



Weapons, armour & equipment Booklet

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Contents

1. Foreword	4
2. Weapon Descriptions	5
2.1 Axes	5
2.2 Bows and miscellaneous missile weapons	5
2.3 Chain weapons	6
2.4 Clubs	6
2.5 Flails	6
2.6 Hammers and maces	6
2.7 Polearms and spears	6
2.8 Shields	7
2.9 Swords and knives	7
2.10 Thrown weapons	9
2.11 Unarmed and miscellaneous	9
3. Armour and Clothing	10
3.1 Armour rules	10
3.2 Armour type descriptions	10
3.3 Armour garments	10
3.4 Clothing material descriptions	11
2.5 Clothing garments	12
4. Exotic Herbs and the Like	13
4.1 Poisons	13
4.2 Antidotes and healing herbs	14
4.3 Other exotic herbs and preparations	14
5. Example Suits of Armour	15
5.1 Light mercenary: Ringmail	15
5.2 Medium mercenary: Mail	15
5.3 Heavy mercenary: Plate	15
5.4 Legionnaire: Chain	15
5.5 Legionnaire captain: Chain and plate	16
5.6 Hoplite	16
5.7 Light gladiator: Chain	16
5.8 Heavy gladiator: Plate	16
5.9 Immortal: Jazeraint	17
5.10 Dwarf heavy infantry	17
5.11 Dwarf light infantry	17
5.12 High Elf military	17
5.13 Samurai war armour	18
5.14 Southron footman	18
6. Equipment Tables	19
6.1 Clothing (non armouring)	19
6.2 Culinary herbs, spices and exotica	22
6.3 Food and drink	23
6.4 Vehicles, animals and containers	24
6.5 Miscellaneous equipment	25
6.6 Summary of armour types	26
6.7 Armour garments	27
6.8 Weapons	31
6.9 Spell ingredients	35

1. Foreword

Throughout the equipment booklet, costs are presented in gold pieces. Decimal values can easily be converted into appropriate costs in lower denomination coinage because in each case there are 10 of the lower denomination coin to each higher denomination coin (progressing from tin to copper to bronze to silver to gold). Hence a price value of 0.32 represents 0.32 gold pieces, or zero gold pieces, 3 silver pieces and 2 bronze pieces. A price of 0.0045 represents zero gold pieces, zero silver pieces, zero bronze pieces, 4 copper pieces and 5 tin pieces.

Weights are always shown in pounds. For conversion to metric weights, see table 9b of the TABLES booklet. For metals and metal armour, the standard material is steel. If weapons or armour are made from an alternative magical material, their weight should be multiplied by the appropriate modifier found in the magical raw materials section of the chapter on magic (under the alchemist profession). Obviously, if a large part of a weapon is made of wood but the blade is made from a magical metal, the GM should make an estimate regarding the weight of the metal section, then adjust the overall weight accordingly. Armour values should be multiplied by the armour modifier

for the particular magical material being used. GMs must use their discretion regarding whether a weapon's strength should be multiplied by this value. The strength of a weapon reflects its nature (its mass, the way it is held, its length etc.) as well as its actual toughness. Hence, it might be appropriate to modify a hoplon shield's strength upwards if it were made of adamantite (it would be tougher to penetrate), but not appropriate to adjust a halberd's strength (which is largely made of wood anyway). For completely metal weapons, the break value should be multiplied by the appropriate modifier if a magical metal is used.

Swords of a particularly high quality may receive a modifier, increasing their strike modifier, initiative modifier and/or decreasing their break value. Some guidelines are presented in the alchemy section of the chapter on magic. Only swords and knives can benefit from being finely crafted (weighted) in this manner.

2. Weapon Descriptions

2.1 Axes

Great bipennis. The great bipennis is a two-handed axe specialised for use in melee combat. The axe-head is double bladed, and is mounted on a reinforced wooden haft. The weapon weighs 5.5 pounds and is around 2.5-3 foot in length.

Woodman's axe. The woodman's axe is a two-handed axe designed for chopping wood, although it makes an effective combat weapon in the right hands. It is lighter than the great bipennis and has only a single blade on the axe head. The axe weighs in at 4.5 pounds and is about 2.5-3 foot in length.

Battle axe. The battle axe is the classic single-bladed war axe, with a reinforced wooden haft. It has a large head and is used one handed, weighing 4.5 pounds and typically being 2.5-3 foot long.

Bipennis axe. The one-handed version of the great bipennis, the bipennis axe has a relatively small double-bladed head and reinforced haft. It is around 2-2.5 foot in length and weighs 4 pounds.

Hand axe. The hand axe is a light one-handed axe useful both for working with timber and as a combat weapon. It is single bladed, around 1.25-1.5 foot long and weighs 3 pounds.

Sickle. The sickle has a short wooden handle attached to a curving crescent-shaped blade, the interior edge of which is sharpened. Originally used for crop gathering, the sickle can also be used effectively in combat. It weighs 2.5 pounds and is around 1.5 foot in length.

2.2 Bows and miscellaneous missile weapons

Blowpipe. The blowpipe is a long length of hollowed-out wood (often bamboo) with a mouth piece at one end. Darts, usually poisoned, are inserted into the tube, then blown out towards opponents. The blowpipe has limited range and accuracy, and is usually employed in environs where hunting is undertaken from fairly close quarters (e.g. jungle). It weighs 2 pounds and varies from about 2.5-4 foot in length.

Composite bow. The composite bow has a stave made from more than one piece to improve tension. The stave may consist of different types of wood, although the most common example has a wooden core, backed with animal sinew and with a belly made of horn. Composite bows vary in length from around 3.5-5.5 foot, weighing 2 pounds.

Heavy crossbow. The heavy crossbow, or arbalest, con-

sists of a wooden stock, with a metal bow section mounted perpendicular to the stock and a trigger mechanism set within it. The tension in the bow is far too great to pull by hand; instead, the heavy crossbow is stood upright with the bow pointing to the floor, and a windlass pulley system employing two rotating handles is used to winch the bow to a cocked, ready to fire position. The weapon weighs 15 pounds, and is around 3 foot in length.

Light crossbow. The light crossbow is of similar design to the heavy crossbow, but is smaller, with a lower firing tension. For this reason, it does not require the cumbersome windlass pulley attachment. Instead, the string can be forced into place using either a goat's-foot lever (a lever that acts like a crow-bar, exerting a lot of force near its point of pivot) or a claw and belt system (employing an attachment on the operator's belt, so that they can lean their weight back to pull the cord into place). The weapon weighs 8.5 pounds and is around 2-2.5 foot in length.

Longbow. The longbow is a bow primarily designed for war. It is extremely powerful by virtue of its great length, but is cumbersome and complex to use, requiring good technique and specialist training to draw and fire effectively. The longbow weighs 2.5 pounds and is around 6 foot in length.

Pistol crossbow. The pistol crossbow is a very light and compact crossbow with a low firing tension, such that the bow can easily be pulled into place by hand. It weighs just 3.5 pounds and is around 1.5 foot long.

Recurve bow. The recurve bow is a powerful composite bow, employing a double-convex shape such that the center of the stave is closer to the string than the sections immediately above and below it. This produces an extremely powerful but compact weapon, but the inherent increase in tension necessitates special technique to pull the bow and a particular form of arrow release. The recurve bow weighs 2.5 pounds and is around 3 foot in length. In the Korin-Thar world system, it is the specialist weapon of the tribesman of the Southern Steppes.

Short bow. The short bow is a classic hunting weapon. Typically a self bow (using only a single piece of wood for the stave, as opposed to the multiple sections employed in composite bows) and being only around 3 foot in length, the short bow is light (1.5 pounds) and easy to use, but lacks power.

Sling. Among the most ancient of ranged weapons, the sling consist of a pouch (to hold stones, usually leather) attached to a cord or similar. The loaded sling is rotated around the head and its stony ammunition launched off in the desired direction. Slings weigh a mere 0.5 pounds. When extended, they are around 3 foot long.

2.3 Chain weapons

Nanchakas. Originally developed from tools used for threshing grain, nanchakas consist of two or more separate sections of wood connected by cord or chain. The weapon is used two handed, weighs 2 pounds and is about 3-5.5 foot long when extended. In the Korin-Thar world system, it is primarily used in the Southron Empire.

Rante. The rante is a two-handed chain weapon, historically of Malaysian origin. It is used much like a staff, with the centrifugal force generated by its rapid rotation making the chain appear straight. The rante is around 6 foot in length and weighs 4.5 pounds. In the Korin-Thar world system it is used primarily in the Teleb Empire.

Rante (star-type). The star-type rante is a one-handed chain with a vicious, small, serrated circular blade at one end. It is 3-3.5 foot in length and weighs 2.5 pounds.

Kusarigama. The kusarigama is a weapon of Japanese origin, employing a combat-oriented sickle with hand guard attached to a length of chain. The all-metal sickle, which has a relatively straight blade set at right angles to the haft, is used in one hand while the chain is rotated using the other. The weapon weighs in at 6 pounds and, when laid out, is around 7 foot in length. In the Korin-Thar world system it originated in the Southron Empire.

Whip. The whip is a length of oiled leather attached to a leather handle, used to inflict stinging cuts and entangle opponents, and for dramatic effect (it makes an impressive noise when cracked). Whips weigh 1 pound and are 4-8 foot in length.

2.4 Clubs

Cosh. The cosh is a short (1.5-2 foot) thick length of straight wood, with or without an obvious handle. It weighs 2 pounds.

Hercules club. The hercules club is a weapon of war, a long reinforced wooden haft attached to a slightly enlarged studded metal head. It weighs 5 pounds and is around 4 foot long.

Maul. The maul looks like an oversize double-headed hammer made entirely of wood (a kind of war mallet). It is 3-4 foot long and weighs 5 pounds.

2.5 Flails

Great flail. The great flail is a two-handed weapon developed from the traditional peasant grain threshing flail. It consists of a longer shaft of wood attached by a very short length of chain to a shorter (perhaps one foot long) length. Both lengths are reinforced, and the shorter length is often

studded or spiked. The weapon is around 4.5-5.5 foot in length and weighs 6 pounds.

Mace and chain. The mace and chain consists of a short wooden or metal handle (haft) attached to a lengthy piece of chain that ends in a large spiked metal ball. It is around 3 foot in length and weighs 4.5 pounds.

Military flail. The military flail is built from a haft, reinforced at both ends and attached to a ring at one end, which is in turn attached to three sections of chain, each culminating in a spherical or many faceted ball of metal. It weighs 5.5 pounds and is around 4 foot in length.

2.6 Hammers and maces

German war hammer. The German war hammer looks rather like an anchor, being made from a haft with a very large metal head extending in two directions. The head ends in a spike at one end, used for impaling victims, but is broad and blunt at the other end, providing a crushing attack. The weapon is used two handed, weighing 5.5 pounds and being around 3.5-4 foot in length, but almost as wide at the head end.

Spiked mace. The spiked mace (holy water sprinkler) consists of a reinforced wooden or metal haft attached to a large sphere of metal set with vicious spikes or studs. It is around 2.5 foot in length and weighs 3.5 pounds.

War hammer. The war hammer has a reinforced wooden haft, sometimes with a hand guard, attached to a blunt metal striking head. It is around 2 foot long and weighs 3.5 pounds.

2.7 Polearms and spears

Halberd. The halberd is a European polearm consisting of a lengthy reinforced wooden stave with a straight-bladed axe-like head at one end, often with a projecting thrusting point. Typically around 7 foot in length, the halberd weighs in at 6.5 pounds.

Iron staff. Iron staffs are quarterstaffs with numerous metal reinforcements, in the form of either bands, projecting rings or studs. These both strengthen the weapon and increase its damage, but at the expense of weight and therefore wieldiness. Iron staffs are around 5 foot in length and weigh 5 pounds.

Javelin/spear/trident. There are a great variety of one-handed spears, many of which are suitably weighted to be used either as a stabbing melee weapon or to throw at opponents. Basically, a spear is a wooden shaft with a point attached at one end, typically a small metal thrusting blade. Tridents are a common variation, employing a head with three metal thrusting projections. Spears are around 5-6 foot in length and weigh 2 pounds.

Lance. The lance is a spear specialised for use from horseback. They often have a large protective guard near the end that is held, and may have the cruel metal tips removed and replaced with padding for sporting tournaments. Lances can be 12-14 foot in length and weigh a hefty 9 pounds. In the Korin-Thar world system, lances are most commonly used by the knights of the Kingdom of the Iron Ring.

Nagamaki/naginata. The nagamaki and naginata are Japanese polearms, wooden staves attached to very slightly curving sword-like single-edged blades. The major difference between the two is that nagamaki have longer blades (about two fifths of their length, as opposed to about one fifth for the naginata). These weapons are around 6-7 foot in length and weigh 5 pounds. Within the Korin-Thar world system they originate in the Southron Empire.

Pike. The Swiss pike (or its ancient Greek variant, the sarissa) is an extremely lengthy two-handed spear, used in mass-formation combat so that men in ranks behind the first rank can still bring their weapons to bear against opposing troops. Pikes have metal reinforcements around their pointed end; they are around 18 feet long and weigh an impressive 12 pounds. In the Korin-Thar world system they have been most successfully wielded by the men of the Central City State of Salmota.

Pitch fork. The pitchfork is a work tool used to move hay, but also an effective peasant weapon consisting of a wooden haft with a two- or three-pronged metal head. It is typically around 6-6.5 foot long and weighs 4 pounds.

Quarterstaff/bo. At its simplest, the European quarterstaff (or Japanese bo) is just a straight length of sturdy wood. Quarterstaves are around 5-6.5 foot in length and weigh 3.5 pounds.

