ability to move at all without flipping.

Transportation

Vehicle	Common			Maximum Drawing			ENC	
	Speed	Driving Modifier	Mounds	AP/HP	Ram Damage	Limitation	Cost	
Carriage, Armoured	-6m	-5%	4	4/60	2D8+drawn DM	150	1,750 SP	
Carriage, Covered	-2m	—	4	2/40	1D8+drawn DM	200	550 SP	
Carriage, Noble	-2m	—	4	2/45	1D8+drawn DM	180	1,000 SP	
Cart, Large	-3m	-5%	2	2/50	1D6+drawn DM	500	100 SP	
Cart, Medium	-2m	—	2	2/40	1D4+drawn DM	350	75 SP	
Cart, Ox	-1m	—	2	2/45	1D4+drawn DM	400	80 SP	
Cart, Small	-1m	+10%	1	2/30	1D3+drawn DM	200	50 SP	
Chariot, Battle	-2m	-5%	4	4/30	1D10+drawn DM	100	750 SP	
Chariot, Heavy	-4m	—	4	3/30	1D8+drawn DM	125	600 SP	
Chariot, Light	-1m	+5%	2	3/25	1D6+drawn DM	50	500 SP	
Chariot, War	-3m	-10%	8	5/30	2D8+drawn DM	100	900 SP	
Howdah, Light	-2m	—	1	2/30	N/A	200	200 SP	
Howdah, War	-4m	-10%	1	4/40	N/A	200	500 SP	
Night Coach	-2m	-5%	4	3/40	1D8+drawn DM	180	650 SP	
Palanquin	-4m	—	8	2/20	N/A	75	500 SP	
Rickshaw	-2m	—	2	2/18	1D3+drawn DM	35	125 SP	
Sled, Dog	—	—	14	2/24	1D4+drawn DM	20/80	150 SP	
Sled, Heavy	-2m	-5%	10	3/30	1D6+drawn DM	150	200 SP	
Sled, Ice	-/-6m	-/-15%	12	3/24	1D4+drawn DM	100	225 SP	
Sled, War	-4m	-5%	8	4/32	1D8+drawn DM	100	400 SP	
Tiger Cage	-4m	-10%	4	4/45	1D8+drawn DM	100	500 SP	

Tiger Cage: Also called a ‘slaver’s wagon,’ the tiger cage is little more than a flatbed cart with metal reinforced walls or bars. Used by carnivals or freak shows to harbour dangerous animals and creatures, or by travelling slavers who need to keep a lock on their wares lest they escape, the tiger cage is little more than a prison on wheels. Some might use bars with spikes or flanges pointing inward to help keep their ‘property’ pacified, but in the case of dangerous animals these precautions merely risk injuring the beasts. It would take a –50% Brawn Skill Test in order to bend even one of the thick metal bars, with the heavy grating door to the cage itself not being any easier to damage.

Driving Transportation Vehicles

In *Legend*, unless magic is involved, there must be some form of creature or creatures drawing a vehicle to give it locomotion. There must be at least one Adventurer using the Drive skill on at least one beast (or slave, or fellow Adventurer and so on) in order to move round. Just having someone using the Drive skill in charge of the drawing force is enough to make it mobile in most circumstances.

If a vehicle is simply moving across normal terrain without having any special modifiers to the environment (unruly horses, bad weather, slippery road and so on) there is no need to make a Drive Skill Test. Should something adverse happen (landslide, spooked mounts and so on) the Games Master can call for a Drive Skill Test to keep the vehicle steady and moving in the right manner. Failure likely means the vehicle has stopped moving, where a Fumble may have caused some form of catastrophe.

The other main reason a driver would be called to make a Drive Skill Test is during combat. Combat is fast-paced, chaotic and an easy way of losing control of the vehicle. At the beginning of each Combat Round in which the vehicle is directly involved, the driver must make a Drive roll to ensure everything acts normally. If this roll is failed, the Driver can only act defensively this turn. If the roll is a Fumble, something terrible has gone wrong and the Games Master should narrate the scene in the case of a crash, injured steed or other awful circumstances. This roll can be modified in a number of ways:

Drive Skill Modifiers

Circumstance	Modifier
Vehicle <i>Rammed</i> last turn	–5%
Vehicle has 1 to 2 drawing mounts	+10%
Vehicle has 3 to 6 drawing mounts	—
Vehicle has 7 to 10 drawing mounts	–5%
Vehicle has 11+ drawing mounts	–10%
Vehicle moderately damaged (75% to 51% HP left)	–5%
Vehicle seriously damaged (50% to 26% HP left)	–10%
Vehicle severely damaged (25% or less HP left)	–15%
Driver attempted a Close Combat attack last turn	–5%
Driver attempted a Ranged attack last turn	–10%
Driver was attacked last turn	–10%
Driver suffered damage last turn	–20%
Driver failed Driving Skill Test last turn	–10%

If the Drive Skill Test is passed, the Driver may take his Combat Actions as normal, giving up the first one to drive the vehicle – which will advance its Movement score each Combat Action (including the first) at the Driver's direction.

Ram Attacks

If a Driver has a good degree of control over the vehicle and wishes to try to smash it into the enemy, it takes a Drive Skill Test (with all appropriate modifiers applied from the list above) to do so. This Drive Skill Test is used in place of a Close Combat Attack roll and can be opposed only by the target's Evade skill.

Unlike a normal Close Combat attack, a Ram can attack any number of targets that lie in its path. The Driver makes one Drive roll for the action and applies it to each target's Evade (if possible) individually. Should the Ram connect, the damage is listed for each vehicle, modified by the average Damage Modifier from the drawing mounts, adding +1 for each additional drawing mount beyond the first and +1 for every full two metres the vehicle has moved in a straight line this turn.

Additional Drawing Mounts

The Maximum Drawing Mounts column on the Transportation Table notes the maximum number of animals that can be harnessed to a vehicle. The Common Speed column notes a negative modifier that is applied to the total speed of all the mounts harnessed to vehicle if the number of animals is less than half the Maximum Drawing Mounts entry. An Armoured Carriage, for example, has a Maximum Drawing Mounts figure of 4 and a Common Speed of -6m. If the carriage is being drawn by one or two horses, the entire assembly suffers a -6m penalty per round. However, for every mount added to the team above half the Maximum Drawing Mount number, the Common Speed penalty is reduced by 1m. Thus, adding a third horse to the Armoured Carriage will yield a -5m penalty and a fourth horse will reduce the Common Speed modifier to -4m.

Water Travel

Transporting goods and people by water is an essential element of most fantasy worlds, as well as a cusp event in the growth of a civilisation. A ship under sail can carry more cargo than a 100 horses and it can take that cargo to places horses cannot possibly reach.

The rules given in this section provides the basic information necessary to incorporate ship travel and ship combat into a *Legend* campaign. These are rules designed for efficiency and ease of use, not as an encyclopaedic treatise on the art of sailing, as such a topic could easily consume 10 books this size.

Ship Designs and Statistics

Each ship detailed in this chapter shares the following characteristics, whether the ship in question is a mighty warship or a simple canoe.

Length: The distance from bow to stern.

Beam: The widest part of a ship – usually in the middle. Ships equipped with oars will have the beam of the ship increased when the oars are employed. The inclusion of oars is considered to increase a ship's beam to half again its original rating.

Draft: The depth of water needed for the ship to manoeuvre effectively and avoid running aground. This is the distance between the ship's keel and the waterline.

Freeboard: The minimum height between the ship's gunwale and the waterline. Comparing two ships' freeboards can help give the vertical distance an Adventurer needs to achieve when jumping from one to the other.

Capacity: This indicates the cargo capacity of the ship in tons. This number reflects the ship's cargo capacity in addition to the weight of the ship's rigging, crew, provisions and so forth.

Speed: The speed at which the ship travels per Combat Action / per 12 hour period. A ship that relies solely upon sails for propulsion is dependent on the wind for its speed, ships which use sail power for propulsion may also have a penalty or bonus to their movement rate.

Seaworthiness: The ability of the ship to stand up to the rigours of sailing. All ships must undergo frequent maintenance in order to keep their Seaworthiness rating from deteriorating.

Hull: The hull acts as the ship's armour, just as a suit of chainmail does for a man.

Structure Points: Structure points are a ship's Hit Points. Damage to these represents damage to the integrity of the ship itself and ships do not heal of their own accord. A ship must be hauled into drydock for Structure Points to be repaired.

Weapons: This entry denotes either the number of naval weapons that can be mounted on the ship or the number and type of cannons normally carried.

Ram: This entry denotes whether or not the ship is capable of mounting a ram. Just because a ship can mount a ram, does not necessarily mean it will. The statistic given in parentheses indicates the damage a mounted ram will cause to a rammed ship.

Skill: Every ship has its own peculiarities and each design presents different challenges. This entry firstly denotes which skill is used when operating the ship (nearly always either Boating or Shiphandling). Also, though any ship can be operated under ideal

conditions without the necessity of a Skill Test, when the ship and crew are called upon for more extreme endeavours, this modifier is applied to the Skill Test. This modifier is in addition to any others the Games Master feels are appropriate.

Barge

Operating off the same principles as a raft, a barge is a larger and sturdier vessel. It retains the raft's wide, flat bottom, which allows it to carry a good amount of cargo but its low Seaworthiness keeps it in its place as coastal vessel, or, more commonly, a transport that never leaves harbour.

Hull: 3

Structure Points: 100

Seaworthiness: 10

Length: 12m

Beam: 8m

Draft: 0.5m

Freeboard: 0.3m

Capacity: 12 tons

Crew: 4 rowers or polemen

Speed: 1m / 8.4km

Weapons: One

Skill: Boating +0%

Cost: 500 SP

Barque

A very efficient and large design, the barque was able to outperform most other ship types with a comparatively small crew. These vessels became the workhorses of the age of sail, their low running cost and large cargo capacity making them a favourite of merchants.

Hull: 4

Structure Points: 350

Seaworthiness: 25

Length: 100m

Beam: 13m

Draft: 7.5m

Freeboard: 6m

Capacity: 4,000 tons

Crew: 30

Speed: Sail

Weapons: *Fore:* None

Aft: None

Broadside: Eight 18-pounders (4D8 each)

Skill: Shiphandling +0%

Cost: 80,000 SP

Bireme

A leap forward in nautical engineering, the bireme mounts two banks of oars on either side, presenting a shorter profile in the water and enabling the ship to reach greater rates of speed than a war galley can manage. These heavy-duty warships are suitable for engaging in naval warfare or as troop transports and landing vessels.

Hull: 3

Structure Points: 60

Seaworthiness: 12

Length: 20m

Beam: 3m

Draft: 1m

Freeboard: 1m

Capacity: 1 ton

Crew: 60 rowers, 10 officers and sailors, 10 marines or archers

Speed: 5m / 43.2km when rowed

Weapons: Two

Ram: Yes (D3 points of damage for every metre of speed)

Skill: Shiphandling +0%

Cost: 15,000 SP

Brigantine

A small, two masted ship Brigantines are capable vessels, able to operate efficiently across oceans as well as in coastal regions.

Hull: 4

Structure Points: 250

Seaworthiness: 15

Length: 30m

Beam: 6m

Draft: 2.5m

Freeboard: 4m

Capacity: 100 tons

Crew: 60

Speed: Sail

Weapons: *Fore:* None

Aft: Four 18-pounders (4D8 each)

Broadside: Ten 18-pounders (4D8 each)

Skill: Shiphandling +0%

Cost: 50,000 SP

Canoe

A canoe is a simple and effective craft, primarily designed for traversing rivers, streams and lakes. It is capable of ocean travel but a large wave could swamp it easily.

Most canoes are formed of hides sewn about a wooden skeleton. Other cultures build canoes by hollowing out the interior of a large tree trunk, which results in a sturdier (and much, much heavier) canoe. The statistics for this 'dugout' canoe are placed in parentheses after the statistics for the hide canoe. A hide canoe weighs approximately 75 kg. A dugout canoe weighs in at 200 kg.

Hull: 1 (2)

Structure Points: 4 (6)

Seaworthiness: 7

Length: 3m

Beam: 0.75m

Draft: 0.3m

Freeboard: 0.3m

Capacity: 0.25 tons

Crew: 1–2 rowers

Speed: 4m / 69.6 km

Weapons: None

Ram: No

Skill: Boating +20%

Cost: 100 SP

Carrack

A larger and more sophisticated vessel than the cog, a carrack is capable of ocean going voyages and carries enough supplies for very long journeys. Their large cargo capacity also makes them ideal merchant vessels. Most carracks are the same size as the one listed here although far larger ones can be built.

Hull: 4

Structure Points: 100

Seaworthiness: 25

Length: 26m

Beam: 8.5m

Draft: 2.5m

Freeboard: 4m

Capacity: 80 tons

Crew: 60 officers and sailors

Speed: Sail -4m/-4km

Weapons: Four

Ram: No

Skill: Shiphandling +0%

Cost: 30,000 SP

Cog

With the creation of the cog, the merchant ship finally came into its own. Sturdy, reliable and swift for its size, the cog is capable of transporting vast amounts of cargo across the widest of oceans. A good cog and a good trade route will make the owner of the vessel a very rich man.

Hull: 4

Structure Points: 80

Seaworthiness: 28

Length: 24m

Beam: 7m

Draft: 3.5m

Freeboard: 4m

Capacity: 75 tons

Crew: 25 officers and sailors

Speed: Sail -4m/-4km

Weapons: Two

Ram: No

Skill: Shiphandling +10%

Cost: 20,000 SP

Corvette

Small ships which are similar to sloops they are, nonetheless capable warships. These agile vessels are perfect for attacking larger, poorly armed merchantmen and are favourites of pirates and privateers.

Hull: 4

Structure Points: 150

Seaworthiness: 18

Length: 18m

Beam: 3m

Draft: 3m

Freeboard: 2m

Capacity: 40 tons

Crew: 50

Speed: Sail +2m / +2km

Weapons: *Fore:* Two 9-pounders (4D6 each)

Broadside: Eight 9-pounders (4D6 each)

Skill: Shiphandling +0%

Cost: 35,000 SP

Fishing Boat

Small craft of various designed used along many coastal areas these numerous vessels are normally only used a relatively short distance away from the small coastal villages where fishermen are found.

Hull: 3

Structure Points: 100

Seaworthiness: 18

Length: 7.5m

Beam: 2.5m

Draft: 1.5m

Freeboard: 0.6m

Capacity: 10 tons

Crew: 3

Speed: Sail

Weapons: None

Ram: No

Skill: Boating +0%

Cost: 600 SP

Fluyt

Small merchant vessels which are cheap to build fluyts are capable of crossing oceans and are the backbone of many a merchant fleet.

Hull: 4

Structure Points: 200

Seaworthiness: 20

Length: 30m

Beam: 5m

Draft: 2.5m

Freeboard: 4m

Capacity: 150 tons

Crew: 40

Speed: Sail –6m/–6km

Weapons: *Fore:* None

Aft: Four 18-pounders (4D8 each)

Broadside: Eight 18-pounders (4D8 each)

Skill: Shiphandling –10%

Cost: 20,000 SP

Frigate

Powerful warships frigates are large sailing vessels distinguished by having all their guns on their upper deck (unlike ships of the line, which have their guns on multiple decks).