Scythe. The scythe is another agricultural tool that makes an effective weapon. Used to gather crops, the scythe has a wooden stave with a curving blade attached, the interior (shorter) edge of which is sharpened. Scythes are 6-8 foot in length and weigh 5 pounds.

Two-handed spear. The two-handed spear comes in a multitude of variations, but is basically just a stave with a sharpened tip, often made separately from metal and attached. These weapons are usually 5.5-7 foot long and weigh 5 pounds.

Sjang sutai. The sjang sutai is a Malaysian bladed staff. It is relatively short at around 5.5 foot in length, and has a broad and flexible curved blade (like a short fat falchion) separated from the haft by a small circular metal guard. This weapon weighs 5 pounds. In the Korin-Thar world system it originated in the Teleb Empire.

2.8 Shields

Buckler. The buckler shield is a small circle of metal backed with a handle. It is a small, light parrying weapon; the diameter of the shield rarely exceeds a foot. Often, the central section of the shield is inset where the fist is contained, such that the shield looks like a hat with a rim. Unlike other shields, the buckler is not attached to the arm, and can easily be dropped. Bucklers weigh 3 pounds.

Heater. The heater is the traditional shield of the European mediaeval knight. It is made entirely of metal, or of metal backed with wood, and shaped like the traditional heraldic shield (three sided, flat topped and curving towards a point at the bottom). Heaters are worn on the forearm, are around 3 foot high and weigh 8 pounds. In the Korin-Thar world system, they are most commonly used by the knights of the Kingdom of the Iron Ring.

Hoplon. The hoplon shield is the large round shield employed by the ancient Greek hoplite. While these shields were originally fronted with bronze, the stats provided here are for a steel shield approximately 3 foot in diameter. The hoplon shield weighs 13 pounds. Within the Korin-Thar world system, it is most commonly borne by the Hoplite warriors of the Central City State of Periz.

Kite. The kite shield was common in Europe from the 11th century onwards, being constructed of wood with some metal reinforcement. This shield is kite shaped or triangular, and taller than the heater, standing around 5 foot high. Kite shields weigh 9 pounds.

Scuton. The scuton shield is the traditional formation combat shield of the Roman military. It is rectangular and gently curved, standing around 5 foot tall and 2.5 foot wide and being made of wood with metal reinforcement. Scutons weigh 14 pounds.

Target. The target shield is the most common form of shield employed in individual combat. Built of wood with metal reinforcement, the target shield is typically round or oval shaped and around 2 foot in diameter, being worn on the forearm. Target shields weigh 4.5 pounds.

Viking round. The viking round shield is made of sturdy wood and worn upon the forearm. It is circular, but larger than the target shield at around 3 foot in diameter. Its wooden construction makes it lighter but less resilient than the hoplon, being 10 pounds in weight.

2.9 Swords and knives

Bastard sword. The bastard or hand and a half sword is a straight bladed European-style sword, just over 3 foot in length. The blade is relatively heavy and the hilt is long, such that the weapon can be used one or two handed as required. Bastard swords weigh 4.5 pounds. In the Korin-Thar world system, it is a weapon of Iron Ring origin.

Claymore. The claymore is the classic hefty straight-bladed two-handed sword. The quillions (the two halves of the crossbar guard) tend to slant forward a little (towards the tip). Claymores are usually around 4 foot long and weigh 7.5 pounds.

Cutlass/saber. The cutlass and saber are gently curving single-edged swords of European origin. Sabers are traditionally used by cavalry, while cutlasses have large guards built around the hilt. These weapons are a little under 3 foot in length and weigh 3 pounds.

Dagger. The dagger is the archetypal combat knife, with a short straight blade and small crossbar. Daggers weigh 1 pound and are around 1-1.5 foot in length.

Espadon. The espadon is a light straight-bladed European two-handed sword, more skillful but packing less of a punch than the claymore. Espadons are a little over 3 foot in length and weigh 5 pounds.

Falchion. The falchion has a heavy, single-edged curving blade that widens towards the tip to produce a very solid striking mass. Used one handed, the sword is a little under 3 foot long and weighs 4 pounds.

Flamberge. The flamberge is a large European two-handed sword with a blade that undulates like a very large-toothed saw and a broad crossbar. It is a little over 4 foot in length and weighs 8.5 pounds.

Gladius. The gladius is the traditional short sword of the Roman legionnaire, straight bladed and without a crossbar. Typically, these swords are around 2 foot long and weigh 1.5 pounds. In the Korin-Thar world system the weapon is particularly favoured by the Hoplites of the Central City State of Periz.

Haladie. The haladie is an unusual knife of Indian (Rajput) origin. A separate gently curving blade projects from each end of the hilt, with no crossbars or guards. Haladies are a little under 2 foot in length and weigh 1.5 pounds. In the Korin-Thar world system, this weapon originated in the Teleb Empire.

Jitte. The jitte is a Japanese parrying weapon, used primarily to disarm opponents (gives +15 to disarm attempts). It has a thin straight blade and quillions (the two halves of the crossbar guard) that curve forward dramatically to entrap opposing weapons. Jitte are around 1.5 foot in length and weigh 1.5 pounds. In the Korin-Thar world system they are mainly produced in the Southron Empire.

Katana. The katana is the traditional weapon of the Japanese samurai, having a gently curving single-edged blade of the highest quality and a small circular guard. Japanese swordsmiths employed a technique using clay of variable thickness to enclose the blade prior to dousing, such that the blade (jigane) and back (shinogi) of the sword cooled at differing rates. This provided a weapon flexible enough to be resilient, but which held the sharpness of its blade. Katana are usually used two handed, but can be used single handed with a parrying weapon. The sword weighs

3.5 pounds and is around 3-3.5 foot in length. In the Korin-Thar world system, they are exclusively made in the Southron Empire.

Knife. Knives cover any small bladed weapon without a crossbar. They weigh 0.5 pounds and are usually 0.5-1 foot in length.

Kusarigami. See the chain weapon section.

Long knife. A straight-bladed short sword with a crossbar. Long knives are around 2 foot in length and weigh 1.5 pounds.

Longsword. The longsword is the classic mediaeval European straight-bladed one-handed sword. It has a crossbar and pommel hilt, is around 3 foot in length and weighs 3.5 pounds.

Ninjato. A gently curving sword with a very long handle (comprising around half its length) and oversized circular guard, employed by the Japanese ninja. Ninjatos have unusually flexible blades. Their scabbards have holes at both ends and can be used as a snorkel. When sheaved, the sword can be stood upon as an aid to climbing; the scabbard has a long cord attached to allow the weapon to be drawn up after the climber. Ninjatos are a little under 3 foot in length and weigh 3.5 pounds. In the Korin-Thar world system, they are exclusively made in the Southron Empire.

No-Dashi. An extremely large Japanese two-handed battle sword, with a gently curving blade and enlarged hilt. No-dashis are around 6 foot in length and weigh 9 pounds. In the Korin-Thar world system, they are exclusively made in the Southron Empire.

Rapier/foil. The rapier and foil are light, thin, straight-bladed swords employed in European fencing. The foil has a circular guard, while the rapier has a crossbar and elaborate guard that curves about the hand. These weapons are a little over 3 foot in length and weigh 1.5 pounds. In the Korin-Thar world system, they are the weapon par excellence of the High-Elven upper classes.

Scimitar. The scimitar is a middle-eastern sword with a short hilt and a relatively thin, extremely curved single-edged blade. Used one handed, it is around 3 foot long and weighs 3 pounds.

Wakizashi. The wakizashi is a Japanese short sword with a gently curving blade, occasionally used as an off-hand parrying weapon alongside the katana. It is around 2 foot in length and weighs 2 pounds. In the Korin-Thar world system, they are exclusively made in the Southron Empire.

Zweihander. An enormous mediaeval European two-handed sword, the zweihander has a straight blade, with two thorn-like projections, one from either side of the blade, set near to its oversize crossbar. The sword is over 6 foot long and weighs a hefty 11 pounds.

2.10 Thrown weapons

Chakram. Chakram are small hollow disks (rings) of metal with sharpened outer edges, originating in the Middle East. They are thrown like small frisbees, inflicting potentially disabling wounds to a distance of around 50 foot. Chakram weigh 0.5 pounds and are around 8 inches in diameter. In the Korin-Thar world system, this weapon originated in the Teleb Empire.

Eggbomb. Eggbombs are resealed egg shells filled with noxious substances (pepper, ground glass, stinging nettles etc.). They are thrown into the face from close quarters to cause irritation. Eggbombs weigh 0.5 pounds each.

Monwanga. The monwanga is an African weapon, a heavy axe or knife-like item with numerous extra blades extending from a central core. Monwanga pack a lot of punch, weighing around 3.5 pounds. In the Korin-Thar world system, they are widely employed by the tribesmen of the Southern Savannah.

Throwing knife. A straight-bladed dagger with a small crossbar, well weighted for throwing. The weapon is about 1 foot in length and weighs 1 pound.

Shuriken. Shuriken are the throwing stars of the Japanese ninja. They weigh 0.5 pounds and are around 5 inches in diameter. In the Korin-Thar world system, they are exclusively made in the Southron Empire.

Throwing axe. A small, light axe weighted for throwing. Throwing axes are around 1.5 foot long and weigh 2 pounds.

2.11 Unarmed and miscellaneous

Climbing claws. Climbing claws are palm mounted spike sets used for traversing walls and the like. They are attached around the hand with a leather strap and make effective combat weapons, weighing 1.5 pounds.

Knuckledusters. Knuckledusters are metal finger guards used to increase the damage of a punch. They look rather like four heavy rings joined together and backed with a section that is enclosed within the fist, and weigh 1 pound.

Net. The combat net is a loosely woven net edged with small weights and used to entangle opponents. Nets weigh 3 pounds.

Tiger claws. Tiger claws are a weapon of Indian origin, consisting of a bar, gripped in the palm, to which curved blades are attached, projecting out between the fingers. Tiger claws weigh 0.5 pounds.

Tonfa. The tonfa is a wooden weapon of peasant origin, consisting of a straight striking section with a handle attached at right angles near one end. Variants on the tonfa design are often used by modern police officers. The

weapon can be used to block with the forearm, or to strike out with the additional momentum of its rotation about the handle. Tonfa are usually used in pairs; they weigh 3 pounds each and are about 2 foot in length.

3. Armour and Clothing

3.1 Armour rules

Later sections of this booklet provide both numerous ready-made armour garments, with details of coverage and costs/weights, and a general-purpose armour creator for custom garments. To make a custom garment, simply calculate the percentage of the body the garment will cover, then multiply by the weight/% and cost/% values to find the weight and cost respectively.

This basic system assumes a roughly human physique. For draconian characters, note the addition of a tale location, which means that a draconian armoured from head to foot will be bearing 125% of the standard weight for a full suit of armour. Also, note the extra locations available for the centaur race. Centaur characters need to consider armouring these extra sections, but need only consider those standard locations that they actually possess. This means that a complete centaur suit will still add up to 100% coverage. Centaur locations are listed in table 20b of the TABLES booklet. The % coverage values for the horse sections of centaur armour do not provide genuine weights; they provide relative weights, equivalent for encumbrance purposes because a centaur can carry a lot on their rear section without being slowed. Hence the custom armour section here would create plate armour for a centaur's back weighing $28 \times 0.55 = 15.4$ pounds. In fact, the plate armour required for this purpose will weigh far more than this, but it will encumber the centaur *as if it weighed a mere 15.4 pounds*.

Generally, armour can be combined to produce cumulative protection. However, multi-layering (for example as an alternative to using a heavier armour type) will produce encumbering effects that are disproportionate to the resultant weight increase (you simply can't move a joint when it's got four layers of leather over it). GMs should employ special penalties as they see fit.

3.2 Armour type descriptions

Padding. Typically consisting of heavy felt (a material made from unspun wool), two layers of linen stuffed with down, or some equivalent, padding armour is ubiquitously worn below other metal armour types to absorb impacts and prevent sections of the metal armour (e.g. chain links) being forced into the combatant's flesh. Heavy furs are nearly equivalent to padding for armour values, but tend to weigh a little more.

Leather, soft or tough. Soft leather is relatively thin and flexible, easy to make clothing from. Tough leather is harder, often being made of more than one layer, and correspondingly less flexible.

Cuir-bouilli. This armour is made by boiling leather in hot oil and molding the resultant material into plate-like sections of armour which harden upon cooling. Within

the Korin-Thar world system, cuir-bouilli armour is produced only by the Dwarfs.

Ringmail. Ringmail armour is made by sewing metal rings onto a backing of some flexible material (usually leather). It offers increased protection with a relatively small gain in weight.

Chain mail. Chain mail is made by connecting and riveting small rings of wire together to form a sort of fabric out of metal. It is generally strong and flexible, but performs poorly against thrusting attacks.

Double mail. Double mail is a variant of chain mail, employing a more compact knit of thicker rings to improve resilience at the price of increased weight.

Bar mail. Bar mail, historically used in the Middle East and India, is another variant of chain that uses special additional rings with a bar across their center to improve durability. In the Korin-Thar world system, bar mail is made exclusively by the High Elves.

Augmented mail. Augmented mail is yet another chain mail variant, this time with strips of leather weaved into the chain. In the Korin-Thar world system, this armour type is primarily used by the High Elves.

Bezainted. Bezainted armour is produced by attaching metal disks to a suitable flexible backing material such as leather. It is also known as studded armour.

Jazeraint. Otherwise known as scale mail, jazeraint armour is made by attaching (riveting) scales to a flexible backing such that the backing material is entirely covered.

Brigandine. Brigandine armour is made by riveting scales onto a leather backing, then attaching a second layer of leather to completely enfold the scales within.