Hull: 5

Structure Points: 250

Seaworthiness: 20

Length: 40m

Beam: 10m

Draft: 4m

Freeboard: 4m

Capacity: 80 tons

Crew: 120

Speed: Sail +4m/+4km

Weapons: *Fore:* Two 9-pounders (4D6 each)

Aft: Two 9-pounders (4D6 each)

Broadside: 24 24-pounders (4D10 each)

Skill: Shiphandling +10%

Cost: 300,000 SP

Galleon

Galleons varied in size considerably, with some being far smaller than the vessel shown here. Powerful warships with potent firepower engaging a galleon is never a task to be taken lightly.

Hull: 5

Structure Points: 350

Seaworthiness: 20

Length: 50m

Beam: 15m

Draft: 10m

Freeboard: 7m

Capacity: 2,000 tons

Crew: 320

Speed: Sail -6m/-6km

Weapons: *Fore:* Four 18-pounders (4D8 each)

Aft: Four 18-pounders (4D8 each)

Broadside: 32 18-pounders (4D8 each), 16 24-pounders (4D10 each)

Skill: Shiphandling -10%

Cost: 350,000 SP

Indiaman

Ocean going merchantmen designed to carry both passengers and cargo Indiamen are capable ships able to defend themselves against pirates.

Hull: 4

Structure Points: 300

Seaworthiness: 15

Length: 50m

Beam: 12m

Draft: 7m

Freeboard: 7m

Capacity: 300 tons

Crew: 250

Speed: Sail -4m/-4km

Weapons: *Fore:* Four 9-pounders (4D6 each)

Aft: Six 9-pounders (4D6 each)

Broadside: 12 18-pounders (4D8 each)

Skill: Shiphandling -10%

Cost: 70,000 SP

Junk

A twin-masted merchantman capable of long voyages. Far larger junks existed, including some of the largest wooden ships ever built.

Hull: 3

Structure Points: 75

Seaworthiness: 20

Length: 25m

Beam: 6m

Draft: 0.5m

Freeboard: 2.5m

Capacity: 45 tons

Crew: 6

Speed: Sail

Weapons: None

Ram: No

Skill: Shiphandling +10%

Cost: 18,000 SP

Longship

One of the most efficient and effective ship designs ever created, the longship is a lean craft that is equally comfortable under oars or sail. It can mount a ram but is more often used as a raiding or exploration vessel.

Hull: 3

Structure Points: 70

Seaworthiness: 20

Length: 28m

Beam: 6m

Draft: 1.5m

Freeboard: 1.5m

Capacity: 20 tons

Crew: 50 rowers, up to 200 marines or archers

Speed: 5m / 43.2km when rowed

Weapons: Two

Ram: Yes (D2 points of damage for every metre of speed)

Skill: Shiphandling +20%

Cost: 20,000 SP

Raft

The simplest form of watergoing vessel, a raft is simply a collection of logs lashed together with rope. It is usually propelled by two men wielding poles but it is possible to outfit it with a sail. This does not increase the craft's speed, it simply makes life easier for those aboard.

Hull: 1

Structure Points: 50

Seaworthiness: 10

Length: 6m

Beam: 2m

Draft: 0.3m

Freeboard: 0.1m

Capacity: 4 tons

Crew: 2 polemen

Speed: 1m / 8.4km

Weapons: None

Ram: No

Skill: Boating -10%

Cost: 50 SP

Rowboat

This small craft is often carried as an auxiliary boat aboard large ships, allowing the crew to come to shore without the need of a deep draft and docking facilities required by a ship.

Hull: 2

Structure Points: 15

Seaworthiness: 15

Length: 3m

Beam: 1.5m

Draft: 0.3m

Freeboard: 0.6m

Capacity: 0.5 tons

Crew: 1 rower

Speed: 2m / 16.8km

Weapons: None

Ram: No

Skill: Boating +0%

Cost: 300 SP

Schooner

Small, fast sailing vessels schooners are a favourite of pirates who put their elusiveness to good use.

Hull: 4

Structure Points: 180

Seaworthiness: 20

Length: 30m

Beam: 7m

Draft: 3.5m

Freeboard: 3m

Capacity: 80 tons

Crew: 50

Speed: Sail

Weapons: *Fore:* Two 9-pounders (4D6 each)

Aft: Two 9-pounders (4D6 each)

Broadside: Five 18-pounders (4D8 each)

Skill: Shiphandling +10%

Cost: 35,000 SP

Small Trader

Small and normally unarmed traders which are mainly consigned to short channel crossings or coastal waters.

Hull: 3

Structure Points: 100

Seaworthiness: 18

Length: 12m

Beam: 4m

Draft: 3m

Freeboard: 2.5m

Capacity: 40 tons

Crew: 10

Speed: +0

Weapons: *Fore:* None

Aft: None

Broadside: None

Skill: Shiphandling +0%

Cost: 15,000 SP

Snow

Small warships, snows are twin masted vessels which mainly operate on lakes and in coastal waters.

Hull: 4

Structure Points: 220

Seaworthiness: 18

Length: 30m

Beam: 5m

Draft: 1.5m

Freeboard: 2m

Capacity: 80 tons

Crew: 60

Speed: Sail +2m/2 km

Weapons: *Fore:* None

Aft: Two 18-pounders (4D8 each)

Broadside: Ten 18-pounders (4D8 each)

Skill: Shiphandling -10%

Cost: 30,000 SP

Trireme

Fast and deadly, the trireme is a mammoth warship. It mounts three banks of oars on either side and is an exceptional vessel for all types of warfare. Unfortunately, the large number of oars it mounts requires a large number of rowers.

Hull: 4

Structure Points: 80

Seaworthiness: 18

Length: 37m

Beam: 4.5m

Draft: 2.5m

Freeboard: 3m

Capacity: 1.5 tons

Crew: 170 rowers, 25 officers and sailors, 20 marines

Speed: 6m / 51.6km when rowed

Weapons: Three

Ram: Yes (D4 points of damage for every metre of speed)

Skill: Shiphandling +0%

Cost: 25,000 SP

War Galley

This light and fast ship is designed for coastal manoeuvres, not oceanic travel. It is low and fast, propelled by a bank of 25 oars on either side. Many war galleys mount rams.

Hull: 3

Structure Points: 40

Seaworthiness: 12

Length: 27m

Beam: 6m

Draft: 0.5m

Freeboard: 1m

Capacity: 2 tons

Crew: 50 rowers, 10 officers and sailors

Speed: 4m / 34.8km when rowed

Weapons: Two

Ram: Yes (D2 points of damage for every metre of speed)

Skill: Shiphandling -10%

Cost: 7,000 SP

War Junk

A large five masted-vessel capable of dominating most contemporary navies. Their high cost means only the wealthiest of noblemen can afford their construction and the most powerful of emperors can call upon a fleet of these ships to do their bidding.

Hull: 4

Structure Points: 15

Seaworthiness: 15

Length: 50m

Beam: 16m

Draft: 6m

Freeboard: 8m

Capacity: 0.5 tons

Crew: 150 sailors, 400 soldiers

Speed: Sail

Weapons: 10

Ram: No

Modifier: Shiphandling +0%

Cost: 150,000 SP

MOVEMENT

There are two means of propelling a ship in the days before mechanised engines – rowing/poling and sails. Many of the ships listed are capable of using both and each has its own advantages.

Rowing

Each vessel capable of movement by rowing or poling has a Speed entry in its description. This is the ship's base Movement in normal operating conditions. Rowing a vessel at this normal speed counts as medium activity for determining Fatigue.

The vessel can be slowed to half speed, which counts only as light activity for the rowers to maintain. The speed of the vessel can also be doubled, a gruelling activity which counts as heavy activity for the rowers.

If the vessel is operating against a fresh gale or heavier wind, the level of activity is increased by one step. Thus moving at half speed counts as medium activity, moving at normal speed counts as heavy activity and the vessel cannot move at double speed.

That said, if the vessel is operating before a fresh gale or heavier wind, the level of activity is decreased by one step. Thus moving at normal speed counts as light activity and moving at double speed counts as medium activity.

Wind Speed: The speed of the prevailing winds.

Against: The vessel is moving against or perpendicular to the direction of the wind.

Sailing Speed

Wind Speed	Before the				Skill
	Wind	Quarter Wind	Half Wind	Head Wind	Modifier
Calm	1m / 16.8km	—	—	—	0%
Light Wind	3m / 52.8km	2m / 33.6km	1m / 16.8km	—	0%
Moderate Wind	5m / 86.4km	4m / 69.6km	3m / 52.8km	1m / 16.8km	0%
Stiff Wind	7m / 121km	6m / 103.2km	5m / 86.4km	2m / 33.6km	-10%
Fresh Gale	9m / 155.5km	8m / 138.2km	7m / 121km	3m / 52.8km	-20%
Full Gale	*	*	*	*	-40%
Hurricane	*	*	*	*	-60%

*The winds of a full gale or a hurricane will shred a ship's rigging. In such a situation, the best that can be done is to deploy a small amount of sailcloth to keep the ship steady and hope to ride out the storm. Alternatively, the truly reckless or desperate may press onward, at the same speed as a fresh gale but with double the normal skill penalty.

Ship Costs

Ship	Cost by Area				
	Wilds	Rural/Small Town	Large Town	Small City	Large City
Barge	—	—	550 SP	500 SP	500 SP
Barque	—	—	—	80,000 SP	80,000 SP
Brigantine	—	—	—	50,000 SP	50,000 SP
Bireme	—	—	—	15,000 SP	15,000 SP
Canoe	50 SP	50 SP	100 SP	100 SP	150 SP
Carrack	—	—	—	30,000 SP	30,000 SP
Cog	—	—	—	20,000 SP	20,000 SP
Corvette	—	—	—	35,000 SP	35,000 SP
Dhow	—	—	—	25,000 SP	25,000 SP
Fishing Boat	—	450 SP	600 SP	600 SP	800 SP
Frigate	—	—	—	300,000 SP	300,000 SP
Galleon	—	—	—	350,000 SP	350,000 SP
Indiaman	—	—	—	70,000 SP	70,000 SP
Junk	—	—	—	18,000 SP	18,000 SP
Longship	—	—	—	20,000 SP	20,000 SP
Raft	75 SP	50 SP	50 SP	50 SP	75 SP
Rowboat	—	400 SP	350 SP	300 SP	300 SP
Schooner	—	—	—	35,000 SP	35,000 SP
Small Trader	—	—	—	20,000 SP	20,000 SP
Snow	—	—	—	30,000 SP	30,000 SP
Trireme	—	—	—	25,000 SP	25,000 SP
War Galley	—	—	—	7,000 SP	7,000 SP
War Junk	—	—	—	150,000 SP	150,000 SP

Before: The vessel is moving with the prevailing winds.

Skill Modifier: The modifier to the Boating or Shiphandling skill imposed by the winds. This modifier is in addition to the modifiers of the ship itself and any others the Games Master feels are appropriate.

Rowing and Wind

Wind Speed	Against	Before	Skill Modifier
Calm	—	—	—
Light Wind	—	—	—
Moderate Wind	Slight Adversity (–25% Speed)	Slight Adversity (–25% Speed)	—
Stiff Wind	Slight Adversity (–25% Speed)	Slight Adversity (–25% Speed)	–10%
Fresh Gale	Moderate Adversity (–50% Speed)	Moderate Adversity (–50% Speed)	–20%
Full Gale	Great Adversity (–75% Speed)	Great Adversity (–75% Speed)	–40%
Hurricane	*	*	–60%

* Rowing vessels cannot make headway in a hurricane.

Sailing

Sails offer some significant advantages over rowing. A sailing ship requires a much smaller crew, for example, and the ship relies on wind, rather than broad backs, for its propulsion.

The speed of a sailing ship depends upon the angle of the wind in relation to the ship, as well as the speed of the wind itself. For the sake of simplicity, these rules incorporate four wind directions: before the wind, quarter wind, half wind and head wind.

Before the Wind: The wind is coming directly from the stern of the ship toward the bow.

Quarter Wind: The wind is blowing against one of the ship's rear quarters, at a roughly 45 degree angle to the length of the ship.

Half Wind: The wind is blowing across the ship, at a roughly 90 degree angle to the length of the ship.

Head Wind: The wind is blowing directly from the bow of the ship toward the stern.

The Sailing Speed table gives the speed a sailing ship will travel under different wind speeds, presented in the following manner: Speed per Combat Action / Speed per 12 hour period. The rules assume all sailing ships travel at roughly the same speed, the heavier ships using more sails to offset their weight. In the event of one ship chasing another, the outcome of the race will depend upon the Boating or Shiphandling skills of the captains of either ship, just as with any other pursuit in *Legend*.

Ship Qualities: Optional Rule

To add character to a ship, qualities can be used. These are quirks of a ship's design that improve or hinder its performance. It is impossible to add or remove a quality from a ship; they are simply part of the way it is.

Agile:	+10% to all Shiphandling tests in battle	Battleshy:	-10% to all Gunnery tests
Defiant:	+10% to all Gunnery tests	Clumsy:	-10% to all Shiphandling tests in battle
Good:	+5% to all Crew Checks	Cursed:	Games Master may force crew to re-roll one successful Crew check per day
Lucky:	Re-roll one failed Crew check per day	Distinctive:	-10% to all Shiphandling tests to avoid detection
Nimble:	+10% to all Shiphandling tests; -0.5m draft	Fragile:	-1 Hull
Reliable:	+10% to all Shiphandling tests	Foul:	+10% to all Crew Resilience tests
Stealthy:	+10% to all Shiphandling tests to avoid detection	Ill:	-5% to all Crew Checks
Sturdy:	+1 Hull	Unreliable:	-10% to all Shiphandling tests
Sweet:	+10% to all Crew Resilience tests	Slow:	-2m/-2 km movement
Swift:	+2m/+2 km Movement	Sluggish:	-10% to all Shiphandling tests; +0.5m draft

A Day at Sea

Each 12 hour period spent sailing or boating, the captain of a ship must test his Shiphandling (or Boating) skill. If the test is successful, the ship makes it through the day's travel without incident. If the captain fails his Shiphandling Skill Test, the ship's Seaworthiness is reduced by a single point.

Vessel Damage

A ship can meet its end in one of two ways. A ship that loses all its Seaworthiness points will begin taking on water at a rate faster than the water can be expelled, causing it to sink. A ship may also be destroyed through the loss of all its Structure Points as a result of damage from weather and enemies.

Seaworthiness

All ships are fashioned from timber and nails, and all of them continually take on water. The question is exactly how much water. Bailing water from a ship's bilge is a normal part of a sailor's daily duties and larger ships always carry at least one carpenter (and spare lumber) to make emergency repairs when needed.