Plate. Plate armour is made of large pieces of solid metal, often attached together into larger garments with straps, screws and so forth. Plate armour offers excellent protection, but is somewhat constricting and inflexible.

3.3 Armour garments

The garments described here are given in their Earthly historical context, along with common usage within the Korin-Thar world system.

Pot helm. Any helm covering only the skull location (worn atop the head and often extending down the back of the skull). Historical examples include the mediaeval bascinet.

Full helm. Any helm covering both the head and face locations. Historical examples would include helms with

significant projections across the face (e.g. the Greek hoplite helmet or the Norman nasal helmet) or those that completely encase it, such as the (12th/13th century) mediaeval European heaume, or a variety of visored helmets.

Great helm. Any helmet that covers the skull, face and neck locations. Historical examples would include the Japanese Samurai Kabuto/mempo helmet (which included both a stylized facemask and throat plates and neck guard) and the later mediaeval European armet (a helmet used in suits of full plate armour).

Aventail/camail. Mail attachment to a pot or full helmet that hangs down to cover the neck.

Coif. A hood of mail covering the skull and neck, usually worn beneath a helmet.

Cuirass/breast and back plate. The historical cuirass is a Greek garment made from bronze or many-layered linen and covering the front and back of the body. Similar covering is provided by a breast plate and back plate worn with connecting straps. Within the Korin-Thar world, the Perezian military make use of a steel cuirass.

Chansses/leggings. Flexible armour garments covering the legs like modern trousers.

Grievs. Rigid armour plates attached to the forearms (and covering the forearm and elbow) or shins (covering the shin and knee).

Hauberk. A lengthy garment of flexible armour covering the arms and body and extending down to the thighs, or even shins, with a central or side slit to allow easy movement.

Ailettes. Rigid armour plates attached to the shoulder.

Brassart. Rigid armour plates attached to the upper arms.

Mittens/gauntlets. Armoured gloves.

Cuissarts. Rigid armour plates attached to the thighs.

Sollerets. Armoured footwear.

Genouilleres. Rigid armour plates attached to the knees.

Kilt attachment. Semi-overlapping strips of some rigid or flexible armour attached to the bottom of a cuirass of breast/back plate combination to cover the hips and groin.

satin, originally made only from silk, is in fact a type of weave employing minimal crossing of fibers to produce a soft but easily torn material. Hence modern textile producers might make a cotton satin in addition to the traditional silk variety. For some of the weaves described here, various fibers are available, whereas for others only a single fiber is used.

GMs keen to maintain a semi-historical feel to their games should bear in mind that the variety of dyes available in ancient cultures was less impressive than is the case today. Dyes were made mainly from vegetables and berries, but also from lichens and occasionally animal sources (e.g. snails). A fastener, or mordant, was usually applied before dyeing to hold the dye (e.g. alum, often derived from stale urine). Common colours were blues (usually obtained from woad or indigo), yellows (made from weld or saffron), pale greens, browns and the like. Very bright colours, especially reds and purples, were very difficult and expensive to achieve, as was a pure black. Within the Korin-Thar world system, the High Elves of the Crystal Isle possess the best lore regarding exotic dyes, although decorative techniques such as batik are particularly common in Southern provinces of the Teleb empire, while fine embroidery is used everywhere. GMs should multiply the cost of an item by 2 to 5 times based on the level of embroidery desired.

All of the following materials are derived from one of six fibers. Linen is made from the fibrous interiors of the stalk of flax, a plant that grows well in temperate regions. A similar but rougher material can be made using hemp, which grows almost anywhere and is also well known for its narcotic properties. Cotton comes from the buds of the cotton plant, which grows best in tropical and warm regions. Wool is made from the hair of various animals, most commonly sheep but also goats (e.g. pashmini), rabbits (angora) etc. Silk is produced by the silk worm (fed on mulberry leaves) when forming a cocoon, and is most successfully farmed in warm climates (historically, in China to the 6th century AD, with subsequent industries in Italy and Japan). Finally, jute is produced from the bark of a tree that flourishes primarily in tropical environs.

Within the Korin-Thar world system, clothing prices vary dramatically based upon the region in which the purchase is made. For this reason, separate prices are provided based on locale. GMs using their own worlds should consult tables 3a and 3b to get ideas of historical equivalents for the Korin-Thar provinces listed, and choose a price list accordingly.

Muslin. A fairly light material made from either linen or cotton using a plain weave.

Serge. A heavier duty material that is made using a weave with additional regular diagonal components (modern denim is a cotton serge). Made from linen, silk, or low or high-grade wool.

Taffeta. A light silken material employing the plain weave used in muslin.

Satin. A light, soft but easily damaged material made from silk and using a weave that minimises fiber crossover.

3.4 Clothing material descriptions

The description of any modern textile has two aspects: the fiber from which the textile is made, and the weave used to produce continuous garments from that material. For earlier historical epochs, particular weaves were used exclusively with a given fiber. For example

Velvet. A rich, thick, piled material made from linen.

Velveteen. A material made with an identical weave to velvet, but using cotton fiber.

Fustian. A medium weight partly-piled material, similar to modern corduroy. Made from linen or cotton.

Canvas. A tough, heavy material made from hemp using a very tight plain weave. Note that hemp also forms the basis of most rope.

Hessian (sack cloth). A rough, uncomfortable low quality material made from jute or hemp.

beneath a gown and of lighter construction.

Gown. Ladies full-length dress, often embellished with local fashions.

Robe. Full length loose pull over garment, similar to a monk's habit.

3.5 Clothing garments

Shirt. Worn on the upper body, the shirt is not buttoned like its modern counterpart, but rather is pulled over the head, often with a single tie at the neck to allow head access. Short shirts cover the hips, while long shirts fall to cover the thighs too.

Tunic. A top worn over the shirt, of similar dimensions but slightly wider towards the bottom. Tunics come in numerous subtly different forms, but are essentially variations on a theme.

Surcoat. Surcoats, jupons, tabbards and the like are short-sleeved garments hanging to around the thigh, usually worn over armour to identify the warrior beneath by displaying some heraldic emblem.

Hose. Trousers. Can be loose fitting, in which case they resemble modern pajama bottoms with a tie-string top, or tight. Tight hose usually come as separate legs, pulled up and attached to a belt like modern stockings, with the addition of a boxer-short like undergarment.

Cloak. Cloaks come in two typical forms. The first is semicircular, with the straight edge pulled out horizontally behind the shoulders then the two corners draped forwards over the shoulders. These cloaks are clasped centrally. The second type of cloak is rectangular, and is usually worn clasped at one side.

Hood. Usually tied beneath the chin, but may be attached to cloaks and tunics.

Gloves. As modern gloves.

Hats and caps. Come in a variety of styles, some of them quite ridiculous.

Boots and Shoes. Never tied with eyelets and laces. Usually, a single tie is used near the point of entrance. Rarely well fitted. Soles are flat, with heels being virtually unheard of.

Chemise. A full-length undergarment for ladies, worn

4. Exotic Herbs and the Like

The tables provided later in this booklet have two sections relevant to herbs, spices and exotic preparations, both under the heading “culinary herbs, spices and exotica.” The first is devoted to substances found naturally on Earth and used in a mediaeval historical context. This introductory section provides a very brief overview for some of the more obscure substances mentioned; GMs anxious to find out more should consult a dictionary or encyclopaedia. The second section relates to substances invented and therefore found only in the Korin-Thar world system. A detailed description of each is provided below.

Alum is a crystalline solid, often derived from stale urine and used extensively in the dying process. Bdellium is a transparent yellow tree resin of distinctive scent, used in incense and perfumery. Camphor is a compound derived from the camphor tree with mild antiseptic and anaesthetic qualities. In a mediaeval context, cinnamon is used as an ingredient in incense (which uses the spruce tree as a base wood) as well as for flavouring foods. Ginseng is a tonic with stimulatory, restorative and aphrodisiac qualities, while marijuana is a common narcotic made from hemp. Musk comes from the musk deer and is used in perfume, both for its own scent and to prolong the scent of other ingredients, while myrrh is another resin valued for its odour. Nard is a fragrant oil derived from the spike-nard plant (found at altitude), while sandalwood oil is again fragrant, coming from the tropical sandalwood tree. Finally, saffron is a yellow-red plant used in cooking and dye preparation.

4.1 Poisons

Arsnas. Usually derived from the venom of the red-tailed scorpion, sometimes blended with other scorpion and spider venoms, arsnas is a particularly painful poison to endure the effects of. It has a rapid onset circulatory effect (50 seconds) and is widely favoured for coating weapons and the like, as it dries to a sticky crystalline sheen that will retain its potency for around 24 hours before reapplication becomes necessary. It is acrid and striking in both taste and odour. Symptoms include pain behind the eyes, vomiting and fitting. If sealed against the air, Arsnas will remain fresh and effective for around 3 months.

Brachomite. Brachomite is made from the fermented roots of a family of bushes sharing a characteristic yellow edging to their leaves. It is a connoisseur’s poison, effectively mimicking the effects of consumptive disease when ingested regularly. Virtually tasteless and very slow acting (onset time of 3 days), brachomite will retain its potency once brewed almost indefinitely if well sealed. Regular application (daily) is necessary to ensure it is effective; victims will recover rapidly (in a matter of days) if the dosage is discontinued.

Frelmhide. Made from a combination of poisonous berries, frelmhide boasts the peculiar advantage of forming

an effective suspension in warmed resin. In this state it can be applied to blades and the like, and will remain potent almost indefinitely if wear and tear fail to remove it. Frelmhide is a circulatory poison with an onset time of only 30 seconds; it produces feeling of euphoria and lightheadedness, as well as striking impairments of balance.

Gistram. Gistram is an exotic and time consuming preparation derived from a fungus living on certain rotten fruit. The end result is a mildly spicy tasting paste with a subtle musky odour. It can be added to food, or smeared on weapons, although in the latter case it will dry and become ineffective after around 30 minutes. If kept away from air, Gistram will last a month or two at best. Gistram is extremely toxic, operating as a nerve poison to shut down communication at the neuromuscular junctions. It onsets rapidly (25 seconds) with symptoms including paralysis and extreme nervous tissue trauma (e.g. brain damage).

Keeram. Keeram is an exotic blend of snake venom and herbal extractions, producing a potent clear fluid with a subtle sweet minty taste and odour. It evaporates quickly, so is largely useless as a blade venom, but has a rapid onset circulatory effect (70 seconds) that makes it useful for poisoning drinks and the like. Keeram will keep for many years if well sealed. Early symptoms are stomach cramps (if ingested) and distorted sensation (sight, hearing etc.). Later symptoms include internal hemorrhaging and multiple organ failure.

Perathal. A secret mix based mainly on the sap of certain river-dependent trees, perathal is a thick black paste that works as a contact poison. It permeates flesh at any point where sweating is possible (i.e. skin ducts are present) in around 60 seconds, then acts as a nerve poison, causing massive convulsions, then complete spinal paralysis; death is usually as a result of a failure to breath. Perathal smells like dung, and is only capable of permeating flesh when damp. However, once dried out it can be rehydrated easily, although repeatedly doing so will cause its potency to tail off.

Yenai. A nerve poison made from the flowers of the sleepgiver and related tropical flowers, yenai acts directly on the brain to produce extreme confusion and inactivity. Usually prepared as a mix in olive oil, it must be mixed and applied rapidly (losing its potency within a few hours even when not exposed to air), but can be used to oil blades or in foods, where it has a slightly salty/bitter taste but no odour. Yenai onsets in a mere 15 seconds.

4.2 Antidotes and healing herbs

Aroclara. A clear, syrup-like elixir pressed from rare desert flowers, aroclara operates extremely rapidly to cause blood to clot. It is mildly toxic if ingested, but if applied to a wound will cause bleeding to cease in around 15 seconds flat. A single dose (obtained from around 500 flowers) is sufficient for most cuts, but extremely large or serious wounds may require a double dosage as the fluid must be spread evenly over the entire area of the abrasion. Sealed from the air, aroclara will stay potent for 2-3 years.

Grenomile. The bitter leaves of the grenomile tree are chewed to release their potent chemical constituents. The juices from the resultant pulp are then squeezed into an open artery or vein and act as a powerful antidote, offering a +50 to save against the poisons gistram and yenai. The tree grows sporadically in the savannah; its leaves will be useful for around 2 months after picking.

Hadiuna. A foul-tasting bluish paste made from steamed, mashed cave lichen heated with oil at the correct altitude (oxygen level), hadiuna has a powerful effect on the metabolism, stimulating cell growth. In game terms, this causes healing at triple normal pace for a period of 3d10 days. Hadiuna remains potent for around 6 months if sealed. Its effects will be felt a mere 30 minutes after ingestion.

Lavarium. A crystalline substance grown in the pressed juice of tropical berries, lavarium acts as an effective general-purpose antidote for circulatory poisons. It is ingested, and causes a general purge (vomiting and defecation) and appalling stomach cramps, but offers a +45 to save against arsnas, frelmhide and keeram. Lavarium has the advantage of retaining its potency for years if well sealed.

Limeerao. Derived from the purple river poppy, limeerao is a blue powder that, when mixed to a suspension in water, has a powerful cleaning and antiseptic effect. One dose makes around a pint of solution, enough to clean a single wound three or four times. This action offers the recipient a +25 to save against infection. Limeerao keeps for 1-2 years if well sealed against the damp.

Nickserh. Derived from an extremely rare fragrant bush growing only at great altitude, nickserh has near magical healing properties, inducing a cancer-like process of rapid cell division that knits together bones and bonds skin. The recipient will feel feverishly warm throughout, and their wounds will literally heal up before their eyes in a process taking around an hour. Nickserh must be used while fresh (it will last about two months if sealed in wax). An infusion is made in hot water and drunk immediately (it is ineffective once cooled and must be discarded). Hence it cannot be prepared in advance at the point of purchase. The difficulty is that if the water is not at exactly the correct temperature, and the leaves not left for just the correct period of time, the herb will be ineffective and wasted. In game terms, a successful application (requiring a herbalist roll of 60) causes 10d6 injury points to be healed, divided equally between the recipient's wounds.

4.3 Other exotic herbs and preparations

Abranakof. A clear, sweet-tasting fluid found in certain cacti of the arid plains and deserts of the South, abranakof is a natural sleeping drug. Its effects are rapid when imbibed (onset time 45 seconds) and last for 2-8 hours, during which time the recipient falls into a heavy, dreamless sleep. In game terms, abranakof acts as a poison, but causes no long-term damage. At strength greater than 1 x the victim's constitution, they become drowsy (-15 to all actions); at greater than 2 x con, they will feel incredibly heavy in body (-40 to all actions); at 3 x con they will finally pass out. Abranakof keeps for years if well corked, and smells slightly of cinamon.

Disafner. A resinous substance extracted from the wood of certain aromatic palm trees by gentle roasting, disafner is renowned for improving the chances of conception in the hours after it is rubbed upon the belly over the womb. Highly prized, disafner will remain potent for years if sealed in a container of gold.

Hiorsphor. Hiorsphor is a powerful hallucinogen, a form of seaweed found near coral. It remains potent only a few days after being removed from salt water, but can be transported for months if left in its natural medium. Hiorsphor is valued by those seeking revelatory or prophetic visions, sending the user into an extremely realistic hallucinogenic trance for a period of 1-2 hours. In game terms, it will strongly enhance any spells of such a nature (e.g. communion), making the experience gained more vivid.

Laraksep. A potent stimulant narcotic made from the ground up nuts seeds of a small temperate-dwelling bush bearing delicate gray inedible fruit, laraksep is swallowed or snorted. It retains its potency for years even when exposed to air. Relatively addictive, laraksep makes its user extremely alert and keen sensed, but prone to paranoia and rash behaviour. In game terms, it offers a +1 to all senses for 5-8 hours, and makes natural sleep impossible. Users are at +5 to strike and dodge, -5 to parry for the duration of the drug's effect. Repeated use will cause the paranoia to worsen and remain even when other effects have worn off.

Lekarst. When the bulbous white roots of the rare tropical honey bush are left to infuse in a solution of vinegar, they will eventually decompose to produce a beverage which, when triple distilled, has quite striking aphrodisiac qualities. The drinker will become obsessed with sex to the point of forgetting all other duties (and indeed social niceties) in its pursuit. In game terms, the drug takes effect like a poison, but without ill effects. If it comes to exceed 3 times the user's constitution, they will simply become highly sexually active for a period of 1-6 hours. Normal morality will be quite forgotten in this state.

Nesferatte. Less powerful and more common than Lekarst, nesferatte is another aphrodisiac. A concoction of various wild flowers and berries, it simply predisposes the user towards flirtation and sex, but always in subtle ways. Nesferatte lasts 3-5 hours, but must be prepared not more than a few hours before use.

5. Example Suits of Armour

5.1 Light mercenary: Ringmail

Components: muslin shirt, linen (1.7), soft leather ringmail gloves, long-sleeved (1.3), tough leather boots (2), tough leather ringmail leggings (7.2), tough leather ringmail hauberk, short (7.9), belt (0.3), longsword scabbard *or* weapons harness (1).

	Cut	Chop	Thrust	Impact
Skull	-	-	-	-
Face	-	-	-	-
Neck	-	-	-	-
Shoulders	8/6	6/5	8/6	5/4
U. arm	8/6	6/5	8/6	5/4
Elbow	8/6	6/5	8/6	5/4
Forearm	6/5	5/4	5/4	5/4
Hand	6/5	5/4	5/4	5/4
Chest	8/6	6/5	8/6	5/4
Abdomen	8/6	6/5	8/6	5/4
Hip	16/12	12/9	16/12	10/8
Groin	16/12	12/9	16/12	10/8
Thigh	8/6	6/5	8/6	5/4
Knee	8/6	6/5	8/6	5/4
Calf	13/10	9/7	11/8	10/8
Foot	5/4	3/2	3/2	5/4
Total cost:	0.898	Total weight:	21.4	

5.2 Medium mercenary: Mail

Components: padding hauberk, short (5.7), double mail hauberk, short (19.8), pot helm (2.8), padding skull cap (0.7), tough leather ringmail leggings (7.2), tough leather boots (2), tough leather ringmail gloves (1.8), belt (0.3), longsword scabbard *or* weapons harness (1).

	Cut	Chop	Thrust	Impact
Skull	23/17	20/15	22/17	15/11
Face	-	-	-	-
Neck	-	-	-	-
Shoulders	20/15	14/11	11/8	11/8
U. arm	20/15	14/11	11/8	11/8
Elbow	20/15	14/11	11/8	11/8
Forearm	8/6	6/5	8/6	5/4
Hand	8/6	6/5	8/6	5/4
Chest	20/15	14/11	11/8	11/8
Abdomen	20/15	14/11	11/8	11/8
Hip	28/21	20/15	19/14	16/12
Groin	28/21	20/15	19/14	16/12
Thigh	8/6	6/5	8/6	5/4
Knee	8/6	6/5	8/6	5/4
Calf	13/10	9/7	11/8	10/8
Foot	5/4	3/2	3/2	5/4
Total cost:	1.62	Total weight:	41.3	

5.3 Heavy mercenary: Plate

Components: plate full helm (4.4), double mail aventail (0.9), tough leather boots (2), padding hood (0.9), plate breast/back plate (13.2), padding hauberk, short (5.7), tough leather ringmail leggings (7.2), tough leather ringmail gloves (0.7), plate arm grieves (4.4), plate aillettes (2.2), plate brassart (2.2), belt (0.3), longsword scabbard *or* weapons harness (1).

	Cut	Chop	Thrust	Impact
Skull	23/17	20/15	22/17	15/11
Face	17/13	17/13	17/13	7/5
Neck	20/15	14/11	11/8	11/8
Shoulders	23/17	20/15	22/17	15/11
U. arm	23/17	20/15	22/17	15/11
Elbow	23/17	20/15	22/17	15/11
Forearm	17/13	17/13	17/13	7/5
Hand	8/6	6/5	8/6	5/4
Chest	23/17	20/15	22/17	15/11
Abdomen	23/17	20/15	22/17	15/11
Hip	14/11	9/7	13/10	13/10
Groin	14/11	9/7	13/10	13/10
Thigh	8/6	6/5	8/6	5/4
Knee	8/6	6/5	8/6	5/4
Calf	13/10	9/7	11/8	10/8
Foot	5/4	3/2	3/2	5/4
Total cost:	1.955	Total weight:	45.1	

5.4 Legionnaire: Chain

Components: chain mail hauberk, long (25.6), padding hauberk, short (5.7), full helm, nasal (4.4), padding hood (0.9), padding leggings (5.1), tough leather boots (2), belt (0.3), longsword scabbard (1).

	Cut	Chop	Thrust	Impact
Skull	23/17	20/15	22/17	15/11
Face	17/13	17/13	17/13	5/4
Neck	6/5	3/2	5/4	8/6
Shoulders	17/13	12/9	8/6	10/8
U. arm	17/13	12/9	8/6	10/8
Elbow	17/13	12/9	8/6	10/8
Forearm	11/8	9/7	3/2	2/2
Hand	-	-	-	-
Chest	17/13	12/9	8/6	10/8
Abdomen	17/13	12/9	8/6	10/8
Hip	23/17	15/11	13/10	18/14
Groin	23/17	15/11	13/10	18/14
Thigh	17/13	12/9	8/6	10/8
Knee	6/5	3/2	5/4	8/6
Calf	11/8	6/5	8/6	13/10
Foot	11/8	6/5	8/6	13/10
Total cost:	1.757	Total weight:	45.0	

5.5 Legionnaire captain: Chain and plate

Components: double mail hauberk, long (28.8), padding body suit (11.2), full helm, heaume (4.4), padding hood (0.9), double mail coif (3.2), chain mail chansses (18.4), double mail mittens (1.8), belt (0.3), longsword scabbard (1).

	Cut	Chop	Thrust	Impact
Skull	37/28	31/23	28/21	18/14
Face	17/13	17/13	17/13	7/5
Neck	20/15	14/11	11/8	11/8
Shoulders	20/15	14/11	11/8	11/8
U. arm	20/15	14/11	11/8	11/8
Elbow	20/15	14/11	11/8	11/8
Forearm	20/15	14/11	11/8	11/8
Hand	14/11	11/8	6/5	3/2
Chest	20/15	14/11	11/8	11/8
Abdomen	20/15	14/11	11/8	11/8
Hip	31/23	23/17	14/11	13/10
Groin	31/23	23/17	14/11	13/10
Thigh	31/23	23/17	14/11	13/10
Knee	17/13	12/9	8/6	10/8
Calf	17/13	12/9	8/6	10/8
Foot	17/13	12/9	8/6	10/8
Total cost:	2.691	Total weight:	68.1	

5.6 Hoplite

Components: full helm, hoplite (4.4), padding skull cap (0.6), plate cuirass (13.2), padding hauberk, short/armless (4.4), plate arm grieves (4.4), plate leg grieves (8.8), metal brigandine kilt attachment (4.8), soft leather shoes, sandals (0.5), muslin cloak, linen (1.6), belt (0.3), short sword scabbard (0.7).

	Cut	Chop	Thrust	Impact
Skull	23/17	20/15	22/17	15/11
Face	17/13	17/13	17/13	7/5
Neck	-	-	-	-
Shoulders	-	-	-	-
U. arm	-	-	-	-
Elbow	17/13	17/13	17/13	7/5
Forearm	17/13	17/13	17/13	7/5
Hand	-	-	-	-
Chest	23/17	20/15	22/17	15/11
Abdomen	23/17	20/15	22/17	15/11
Hip	20/15	17/13	17/13	19/14
Groin	20/15	17/13	17/13	19/14
Thigh	-	-	-	-
Knee	17/13	17/13	17/13	7/5
Calf	17/13	17/13	17/13	7/5
Foot	3/2	2/2	2/2	3/2
Total cost:	1.968	Total weight:	43.7	

5.7 Light gladiator: Chain

Components: padding hauberk, short (5.7), double mail hauberk, short (19.8), tough leather boots (2), belt (0.3), long sword scabbard *or* weapons harness (1).

	Cut	Chop	Thrust	Impact
Skull	-	-	-	-
Face	-	-	-	-
Neck	-	-	-	-
Shoulders	20/15	14/11	11/8	11/8
U. arm	20/15	14/11	11/8	11/8
Elbow	20/15	14/11	11/8	11/8
Forearm	-	-	-	-
Hand	-	-	-	-
Chest	20/15	14/11	11/8	11/8
Abdomen	20/15	14/11	11/8	11/8
Hip	20/15	14/11	11/8	11/8
Groin	20/15	14/11	11/8	11/8
Thigh	-	-	-	-
Knee	-	-	-	-
Calf	5/4	3/2	3/2	5/4
Foot	5/4	3/2	3/2	5/4
Total cost:	1.124	Total weight:	28.8	

5.8 Heavy gladiator: Plate

Components: padding hauberk, short/armless (4.4), breast/back plate (13.2), full helm (4.4), double mail aventail (0.9), padding skull cap (0.7), plate kilt attachment (5.5), plate genouilleres (2.2), plate aillettes (2.2), plate arm grieves (4.4), tough leather boots (2), belt (0.3), long sword scabbard *or* weapons harness (1).

	Cut	Chop	Thrust	Impact
Skull	23/17	20/15	22/17	15/11
Face	17/13	17/13	17/13	7/5
Neck	14/11	11/8	6/5	3/2
Shoulders	17/13	17/13	17/13	7/5
U. arm	-	-	-	-
Elbow	17/13	17/13	17/13	7/5
Forearm	17/13	17/13	17/13	7/5
Hand	-	-	-	-
Chest	23/17	20/15	22/17	15/11
Abdomen	23/17	20/15	22/17	15/11
Hip	23/17	20/15	22/17	15/11
Groin	23/17	20/15	22/17	15/11
Thigh	-	-	-	-
Knee	17/13	17/13	17/13	7/5
Calf	5/4	3/2	3/2	5/4
Foot	5/4	3/2	3/2	5/4
Total cost:	1.793	Total weight:	41.2	

5.9 Immortal: Jazeraint

Components: plate pot helm (2.8), padding skull cap (0.7), double mail aventail, veiled (2.3), plate genouilleres (2.2), metal jazeraint hauberk, long (32), tough leather boots (2), belt (0.3), long sword scabbard (1).

	Cut	Chop	Thrust	Impact
Skull	23/17	20/15	22/17	15/11
Face	14/11	11/8	6/5	3/2
Neck	14/11	11/8	6/5	3/2
Shoulders	14/11	12/9	12/9	10/8
U. arm	14/11	12/9	12/9	10/8
Elbow	14/11	12/9	12/9	10/8
Forearm	14/11	12/9	12/9	10/8
Hand	-	-	-	-
Chest	14/11	12/9	12/9	10/8
Abdomen	14/11	12/9	12/9	10/8
Hip	14/11	12/9	12/9	10/8
Groin	14/11	12/9	12/9	10/8
Thigh	14/11	12/9	12/9	10/8
Knee	17/13	17/13	17/13	7/5
Calf	5/4	3/2	3/2	5/4
Foot	5/4	3/2	3/2	5/4
Total cost:	1.476	Total weight:		43.1

5.10 Dwarf heavy infantry

Components: Full helm (4.4), padding hood (0.9), soft leather gloves (0.3), padding hauberk, long (8.3), padding leggings (5.2), double mail hauberk, long/short sleeved (28.8), double mail coif (3.2), brigandine breast/back plate (11.5), plate arm grieves (4.4), plate leg grieves (8.8), tough leather boots (2), belt (0.3), weapons harness (1).