So long as a ship has at least one Seaworthiness point remaining, the water comes into the ship at a slower rate than it is expelled by the actions of the crew. Once the ship's Seaworthiness falls to zero, its day is done. The vessel will begin to swamp, a process that takes one Combat Round for every metre of the ship's length. When a ship is fully swamped, it will sink.

Every time a ship suffers five or more points of structural damage from a single attack (after the Hull has been deducted), reduce the Seaworthiness of the ship by one point per five points of damage.

For Example: The Dark Endeavour, a longship caught in a vicious sea-battle, is rammed by a vengeful trireme. This causes 15 points of damage, reduced to 12 once the longship's Hull has been deducted. The attack also reduces the Dark Endeavour's Seaworthiness by 2 points.

Structure Points

Ships take damage from a variety of sources – the lashing winds of a terrible storm or the merciless ram of an attacking warship. A ship's Structure Points are exactly like a human's Hit Points, just as a ship's hull is exactly like a human's armour. Any incoming blow is first compared to the ship's current Hull rating. If the damage is less than or equal to the Hull rating, the blow causes no damage. If it is greater, the hull's rating is subtracted from the damage. Any damage remaining is deducted from the ship's Structure Points.

If a ship's Structure Points are ever reduced to zero, the ship immediately begins to break apart. What remains is useful only as life rafts for the surviving crew.

Dangers

The sea is a dangerous place to be. Even without the potential dangers of enemy ships, monsters and pirates, threats such as storms and fires can imperil a ship.

Careening

The warm waters of many oceans are a paradise for weeds, worms and other parasites, and a ship will quickly find itself befouled by all manner of things clinging to its lower hull. These weeds create drag, slowing a ship down considerably. A wise captain, therefore, will careen his vessel regularly, to keep it moving swiftly and smoothly through the ocean.

Each week of sailing, roll 1D6. On a 6, then the ship's speed drops by three metres/two kilometres until it is careened.

To careen a ship, it must be beached or put into a dock. The crew then scrape the bottom clear of debris. This takes 1D3 days and a successful Shiphandling check. Each successful attempt at careening brings the ship's speed back up by three metres/two kilometres.

Fire

Small fires are very common aboard ships, though they are always carefully contained. A fire that escapes control is, however, a real danger to a ship. If not extinguished, an uncontrolled fire aboard a ship will grow one size category every 2D6 minutes.

The ship's Hull rating does not protect it against fire damage, though the fire will certainly damage the ship. Every Combat Round during which the fire rages, the Games Master should roll damage dice and apply the damage directly to the ship's Structure Points.

Monsters

There are creatures in the briny deep larger and stronger than anything found on land. Most sea creatures will not attack a ship on the open sea unless they are controlled or starving – a ship is very large and very unappetising, after all. Naturally, if the people aboard the ship are busily lobbing harpoons at the beast, it will likely decide to either flee or make them stop.

Running Aground

Reefs and sandbars spell the doom for more ships than any pirate. If an unexpected reef lies ahead on the ship's course, then the lookout is permitted a Perception test to notice the reef, and then the helmsman may make a Shiphandling test to avoid it. If this fails, then the ship risks running aground. Roll 1D6 x (1D6–2) for the depth of the reef below the water (if the result is negative, then the reef actually pokes above the surface). The ship takes 3D4 points of Structural damage and loses an equal amount of Seaworthiness for every metre of the ship's draft that strikes the reef. For example, if a ship with a draft of five metres runs into a reef that is three metres below the surface, then it takes 6D4 damage. If the ship is still seaworthy, then it can possibly be floated off the reef at high tide by lightening it.

Storms

Greater than monsters, greater than fire, the most terrible danger facing a ship at sea is the weather. Much like monsters, storms occur as part of the Games Master's plot for the *Legend* session. The wind and the sea combine to strike at the tossing ship with a primal fury, as masts creak and crack in the gale, leaks spray water into the hold and cargo bursts its ties to tumble about the storm-wracked deck.

For a ship to survive a storm intact, the captain must employ his Shiphandling skill (or Boating skill, as appropriate) to keep the vessel steady and turned into the storm. If the Skill Test is successful, the ship endures one hour of storm weather at a cost of only one Seaworthiness. If the Skill Test fails, the ship endures one hour of storm weather at a cost 1D6 Seaworthiness.

Naval Equipment and Personnel

It has often been said that a boat is a hole in the water you must fill with money. Although *Legend* streamlines the process of buying and repairing ships immensely, Adventurers will find that owning their own ship is an expensive undertaking.

Like any other item, the cost for ships and their equipment varies from place to place. Most of the larger ships are unavailable in any settlement size smaller than a small city. As with all equipment, the costs given for ships in the descriptions are the small city prices. Rams and engines cannot be acquired outside of a small or large city.

Personnel

Unlike equipment, ship personnel do not vary in price from place-to-place. Each shipboard job has a standard daily pay rate, which the personnel will expect, whether they are hired in a small village or a great city.

Ship Personnel

Position	Daily Pay
Navigator	15 SP
Oarsmaster	12 SP
Officer	18 SP
Rower	4 SP (or free if slaves)
Sailor	8 SP

Weapons

This section deals with various shipboard weapons. Of course, there are a vast number of items needed to operate a ship effectively and efficiently, but such things as rope, sailcloth and other sundries are included in the costs for maintenance and repair of a ship.

Arbalest, Siege: A siege arbalest is essentially a large crossbow. Serviceable by one man, it takes a full minute to load and requires a stand to support it. The bolts fired from an arbalest are too big to be affected by the Common Magic spell Multimissile.

Ballista: A ballista is a much larger and deadlier version of the arbalest, requiring at least three men to crew it. The bolts fired from an arbalest are too big to be affected by the Common Magic spell Multimissile.

Cannon

Weapon	Skill	Damage	Range	Crew Required	Shots/ton of Ammo	Load	Cost
9-pound (demi-culverin)	Gunnery	4D6	100m	1	50	Special	5,000 SP
18-pound (culverin)	Gunnery	4D8	80m	2	25	Special	10,000 SP
24-pound (demi-cannon)	Gunnery	4D12	100m	2	15	Special	13,000 SP
45-pound (cannon)	Gunnery	4D20	80m	3	10	Special	25,000 SP
Swivel Gun	Gunnery	3D6	50m	1	50	5 rounds	3,000 SP

Cannon: There are several sizes of cannon used on board ships. There are also swivel guns, which are smaller pieces mounted on the deck of a ship, and are used to blast smaller boats or for precise shooting. See the Cannon table for more details.

Reloading Cannons: The time it takes to reload a cannon depends on the operator's Gunnery skill.

Gunnery Skill	Combat Actions to reload (character scale)	Number of Crew Combat rounds to reload (Crew Combat scale)
<25%	25	1D6
26%-50%	20	1D4
51-75%	15	1D3
76%-100%	10	1D2
101%+	5	1

Ram: A ram is a heavy metal spike attached to the front of a warship, used to stave in the hulls of enemy ships. A ram differs in size and price depending upon the kind of ship it will be attached to. If a ram is included in the ship's construction, it increases the ship's price by 10%. If it is added later, the additional work needed to reinforce the ship's structure will raise the ram's price to 15% of the ship's original purchase price.

Springal: The springal is a small catapult, designed to lob its ammunition in an arc at the enemy. The ammunition fired from a springal is too big to be affected by the Common Magic spell Multimissile.

Ship/Siege Weapons

Weapon	Damage	Damage Modifier	Range	Load	STR/DEX	Size	Combat Manoeuvres	ENC	AP/HP	Cost
Siege Arbalist	2D6+4	N	200m	4	12/10	E	Impale, Sunder	6	6/12	800 SP
Ballista	4D6+2	N	200m	6	12/11	E	Impale, Sunder	10	6/14	1,200 SP
Springal	2D10+2	N	250m	4	10/10	E	Bash, Sunder	12	6/12	1,000 SP

Repair

One thing is certain about a ship – it will always be in need of repair. Ships lose Seaworthiness as part of their normal operation, wear and tear that must be attended to eventually. In addition to this is the damage to a ship's Structure Points that occur through combat.

Cost of Repair

For the sake of simplicity, all the various items needed for repairing a ship, from sailcloth to tar to cured timber, are bundled together into basic prices. A ship requires 10 Silvers worth of materials to repair every lost point of Seaworthiness. Repairing lost Structure Points requires 100 Silvers worth of materials for every point.

Repair Crews

A standard repair crew can repair ten points of Seaworthiness or four Structure Points per day on a beached or dry docked ship. A repair crew consists of the ship's carpenter and five men under his direct supervision. For every crew member less than five decreases the amount of repair done by 10% (round up), for each additional member of the repair crew the totals are increased by 10% (round down).

If he is working alone, a ship's carpenter can repair three points of Seaworthiness *or* one structure point per day on a beached or dry docked ship.

Repairs at Sea

Many ship captains wisely carry repair materials and a carpenter on board their ship at all times, in order to make emergency repairs after (or during) a storm or engagement with a monster or enemy ship.

While at sea, it is extremely hard to repair damage. Any Craft (Woodworking) Skill Tests suffer a -40% penalty.

When attempting to repair a ship at sea, the carpenter must attempt a Craft (Woodworking) Skill Test every 12 hours. Success indicates he has repaired one lost point of lost Seaworthiness *or* one structure point. This can be increased by an additional +1d4 points if there are sufficient crewmen available to form a work squad.

If the ship's carpenter fails his Craft (Woodworking) Skill Test, no repairs are made but the supplies used in the attempt are still consumed.

Dry Docks

Aside from magic (which offers near immediate repair), dry docking a ship is the best way to repair it. A dry dock is normally only available in small cities or larger and cost 50 Silver per day to rent (or 100 Silver per day in a large city).

Beaching a Ship

Beaching a ship is normally only done in the most dire circumstances. Canoes, rowboats and rafts can be beached with impunity, although even they have a 25% chance of losing a point of Seaworthiness when they do so.

Beaching other ships requires the crew to make a Shiphandling or Boating test with a penalty of between 0% and 100%, depending upon the suitability of the beach and the time chosen. If the ship is carefully sailed into shallow waters, then slowly rolled onto its side by moving cargo and other weight, then the penalty is lessened. Sailing onto the shore in the teeth of a fierce storm incurs a much bigger penalty. Success on this test merely results in the ship losing 1D6 Seaworthiness and 1D6 Structure Points. Failure results in the ship losing its draft x D10 (minimum of 1D10) in both Seaworthiness and Structure Points, as the ship effectively crashes into the shore.

BEASTS & COHORTS

Mounts, beasts of burden and other animals are covered in this chapter. Whilst most Adventurers are going to be concerned with animals that help them get from one place to another, or a mount to ride into battle, the necessity for domesticated animals in more mundane, everyday pursuits (ploughing, carting and so on) are also covered here. So too are pets – either as companions or as familiars for magic-using professions.

Beasts, Pets and Steeds

This section offers descriptions of a variety of living creatures for Adventurers to purchase in the course of their travels. Some are as common as a mule or draft horse; others might be a bit more unusual, such as a trollish watch beetle.

The Beasts, Pets and Steeds table shows a large variety of animals available for purchase (if the Games Master allows). Each entry includes the animal and three costs – untrained, basic trained and skilled:

Untrained: An untrained animal will need to be trained by the owner or an expert in that particular field. Training an animal is handled in the same way as any construction project with the trainer using the Lore (Animal) skill to train the beast. The Task Round is two weeks and the best starts as Untrained. Each 25% contributes to the training level: 50% is Basic Trained, 75% is Skilled and 100% or more is Battle Trained. Battle Training is only necessary where an animal will be used in combat or warfare; otherwise the training does not need to go that far.

Basic Trained: An animal that has been basic trained knows that the buyer is its new master and will obey several basic commands, making it much easier to get along with as a pet or mount. There is no bonus or penalty to any Skill Tests concerning the animal at all but it cannot be used for combat or battle and, if the creature is placed under any undue stress, then the owner suffers a –20% penalty to appropriate Skill Tests.

Skilled: Any animal that is considered Skilled has received and integrated a good amount of its training, and will respond generally how the owner commands in most situations. There is a +10% bonus to any Lore (Animal), Ride and Drive Skill Tests concerning the animal. The creature cannot be used in combat or battle.

Battle Trained: The animal has been conditioned for high-stress situations and can be used as a war-mount or other resource in combat and conflict. The owner suffers no penalties using the beast in these conditions.

Creature Descriptions

Baboon: Baboons are large, ground-dwelling monkeys.

Bear, Brown: Large and powerful omnivores, bears come in a variety of breeds, colours and demeanours. The common brown bear is the most common across a multitude of terrain types and has been 'domesticated' by several cultures.

Beetle, Giant: The largest beetles known, these creatures are commonly domesticated by trolls and put to use as pack animals and mounts.

Bull/Cattle/Oxen: This rather large grouping contains all of the bovine species.

Cat: This is a basic, domesticated house or alley cat. Cats come in a vast variety of colours, fur lengths and even general size. Good as wizardly familiars and adequately intelligent, cats are a fantastic way to get rid of small vermin and scare off small predators from a house or farm.

Crocodile: These large reptiles are an ancient species and almost always live near swamps, marshes and rivers.

Deer: Dwelling mostly in fringe areas and forested terrains, common deer are a fantastic source for leather-quality hide and a very healthy meat (venison).

Dog: This is a broad category that covers a wide number of canine species that are commonly kept as pets.

Dog, War: This contains large, muscular breeds that have long and broad muzzles good for gripping and pulling. They have the same statistics as a normal dog but with an Bite skill of 65%, a Evade of 60%, STR 14, SIZ 12 and the ability to inflict 1D6+1D2 damage on a bite.

Elephant: Exceptionally large pachyderms with thick, wrinkled grey skin, elephants are some of the largest land animals in existence.

Fowl: This is a very broad category of game and food birds like chickens (which are not actually fowl), ducks, geese, pheasant and others like them. They are useful for their eggs and their meat, and some people use their feathers or bones for crafts. Otherwise they are strictly used as resource animals.

Goat: Among the most common farm animals in many cultures, goats have been used for their milk, meat and even wool in some breeds. They are easily handled and are relatively long-lived, meaning that a farmer can get the most out of a single goat before having to put it to the blade. Goats tend to have hard and pointed horns on top of their heads that can deliver a jarring blow if the goat can rear back a slight bit before butting. Should a goat actually manage to butt someone with its horns (25%) the target will not suffer any real damage but must pass an Athletics test to keep his balance or topple from the impact.

Griffin: Highly prized as a mount, a griffin is a large flying carnivore with the body of a lion and the head, talons and wings of a great eagle. There are several subspecies known to exist, such as the panther/raven or the snow tiger/owl combinations found in remote jungles and mountains respectively.

Hawk/Falcon: This is another group entry for any number of predatory birds that could be trained for falconry.

Horse, Draft: The largest horse breeds available, draft horses are immense equines that are best used for heavy labour. They do not have bodies built for anything much other than power, as they can pull several times their own weight with no problem, and have near limitless endurance. Although they can be trained for combat situations, draft horses are not suited for rapid movement or manoeuvring, making them less effective steeds for combat-prone Adventurers. They are far better suited for hauling or pulling wagons, carts and vehicles.