	Cut	Chop	Thrust	Impact
Skull	37/28	31/23	28/21	18/14
Face	17/13	17/13	17/13	7/5
Neck	20/15	14/11	11/8	11/8
Shoulders	20/15	14/11	11/8	11/8
U. arm	20/15	14/11	11/8	11/8
Elbow	37/28	31/23	28/21	18/14
Forearm	37/28	31/23	28/21	18/14
Hand	3/2	2/2	2/2	3/2
Chest	34/26	28/21	23/17	22/17
Abdomen	34/26	28/21	23/17	22/17
Hip	26/20	17/13	16/12	19/14
Groin	26/20	17/13	16/12	19/14
Thigh	26/20	17/13	16/12	19/14
Knee	23/17	20/15	22/17	15/11
Calf	28/21	23/17	25/19	20/15
Foot	11/8	6/5	8/6	13/10
Total cost:	3.445	Total weight:		79.9

5.11 Dwarf light infantry

Components: Full helm (4.4), padding hood (0.9), soft leather gloves (0.3), padding hauberk, long (8.3), double mail aventail (0.9), cuir-bouilli jazeraint hauberk, long (14.1), tough leather leggings (4.4), cuir-bouilli breast/back plates (2.6), cuir-bouilli genouilleres (0.4), cuir-bouilli arm grieves (0.9), tough leather boots (2), belt (0.3), weapons harness (1).

	Cut	Chop	Thrust	Impact
Skull	23/17	20/15	22/17	15/11
Face	17/13	17/13	17/13	7/5
Neck	20/15	14/11	11/8	11/8
Shoulders	17/13	13/10	14/11	16/12
U. arm	17/13	13/10	14/11	16/12
Elbow	25/19	18/14	22/17	21/16
Forearm	25/19	18/14	22/17	21/16
Hand	3/2	2/2	2/2	3/2
Chest	25/19	18/14	22/17	21/16
Abdomen	25/19	18/14	22/17	21/16
Hip	22/17	16/12	17/13	21/16
Groin	22/17	16/12	17/13	21/16
Thigh	22/17	16/12	17/13	21/16
Knee	13/10	8/6	11/8	10/8
Calf	10/8	6/5	6/5	10/8
Foot	5/4	3/2	3/2	5/4
Total cost:	1.941	Total weight:		40.6

5.12 High Elf military

Components: Pot helm (2.8), padding hood (0.9), soft leather gloves, long (0.8), padding hauberk, short (5.7), tough leather leggings (4.4), augmented mail hauberk, short (20.7), tough leather boots (2), belt (0.3), long sword scabbard (1), muslin (linen) surcoat (1.4).

	Cut	Chop	Thrust	Impact
Skull	23/17	20/15	22/17	15/11
Face	-	-	-	-
Neck	6/5	3/2	5/4	8/6
Shoulders	20/15	14/11	13/10	13/10
U. arm	20/15	14/11	13/10	13/10
Elbow	20/15	14/11	13/10	13/10
Forearm	3/2	2/2	2/2	3/2
Hand	3/2	2/2	2/2	3/2
Chest	20/15	14/11	13/10	13/10
Abdomen	20/15	14/11	13/10	13/10
Hip	25/19	17/13	16/12	18/14
Groin	25/19	17/13	16/12	18/14
Thigh	5/4	3/2	3/2	5/4
Knee	5/4	3/2	3/2	5/4
Calf	10/8	6/5	6/5	10/8
Foot	5/4	3/2	3/2	5/4
Total cost:	1.445	Total weight:		39.9

5.13 Samurai war armour

Components: Shitagi (long shirt, 1.7), kobakama (hose, 1.2), chain mail tabi (boot, 2.4), waraji (sandals, 0.3), plate sune-ati (shin guards, 8.8), chain mail/plate kote (armour sleeves, 14.6), brigandine do (sleeveless hauberk, 16.3), tough leather jazeraint haidate (thigh guards, 2.9). tough leather jazeraint sode (shoulder guards, 1.7), plate kabuto/mempo (helmet/face guard, 5.5), cotton belt (0.2), short sword scabbard (0.7), long sword scabbard (1)

	Cut	Chop	Thrust	Impact
Skull	17/13	17/13	17/13	7/5
Face	17/13	17/13	17/13	7/5
Neck	17/13	17/13	17/13	7/5
Shoulders	21/16	17/13	9/7	10/8
U. arm	21/16	17/13	9/7	10/8
Elbow	28/21	26/20	20/15	9/7
Forearm	28/21	26/20	20/15	9/7
Hand	28/21	26/20	20/15	9/7
Chest	14/11	14/11	12/9	11/8
Abdomen	14/11	14/11	12/9	11/8
Hip	14/11	14/11	12/9	11/8
Groin	14/11	14/11	12/9	11/8
Thigh	10/8	8/6	6/5	8/6
Knee	17/13	17/13	17/13	7/5
Calf	17/13	17/13	17/13	7/5
Foot	11/8	9/7	3/2	2/2
Total cost:	2.665	Total weight:		57.3

5.14 Southron footman

Components: Shitagi (long shirt, 1.7), kobakama (hose, 1.2), waraji (sandals, 0.3), plate sune-ati (shin guards, 8.8), plate kote (arm grieves, 4.4), brigandine do (sleeveless hauberk, 16.3), cone helm (2.8), cotton belt (0.2), weapons harness (1)

	Cut	Chop	Thrust	Impact
Skull	17/13	17/13	17/13	7/5
Face	-	-	-	-
Neck	-	-	-	-
Shoulders	-	-	-	-
U. arm	-	-	-	-
Elbow	17/13	17/13	17/13	7/5
Forearm	17/13	17/13	17/13	7/5
Hand	-	-	-	-
Chest	14/11	14/11	12/9	11/8
Abdomen	14/11	14/11	12/9	11/8
Hip	14/11	14/11	12/9	11/8
Groin	14/11	14/11	12/9	11/8
Thigh	-	-	-	-
Knee	17/13	17/13	17/13	7/5
Calf	17/13	17/13	17/13	7/5
Foot	-	-	-	-
Total cost:	1.821	Total weight:		36.7

6. Equipment Tables

6.1 Clothing (non armouring)

Item	Weight	Cost (by purchase location)							
		Iron Ring Kingdom / Karivda / Central City States	Teleb Empire	Southron Empire / Hobbit homeland	Crystal Isle	Dwarven States	Silver Wood	Dven-Sath	Wolfen Isles / Viking States
muslin cloak (linen)	1.6	0.028	0.087	0.143	0.036	0.031	0.042	0.098	0.025
muslin cloak (cotton)	1.6	0.122	0.024	0.027	0.079	0.098	0.134	0.098	0.159
serge cloak (sheep's wool)	2.7	0.038	0.042	0.046	0.042	0.038	0.046	0.057	0.042
serge cloak (fine wool)	2.1	0.2	0.22	0.24	0.22	0.2	0.24	0.3	0.22
serge cloak (linen)	2.1	0.035	0.109	0.179	0.046	0.039	0.053	0.123	0.032
taffeta cloak	1.6	0.31	0.062	0.186	0.248	0.279	0.341	0.124	0.496
taffeta cloak (exotic dye)	1.6	1.55	0.93	1.085	0.465	1.395	1.705	0.62	2.635
velveteen cloak	3.2	0.36	0.072	0.079	0.234	0.288	0.396	0.288	0.468
velvet cloak	3.2	0.11	0.341	0.561	0.143	0.121	0.165	0.385	0.099
velvet cloak (exotic dye)	3.2	0.54	1.35	2.754	0.27	0.594	0.81	1.134	0.756
canvas cloak	2.7	0.042	0.042	0.042	0.042	0.042	0.042	0.042	0.042
beaver/sealskin cloak	8.8	0.3	0.41	0.61	0.31	0.28	0.35	0.62	0.17
mink/ermine cloak	8	0.66	0.81	1.12	0.64	0.61	0.73	1.15	0.26
soft leather cloak	4.2	0.08	0.08	0.08	0.08	0.08	0.08	0.08	0.08
muslin hood (linen)	0.2	0.005	0.016	0.026	0.007	0.006	0.008	0.018	0.005
muslin hood (cotton)	0.2	0.03	0.006	0.007	0.02	0.024	0.033	0.024	0.039
serge hood (sheep's wool)	0.4	0.007	0.008	0.008	0.008	0.007	0.008	0.011	0.008
serge hood (fine wool)	0.3	0.018	0.02	0.022	0.02	0.018	0.022	0.027	0.02
serge hood (linen)	0.3	0.006	0.019	0.031	0.008	0.007	0.009	0.021	0.005
taffeta hood	0.2	0.054	0.011	0.032	0.043	0.049	0.059	0.022	0.086
taffeta hood (exotic dye)	0.2	0.26	0.156	0.182	0.078	0.234	0.286	0.104	0.442
velveteen hood	0.4	0.067	0.013	0.015	0.044	0.054	0.074	0.054	0.087
velvet hood	0.4	0.018	0.056	0.092	0.023	0.02	0.027	0.063	0.016
velvet hood (exotic dye)	0.4	0.088	0.22	0.449	0.044	0.097	0.132	0.185	0.123
canvas hood	0.4	0.008	0.008	0.008	0.008	0.008	0.008	0.008	0.008
serge hat (sheep's wool)	0.3	0.005	0.006	0.006	0.006	0.005	0.006	0.008	0.006
serge hat (linen)	0.2	0.004	0.012	0.02	0.005	0.004	0.006	0.014	0.004
leather cap (non armouring)	0.3	0.011	0.011	0.011	0.011	0.011	0.011	0.011	0.011
wide-rimmed hat (canvas)	0.4	0.007	0.007	0.007	0.007	0.007	0.007	0.007	0.007
velvet hat	0.3	0.022	0.068	0.112	0.029	0.024	0.033	0.077	0.02
velvet hat (exotic dye)	0.3	0.11	0.275	0.561	0.055	0.121	0.165	0.231	0.154
turban (linen muslin)	0.2	0.005	0.016	0.026	0.007	0.006	0.008	0.018	0.005
sun off neck hat (taffeta)	0.2	0.054	0.011	0.032	0.043	0.049	0.059	0.022	0.086
muslin hose (linen)	1.2	0.047	0.146	0.24	0.061	0.052	0.071	0.165	0.042
muslin hose (cotton)	1.2	0.19	0.038	0.042	0.124	0.152	0.209	0.152	0.247
serge hose (sheep's wool)	2	0.054	0.059	0.065	0.059	0.054	0.065	0.081	0.059
serge hose (fine wool)	1.6	0.14	0.154	0.168	0.154	0.14	0.168	0.21	0.154
serge hose (linen)	1.6	0.061	0.189	0.311	0.079	0.067	0.092	0.214	0.055
serge hose (silk)	1.6	0.54	0.108	0.324	0.432	0.486	0.594	0.216	0.864

Item	Weight	Cost (by purchase location)							
		Iron Ring Kingdom / Karivda / Central City States	Teleb Empire	Southern Empire / Hobbit homeland	Crystal Isle	Dwarven States	Silver Wood	Dven-Sath	Wolfen Isles / Viking States
taffeta hose	1.2	0.42	0.084	0.252	0.336	0.378	0.462	0.168	0.672
taffeta hose (exotic dye)	1.2	2.04	1.224	1.428	0.612	1.836	2.244	0.816	3.468
satın hose	1.2	0.72	0.144	0.432	0.576	0.648	0.792	0.288	1.152
satın hose (exotic dye)	1.2	3.65	2.19	2.555	1.095	3.285	4.015	1.46	6.205
fustian hose (linen)	2	0.074	0.229	0.377	0.096	0.081	0.111	0.259	0.067
fustian hose (cotton)	2	0.32	0.064	0.07	0.208	0.256	0.352	0.256	0.416
hessian hose (hemp or jute)	1.2	0.011	0.011	0.011	0.011	0.011	0.011	0.011	0.011
velveteen hose	2.4	0.5	0.1	0.11	0.325	0.4	0.55	0.4	0.65
velvet hose	2.4	0.17	0.527	0.867	0.221	0.187	0.255	0.595	0.153
velvet hose (exotic dye)	2.4	0.94	2.35	4.794	0.47	1.034	1.41	1.974	1.316
serge gloves (sheep's wool)	0.2	0.012	0.013	0.014	0.013	0.012	0.014	0.018	0.013
serge gloves (fine wool)	0.2	0.028	0.031	0.034	0.031	0.028	0.034	0.042	0.031
serge gloves (linen)	0.1	0.011	0.034	0.056	0.014	0.012	0.017	0.039	0.01
canvas gloves	0.2	0.013	0.013	0.013	0.013	0.013	0.013	0.013	0.013
velvet gloves	0.3	0.034	0.105	0.173	0.044	0.037	0.051	0.119	0.031
taffeta gloves	0.1	0.046	0.009	0.028	0.037	0.041	0.051	0.018	0.074
taffeta gloves (exotic dye)	0.1	0.22	0.132	0.154	0.066	0.198	0.242	0.088	0.374
serge tunic (sheep's wool)	3.3	0.067	0.074	0.08	0.074	0.067	0.08	0.101	0.074
serge tunic (fine wool)	2.6	0.17	0.187	0.204	0.187	0.17	0.204	0.255	0.187
serge tunic (linen)	2.6	0.058	0.18	0.296	0.075	0.064	0.087	0.203	0.052
serge tunic (silk)	2.6	0.52	0.104	0.312	0.416	0.468	0.572	0.208	0.832
double muslin tunic (cotton)	2.6	0.24	0.048	0.053	0.156	0.192	0.264	0.192	0.312
canvas tunic	3.3	0.061	0.061	0.061	0.061	0.061	0.061	0.061	0.061
velvet tunic	4	0.17	0.527	0.867	0.221	0.187	0.255	0.595	0.153
velvet tunic (exotic dye)	4	0.72	1.8	3.672	0.36	0.792	1.08	1.512	1.008
velveteen tunic	4	0.54	0.108	0.119	0.351	0.432	0.594	0.432	0.702
fustian tunic (cotton)	3.3	0.36	0.072	0.079	0.234	0.288	0.396	0.288	0.468
fustian tunic (linen)	3.3	0.078	0.242	0.398	0.101	0.086	0.117	0.273	0.07
taffeta surcoat	1.4	0.49	0.098	0.294	0.392	0.441	0.539	0.196	0.784
taffeta surcoat (exotic dye)	1.4	2.61	1.566	1.827	0.783	2.349	2.871	1.044	4.437
velvet surcoat	2.8	0.17	0.527	0.867	0.221	0.187	0.255	0.595	0.153
velvet surcoat (exotic dye)	2.8	0.72	1.8	3.672	0.36	0.792	1.08	1.512	1.008
muslin surcoat (cotton)	1.4	0.29	0.058	0.064	0.189	0.232	0.319	0.232	0.377
muslin surcoat (linen)	1.4	0.055	0.171	0.281	0.072	0.061	0.083	0.193	0.05
muslin shirt (linen)	1.7	0.044	0.136	0.224	0.057	0.048	0.066	0.154	0.04
muslin shirt (cotton)	1.7	0.23	0.046	0.051	0.15	0.184	0.253	0.184	0.299
taffeta shirt	1.7	0.39	0.078	0.234	0.312	0.351	0.429	0.156	0.624
taffeta shirt (exotic dye)	1.7	1.98	1.188	1.386	0.594	1.782	2.178	0.792	3.366
satın shirt	1.7	0.46	0.092	0.276	0.368	0.414	0.506	0.184	0.736
satın shirt (exotic dye)	1.7	2.35	1.41	1.645	0.705	2.115	2.585	0.94	3.995
hessian shirt (hemp or jute)	1.7	0.013	0.013	0.013	0.013	0.013	0.013	0.013	0.013
serge shirt (fine wool)	2.2	0.131	0.144	0.157	0.144	0.131	0.157	0.197	0.144

Item	Weight	Cost (by purchase location)							
		Iron Ring Kingdom / Karivda / Central City States	Teleb Empire	Southron Empire / Hobbit homeland	Crystal Isle	Dwarven States	Silver Wood	Dven-Sath	Wolfen Isles / Viking States
muslin robe/gown (linen)	2.4	0.093	0.288	0.474	0.121	0.102	0.14	0.326	0.084
muslin robe/gown (cotton)	2.4	0.47	0.094	0.103	0.306	0.376	0.517	0.376	0.611
serge robe/gown (sheep's wool)	4	0.093	0.102	0.112	0.102	0.093	0.112	0.14	0.102
serge robe/gown (fine wool)	3.2	0.37	0.407	0.444	0.407	0.37	0.444	0.555	0.407
serge robe/gown (linen)	3.2	0.12	0.372	0.612	0.156	0.132	0.18	0.42	0.108
serge robe/gown (silk)	3.2	0.88	0.176	0.528	0.704	0.792	0.968	0.352	1.408
taffeta robe/gown	2.4	0.72	0.144	0.432	0.576	0.648	0.792	0.288	1.152
taffeta robe/gown (exotic dye)	2.4	3.75	2.25	2.625	1.125	3.375	4.125	1.5	6.375
satın robe/gown	2.4	0.93	0.186	0.558	0.744	0.837	1.023	0.372	1.488
satın robe/gown (extotic dye)	2.4	4.81	2.886	3.367	1.443	4.329	5.291	1.924	8.177
velveteen robe/gown	4.8	0.8	0.16	0.176	0.52	0.64	0.88	0.64	1.04
velveteen robe/gown (exotic dye)	4.8	4.21	0.81	0.85	1.02	3.25	4.6	1.43	5.48
velvet robe/gown	4.8	0.31	0.961	1.581	0.403	0.341	0.465	1.085	0.279
velvet robe/gown (exotic dye)	4.8	1.66	4.15	8.466	0.83	1.826	2.49	3.486	2.324
fustion robe/gown (linen)	4	0.15	0.465	0.765	0.195	0.165	0.225	0.525	0.135
fustion robe/gown (cotton)	4	0.69	0.138	0.152	0.449	0.552	0.759	0.552	0.897
hessian robe (hemp or jute)	2.4	0.014	0.014	0.014	0.014	0.014	0.014	0.014	0.014
belt, leather	0.3	0.01	0.01	0.01	0.01	0.01	0.01	0.01	0.01
belt, fustion/serge (linen/cotton)	0.2	0.003	0.003	0.003	0.003	0.003	0.003	0.003	0.003
scabbard, knife	0.25	0.032	0.032	0.032	0.032	0.032	0.032	0.032	0.032
scabbard, shortsword	0.7	0.043	0.043	0.043	0.043	0.043	0.043	0.043	0.043
scabbard, longsword	1	0.048	0.048	0.048	0.048	0.048	0.048	0.048	0.048
scabbard, 2H sword	1.4	0.065	0.065	0.065	0.065	0.065	0.065	0.065	0.065
weapon harness	1	0.038	0.038	0.038	0.038	0.038	0.038	0.038	0.038
quiver	3	0.012	0.012	0.012	0.012	0.012	0.012	0.012	0.012
sandals	0.3	0.011	0.011	0.011	0.011	0.011	0.011	0.011	0.011

Many more leather/fur items can be found in the armour garments section!

6.2 Culinary herbs, spices and exotica

Item	Weight	Cost (by purchase location)							
		Iron Ring Kingdom / Karivda / Central city states	Teleb Empire	Southron Empire / Hobbit homeland	Crystal Isle	Dwarven States	Silver Wood	Dven-Sath	Wolfen Isles / Viking States
alum (oz)	0.06	0.016	0.014	0.017	0.009	0.015	0.018	0.011	0.019
bdellium (oz)	0.06	0.04	0.036	0.044	0.035	0.031	0.011	0.08	0.11
camphor (oz)	0.06	0.05	0.06	0.056	0.12	0.07	0.024	0.053	0.065
cheap incense (lb)	1	0.08	0.11	0.1	0.13	0.09	0.07	0.08	0.13
cinnamon (oz)	0.06	0.05	0.03	0.042	0.048	0.05	0.07	0.05	0.08
coffee (lb)	1	0.6	0.33	0.4	0.71	0.55	0.8	0.08	1.1
ginger (oz)	0.06	0.03	0.02	0.012	0.035	0.032	0.023	0.03	0.07
ginseng (oz)	0.06	0.17	0.14	0.03	0.19	0.18	0.22	0.13	0.2
marijuana (oz)	0.06	0.03	0.009	0.021	0.009	0.03	0.037	0.024	0.06
mercury (quicksilver; oz)	0.06	4.2	3.6	4.3	3.2	3.3	5.2	2.1	5.5
mint (oz)	0.06	0.002	0.01	0.013	0.006	0.003	0.002	0.013	0.002
musk (oz)	0.06	0.08	0.12	0.11	0.1	0.13	0.12	0.13	0.08
myrrh (oz)	0.06	0.15	0.09	0.12	0.14	0.14	0.12	0.17	0.21
nard (oz)	0.06	0.1	0.07	0.12	0.08	0.05	0.09	0.18	0.14
nutmeg (oz)	0.06	0.05	0.055	0.04	0.05	0.053	0.041	0.038	0.05
oregano / basil (oz)	0.06	0.004	0.009	0.021	0.01	0.012	0.003	0.006	0.024
parsley (oz)	0.06	0.0026	0.013	0.005	0.003	0.003	0.002	0.016	0.003
pepper (oz)	0.06	0.036	0.006	0.012	0.025	0.03	0.04	0.007	0.05
saffron (oz)	0.06	0.06	0.04	0.11	0.08	0.05	0.1	0.05	0.14
sandlewood oil (oz)	0.06	0.13	0.04	0.11	0.1	0.13	0.06	0.15	0.21
tea (lb)	1	0.35	0.17	0.06	0.22	0.25	0.28	0.23	0.4
tobacco (oz)	0.06	0.034	0.021	0.035	0.018	0.007	0.016	0.055	0.048

Name	Type	Strength	Cost	Availability (Success level to identify/use)	Onset time
aroçlara	blood clotter	-	0.552	rare (55/80)	15 seconds
abranakof	sleeping drug	14	0.21	rare (70/30)	45 seconds
arsnas	poison	18	0.18	average (N.A./60)	50 seconds
brachomite	poison	21	0.07	average (45/70)	3 days
disafner	fertility	-	0.405	rare (50/55)	10 minutes
frelmhide	poison	12	0.21	average (55/60)	30 seconds
gistram	poison	26	0.68	rare (80/85)	25 seconds
grenomile	antidote	+50	0.19	average (60/30)	10 seconds
hadjuana	healing	(x3)	0.46	rare (75/90)	30 minutes
hiorphor	hallucinogen	-	0.12	rare (70/20)	45 mins
keeram	poison	15	0.15	average (N.A./55)	70 seconds
laraksep	stimulant	-	0.09	average (40/35)	30 mins
lavarium	antidote	+45	0.46	rare (55/70)	15 seconds
lekarst	aphrodisiac	25	0.37	rare (75/75)	5 minutes
limeerao	antiseptic	-	0.008	common (35/55)	instant
nesferrate	aphrodisiac	-	0.03	average (45/50)	30 minutes
nickserh	healing	(10d6)	2.1	rare (55/60)	1 hour approx.
perathal	poison	13	0.33	rare (60/70)	60 seconds
yenai	poison	14	0.51	rare (85/55)	15 seconds

Each herb is described in detail in the text section of this booklet.

6.3 Food and drink

Name	Weight	Cost
ale, pint	1.5	0.0002
bacon	1	0.002
beans	1	0.0002
beef	1	0.002
beer, pint	1.5	0.0003
brandy, quarter gill	0.08	0.0004
bread, local luxury staple (e.g. wheat), loaf	1.5	0.0005
bread, local staple (e.g. rye), loaf	1.5	0.0002
butter	1	0.0005
cheese	1	0.001
chicken	1	0.0025
cider, pint	1.5	0.0003
crab	1	0.001
fish, cod	1	0.001
fish, dried	1	0.002
fish, herring	1	0.0005
fish, salmon	1	0.0022
fish, salted or smoked	1	0.002
fruit, local luxury (e.g. plums)	1	0.0007
fruit, local staple (e.g. apples)	1	0.0002
ham	1	0.002
honey, gallon	12	0.012
lamb	1	0.003
lard	1	0.001
local staple crop, bushel	55	0.005
mead, pint	1.5	0.0004
meal from an inn, cold	-	0.0008
meal from an inn, hot	-	0.001
milk, gallon, cow	12	0.0025
oatmeal	1	0.0002
oil, cooking, gallon	8	0.003
oysters	1	0.0005
pies, fruit	1	0.0015
pies, meat	1	0.0022
pork	1	0.002
salt	1	0.0003
sugar	1	0.06
veal	1	0.003
vegetables, local staple (e.g. cabbage, potatoes)	1	0.0004
wine, bottle, fine	2	0.02 +
wine, bottle, standard	1.5	0.002
wine, fine, glass	0.4	0.085
wine, glass, standard	0.4	0.0008

Iron rations (per day on the march):

1/4 lb oatmeal, 1/2 lb salted beef, 1/4 lb salted fish, 1/4 lb salted dried veg., 1/2 loaf bread, 1/4 lb cheese

Cost = 2 copper; weight = 2 lbs

6.4 Vehicles, animals and containers

Vehicle / animal	Miles per day	Capacity (lbs)	Cost
ass	25	300	0.11
boat, rowing	50	1000	0.06
canoe	50	600	0.065
caravan	20	5000	0.18
carriage	40	1000	0.28
cart	20	3000	0.08
chariot	45	650	0.15
dog, trained	25-50	-	0.08
donkey	30	275	0.11
falcon	-	-	0.15

Vehicle / animal	Miles per day	Capacity (lbs)	Cost
horse, racing	25-75	400	3.6
horse, riding	25-75	400	0.23
horse, war	25-75	600	1.5
horse, work	25-75	500	0.18
husky	25-50	-	0.07
mule		400	0.13
ox / cow	10	-	0.096
pony	25-50	350	0.13
ship	50	a lot	6 - 100
sled	20	3000	0.19

Container	Weight	Capacity	Cost
bag (canvas)	2	20 litre	0.004
barrel (wooden)	18	1 hogshead	0.015
basket	1	10 litre	0.002
bottle (glass)	1	1 litre	0.01
bowl (ceramic)	1.5	-	0.003
bowl (wooden)	1	-	0.001
bucket (wooden)	2	8 litre	0.006
cauldron (iron)	15	-	0.01
cup (wooden)	0.5	-	0.001
flagon (tin)	1	-	0.004
goblet (pewter)	1	-	0.003
pan (copper)	3	-	0.012