Horse, Pack: Caught somewhere between draft horses and riding horses, pack horses are often the result of awkward breeding or uncommonly thick foals. They are not as agile as riding horses and nowhere near as strong or large as draft horses, making them best suited for use as carry-alls. Able to support a great deal of weight and keep a decent pace alongside other horses, pack horses are similar to mules in disposition and practicality. Owners of pack horses rarely ride them unless it is the only option, as their raised shoulders and bony flanks rarely make for a comfortable ride. Pack horses are very useful for groups of Adventurers who do not have access to a cart or wagon, as they can carry considerable weight without slowing.

Horse, Riding: This is the standard horse seen under most Adventurers. A class of horse that ranges in colour, temperament, fur length and even size to a degree, riding horses are easily the most commonly found horses throughout *Legend*. Usable in a variety of tasks that they will do well at, riding horses are decidedly average compared to the rest of their species.

Horse, War: Large chargers, war horses are cut from physically powerful yet still agile breeds to be used in battle. They are shown from a very early age that they can inflict terrible damage with their thick, iron-shod hooves, and must not shy away from getting cut or bludgeoned – as it will likely happen a great deal when the rider commits them to battle. They tend to have short manes and cropped tails to keep from getting caught up in weapons or armour, and many are commonly fitted with some form of barding. They have the same statistics as a normal horses but with a Kick skill of 65%, STR 30, SIZ 30 and the ability to inflict 1D8+1D12 damage on a kick.

Lion/Lioness: Nicknamed ‘the king of the jungle’ even though its primary territories are savannah and plains areas, the lion has been a symbol of royalty and nobility for as long as the idea has existed.

Lizard, Giant: These creatures are used as mounts by certain nomads, giant lizards are large carnivores.

Mammoth: These beasts are immense herbivores that are the ancestors of common elephants.

Mule: The infertile offspring of a male horse or pony and a female donkey, the mule was originally one of nature's little accidents that created a new tool for the world to use. Mules are domesticated extremely easily, and are good pack animals for those who cannot afford a proper horse or pony. They are occasionally noisy, ornery and tend to bite at handlers they are unfamiliar with. Smaller than horses but slightly larger than most ponies, mules have wiry fur and bristly manes between their longer ears. They tend to be grey or brownish, but red mules have been known to exist when both parents were of a richer colour. For all general purposes, treat a mule as you would a pony, but with the carrying capacity of a riding horse.

Panther: One of the larger great hunting cats, the term 'panther' is normally used to describe a black cougar, jaguar or leopard – though there are other different types of great cat in this category.

Pig: This is the commonplace swine that dominates farms across the many worlds of *Legend*. There have been farms dedicated to the raising, breeding and slaughtering of pigs for as long as there have been livestock farmers. Pigs are easy to raise and upkeep, and can be fed the leftovers from the family's own supper plates, including rinds, bones and unwanted grease! In fact, a group of hungry pigs will gladly eat anything thrown into their feeding troughs – including humanoid bodies! They eat flesh, hair and bone equally well and rather quickly, making large groups of pigs useful for getting rid of incriminating evidence, should the watch be looking for a body!

Pigeon, Homing: A homing pigeon will return to the roost no matter how far away it strays. These pigeons can deliver small scrolls of sensitive information to faraway recipients. Once released, a homing pigeon has a 95% chance of returning to its roost barring any outside interference and will travel 3D10x10 kilometres daily to do so.

Pony: What is basically a smaller breed of horse, true ponies are drastically shorter and thinner than common riding horses. They make good mounts and steeds for smaller races or children and can be used in cities as low-weight pack animals.

Rhino: Large, thick and somewhat dim-witted, the rhinoceros is a massive quadruped with one or two long horns sprouting up from its leathery snout. Although herbivorous, rhinos can be extremely aggressive and downright angry toward trespassers into their surroundings. With a proper bucking of that horned head or a full charge, a rhino can easily kill even an armoured target with a single spearing strike.

Rodent, Common: This is a very large group of animals that includes rats, mice, shrews and most other small and commonplace rodents (including rabbits). Rodents are rarely used for anything other than a food source for larger animals, or perhaps as a wizardly familiar or tiny companion. Rodents are moderately intelligent and can be taught tricks if rewarded properly. Even though some 'rodents' are not actually rodents at all, such as shrews and moles, they are still lumped in with the more common category for the ease of the seller.

Sheep: One of the early livestock choices for hilly and grassland terrains, sheep are raised in huge flocks to be used for wool and meat. They are commonly kept in massive flocks of over 100 sheep by individual shepherds, who often keep them in line using specially trained dogs. Rams are included in this category as well as common sheep, as they are generally used for the same types of resources – save that ram's wool is a bit harsher and rams are commonly equipped with thick horns similar to those of a goat.

Snake: This is a broad category of non-venomous snakes that can be caught or bred for sale. From constrictors to harmless vermin-catchers, snakes have been a fascination for most cultures and a source of great fear for others – sometimes both. Adventurers tend to be on the eccentric and unique side, so an animal breeder who has access to snakes and serpents might be surprised to see the number of them he can sell. Whether used as a pet, familiar or even to be released in a barn or cottage to rid the area of rats or mice, snakes can be quite useful.

Snake, Venomous: This group category is far rarer to see at a common pet shop, as these serpents are all of the venomous variety. Cobras, vipers, sea snakes and so forth are all quite dangerous to others, and few would ever risk carrying one as a commodity. Sold as familiars or as living weapons for unruly assassins, venomous snakes are extremely dangerous to handle. Even if trained fully, a venomous snake is likely to strike at a fast-moving object reaching for it. Should the Games Master request it, a venomous snake will strike at anything brought quickly into range of its fangs, unless a difficult (–20%) Lore (Animal) Skill Test is passed.

Spider: While not a very common pet or companion, there are hundreds of species of spiders throughout the *Legend* worlds that could be bottled up and sold. There are terribly venomous species like the brown recluse or the thick-fanged bird-eating spider that can be as large as a dinner plate. Many times, a spider is bought as a spell component or ritual implement, although others might wish to have a spider on hand for their own reasons. For whatever reason an Adventurer might buy a common spider, the cost listed includes a proper jar, jug or box used to transport the arachnid.

Spider, Giant: Although the most common giant spider encountered is a web-spinner that entraps Adventurers as a source of food, there are other breeds that could be theoretically trained as all-terrain mounts. Although very difficult to train, a giant tarantula or wolf spider could make an amazingly efficient steed. With a modified saddle, a rider could be taken up walls or ceilings or even across spun-web bridges with ease.

Tiger: Easily among the largest of the great cats, a tiger is a solitary hunter when not with young, preferring to move alone through its territory in search of prey. Only a viable mount for the extremely small and thin, tigers are often only purchased as guardians of holy places or gladiatorial animals.

Wolf: Wild canines running in packs that can reach upwards of twenty individuals, wolves are the quintessential pack hunters. Wolves are quite loyal after reaching the 'Skilled' training level and will view the handler as a pack mate. For this reason, if

Beasts, Pets and Steeds

Animal	Untrained	Basic Trained	Skilled
Baboon	75 Sp	125 SP	200 SP
Bear, Brown	200 SP	400 SP	800 SP
Beetle, Giant	250 SP	300 SP	350 SP
Bull/Cattle/Oxen	150 SP	200 SP	250 SP
Cat	1 SP	2 SP	3 SP
Crocodile	50 SP	100 SP	300 SP
Deer	10 SP	50 SP	100 SP
Dog, Domestic	1 SP	2 SP	3 SP
Dog, Hunting	10 SP	25 SP	35 SP
Dog, War	20 SP	40 SP	60 SP
Elephant	2,000 SP	5,000 SP	7,500 SP
Fowl	1 SP	3 SP	—
Goat	50 SP	75 SP	100 SP
Griffin	2,500 SP	6,000 SP	10,000 SP
Hawk/Falcon	150 SP	400 SP	600 SP
Horse, Draft	150 SP	400 SP	450 SP
Horse, Pack	100 SP	300 SP	350 SP
Horse, Riding	125 SP	350 SP	400SP
Horse, War	175 SP	400 SP	500 SP
Lion/Lioness	500 SP	1,000 SP	1,350 SP
Lizard, Giant	350 SP	600 SP	800 SP
Mammoth	2,500 SP	6,000 SP	8,500 SP
Mule	50 SP	125 SP	200 SP
Panther	450 SP	850 SP	1,000 SP
Pig	50 SP	60 SP	80 SP
Pigeon, Homing	25 SP	50 SP	—
Pony	80 SP	175 SP	225 SP
Rhino	3,000 SP	4,000 SP	8,000 SP
Rodent, Common	5 CP	1 SP	4 SP
Sea Lion	50 SP	100 SP	250 SP
Sheep	30 SP	40 SP	60 SP
Snake	50 SP	100 SP	200 SP
Snake, Venomous	250 SP	500 SP	750 SP
Spider	1 SP	2 SP	10 SP
Spider, Giant	200 SP	400 SP	500 SP
Tiger	500 SP	1,100 SP	1,500 SP
Wolf	200 SP	300 SP	400 SP
Zebra	300 SP	350 SP	400 SP

nothing else, wolves make good adventuring companions, if given the right amount of training.

Zebra: An equine animal very similar to a pack horse, only faster and far more ill-tempered, the zebra is a black and white striped creature that has always drawn attention. Zebras are captured for their meat by some savannah cultures and some even to be broken and trained as mounts. It is for their exotic look that some people try to keep zebras for their own uses but they do not make the best mounts or companions due to their ornery natures.

Hired Companions and Cohorts

This section covers a slew of professionals that a common *Legend* Adventurer could hire for an extended period of time in order to perform some duty. The Hirelings and Cohorts table on pages 136-139 includes each profession's title, the primary and secondary skills of those who follow the profession, their general aptitude and the cost to hire them per day or use of service.

Accountant: This is someone who specialises in taking care of his employer's money, resources and overall assets. Accountants are also excellent at taking care of large purchases in their employers' names, such as a general sending his accountant to purchase new shields for his troops.

Acolyte: Learned in the ways of religion and wonder, an acolyte is a member of a faith devoted to the higher mysteries and miracles wielded by its highest members. Acolytes tend to be willing to work for a pittance, as long as their work furthers the goals of the cult or temple.

Advisor: Advisors are expected to have and express their opinions on all manners of subjects for their employers. Many advisors are specialised in their knowledge but most claim to be very well educated and versed in several topics. After all, a wide range of knowledge makes them far more valuable.

Alchemist: This is a group of professions revolving around the use of chemicals, herbs and minerals to create mixtures for a variety of purposes. From common scented oils and relaxing salves to near-mystic potions that cure diseases and stave off infection, alchemist goods are as numerous as the ingredients they mix them from.

Animal Trainer: Terribly useful for the Adventurer who wants a special mount or companion but who does not have the time, patience or skill to train it themselves, animal trainers are well suited for teaching a beast who is its real master. Using rewards, playtime and even physical punishment at times, these hard-working folk make their animals respect or fear them.

Apothecary: This is a general healer of ailments and minor wounds, skilled in the use of salts, minerals and tinctures to mend flesh and banish sickness. Apothecaries are not exceptionally skilled in deeper wounds or issues, but a quick stop in an apothecary shop can fill an Adventurer's pouch with an assortment of useful goods.

Armourer: An offshoot of the common blacksmith, an armourer specialises in the creation, repair and modification of armour. Although only responsible for the grommets and bindings for leather armour, a good armourer retains those types of goods as well. Many armourers also take orders for barding as well as armour for individuals.

Barber: A combination of personal grooming and dentistry, a barber's skills are diverse and often sought out by Adventurers who do not get to see civilisation often. Barbers do many things, from giving someone a haircut and a good shave, to providing a hot towel and ripping out that rotten tooth that got chipped in a fight a month earlier. They tend to be popular people in secluded areas, even if aspects of their trade seem like an unnecessary luxuries.

Barkeep: Barkeeps are professional bartenders, most often in charge of pubs or taverns. Useful for more than filling bellies, a barkeep can also be a source of good advice from many long nights of listening to patrons tell their tales. Having a good barkeep on the payroll could be a great way for an Adventurer to spread rumours or information without being directly involved. The counterpart to a barkeep, the bar wench is a common serving maid. She is always watching the happenings in her tavern room, and is a good source of information that might not reach the ears of some patrons or outsiders.

Blacksmith: The quintessential forger of common metal goods, a blacksmith is anyone who operates a forge and hammers out metallic objects. There are several different varieties of blacksmiths, some who specialise in iron and steel and others who are only proficient in copper or bronze. A lot of what a blacksmith can forge is up to the resources and advancement of the culture he is a part of. A blacksmith is the best professional to go to for armour and weapon repairs when a specialist is not available, as the basics are close to the same for all smithy work at that level.

Bowman: This category of soldier who specialises in ranged combat includes archers and crossbowmen. Bowmen are commonly hired in units of 10-20 and they almost always come prepared with their own weaponry.

Bowyer: This is the artisan responsible for the creation of bows and crossbows. Bowyers carve, treat and bend the wood for bow-type weaponry, attaching the proper additional implements to create the finished product.

Brewer: Specialists at creating alcoholic beverages from a variety of spices, grains and fruits, brewers form a group of some of the most beloved artisans in society. They are the makers of ale, spirits, grog and some rarer liquor and those goods go a very long way in most cultures.

Burglar: There may come a time where an Adventurer needs something stolen or reclaimed for him and in those cases it can be best if he has someone else do it. Hired burglars may not be the most trustworthy louts but most are happy to earn their wage in exchange for whatever bauble or trinket they had to pilfer.

Butcher: This is the bloody-handed labourer who takes livestock, fowl and game and turns them into the various meats that fill the stew pots and stoves of the world. A butcher is an expert at removing bones, hooves and scales from beasts in order to get to the meat beneath or in order to save the resources provided by the animal at the time of its slaughter.

Butler/Page: A general manservant that runs the basic needs of a household, a butler (adult) or page (adolescent) is a must have for any large manor or estate. These employees take care of many of a household's common practices, such as laundry and cleaning, or even the selection of everyday clothing and activities.

Carpenter: This is the professional responsible for woodworking and other wood crafts. From toys and tools to the walls of a house, carpenters are the masters of woodcraft.

Adventurers can also occasionally find carpenters who make the basic wooden bodies of shields, but they are far more commonly going to sell such items to armourers.

Cartographer: In charge of writing, deciphering and translating maps, cartographers are very useful to those Adventurers about to travel into unknown territory. A good map can be worth more than the cartographer's weight in gold and he is well aware of the importance of his skill.

Cavalryman: This is a hired soldier that specialises in mounted combat. With a charging blow from his lance or horseman's flail he can send infantry reeling. Little else can be considered faster on a battlefield.

Chandler: Masters of crafting with wax, chandlers are best known for their skill at making candles and lamp mantles. They can also be fantastic sources for raw beeswax, which has dozens of uses outside of simple light source manufacture.