Container	Weight	Capacity	Cost
plate (wooden)	1	-	0.001
purse (canvas)	0.1	30 coins	0.009
purse (silk)	0.1	30 coins	0.06
sack (hessian)	0.4	30 litre	0.0005
saddle bags	10	3 sq feet	0.07
tankard (iron)	1	-	0.006
tin	0.2	2 oz	0.002
trunk (wooden)	20	400 litre	0.012
vase	3	-	0.004
vial	0.2	1 gill	0.006
waterskin	1.5	2 litres	0.01
wineskin	1	1 pint	0.01

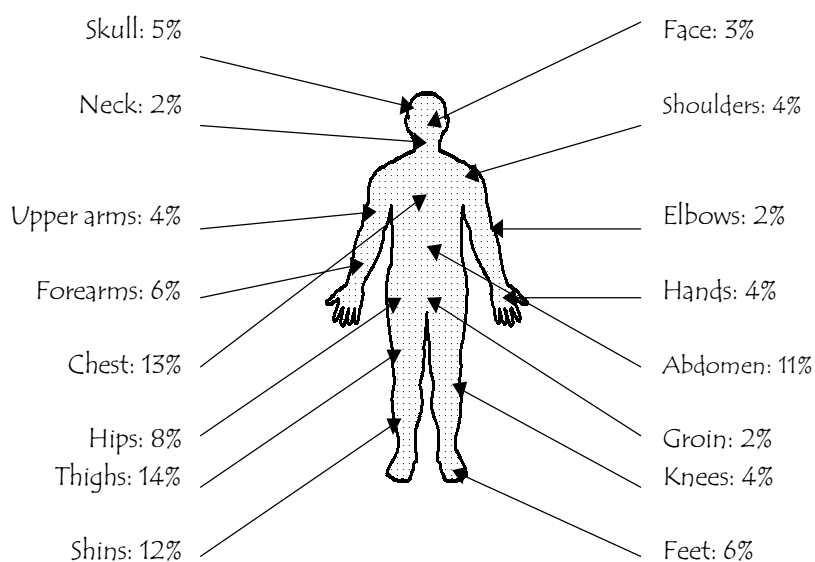
6.5 Miscellaneous equipment

Name	Weight	Cost
accommodation, dorm	-	0.001
accommodation, room	-	0.006
amber (oz)	0.06	0.016
anchor	-	0.012
arrows, fine(+5), dozen	1	0.05
arrows, normal, dozen	1	0.003
axle	-	0.006
bed	-	5
bell, small	1	0.001+
blanket (sheep's wool)	3	0.01
blanket, horse	5	0.012+
candle, wax	1	0.001
chain, 1 foot	1	0.001
chair	10	0.012
charcoal, bushel	60	0.002
clay, lb	1	0.0001
coal, bushel	80	0.006
comb	0.1	0.002
firewood, bushel	50	0.002
horn, hunting	3	0.02
horseshoe	1	0.001
ivory, lb	1	0.075
key	0.2	0.003+
ladder, 8ft	-	0.006
lantern	5	0.012
lock	1	0.005+
lute	1	0.2
lyre	5	0.12
belt, leather	0.3	0.01
scabbard, knife	0.25	0.032
scabbard, longsword	1	0.048
weapon harness	1	0.038

Name	Weight	Cost
maps	0.1	0.012+
mercenary hire, week	-	0.1
nails, dozen	0.1	0.002
oil, lamp, gallon	8	0.012
paper, sheet	0.02	0.005
papyrus, sheet	0.05	0.0015
parchment, sq foot	0.1	0.002
perfume, gill	0.3	0.006+
pipe, smoking	0.3	0.002
plate, tin	0.5	0.002
prostitute, night	-	0.001
quarrels, dozen	2	0.01
quill	0.1	0.001
razor	0.1	0.006
rope, foot	0.3	0.001
saddle, riding	30	0.08
saddle, war	35	0.24
ship hire, week	-	1.2-5
ship, passage on, week	-	0.035
slave, gladiator	-	0.8+
slave, labourer	-	0.2+
slave, pleasure	-	0.3+
soap	1oz (0.06)	0.001
stabling, day	-	0.001
stabling, food, day	-	0.002
tent, 2 man	20	0.027
tinderbox	0.3	0.006
torch	1	0.0005
belt, linen/cotton	0.2	0.003
scabbard, shortsword	0.7	0.043
scabbard, 2H sword	1.4	0.065
quiver	3	0.012

6.6 Summary of armour types

Armour type	Cut	Chop	Thrust	Impact	Weight /%	Cost /%
soft leather	3	2	2	3	0.08	0.002
tough leather	5	3	3	5	0.11	0.003
padded	6	3	5	8	0.13	0.005
soft leather ringmail	6	5	5	5	0.13	0.007
tough leather ringmail	8	6	8	5	0.18	0.008
chain mail	11	9	3	2	0.4	0.015
double mail	14	11	6	3	0.45	0.018
augmented mail	14	11	8	5	0.47	0.017
bar mail	12	9	5	2	0.42	0.016
plate	17	17	17	7	0.55	0.025
soft leather bezainted	9	8	5	5	0.17	0.01
tough leather bezainted	10	8	8	5	0.22	0.012
tough leather jazeraint	10	8	6	8	0.21	0.008
metal jazeraint	14	12	12	10	0.5	0.016
cuir-bouilli	8	5	8	5	0.11	0.008
cuir-bouilli jazeraint	11	10	9	8	0.22	0.013
metal brigandine	14	14	12	11	0.48	0.028
muslin/taffeta/satin/hesion	-	-	-	-	0.03	-
serge (linen/fine wool/silk)	-	-	-	-	0.04	-
fustian/serge (shp. wool)/canvas	-	-	-	-	0.05	-
velveteen/velvet	-	-	-	-	0.06	-
Fur (sealskin/beaver)	4	3	4	6	0.15	0.008+



AV	3/4 value
1	1
2-3	2
4	3
5	4
6-7	5
8	6
9	7
10-11	8
12	9
13	10
14-15	11
16	12
17	13
18-19	14

Additional centaur locations:	Back	28%	Stomach	8%	Foreleg	N/A
	Chest	12%	Tail	N/A	Hindleg	N/A

Winged humanoid are not permitted to armour their wings. Draconians can armour their tails: 25%

6.7 Armour garments

Garment	Material	Locations protected															Weight	Cost	
		Skull	Face	Neck	Shoulders	U. arms	Elbows	Forearm	Hands	Chest	Abdomen	Hips	Groin	Thighs	Knees	Shins			Feet
Hat	Soft leather	Y																0.4	0.01
Hood	Soft leather	Y		Y														0.6	0.014
Hood	Fur	Y		Y														1.1	0.056+
Hood	Padding	Y		Y														0.9	0.035
Hat	Tough Leather	Y																0.6	0.015
Hat	Fur	Y																0.8	0.04+
Skull cap	Padding	Y																0.7	0.025
Aventail	Mail			Y														0.8	0.03
Aventail	Double Mail			Y														0.9	0.036
Aventail (veiled)	Mail		Y	Y														2	0.075
Aventail (veiled)	Double Mail		Y	Y														2.3	0.09
Coif	Mail	Y		Y														2.8	0.105
Coif	Double Mail	Y		Y														3.2	0.126
Pot Helm	Plate	Y																2.8	0.125
Full Helm	Plate	Y	Y															4.4	0.2
Great Helm	Plate	Y	Y	Y														5.5	0.25
Cuirass/breast+back plate	Plate								Y	Y								13.2	0.6
Cuirass/breast+back plate	Cuir-bouilli								Y	Y								2.6	0.192
Cuirass/breast+back plate	Brigandine								Y	Y								11.5	0.672
Tunic	Soft leather				Y	Y	Y	Y	Y	Y	Y	Y						4	0.1
Tunic	Tough Leather				Y	Y	Y	Y	Y	Y	Y	Y						5.5	0.15
Tunic	Fur				Y	Y	Y	Y	Y	Y	Y	Y						7.5	0.4+
Short Hauberk	Padding				Y	Y	Y		Y	Y	Y	Y						5.7	0.22
Short Hauberk	Sft Leath Ringmail				Y	Y	Y		Y	Y	Y	Y						5.7	0.308
Short Hauberk	Tgh Leath Ringmail				Y	Y	Y		Y	Y	Y	Y						7.9	0.352
Short Hauberk	Mail				Y	Y	Y		Y	Y	Y	Y						17.6	0.66
Short Hauberk	Double Mail				Y	Y	Y		Y	Y	Y	Y						19.8	0.792
Short Hauberk	Augmented Mail				Y	Y	Y		Y	Y	Y	Y						20.7	0.748
Short Hauberk	Bar Mail				Y	Y	Y		Y	Y	Y	Y						18.5	0.704
Short Hauberk	Sft Lth Bezainted				Y	Y	Y		Y	Y	Y	Y						7.5	0.44
Short Hauberk	Tgh Lth Bezainted				Y	Y	Y		Y	Y	Y	Y						9.7	0.528
Short Hauberk	Tgh Lth Jazeraint				Y	Y	Y		Y	Y	Y	Y						9.2	0.352

Garment	Material	Locations protected															Weight	Cost	
		Skull	Face	Neck	Shoulders	U. arms	Elbows	Forearm	Hands	Chest	Abdomen	Hips	Groin	Thighs	Knees	Shins			Feet
Short Hauberk	Cr-Bou jazeraint				Y	Y	Y			Y	Y	Y	Y					9.7	0.572
Short Hauberk	Metal jazeraint				Y	Y	Y			Y	Y	Y	Y					22	0.704
Long Hauberk	Padding				Y	Y	Y	Y		Y	Y	Y	Y	Y				8.3	0.32
Long Hauberk	Sft Leath Ringmail				Y	Y	Y	Y		Y	Y	Y	Y	Y				8.3	0.448
Long Hauberk	Tgh Leath Ringmail				Y	Y	Y	Y		Y	Y	Y	Y	Y				11.5	0.512
Long Hauberk	Mail				Y	Y	Y	Y		Y	Y	Y	Y	Y				25.6	0.96
Long Hauberk	Double Mail				Y	Y	Y	Y		Y	Y	Y	Y	Y				28.8	1.152
Long Hauberk	Augmented Mail				Y	Y	Y	Y		Y	Y	Y	Y	Y				30.1	1.088
Long Hauberk	Bar Mail				Y	Y	Y	Y		Y	Y	Y	Y	Y				26.9	1.024
Long Hauberk	Sft Lth Bezainted				Y	Y	Y	Y		Y	Y	Y	Y	Y				10.9	0.64
Long Hauberk	Tgh Lth Bezainted				Y	Y	Y	Y		Y	Y	Y	Y	Y				14.1	0.768
Long Hauberk	Tgh Lth Jazeraint				Y	Y	Y	Y		Y	Y	Y	Y	Y				13.4	0.512
Long Hauberk	Cr-Bou jazeraint				Y	Y	Y	Y		Y	Y	Y	Y	Y				14.1	0.832
Long Hauberk	Metal jazeraint				Y	Y	Y	Y		Y	Y	Y	Y	Y				32	1.024
Leggins/Chansses	Soft leather											Y	Y	Y	Y	Y		3.2	0.08
Leggins/Chansses	Tough Leather											Y	Y	Y	Y	Y		4.4	0.12
Leggins/Chansses	Fur											Y	Y	Y	Y	Y		6	0.32+
Leggins/Chansses	Padding											Y	Y	Y	Y	Y	Y	6	0.23
Leggins/Chansses	Sft Leath Ringmail											Y	Y	Y	Y	Y		5.2	0.28
Leggins/Chansses	Tgh Leath Ringmail											Y	Y	Y	Y	Y		7.2	0.32
Leggins/Chansses	Mail											Y	Y	Y	Y	Y	Y	18.4	0.69
Leggins/Chansses	Double Mail											Y	Y	Y	Y	Y	Y	20.7	0.828
Leggins/Chansses	Augmented Mail											Y	Y	Y	Y	Y	Y	21.6	0.782
Leggins/Chansses	Bar Mail											Y	Y	Y	Y	Y	Y	19.3	0.736
Leggins/Chansses	Sft Lth Bezainted											Y	Y	Y	Y	Y		6.8	0.4
Leggins/Chansses	Tgh Lth Bezainted											Y	Y	Y	Y	Y		8.8	0.48
Leggins/Chansses	Tgh Lth Jazeraint											Y	Y	Y	Y	Y		8.4	0.32
Leggins/Chansses	Cr-Bou jazeraint											Y	Y	Y	Y	Y		8.8	0.52
Leggins/Chansses	Metal jazeraint											Y	Y	Y	Y	Y		20	0.64
Arm Grievs	Cuir-bouilli																	0.9	0.064
Arm Grievs	Plate																	4.4	0.2
Arm Grievs	Brigandine																	3.8	0.224