Chef: This employee takes culinary ability to a new level each time he sets spice to pan and pan to fire. Able to create masterpieces that are as tasty as they are beautiful, chefs are normally reserved for high-class or noble establishments. Rarely can Adventurers afford the types of dishes they create but those with the treasure-laden pockets of the successful can indulge in them if they wish to!

Clerk: As common store or sales clerks, these men and women are the foot soldiers in the eternal war for commerce. They are the front lines of the businesses, able to talk about their products with passers-by and explain exactly why everyone needs one of what they are selling. In addition to their selling duties, clerks also need to keep a sharp eye out for shoplifters and con men looking to make a profit out of their own.

Cobbler: One of the most treasured but least thanked professions, cobblers make sure that their customers have shoes and boots on their feet. Makers of all sorts of footwear, they are rarely pressed to sell any shoe 'off the rack' due to individual fitting needs.

Coinsmith: This profession only exists in societies that use minted coins, as this craftsman is responsible for pressing the proper amounts of precious metals into them. Less exacting than a metalsmith who deals in the same types of metals, but far more precise in the original moulding, a coinsmith must make sure that the ruling force backing the coin he is pressing is happy with the results.

Cook: Another wielder of the culinary arts, a cook is a basic preparer of foodstuffs. Cooks are good at turning staple foods into full meals using special seasonings and spices in combination with crafty cooking methods. Some cooks might specialise in certain foods or dishes but most will make do with whatever they are given to work with.

Cooper: A much specialised version of a carpenter, coopers make barrels, tuns and kegs. They are responsible for bending, treating and binding wooden, liquid-storage containers. It is their work that keeps a stout lager from leeching sweetness from maple boards, or makes sure a good batch of bitters does not go sour due to a lack of waxed lids.

Courier: This is a hireling responsible for taking messages or packages from one place to another.

Courtier: As a socialite and a diplomat, a courtier excels at getting his point across in subtle and polite ways. A good courtier will sway opinions and objections to the way of his employer without anyone realising he has done so.

Delegate: Simply put, this person is sent to some official meeting or similar event to act as an extension of his employer's voice. Delegates are paid to say or represent something very specific on behalf of their employer and they do not stray from their course unless they do not wish to work as a delegate ever again.

Doctor: Doctors are not put off by severed digits or cleft muscles, and do everything in their power to mend flesh and save lives. Some doctors also deal with mental disorders or anxieties, but those are farther and fewer apart.

Driver: Also called a teamster, a driver is skilled at handling teams of animals that are drawing some kind of vehicle. Most adept at wagon and carriage driving, there are also some specialised drivers that use dog sleds or other vehicles.

Dyer: This is someone who is in charge of dyeing cloth or clothing. Dyers also dye the wool for others to make their own fabrics from, but their primary role is to sell dyed fabric.

Engineer: These individuals are responsible for designing and building the large constructions and mechanisms that are used in siege machines, drawbridges and portcullis. Having a good engineer on hand during a siege or a sacking of a walled city is never a bad thing.

Entertainer: Skilled in song, dance or any number of talents that would classify them as 'entertainers', these professionals spend their lives trying to make the masses enjoy a few hours of their lives at a time.

Farmer (agricultural): Members of one of the oldest professions, farmers that tend their fields and gardens yield a massive amount of food that is seen in city markets and village grocers.

Farmer (livestock): The opposite side of the farming coin, livestock farmers raise fowl, sheep, pigs or cattle for the purposes of their resource materials. Milk, cheese, wool and meat can all contribute toward a livestock farmer's income, and any Adventurer that could sponsor or hire one can expect to never be without these items.

Fisherman: Hunters of the rivers, lakes and seas, fishermen pull their living by hook, net or spear out of the water. Fishermen tend to live near their favourite fishing areas and some may even have boats or ships to get the best catches they can.

Fletcher: These caretaking individuals are responsible for ‘fletching:’ plucking, cutting, waxing and applying the feathers to arrows and crossbow bolts. Without their handiwork, archers’ and hunters’ bows would have less than half of their accuracy, especially over longer distances. Fletchers are often very close to local carpenters and blacksmiths.

Furrier: Only slightly different from a common tanner, furriers can take a piece of mink, beaver or similar hide and clean it so that the fur is not harmed and stays intact. Soft furs are a must in many industries, especially in winter climates where their warmth is an asset. Also, armourers tend to want furs to line their stiff or harder armour segments.

Gemcutter: Members of a rare but useful profession, gemcutters turn raw stones into jewellery-grade gems. This increases the value of the gems tremendously depending on the skill of the cutter, which is why so many Adventurers who find raw gems quickly seek one out. A few hours of chiselling and chipping and a single chunk of raw stone can be turned into several smaller ones – each worth more than the original.

Guard: These comprise one of the most common soldier types to be seen in any culture. Guards are simple swordsmen that are paid to stand watch over a particular place or thing, raising an alarm if need be. They are not a frequent asset for starting Adventurers but those who have earned holdings or small fortunes might want to have extra sets of eyes while they are away.

Guide: No matter where an Adventurer goes, he will likely need someone to help him find his way at some point. Some might believe that they are better off finding their own paths but a good and knowledgeable guide can save time, and lives.

Healer: When disease, illness and infection are wracking a body, a healer is called for or sought out. Healers use a mixture of alchemy and faith to strengthen the body’s defences and help fight the bad elements within it.

Herald: Adventurers rarely wish to be introduced boldly or loudly unless they are trying to make an entrance (or lying about their true natures) but a hired herald is the perfect way to do so.

Hunter: Whether they are hunting dangerous predators to protect a village or venturing out to come back with drags full of deer and elk, the idea is the same – hunters brave the wilderness to track, hunt and kill animals.

Interpreter: With a multitude of races, species and cultures that exist there are a great many barriers that must be overcome every day by travelling Adventurers. A single mishap or miscommunication could result in violence or missed opportunities. The best way around this is to quickly hire a learned interpreter, who will happily let both sides of the conversation know what is being said by the other.

Jester: This is a specialised form of entertainer who is talented at social humour as well as physical gags. Through the use of puns, metaphor and comedic anecdotes a jester can give the highest of nobility a satirical ribbing that is risqué and ultimately easier to swallow than the scandalous behaviour it is based on.

Jeweller: These are the skilled artisans and craftsmen that take small amounts of precious metals and other materials and turn them into elegant pieces of jewellery.

Labourer: Nothing more than hired muscle used to lift and carry, labourers are found anywhere there is physical work to be had. They are cheap and replaceable – perfect for some Adventurer's needs.

Leatherworker: Leatherworkers are masters of taking simple hides that have been treated by a tanner and turning them into an assortment of useful goods. Responsible for the creation of leather armour segments before they go off to the armourer to be riveted together, a leatherworker can be a much cheaper option for fixing leather armour.

Locksmith: Masters of tumblers and slides, locksmiths are useful for both setting up and getting past the mechanical safeguards on doors, chests and gates. Having a skilled locksmith at an Adventurer's disposal can be a huge boon when trying to get into barred places or when keeping others from learning secrets.

Maid: Maids are professional cleaners who are expected to go about a home or estate and make sure that the items and valuables are presentable for company. This is, of course, a position of great trust – and commonly worries for the employer. Maids are very useful to be hired by outside influences to conveniently leave open windows or doors for later use.

Man at Arms: Professional soldiers trained for nothing but combat, men at arms are rarely hired in groups smaller than 20 and are used for some of the most direct confrontations. Skilled with swords and spears, a unit of men at arms is a fearful sight to see marching in formation toward an enemy and can be well worth an Adventurer's coin to uproot a dug-in enemy.

Metalsmith: This is a group of professionals with several different names and titles depending on what sort of metal they are in charge of smelting and forging. Goldsmiths, coppersmiths and silversmiths work in their unsurprising fields and braziers work in brass. Depending on what manner of work is needed of them, any of these metalsmiths can plate, coat or forge items for their employers.

Midwife: This is a type of nursemaid or in-home caretaker that often specialises in the birthing of children. Midwives are good at not only keeping the mother-to-be and the infant healthy but also are schooled in how to help around the home for the first few days while the new mother recuperates.

Miller: In charge of creating mash and flour at grain mills, millers must be skilled not only at the loading and unloading of the millstone but also of the bagging, storage and selling of the resulting products. Hiring a miller also normally means having access to the mill itself, which is quite possibly why an Adventurer would want to go out of his way to hire one.

Navigator: A guide on a larger scale, navigators are good at picking directions and steering travel using the sun, moon and stars. Whether trying to find a way out of thick wilderness without a map or bringing a ship to port in the endless blue of a night time sea, hiring a navigator is money well spent should the alternative be getting lost forever.

Nurse: Whether the nurse is a doctor in training or happy being an assistant, he is a useful aid in all medical matters. Like an extra pair of hands for a doctor or surgeon, nurses are well-versed in the healing arts.

Painter, artiste: These are masters of portraits, mosaics and other beautiful imagery made with dyes, oils and pastes.

Painter, limner: Although their use of dyes and paint washes are no less exacting than that of artistes, 'limners' are in charge of painting large structures, signs and the like. They must know how to write adequately legibly, as their signs must be readable.

Papermaker: Buying paper from a scribe can be a fool's gamble when there is a local papermaker available. Pressing the pulp or reeds into sheets to be dried and pulled into parchment, papyrus and scroll vellum, papermakers have a trade that is rarely utilised by the underclass and is the crutch for many other artisans and noble roles.

Pikeman: Soldiers trained to use longswords or halberds, pikemen are the best type of martial hireling to set against enemy cavalry. Most effective in dual lines that number eight or ten each, pikemen are generally well-armoured to absorb the impact of those who make it past their bristling wall of weapons.

Porter: This is a class of labourer whose only role is to carry something from one place to another. Porters are often in charge of objects bigger than what a courier would take but not quite as large and heavy as what a labourer would be called in for.

Potter: Crafters of vases, urns and clayware, potters are quite a popular class of artisan. Examples of their craft include everything from sun-dried water jugs to exquisite, finely enamelled burial urns. It seems that there is not a walk of life that cannot find use for a potter's wares.

Priest/Priestess: Higher in the classification of the faithful than mere acolytes, priests and priestesses are in charge of many more duties and roles in their order or cult. Buying time away from their patronages is difficult and expensive, but could be well

worth the extra effort and cost. Priests and priestesses have permission from their elders to perform greater rituals and works in their faith, and Adventurers that are not of opposing faiths can benefit greatly from them.

Prostitute: The so-called 'oldest profession', prostitution varies in legality and acceptance from culture to culture, with some viewing it as normal and necessary and others considering it a hanging offence.

Sage/Soothsayer: Holders of great knowledge, sages and soothsayers dole out nuggets of insight for a handful of coins.

Sailor: When someone needs to row or sail a boat across a large enough body of water a team of sailors is a must. They are skilled at the needs of boating, and can make adjustments for tide, current and weather that a common passenger would never be able to manage. Also, oceanic sailors tend to be well-travelled and full of stories and tales from all the places they have seen, which could be worth a few rounds' worth of grog to an interested Adventurer.

Scribe: This is a professional writer, who makes his living putting others' words down on parchment or arranging already written works to be purchased by others.

Sculptor: Shaping marble and stone with chisel and rasp, sculptors are commonly very patient artistes that are capable of creating awe inspiring and dazzling statues from blocks of raw stone. Their work is long and tedious, but stands against the tests of time when carved with skill and care. Anything permanent cast in a sculptor's wares will last long beyond that which was sculpted, barring any accident or intervention.

Seamstress: Minor repairs and quick fixes are a seamstress' common work, setting needle and thread to patching holes and trimming hems in short order. Their work tends to be fast and efficient, leaving more drawn out jobs to tailors.

Shepherd: A specialised form of livestock farmer, shepherds use dogs to keep huge flocks of sheep or goats manageable as they graze hills and fields. They must always be wary of predators and poachers and cannot allow members of the flock to stray too far away.

Shipwright: These specialist carpenters focus their efforts on building (and repairing) boats, canoes, kayaks and sailing vessels.

Surgeon: Surgeons are steady-handed professionals that know they are the last line between life and death, and their skilled decisions could mean saving the person in front of them. Adventurers, who are well-known for sustaining horrible wounds in their travels and questing, should always keep in mind the location of the closest surgeon in case of emergency.

Tailor: Crafters of all things made of cloth or canvas, tailors are one of the building blocks of any society. Their wares can be found on the backs of every citizen, covering the beds of their homes and hanging from the masts of ships.

Tanner: These skilled workers take freshly cut hides and turn them into the leather and suede that is then forwarded on to leatherworkers and tailors to be made into various products.

Undertaker: A morbidly useful career, undertakers put the dead to final rest. They are in charge of coffin-ordering, cremations and burials for the recently deceased. In large enough communities the dead could stack up quickly without their efforts, making for foul environmental conditions riddled with stench and disease.

Vintner: This is the high-class version of a brewer skilled in the ways of wine and wine-making. It is a business that often comes with wealth and prestige and the best wineries are known not by their goods but by the names of their owners.

Weaponsmith: This is a specialised form of blacksmith who creates the weapons wielded by Adventurers. They are also the best people to go to for weapon repairs and modifications.

Yeoman: This type of 'landed' soldier is a specialist with a longbow. Typically hired in groups of a dozen or more, a yeoman unit volleying their shots into the enemy from hundreds of paces away can destroy a unit's morale, even if it does not kill them physically.

Hirelings and Cohorts

Profession	Primary Skill	Primary Aptitude	Secondary Skill	Secondary Aptitude	Cost per Day/Use (wage)
Accountant	Lore (Appraisal)	60%	Evaluate	40%	1 SP
Acolyte	Lore (Religion)	70%	Culture (Own)	50%	5 CP ¹
Advisor	Influence	65%	Insight	50%	1 SP
Alchemist	Lore (Alchemy)	75%	Mechanisms	35%	5 SP ¹
Animal Trainer	Lore (Animal)	60%	Ride	50%	1 SP
Apothecary	Healing	45%	Lore (Alchemy)	30%	6 CP
Armourer	Craft (Armourer)	65%	Craft (Metalsmith)	40%	2 SP ¹
Barber	Craft (Grooming)	70%	First Aid	30%	3 CP
Barkeep	Craft (Libations)	65%	Influence	40%	4 CP
Blacksmith	Craft (Blacksmith)	70%	Craft (Metalsmith)	35%	1 SP ¹
Bowman	Bow or Crossbow	50%	Craft (Bowyer)	35%	8 CP
Bowyer	Craft (Bowyer)	60%	Craft (Fletcher)	30%	5 CP ¹
Brewer	Craft (Brewer)	70%	Craft (Cooper)	25%	3 CP ¹
Burglar	Stealth	60%	Athletics	45%	100 SP
Butcher	Craft (Butcher)	70%	Craft (Cooking)	45%	2 CP ¹
Butler/Page	Craft (Handiwork)	60%	Influence	55%	5 CP
Carpenter	Craft (Carpenter)	65%	Engineering	35%	2 CP ¹
Cartographer	Craft (Cartography)	70%	Lore (Roads and Paths)	40%	3 SP ¹
Cavalryman	Spear or Flail	60%	Ride	55%	1 SP
Chandler	Craft (Candlemaking)	75%	Craft (Waxen)	50%	2 CP ¹
Chef	Craft (Cooking)	70%	Lore (Cuisine)	55%	4 SP ¹

Profession	Primary Skill	Primary Aptitude	Secondary Skill	Secondary Aptitude	Cost per Day/Use (wage)
Clerk	Influence	50%	Evaluate	40%	3 CP
Cobbler	Craft (Cobbler)	65%	Craft (Leatherworking)	30%	4 CP ¹
Coinsmith	Craft (Minting)	70%	Craft (Metalsmith)	35%	7 CP ¹
Cook	Craft (Cooking)	50%	Lore (Cuisine)	25%	4 CP ¹
Cooper	Craft (Barrel-making)	65%	Craft (Carpentry)	40%	3 CP
Courier	Ride or Drive	40%	Streetwise	35%	1 SP
Courtier	Influence	70%	Insight or Seduction	40%	50 SP
Delegate	Influence	60%	Lore (Politics)	50%	60 SP
Doctor	First Aid	75%	Healing	50%	10 SP
Driver	Drive	60%	Lore (Equine)	45%	4 CP
Dyer	Craft (Dyeing)	70%	Craft (Tailor)	30%	2 CP ¹
Engineer	Engineering	65%	Mechanisms	30%	1 SP ¹
Entertainer	Acrobatics, Dance, Play Instrument or Sing	65%	Influence	45%	1 SP
Farmer (agricultural)	Craft (Farming)	50%	Lore (Regional)	40%	1 CP
Farmer (livestock)	Lore (Animal – varies)	50%	Lore (Regional)	40%	1 CP
Fisherman	Craft (Fishing)	65%	Lore (Regional)	35%	5 CP
Fletcher	Craft (Fletcher)	65%	Craft (Bowyer)	30%	4 CP ¹
Furrier	Tracking	70%	Craft (Tanner)	40%	7 CP ¹
Gemcutter	Craft (Gemcutting)	70%	Craft (Jeweller)	35%	2 SP ¹
Guard	Sword and Shield, Spear and Shield or Polearm	50%	Perception	35%	5 CP
Guide	Lore (Regional)	60%	Culture (any) or Survival	40%	6 CP

Profession	Primary Skill	Primary Aptitude	Secondary Skill	Secondary Aptitude	Cost per Day/Use (wage)
Healer	Healing	50%	Lore (Alchemy)	30%	8 SP
Herald	Lore (Heraldry)	75%	Influence	50%	2 SP
Hunter	Survival	65%	Track	50%	1 SP ¹
Interpreter	Language	60%	Evaluate	40%	1 SP
Jester	Influence	75%	Acrobatics, Dance, Play Instrument or Sing	50%	2 SP
Jeweller	Craft (Jeweller)	70%	Craft (Metalsmith)	40%	1 SP ¹
Labourer	Athletics	65%	Streetwise	50%	1 CP
Leatherworker	Craft (Leatherworking)	65%	Craft (Tanner)	30%	3 CP ¹
Locksmith	Mechanisms	60%	Craft (Metalsmith)	35%	3 SP ¹
Maid	Craft (Cleaning)	50%	Craft (Sewing)	40%	4 CP
Man at Arms	Sword and Shield, Spear and Shield or Polearm	55%	Survival	40%	1 SP
Metalsmith	Craft (Metalsmith)	65%	Evaluate	45%	8 CP ¹
Midwife	Craft (Midwifery)	40%	First Aid	35%	3 CP
Miller	Craft (Milling)	70%	Mechanisms	30%	3 CP ¹
Navigator	Lore (Regional)	60%	Survival	50%	7 CP
Nurse	First Aid	40%	Healing	20%	2 SP
Painter, artiste	Craft (Painting)	65%	Evaluate	50%	10 SP ¹
Painter, limner	Craft (Painting)	40%	Craft (Dyeing)	20%	2 CP
Papermaker	Craft (Papermaking)	60%	Craft (Quill Cutting)	45%	1 SP ¹
Pikeman	Spear or Polearm	50%	Sword and Shield	40%	1 SP
Porter	Athletics	40%	Streetwise	25%	3 CP

Profession	Primary Skill	Primary Aptitude	Secondary Skill	Secondary Aptitude	Cost per Day/Use (wage)
Potter	Craft (Pottery)	65%	Craft (Painting)	40%	5 CP ¹
Priest/Priestess	Lore (Religion)	80%	Insight or Influence	60%	10 SP ¹
Prostitute	Seduction	65%	Influence	50%	25 SP
Sage/Soothsayer	Lore (Regional)	75%	Insight	50%	10 SP
Sailor	Boating or Shiphandling	65%	Lore (Oceans and Seas)	50%	2 CP
Scribe	Craft (Calligraphy)	70%	Craft (Quill Cutting)	35%	2 SP ¹
Sculptor	Craft (Sculpting)	65%	Craft (Pottery)	40%	6 CP ¹
Seamstress	Craft (Sewing)	50%	Craft (Tailoring)	35%	2 CP ¹
Shepherd	Lore (Goat/Sheep)	75%	Lore (Canine)	50%	1 CP
Shipwright	Craft (Shipbuilding)	50%	Boating	35%	3 CP ¹
Surgeon	Healing	75%	First Aid	60%	25 SP
Tailor	Craft (Tailoring)	65%	Craft (Sewing)	45%	6 CP ¹
Tanner	Craft (Tanning)	70%	Craft (Leatherworking)	50%	6 CP ¹
Undertaker	Craft (Mortuary Arts)	55%	First Aid	35%	4 CP
Vintner	Craft (Winemaking)	70%	Lore (Wine)	55%	2 SP ¹
Weaponsmith	Craft (Weaponsmith)	65%	Craft (Metalsmith)	40%	1 SP ¹
Yeoman	Bow	65%	Craft (Bowyer)	40%	2 SP

¹ This price is strictly for labour and time. Should the Adventurer *purchase* something, there may be an additional charge according to the item purchased.

ENCHANTMENTS

An enchantment is a permanent magical effect. As a permanent effect, it cannot be easily dispelled, dismissed or neutralised. The creation of enchantments is reserved for Sorcery. Common Magic practitioners cannot create enchantments – although Common Magic spells can be used to create them.

Creating enchantments differs between the magical paths with each approach reflecting the nature of the magic itself.

Sorcery Enchantments

The power of sorcery lies in its flexibility, and it is sorcery that is capable of creating powerful enchanted items that need not be quested for or are temporary in nature. A sorcerer with the requisite Grimoire (one that contains the Enchantment Ritual sorcery spell) can take a mundane item – any mundane item – and created an enchanted one.

Naturally, such a potentially powerful effect does not come without a price. While casting spells may only cost Magic Points, creating an enchanted item costs a sorcerer permanent Magic Points. The exact cost depends upon what sort of enchantment is being created – the more powerful the final enchantment will be, the higher the cost in Magic Points.

Magic Points that are invested in an enchantment are put beyond use and are not regained in the usual manner. If an enchantment is broken or dismantled by the sorcerer who created it, his invested Magic Points are released back to him. If the enchanted item is broken or destroyed by someone else, they are gone forever. Sorcerers who have enchanted something are therefore highly protective of their enchantments for precisely this reason.

Almost anything can be enchanted, from a scrap of paper, to a sword, to a ring, to the Hit Location of a creature. The sorcerer must be able to inscribe the proper sigils and formulae for the enchantment, however, so creatures without physical substance, such as spirits, are impossible to enchant.

Just as any item can be enchanted, so too can any place. Sorcerers use enchantments to protect their colleges, towers, lairs and grimoires from the depredations of enemies and thieves.

Although an enchantment cannot be dispelled, dismissed or neutralised, it is hardly invulnerable. An enchantment is only as strong as the object it is placed on. If that object is broken, torn or destroyed, so too is the enchantment.

Unless the enchantment has specific limitations to the contrary, anyone can use an enchanted item.

Sorcerers creating enchantments can use Magic Points from a number of sources, as follows:

- Their own Magic Points
- Magic Points taken from others via the Tap spell
- Magic Points stored in a Magic Point crystal

A sorcerer who relies on his own Magic Points cannot use those points until her dissolves the enchantment, releasing them back to his own psyche. Magic Points taken from another source – a crystal or Tapped subject – are lost to the sorcerer when the enchantment is destroyed regardless of who does the destroying. Only *personal* Magic Points can be recaptured.

Enchanting Ritual (Sorcery Spell)

Autonomous, Resist (Persistence)

The casting time for the spell depends on the amount of Magic Points being used in the ritual, as shown on the Enchantment Times table on page 142.

Creating any enchantment requires this spell. It must be successfully cast as part of the whole process of enchanting an item, which involves inscribing the sigils and formulae in place and acts as a focus for conferring magical power.

If the Enchanting Ritual is being made on an unwilling, live, subject, the victim can resist using Persistence in the normal way (*Legend Core Rulebook*, page 53). If the Resistance is successful, then the Enchantment Ritual fails and the sorcerer cannot attempt to enchant that person or creature again; it remains resistant to *that* sorcerer's attempts (other sorcerers, however, may make their own attempts).

Enchanting Process

The following describes in general the steps required to enchant an object, place or person.

I. Preparation

The sorcerer must spend time in preparing the item to be enchanted: cleaning, concentration, inscribing sigils and other formulae. In general, it takes 1 hour to prepare items of less than SIZ 1 and 1 hour for each subsequent point of SIZ. If the item is a specific Hit Location, then calculate the SIZ, and hence time, by dividing the creature's SIZ Characteristic by the total number of Hit Locations it has, and rounding up. Thus, to enchant the arm of an average human (SIZ 11) the limb is considered to have SIZ 2 (11/7 – the number of Hit Locations for a human – and rounded up). Enchanting the limb of a giant – average SIZ 50 – would take 7 hours.

2. Declaration

When a sorcerer wishes to create an enchantment, he must inform the Games Master as to the spells he intends to use, the item to be enchanted, any limitations or conditions he wishes to place on the item and, of course, the total amount of Magic Points he will expend in the process. The precise Magic Point cost varies according to the specifics of the item.

The number of limitations or conditions the sorcerer can impose depends on his Manipulation skill. He can impose one limitation or condition for every 10 points (rounded-up) of Manipulation. Limitations are discussed later, but a limitation does not cost any Magic Points to confer.

3. Procedure

The sorcerer must then spend a number of hours in casting the Enchanting Ritual spell. This duration is equal to the Magic Points invested in the enchantment, squared. This is summarised in the Enchantment Times table.

At the end of this time, the sorcerer makes a Sorcery (Grimoire) test. The roll is modified by the type of enchantment being attempted and whether any conditions or limitations are placed upon the enchantment.

If the roll succeeds, the necessary Magic Points are expended and the enchanted item is created. If the roll fails, the Magic Points are retained but the enchantment fails.

A critical success when Enchanting allows an Adventurer to spend one fewer Magic Points to create the final effect (to a minimum of one Magic Point).

A fumble results in the enchantment failing and one Magic Point is expended regardless.

Enchantment Times

Enchantment's Total Magic Points	Hours To Enchant
1	1
2	4
3	9
4	16
5	25
6	36
7	49
8	64
9	81
10	100

Enchantment Attributes

Sorcerers can enchant items in several ways.

Common Magic Enchantments

Common Magic spells can be enchanted into an object:

It costs 1 Magic Point for 2 Magnitude of the Common Magic Spell. The sorcerer must either know the spell, or have someone on-hand who does who forms part of the Enchanting Ritual

The Common Magic spell is permanently bound into the enchantment. The spell works as per the Common Magic spell description and with the same limitations, but the person using it does not need to make a Common Magic skill use to activate the spell and neither does he expend Magic Points doing so; he merely needs to state that he is using it – or the magic works automatically.

The spell must usually be appropriate to the item. However, spells can be enchanted into items that are worn, such as rings, talismans, charms and so on, that will confer the magic when the wearer is using the appropriate conduit for the magic. Thus, a ring with Bladesharp 3 is entirely possible, conferring the magical bonuses whenever the wearer picks-up a weapon that can benefit from a Bladesharp spell.

When a Common Magic Spell from a sorcerously enchanted item is used, it cannot *automatically* be used again; a certain period of time must elapse whilst the matrix holding the magic in the item have a chance to rejuvenate. This ‘refresh’ time depends on the nature of the user, as follows:

Sorcerer creating the enchantment	Minutes equal to the spell's duration
A Named User of the Enchantment	Minutes equal to the spell's duration x2
Another Sorcerer	Minutes equal to the spell's duration x3
Everyone Else	Minutes equal to the spell's duration x4

Named Users of an enchantment forms part of the enchantment's conditions.

Sorcery Spell Enchantments

A sorcerer gains few benefits from creating an enchantment holding Sorcery spells he already knows as part of his Grimoire. However, as a way of conferring Sorcery spells on others, enchantments are an effective way of doing so.

It costs 6 Magic Points to work a Sorcery spell into an enchantment. The spell must be part of a Grimoire the sorcerer already knows. However the sorcerer must also stipulate what Manipulations influence the Sorcery spell he is investing into the item: Magnitude, Range, Duration in minutes, or Targets. Combine is not compatible with the Enchanting Ritual spell.

The maximum number of Manipulations is dependent on the sorcerer's Manipulation skill in the same way the skill is used to influence the normal casting of Sorcery spells and each Manipulation forms a Condition. Thus, a sorcerer with Manipulation 70% can work seven Manipulations into a spell within an enchantment; a Magnitude 7 spell, or a Magnitude 3 spell with a Range of 50m x the sorcerer's POW, or a spell with a Duration of 4 x POW in minutes that affects up to 5 Targets. But each Manipulation reduces the capacity for other Conditions.

When a Sorcery spell from an enchanted item is used, it cannot *automatically* be used again; a certain period of time must elapse whilst the matrix holding the magic in the item has a chance to rejuvenate. This 'refresh' time depends on the nature of the user, as follows:

Sorcerer creating the enchantment	1 Hour
A Named User of the Enchantment	1D2 Hours
Another Sorcerer	1D4 Hours
Everyone Else	1D6 Hours

Named Users of an enchantment forms part of the enchantment's conditions.

Armouring Enchantment

A common enchantment magically increases the armour points of an object. Each Magic Point invested in the Armouring Enchantment bestows one AP upon the enchanted object. If it is used on a living creature, it will increase armour points in only one Hit Location – multiple enchantments must be used to cover the entire creature. Likewise, if placed on a suit of armour, each Armouring Enchantment will protect only one Hit Location.

Armour Points created through this enchantment count as magical armour, meaning that any spells that would normally ignore or negate regular and/or natural armour do not negate or ignore APs granted by the Armouring Enchantment.

Binding

This enchantment is intended to confine an otherworldly spirit, such as a ghost, demon or elemental. A Binding enchantment requires one Magic Point for every Characteristic the creature possesses. Thus, a Binding enchantment intended to contain a ghost requires three Magic Points to create (as a ghost only possesses INT, CHA and POW). A Binding enchantment may only hold one creature at a time and the creature may attempt to Resist the enchantment with its Spectral Combat skill in an Opposed Roll against the sorcerer's Grimoire skill.

Capturing a creature in a Binding enchantment requires either dissipating the creature or somehow convincing it to inhabit the item voluntarily. Capturing a dissipating spirit requires the Holdfast spell to be successfully cast. The sorcerer can use Holdfast to hold 3 Magic Points per 10% of his Sorcery (Grimoire) skill, preventing the spirit from dissipating. However the spirit can still make attacks against the sorcerer unless he also uses Spirit Resistance to protect himself from spectral harm.

Once within the Binding, the creature remains there until it is freed, either through the will of the item's owner or the destruction of the Binding. A creature bound into an item has no natural contact with the outside world and cannot perceive it in any way unless it uses magic. Someone in physical contact with the binding can use it to engage in mental communication with the creature (provided there are no limitations to the contrary).

The owner of the Binding item has complete control over the creature bound within and may access the creature's knowledge, skills, Magic Points and known spells freely. Many creatures are of little use while inside a Binding enchantment and must therefore be freed if the binding's owner wishes to use their abilities in combat or other situations. A bound creature can be freed and commanded to perform one hour's worth of activity for the creature that freed it, after which it is truly free.

Note that most spirits utterly resent being captured by Sorcery in this way. Any spirit that has not voluntarily entered into the Binding enchantment will, when freed, attack the sorcerer who bound it there (and, if he is not present, seek-him out for future revenge). How long, and how persistently, the spirit engages in this revenge depends on the spirit's strength, its nature and what services it has been subjected to whilst bound.

Warding Enchantment

One of the most demanding enchantments to complete, yet also one of the most in demand. When the enchantment is complete, the Warded item generates an invisible, magical barrier, detectable only by magic, that protects those within from specified attacks or events that occur outside the Warded area.

The items need not be visible to be effective – they may easily be concealed within a stone wall, for example.

Every Warding has a series of bans set by its creator during the process of enchantment. For every Magic Point invested into the enchantment, the Warding can include one ban (and all Wardings must have at least one ban). Bans include, but are not restricted to: Banning those of (or not of) a certain faith or race, specific people, spells, those not holding a particular flower/weapon/symbol, virgins, incorporeal creatures, those who do not speak a designated password upon approach, specific weapons.

Anyone within a radius equal to the invested Magic Points of the enchanted item is considered to be within its Warded area. Against any banned effect or attack originating from outside the Warded area, the protected creatures benefit from the following effects:

- A Countermagic Shield of a Magnitude equal to the Warding's invested Magic Points.
- An effect similar to the Consecrate spell of a Magnitude equal to the Warding's invested Magic Points, which will alert those inside if anything banned by the Warding's creator enters or attempts to enter the Warded area.
- An effect similar to the Damage Resistance spell of a Magnitude equal to the Warding's invested Magic Points, where any incoming attack dealing damage equal to or less than the Warding's invested Magic Points is ignored.

This is not the greatest versatility of a Warded item, however. Two or more Wardings that share the same bans (they do not necessarily need to be of equal Magic Points or even created by the same enchanter) will automatically conjoin when brought within each other's radii and protect a far greater area than they could manage individually. When doing so, add together all the invested Magic Points of the linked Wardings to determine their Average Magic Points.

- Two Warded items conjoin to form a Warding Wall. This stretches from one item to the other and reaches Average Magic Points in metres in height and will stay in effect as long as the Warded items remain within $5 + \text{Average Magic Points}$ in metres from one another.
- Three Warded items conjoin to form either a hinged Warding Wall or a Warding Triangle, with walls as high as a Warding Wall's. It will stay in effect for as long as every Warded item remains within $10 + \text{Average Magic Points}$ in metres from one other Warded item.
- Four Warded items conjoin to form either a hinged Warding Wall or a Warding Box (more commonly called a True Warding), with walls as high as a Warding Wall's. True Wardings, unlike Triangles and Walls, also cover the 'ceiling' of the Warded area and the underneath (normally to a depth of one metre). It will stay in effect for as long as every Warded item remains within $15 + \text{Average Magic Points}$ in metres from one other Warded item.
- Each additional Warded item increases the maximum distance that the items can be placed apart by a further five metres.

Conditions

Every Sorcery enchantment can be modified by attaching conditions and limitations during the enchanting process. Once placed on an item, conditions may never be removed, expanded or added to.

The maximum number of conditions that can be placed on an enchantment is equal to the sorcerer's Manipulation divided by 10 and rounded up. Manipulations to Sorcery spells count as conditions, as described earlier.

Environmental Condition

Each Environmental Condition defines exactly where the enchantment in an item will be effective.

For example: 'Only in France confines the power of the enchantment to within the boundaries of the land of France; the enchantment will not work beyond. Or; 'Only underground' means that the enchantment works beneath the surface of the earth, but not above it.

Environmental conditions must be specific but can be as esoteric as the sorcerer wishes: 'Work only on Wednesdays' means precisely that.

Target Condition

Each Target Condition defines exactly who will or will not be *affected* by the enchantments in an item. For example, 'Trolls only' means that spells in an enchantment work only against trolls; other creatures will not be affected.

User Condition

If an enchantment has no User Condition assigned to it, *anyone* can use it. Each User Condition defines exactly who can or cannot use the enchantments in an item. For example: 'Only by me' means that only the sorcerer creating the enchantment can make use of it. 'Only Alaric' means that only Alaric can make use of the enchantment. The user concerned *must* be present at the Enchanting Ritual although he does not need to take part in it.

Skill Condition

This condition prevents an enchanted item from being used unless the user has a specific skill and a specific percentage within it. For example, 'Athletics 60%' means that, although Athletics is a Common Skill, only those with 60% or higher can make use of it. Basing the condition on an Advanced Skill reinforces it still further. The skill condition can also be applied to magical skills, too.

Power Crystals

Power crystals can be readily applied to any fantasy setting that may have naturally occurring stores of magical energy. Crystals need not be the medium; rocks, liquids, talismans, relics and so forth can all be used.

Types of Crystal

Crystals tend to be found in one of four types: Magic Point Store (Empty), Magic Point Store (Charged) and Spell Matrix.

Random Crystal Type

1D100	Power Crystal Type
01–10	Magic Point Store (Charged)
11–55	Magic Point Store (Empty)
55–80	Spell Matrix
81–100	Dud crystal (resembles a power crystal and may even be detected as one, but is a dud)

Magic Point Store (Empty)

The crystal has no Magic Points stored in it but is ready, once attuned, to accept Magic Points and store them for further use. The larger the crystal, the more Magic Points it can store.

The crystals Adventurers are most likely to find (although they are, again, rarities), can hold $3D6+2$ Magic Points. The storage capacity generally indicates the relative size of the crystal. A crystal capable of storing 5 Magic Points is the size of a thumbnail; every 5 points doubles this size.

Magic Point Store (Charged)

Precisely as above but the crystal already holds some Magic Points – either residual energy from the god who lost the blood, or Magic Points charged into the crystal by someone else before the crystal was lost or discarded (a very rare occurrence!). Like an empty crystal, a Charged crystal can store up to $3D6+2$ Magic Points but comes ready charged with $2D6$ Magic Points.

Spell Matrix

Instead of holding Magic Points, the crystal acts as a matrix for a Common Magic spell, determined randomly or chosen by the Games Master. Common Magic is still used to activate the spell, but it means that the user does not need to invest time and energy in learning the spell and the spell's Magnitude may be of a higher Magnitude than the Adventurer could ordinarily learn and cast owing to INT limits.

To randomly determine what Common Magic spell a crystal contains, roll on the Random Spell Matrix table on page 151. To determine its Magnitude, roll on the Random Magnitude table below. Magnitude only needs be determined for spells with the progressive trait (marked in italics in the Random Spell Matrix table).

Whoever uses a Spell Matrix crystal must still spend Magic Points to activate the spell it contains. Also, only a Detect Magic or other divination can confirm what spell matrix the crystal holds – unless the crystal is actively used. If using a Detect Magic spell to identify a spell matrix and a critical Common Magic success occurs, then the nature of the spell matrix *and* its Magnitude are revealed.

Random Magnitude table

1D100	Magnitude
01	1D6+6
02–05	1D6+5
06–15	1D6+4
16–25	1D6+3
26–55	1D6+2
56–00	1D6+1

Attuning and Using a Power Crystal

Before the Magic Points or spell can be used the crystal must be attuned; that is, the user establishes the right psychic/magical bond with the crystal to utilise its power.

To do this requires two rolls. The first is either a Difficult (–20%) Insight *or* a Routine Meditation Test, which puts the user into the right mental frame. If this skill roll is successful, then the next stage of attuning can take place. If the roll is a critical success the user gains a +10% bonus to the next roll. If he fails or fumbles, attuning can go no further.

The second roll is a Difficult (–20%) Persistence roll as the user attempts to create an irrevocable harness to the crystal's power. If successful, he can then use the crystal's properties – be that draw Magic Points, charge the crystal with them, use the spell it contains or access the myth. If the Persistence roll fails, he cannot attempt to attune the crystal again; if he fumbles, the residual power of the crystal causes psychic backlash and he suffers a loss of 1 Magic Point *permanently*.

A Magic Point Store crystal can be charged with Magic Points by the attuned user, up to its maximum capacity. To do this he spends one hour in concentration, holding the crystal, transferring the points. Stored points remain until used; the user regains the Magic Points he has stored in the crystal at the normal rate.

To use the crystal he must have it on his person. He does not need to hold the crystal in his hand, but there needs to be a physical connection between him and the crystal. Thus a crystal can be worn in a ring, worked into a sword hilt, stitched into clothing in the form jewellery and so forth. If the two are separated – even by a few millimetres – then the powers of the crystal are unavailable to him until contact is re-established.

Magic Points that are used in creating enchantments do not have any effect on a sorcerer's own Magic Points and he does not need to tie any of his magical reserves into an enchantment – hence the attraction of power crystals to sorcerers. However, if the enchanted item is broken, releasing the Magic Points, those points dissipate to the aether: the sorcerer is unable to gain any benefit from them.

The Value of Power Crystals

Power crystals are rare and treasured artefacts: they are closely and jealously guarded and are very, very unlikely to find their way onto an open market. Sorcerers prize Magic Point Store crystals for the enormous advantage they afford in working enchantments.

Spell Matrix crystals are the least valuable of the different types although, given the possibility of huge magnitude of the contained spell, they can still command vast sums of money.

Power crystals are therefore not given any kind of price because, to many, they are priceless. However even the lowliest crystal is likely to command a starting price of 1,000 Silver and more powerful specimens many, many times more.

The ring is made of silver and is fashioned after a bear's claw. It contains a Magnitude 6 Beast Form (Bear) Common Magic Spell matrix. It has been lost to the cult of Bear Father for thousands of years and now the High Priest of the cult seeks its return from the lands inhabited by Weasel Brother. No one knows what Weasel Brother did with the ring after wooing the Polar Maiden, but it is rumoured he encased the ring in ice and hid it far beneath the ground so that the angry Bear Father would never find it again.

Random Spell Matrix table

1D100	Spell Matrix	1D100	Spell Matrix
01–02	Abacus	51	Fireblade
03–04	<i>Armoursmith's Boon</i>	52	Frostbite
05–06	Babel	53–54	<i>Glamour</i>
07–08	<i>Bandit's Cloak</i>	55–56	<i>Golden Tongue</i>
09–10	<i>Bearing Witness</i>	57–58	Hand of Death
11–12	Beast Call	59–60	<i>Heal</i>
13–14	<i>Bestial Enhancement</i>	61–62	Ignite
15–16	Becalm	63–64	Light
17	Befuddle	65–66	Lucky
18	<i>Bladesharp</i>	67–68	<i>Mason's Boon</i>
19	<i>Bludgeon</i>	69–70	<i>Mindspeech</i>
20–21	<i>Boon of Lasting Night</i>	71	<i>Mobility</i>
22–23	<i>Cauterise</i>	72	<i>Multimissile</i>
24–25	Chill	73–74	<i>Parry</i>
26–27	Clear Path	75–76	<i>Pierce</i>
28	<i>Co-ordination</i>	77–78	<i>Protection</i>
29–30	<i>Countermagic</i>	79–80	<i>Push/Pull</i>
31–32	<i>Countermagic Shield</i>	81–82	<i>Repair</i>
33–34	Darkwall	83–84	Second Sight
35	Demoralise	85	Skybolt
36–37	Detect X	86–87	<i>Slow</i>
38	<i>Disruption</i>	88	<i>Speedart</i>
39	Dragon's Breath	89	<i>Spirit Bane</i>
40	<i>Dullblade</i>	90–91	<i>Strength</i>
41–42	<i>Endurance</i>	92	<i>Thunder's Voice</i>
43–44	<i>Entertainer's Smile</i>	93–94	<i>Understanding</i>
45–46	<i>Extinguish</i>	95–96	<i>Vigour</i>
47	Fanaticism	97–98	<i>Warmth</i>
48–49	<i>Fate</i>	99–00	Water Breath
50	Firearrow		

ALCHEMY

The traditional view of the alchemist is of the bearded, robed and capped scholar, surrounded by his apparatus, striving to turn base metals into gold. This image belies the truth of alchemy; for it is an ancient art practised by the Chinese, Egyptians, and Sumerians more than a 1,000 years before the detailed writings and experiments of the likes of Basil Valentine, John Dee and even Sir Isaac Newton. The transformation of base materials into gold is a simplistic metaphor for an art that is a subtle alliance of chemistry, mysticism and spirituality and which seeks, no less, for the secret of eternal life. The chemical experiments of alchemical practitioners have little to do with attaining material wealth, although it is no doubt an attractive side-effect, and more to do with understanding how to attain spiritual purity and consequently metaphysical transformation through achieving the same with the use of the Elements and the Metals.

Alchemy is included here, in *Arms of Legend*, because the alchemical process relies on specific equipment and a scientific methodology far more than other forms of magic. Hence, the availability of equipment, which is described later in this chapter, is a practical necessity.

Alchemy, Magic and Science

Alchemy occupies a curious place in relation to both magic and science. It blends both, but belongs to neither. In a magic-rich world, where gods regularly grant divine gifts, and magical power, there are easier ways to achieve the purity and transformation sought by alchemists. In worlds where science dominate, alchemy's importance is diminished for the simple reason that mysticism and spirituality has little place in the hard, logical world of empirical science, although alchemy clearly laid the foundations for the scientific endeavour, particularly during the European Renaissance.

Alchemy offers something magic and science cannot. In the case of magic, alchemy offers permanence. Magic is a temporary application of power, short-lived and reliant on inherently magical paradigms such as Gods. Alchemy seeks to attain similar powers through defining the essence of things and then manipulating that essence to create something new that transcends mundane capability. In the case of science alchemy offers a mystical and spiritual approach that is about understanding the nature of the soul and its relationship with the earth and cosmos to achieve a higher state of being. Curiously, it is not about attaining godhood; instead alchemy is concerned with attaining human perfection, through purity of mind and spirit, and thereby transcending the ravages of disease and time to attain enlightenment.

Lore (Alchemy) (INT x2)

Like all Lore skills, Alchemy is based on the INT Characteristic. It is the Adventurer's ability to study, perceive and understand the essential qualities and properties of the physical world and how they relate to the spiritual world. Alchemists study both practical chemistry but also metaphysics and philosophy.

The Alchemy skill is used whenever an alchemical experiment is being conducted to determine the degree of success and the experiment's result. It also measures the alchemist's own progress towards purity of body, mind and spirit. The value of the Alchemy skill indicates what results the alchemist is capable of achieving with his degree of knowledge, as outlined in the Philosopher's Stone, overleaf. However it can also be used in tests requiring expertise with mystical, spiritual or philosophical concepts, since all alchemists are widely read in both practical and metaphysical disciplines.

Alchemists concern themselves with four core endeavours: Understanding (the physical and metaphysical worlds), Manipulation (of the same), Transmutation (of the physical into the metaphysical, and vice versa) and Purity. They do this through the study of the Elements and the Seven Metals. Alchemists have determined that metals can be subdivided into seven lesser forms which relate to the Prime Metals which are: Copper, Gold, Iron, Lead, Mercury, Silver and Tin. Gold is the purest metal, symbolising physical and spiritual purity and perfection. By transmuting the six lesser metals into gold, the alchemist hopes to unlock the secret of achieving similar, personal purity and perfection.



The mechanism for this understanding, and the thing pursued by all alchemist Adventurers, is the Philosopher's Stone. The Alchemist must also invest the Philosopher's Stone with Magic Points; this determines its effects, as described. The Magic Point investment is actually an unconscious act for the alchemist, occurring as part of the metaphysical application of the Alchemy skill. As many Magic Points can be invested as the Alchemist desires, depending on personal reserves. However, it requires one gram of Philosopher's Stone to store at least one magic point.

The Philosopher's Stone

Also known as the Essence, the Quintessence, the Magisterium and the Magnum Opus, the Philosopher's Stone is so-named not because it is a physical stone, but because it can resist the effects of fire in the same way a physical stone resists them. When created, the Philosopher's Stone takes the form of a fine, fragrant, sweet-tasting powder that has the brilliance of the most perfect glass and may be of any colour. The Philosopher's Stone is the agent used in affecting transmutation and attaining purity. The Philosopher's Stone has its own degree of purity, based on the alchemist's skill. It is an amalgamation of three components: mercury, 'salt' (not sodium chloride, but a compound from dissolving one of the base metals in strong acid and then distilling the residue) and sulphur. Mercury is the primal element that makes all things malleable and transmutable; sulphur provides flammability, or the catalyst for transformation; and salt binds the two together, bringing about the Philosopher's Stone.

Making the Philosopher's Stone

Making the Philosopher's Stone requires one kilogram of each component to create one gram of Philosopher's Stone. The alchemist requires access to a laboratory and an array of alchemical equipment which must include a furnace, mortars for grinding, alembics and a variety of other paraphernalia detailed further on in this section. It takes one week to prepare one gram of the Stone. An Alchemy test is then made and, if successful, the Philosopher's Stone is crystallised. A critical success yields double the amount.

The Alchemist must also invest the Philosopher's Stone with Magic Points; this determines its purity, as described. The Magic Point investment is actually an unconscious act for the alchemist, occurring as part of the metaphysical application of the Alchemy skill. As many Magic Points can be invested as the Alchemist desires, depending on personal reserves. However, it requires one gram of Philosopher's Stone to store one Magic Point.

Properties of the Philosopher's Stone

Once crystallised the Philosopher's Stone has properties based on its Purity. Its Purity is determined by the skill of the alchemist.

Philosopher's Stone Purity

Alchemist's Lore

(Alchemy) Skill

Value	Purity	Purity Property	Effect
01–50%	1	Healing	For every Magic Point invested in the creation of the Stone, 1 Hit Point of damage in each location is healed immediately. The Stone can be sprinkled on, or rubbed into, a wound to provide healing, or can drunk in the form of a solution.
51–100%	2	Disease Resistance	For every 3 Magic Points invested, the imbiber gains +5% to their Resilience skill <i>for the purposes of resisting disease</i> . This effect is permanent, and any existing disease is immediately cured.
101–150%	3	Poison Resistance	For every 3 Magic Points invested, the imbiber gains +5% to their Resilience skill <i>for the purposes of resisting poison</i> . This effect is permanent, and any existing poison is immediately cured.
151–250%	4	Longevity	For every 3 Magic Points invested the imbiber gains an additional 5 years to their normal lifespan. They are not immortal and not immune to the physical damage, but the ageing process slows as their allotted span increases.
251%+	5	Immortality	For the Philosopher's Stone to grant immortality, the alchemist must be able to invest at least 250 Magic Points. Where reserves are found and how they are stored is a problem for the alchemist to solve. Once imbibed, the Adventurer is immortal with ageing arrested. The Adventurer is still susceptible to all forms of damage, but immune to the passage of time.

The Purity Property column determines what the Philosopher's Stone, when ingested, can achieve. All effects are stackable, meaning that, for example, a Purity 3 Philosopher's Stone would heal damage and both cure disease and poison effects as well as increasing the imbiber's Resilience.

Transmutation

The Philosopher's Stone is used as the agent to turn base metal into gold. The number of Magic Points invested in the Philosopher's Stone, multiplied by its Purity, is the amount of grams of base metal the alchemist can turn into half that weight in gold. Thus an alchemist who has created 6 grams of Purity 3 Philosopher's Stone, invested with 6 Magic Points, can transmute 18 grams of copper or tin, say, into 9 grams of pure gold. The transmutation process takes one week per gram of base metal and requires a successful Alchemy each week test to accomplish. Failing a test means the process must be repeated from scratch. The alchemist needs to be in attendance for at least 12 hours of each day to ensure the transmutation is going according to plan, although apprentices and associates can take over to allow the alchemist to rest.

Naturally enough the alchemist must have access to the raw components as well as a fully stocked and functioning laboratory. He cannot conduct any other alchemical processes or studies whilst transmuting base metal to gold; his full attention must be given to the task. If the Alchemy test is a critical success, then the amount of gold created at the end of the process is one gram higher than expected. If the Alchemy roll is fumbled, then roll on the Transmutation Backlash table.

Transmutation Backlash Table

1D20	Effect
01-05	Equipment overheats and experiment must be aborted.
07-10	Experiment fails with raw material rendered to a useless slag.
11-14	Equipment overheats and explodes. All alchemical apparatus is destroyed.
15-16	Equipment overheats and explodes. All alchemical apparatus is destroyed and alchemist plus any companions sustain 1D6 damage from flying glass and earthenware.
17-18	As above, but the explosion is of ferocious intensity. Alchemist plus any companions sustain 2D6 damage.
19	Conflagration. A Large Fire consumes the entire laboratory. All occupants suffer 3D6 damage. All equipment destroyed.
20	Explosion. The entire laboratory explodes with Inferno intensity. 5D6 damage to all occupants, plus a raging fire that damages all buildings within 60 metres of the laboratory's location.

Poisons

Alchemists can manufacture poisons and their antidotes. The completed poison's Potency is up to, or equal to, the alchemist's Alchemy skill, and the characteristics of the poison (Conditions, Onset Time and Duration) is determined by his skill rating. It takes one week to make one dose of poison and the alchemist requires appropriate materials and apparatus to formulate it. The alchemist determines what skill (Persistence or Resilience) is used to resist the poison's effects.

Alchemy Poisons Table

Alchemy Skill	Conditions	Onset Time	Duration
01–20	1	Immediate	Instant
21–40	2	1D3 Minutes	1D3 Minutes
41–60	3	1D3 Hours	1D3 Hours
61–80	4	1D3 Days	1D3 Days
81–100+	5	1D3 Weeks	1D3 Weeks

Conditions: The maximum number of Conditions (see *Legend*, page 79) the alchemist can imbue into the poison.

Onset Time: The amount of time required before the poison takes effect, requiring a Resistance roll.

Duration: The time period over which the poison affects the body. The frequency of Resistance tests are determined by the alchemist but must follow the Duration increment. For example, a poison with a Duration of 1D3 weeks requires Resistance rolls to be made weekly; they cannot be given a frequency of hours or days.

An alchemist can manufacture a poison with a combination of lesser Conditions, Onset Time and Duration as determined by his skill. An alchemist with a skill of 60% could, for example, concoct a poison with two Conditions, with a 1D3 Hour Onset Time and a 1D3 Minute Duration. He could not, however, concoct a two Condition poison with a 1D3 Day Onset Time.

Naturally enough, an alchemist can also formulate the antidote to any poison he has created. All antidotes can be ingested in advance to prevent against the poison's effects, or be taken afterwards to treat the symptoms (assuming there is enough time). Antidotes always arrest the damage; they do not cure it.

Naturally enough, an alchemist can also formulate the antidote to any poison he has created. All antidotes, with the exception of Class 1 poisons, can be ingested in advance to prevent against the poison's effects, or be taken afterwards to treat the symptoms (assuming there is enough time). Antidotes always arrest the damage; they do not cure it.

The Alchemist's Laboratory

Laboratories come in all shapes and sizes and may be hidden or in open view, depending on the secrecy of the alchemist. Common to all laboratories, though, is the range and variety of equipment to be found there. This section describes the essential components of an alchemist's laboratory.

The Laboratory

An alchemist requires a workspace. Somewhere large enough to accommodate a workbench a couple of metres in length, a metre in width and sturdy enough to support all the alchemical apparatus required for experiments. The laboratory also need sufficient room for storage of raw materials and equipment spares. Thus, most alchemists own or rent suitable premises or rooms within such premises, where they will not be disturbed and the sight, sound and smell of their experiments will not attract undue alarm or attention.

Heat Source

This is essential, and it must be both contained and easy to regulate, allowing a rapid increase or decrease of heat promote or arrest processes such as distillation. The simplest heat source is an open fire, but this is difficult to regulate. Therefore it is common for most alchemists to invest in an *athanor*. This is a clay furnace about one and a half metres in height. It can be split into several sections and the base section contains a small fireplace for the heat source. Each section can be fitted with a grid or stand for various receptacles, and the even heat distribution around the athanor allows constant temperatures to be maintained.

Most powerful furnaces, either of a beehived or ziggurat design, are used for smelting, rapid distillation, sublimation and digestion, according to the alchemist's needs. Large furnaces are charcoal, coal or wood fired and give out huge amounts of heat and sometimes noxious gases. Thus they need to be in large, well ventilated areas and kept under strict watch whilst in operation.

Vessels

Alchemists use a vast array of different vessels, made from glass, clay and earthenware, for their experiments. Vessels come in all shapes and sizes. It is a tendency for alchemists to buy the largest vessels they can, even though the materials they create might be very, very small. The bigger and more impressive the assembly of vessels; the more impressive and important the laboratory appears. Space prevents a full listing, but the key vessels to be found in a typical laboratory are:

Alembics

A glass or earthenware vessel in two parts. The lower part is a bulbous flask in which ingredients are placed for heating. The upper part is a domed vessel that can be separated from the lower. It has a stem leading from its base that points downwards at an angle allowing for condensing fluids to drain into a collecting vessel, such as a receiver.

Cucurbits

A wide-necked, bulbous jar used for boiling. Several cucurbits can be stacked together, with the upper jars having hollow bottoms to allow vapours to pass upwards and condense against the sides of the vessel.

Retorts

Another bulbous jar with a long, swan-like neck that curves over the side of the bowl in a gentle bend. Used for distillation and in conjunction with matrasses and recipients.

Matrasses

A matrass is a spherical bowl with a long, angled, stem-like neck that rises some way above the bowl. Used to collect distillate, vapours and condensing liquids in conjunction with retorts and other vessels.

Pelican

Similar to an alembic but with two stems leading from the upper bowl allowing different distillates to be collected separately.

Recipient

A large bulb with a short, wide-mouthed, angled stem, and used to collect distillates and vapours from retorts and other vessels.

The cost of these alchemical apparatus items is given in the Alchemical Tools table, below. They are generally available in Medium Cities and larger.

Alchemical Tools

Apparatus	Price (SP)
Alembics	100
Cucurbits	150
Retorts	200
Matrasses	200
Pelican	225
Recipient	150

Attempting any alchemical operation without one of the above being present imposes a -15% penalty on the Lore (Alchemy) skill.

If, when conducting any experiment, the Lore (Alchemy) roll is fumbled, 1D6 pieces of equipment are damaged or destroyed as a result of the experiment having gone wrong. Roll 1D6 to determine which pieces have been damaged, re-rolling any duplicate results:

Random Apparatus

1D6	Apparatus
1	Alembics
2	Cucurbits
3	Retorts
4	Matrasses
5	Pelican
6	Recipient

Sustaining the Life of an Alchemist

Alchemists require access to raw materials, most notably base metals and various other chemicals for the creation of the salts necessary to crystallise the Philosopher's Stone such as sulphur. This requires money and good connections, particularly with the trading guilds of a city. Many alchemists thus work under the patronage of someone wealthy enough to finance their activities but who may have motives less pure than those the alchemist. This might be a wealthy noble or noble family but equally it might be a cult or guild and, in these circumstances, the needs of the patron tend to come before the higher motives of the alchemist himself.

Whilst it is in the power of a *Legend* alchemist Adventurer to make gold to pay for their own activities, the quantities they can make are relatively small and the core resources considerable. It is therefore common for alchemists to spend their time labouring on smaller, less edifying projects for their patron and in creating small doses of potions and balms for others.

Alchemists tend to be self-absorbed, studious individuals concerned less with making gold and magic potions and more with achieving knowledge and refining particular alchemical processes aimed at improving the quality of the elusive Philosopher's Stone. They are not adventuring types and are more likely to hire Adventurers (as bodyguards, or agents to procure certain minerals) than to do the adventuring. There are also many alchemists who are charlatans; those who lack the true skill and dedication to perform alchemy but claim they have the talent in order to secure prestige and personal wealth without having to work for it. True alchemists are unconcerned by the lure of wealth. Creating gold from base metals is merely an expression of their skill. The true goal is immortality and purity, and this requires decades of study and experimentation to achieve.

For all these reasons alchemists are recommended as Non-Player Characters rather than as Adventurers. More to the point, their alchemical abilities need to be carefully assessed in the overall scheme of a campaign. If alchemy is a successful enterprise then eternal life or longevity will be commonplace. Transmuting base metal into gold in vast quantities will devalue gold as a currency. Charlatans will find shortcuts that create false gold, thus debasing the reputation of true alchemists, and many hedge magicians and peddlers of cheap remedies will make the quality of true magical potions suspect.

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