Garment	Material	Locations protected																Weight	Cost
		Skull	Face	Neck	Shoulders	U. arms	Elbows	Forearm	Hands	Chest	Abdomen	Hips	Groin	Thighs	Knees	Shins	Feet		
Leg Grievs	Cuir-bouilli														Y	Y		1.8	0.128
Leg Grievs	Plate														Y	Y		8.8	0.4
Leg Grievs	Brigandine														Y	Y		7.7	0.448
Boots	Soft leather															Y	Y	1.4	0.036
Boots	Tough Leather															Y	Y	2	0.054
Boots	Fur															Y	Y	2.7	0.144+
Shoes	Soft leather																Y	0.5	0.012
Sollerets	Plate																Y	3.3	0.15
Gloves	Soft leather																Y	0.3	0.008
Gloves	Tough Leather																Y	0.4	0.012
Gloves	Fur																Y	0.6	0.032+
Gloves	Sft Leath Ringmail																Y	0.5	0.028
Gloves	Tgh Leath Ringmail																Y	0.7	0.032
Gloves	Sft Lth Bezainted																Y	0.7	0.04
Gloves	Tgh Lth Bezainted																Y	0.9	0.048
Long-sleeved Gloves	Soft leather								Y	Y								0.8	0.02
Long-sleeved Gloves	Tough Leather								Y	Y								1.1	0.03
Long-sleeved Gloves	Sft Leath Ringmail								Y	Y								1.3	0.07
Long-sleeved Gloves	Tgh Leath Ringmail								Y	Y								1.8	0.08
Long-sleeved Gloves	Sft Lth Bezainted								Y	Y								1.7	0.1
Long-sleeved Gloves	Tgh Lth Bezainted								Y	Y								2.2	0.12
Gauntlets	Plate									Y								2.2	0.1
Mittens	Mail									Y								1.6	0.06
Mittens	Double Mail									Y								1.8	0.072
Mittens	Augmented Mail									Y								1.9	0.068
Mittens	Bar Mail									Y								1.7	0.064
Aillettes	Cuir-bouilli					Y												0.4	0.032
Aillettes	Plate					Y												2.2	0.1
Aillettes	Brigandine					Y												1.9	0.112
Brassart	Cuir-bouilli						Y											0.4	0.032
Brassart	Plate						Y											2.2	0.1
Brassart	Brigandine						Y											1.9	0.112

Garment	Material	Locations protected														Weight	Cost	
		Skull	Face	Neck	Shoulders	U. arms	Elbows	Forearm	Hands	Chest	Abdomen	Hips	Groin	Thighs	Knees			Shins
Cuissarts	Cuir-bouilli												Y				1.5	0.112
Cuissarts	Plate												Y				7.7	0.35
Cuissarts	Brigandine												Y				6.72	0.392
Genouilleres	Cuir-bouilli													Y			0.4	0.032
Genouilleres	Plate													Y			2.2	0.1
Genouilleres	Brigandine													Y			1.9	0.112
Kilt attachment	Tough Leather											Y	Y				1.1	0.03
Kilt attachment	Tgh Leath Ringmail											Y	Y				1.8	0.08
Kilt attachment	Tgh Lth Bezainted											Y	Y				2.2	0.12
Kilt attachment	Tgh Lth Jazeraint											Y	Y				2.1	0.08
Kilt attachment	Cr-Bou jazeraint											Y	Y				2.2	0.13
Kilt attachment	Metal jazeraint											Y	Y				5	0.16
Kilt attachment	Cuir-bouilli											Y	Y				1.1	0.08
Kilt attachment	Plate											Y	Y				5.5	0.25
Kilt attachment	Brigandine											Y	Y				4.8	0.28
Body suit	Padding				Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	11.2	0.43

6.8 Weapons

Name	AT mod	Weight	Damage	Attack type	Weapon mod	Initiative mod	Break	Strength	Cost	Weapon type	Skill required
Axe 2H, Great Bipennis	3	5.5	1.75	Chop	0	-15	3	52	0.12	2H Axe	2H Hafted
Axe 2H, Woodman's Axe	3	4.5	1.5	Chop	+3	-10	4	50	0.11	2H Axe	2H Hafted
Axe, Battle Axe	2	4.5	1.3	Chop	0	-10	3	32	0.08	1H Axe	1H Hafted
Axe, Bipennis	2	4	1.25	Chop	+3	-10	3	32	0.073	1H Axe	1H Hafted
Axe, Hand Axe	1	3	0.9	Chop	0	-15	3	30	0.06	1H Axe	1H Hafted
Axe, Sickle	1	2.5	0.8	Chop	+2	-5	3	28	0.065	1H Axe	1H Hafted
Bow, Blowpipe	N/A	2	0.1	Thrust	0	N/A	N/A	N/A	0.01	Bow/Sling	Bow + S
Bow, Composite	N/A	2	0.9	Thrust	0	N/A	N/A	N/A	0.035	Bow/Sling	Bow
Bow, Heavy Crossbow	N/A	15.5	2.5	Thrust	0	N/A	N/A	N/A	0.08	Crossbow	Bow
Bow, Light Crossbow	N/A	8.5	1.8	Thrust	0	N/A	N/A	N/A	0.06	Crossbow	Bow
Bow, Longbow	N/A	2.5	1.2	Thrust	0	N/A	N/A	N/A	0.04	Bow/Sling	Bow + S
Bow, Pistol Crossbow	N/A	3.5	0.7	Thrust	0	N/A	N/A	N/A	0.06	Bow/Sling	Bow
Bow, Recurve	N/A	2.5	1	Thrust	0	N/A	N/A	N/A	0.032	Bow/Sling	Bow + S
Bow, Shortbow	N/A	1.5	0.7	Thrust	0	N/A	N/A	N/A	0.03	Bow/Sling	Bow
Bow, Sling	N/A	0.5	0.5	Impact	0	N/A	N/A	N/A	0.005	Bow/Sling	Bow
Chain 2H, Nanchakas	0	2	1.1	Impact	0	+10	3	40	0.08	2H Chain	Chain Weapons
Chain 2H, Rante	0	4.5	0.9	Impact	0	+25	3	38	0.065	2H Chain	Chain Weapons
Chain, Rante (star type)	1	2.5	0.8	Cut	0	+25	3	28	0.055	1H Chain	Chain Weapons
Chain, Kusarigama (chain part)	1	6	0.7	Impact	0	+25	3	28	0.11	1H Chain	Chain Weapons
Chain, Whip	1	2	0.3	Thrust	0	+25	4	25	0.09	1H Chain	Chain Weapons
Club, Cosh	2	2	0.7	Impact	-2	-20	4	30	0.02	1H Club	1H Hafted
Club 2H, Hercules	3	5	1.6	Impact	0	-10	3	50	0.105	2H Club	2H Hafted
Club 2H, Maul	2	5	1.4	Impact	-2	-5	4	45	0.02	2H Club	2H Hafted
Flail 2H, Great Flail	3	6	1.8	Impact	0	-15	4	45	0.06	2H Flail	2H Hafted
Flail, Mace and Chain	2	4.5	1.2	Impact	-2	-15	4	25	0.085	1H Flail	1H Hafted
Flail, Military Flail	2	5.5	1.4	Impact	-4	-20	4	25	0.12	1H Flail	1H Hafted

Name	AT mod	Weight	Damage	Attack type	Weapon mod	Initiative mod	Break	Strength	Cost	Weapon type	Skill required
Hammer 2H, German	3	5.5	1.8	Impact	-3	-15	3	55	0.12	2H Club	2H Hafted
Hammer, War	1	3.5	1	Impact	0	-5	2	33	0.11	1H Club	1H Hafted
Javelin / Spear / Trident	1	2	0.8	Thrust	0	+5	5	28	0.05	Javelin/ 1H Spear	Throwing spear/ 2H Staved
Lance	2	9	1.2	Thrust	-2	-5	5	40	0.09	1H Spear	2H Staved
Knife*	0	0.5	0.4	Thrust	+3	-5	4	15	0.015	Knives	1H Sword
Knife, Dagger*	0	1	0.5	Thrust	0	-5	2	25	0.025	Knives	1H Sword
Knife, Haladie	0	1.5	0.4	Cut	+4	-10	3	22	0.025	Knives	1H Sword
Knife, Jitte**	0	1.5	0.4	Thrust	-2	-5	2	25	0.035	Knives	1H Sword
Mace, Spiked	1	3.5	1	Impact	+3	-15	3	35	0.09	1H Club	1H Hafted
Polearm, 2H Spear	3	5	1.6	Thrust	0	+20/-20	3	40	0.08	2H Spear	2H Staved
Polearm, Halberd	3	6.5	1.9	Chop	0	+10/-20	3	50	0.11	Polearm	2H Staved
Polearm, Iron Staff*	1	5	1.2	Impact	-5	0	3	43	0.06	Staff	2H Staved
Polearm, Nagamaki / Naginata	2	5	1.65	Cut	+4	+10/-15	3	47	0.12	Polearm	2H Staved
Polearm, Pike	3	12	1.5	Thrust	-2	+30/-30	3	42	0.14	Polearm	2H Staved
Polearm, Pitch fork	2	4	1.4	Thrust	-2	+10/-15	4	40	0.06	2H Spear	2H Staved
Polearm, Quarterstaff* / Bo*	0	3.5	0.9	Impact	0	+10	4	40	0.005	Staff	2H Staved
Polearm, Scythe	3	5	1.75	Chop	+2	+10/-15	4	47	0.06	Polearm	2H Staved
Polearm, Sjang Sutai	3	5	1.8	Chop	+2	+10/-20	3	48	0.08	Polearm	2H Staved
Shield, Buckler	1	3	0.4	Impact	0	-5	4	35	0.03	Buckler	Shield
Shield, Heater	2	8	0.35	Impact	0	-15	1	50	0.06	Heater	Shield
Shield, Hoplon	2	13	0.3	Impact	0	-20	1	50	0.076	Hoplon	Shield
Shield, Kite	3	9	0.3	Impact	0	-15	2	41	0.072	Kite	Shield
Shield, Scuton	3	14	0.25	Impact	0	-30	3	45	0.096	Scuton	Shield
Shield, Target	2	4.5	0.35	Impact	0	-10	3	40	0.038	Target	Shield
Shield, Viking Round	2	10	0.3	Impact	0	-20	2	44	0.042	V. Round	Shield

Name	AT mod	Weight	Damage	Attack type	Weapon mod	Initiative mod	Break	Strength	Cost	Weapon type	Skill required
Net	0	3	N/A	N/A	0	+25	N/A	N/A	0.08	Net	Net
Short Sword, Gladius*	1	1.5	0.65	Cho/Thr	0	0	1	30	0.09	ShortSword	1H Sword
Short Sword, Kusarigama (sickle)	1	6	0.9	Chop	-4	-10	2	30	0.11	ShortSword	1H Sword
Short Sword, Long Knife*	1	1.5	0.7	Chop	0	-5	1	31	0.095	ShortSword	1H Sword
Short Sword, Wakizashi*	1	2	0.65	Cut	+1	+5	1	27	0.095	ShortSword	1H Sword
Sword 2H, Bastard Sword*	2	4.5	1.5	Chop	+1	-5	1	48	0.18	2H Sword	2H Hafted
Sword 2H, Claymore*	3	7.5	1.75	Chop	0	-5	1	50	0.24	2H Sword	2H Hafted
Sword 2H, Espadon*	2	5	1.5	Chop	+3	0	1	47	0.195	2H Sword	2H Hafted
Sword 2H, Flamberge*	3	8.5	1.9	Chop	-3	-10	2	52	0.25	2H Sword	2H Hafted
Sword 2H, Katana	2	3.5	1.4	Cut	+5	0	0.5	45	0.25	2H Sword	2H Hafted
Sword 2H, No-Dachi	2	9	1.8	Cut	0	0	2	48	0.26	2H Sword	2H Hafted
Sword 2H, Zweihander*	3	11	2	Chop	-5	-15	1	54	0.35	2H Sword	2H Hafted
Sword, Bastard Sword*	2	4.5	1.15	Chop	-5	-10	1	33	0.18	LongSword	1H Sword
Sword, Cutlass / Saber*	0	3	0.85	Cut	-2	+10	2	29	0.11	Scimitar	1H Sword
Sword, Falchion	1	4	1.1	Chop	-2	-5	1	32	0.145	LongSword	1H Sword
Sword, Katana	1	3.5	1	Cut	+2	+5	0.5	30	0.25	Scimitar	1H Sword
Sword, Longsword*	1	3.5	1	Chop	0	0	1	30	0.15	LongSword	1H Sword
Sword, Ninjato*	0	3.5	0.8	Cut	+3	+10	2	28	0.12	Scimitar	1H Sword
Sword, Rapier / Foil**	0	1.5	0.75	Thrust	0	+20	3	25	0.17	Foil	1H Sword
Sword, Scimitar*	0	3	0.8	Cut	0	+15	2	28	0.13	Scimitar	1H Sword
Thrown, Axe	1	2	0.8	Chop	-3	(-10)	N/A	N/A	0.05	Thr Knives	Exotic Knives
Thrown, Eggbomb	0	0.5	0	N/A	0	N/A	N/A	N/A	0.12	Thr Knives	Exotic Knives
Thrown, Monwanga (Iron)	3	3.5	1.1	Chop	-5	(-15)	3	30	0.04	Thr Knives	Exotic Knives
Throwing Knife	0	1	0.5	Thrust	0	(-5)	2	22	0.03	Thr Knives	Exotic Knives
Thrown, Shuriken	0	0.5	0.3	Thrust	0	(0)	N/A	N/A	0.02	Thr Knives	Exotic Knives
Thrown, Chakram	0	0.5	0.3	Cut	0	(0)	N/A	N/A	0.022	Thr Knives	Exotic Knives

Name	AT mod	Weight	Damage	Attack type	Weapon mod	Initiative mod	Break	Strength	Cost	Weapon type	Skill required
Unarmed, Bite (carnivore)	0	N/A	0.6	Thrust	0	-5	N/A	N/A	N/A	Bite	Unarmed
Unarmed, Claw (natural)	0	N/A	0.4	Cut	0	0	N/A	N/A	N/A	Claw	Unarmed
Unarmed, Climbing Claws	0	1.5	0.4	Cut	0	0	2	22	0.02	Unarmed	Unarmed
Unarmed, Gauntlet	0	Varies	0.3	Impact	+5	0	N/A	N/A	Varies	Unarmed	Unarmed
Unarmed, HeadButt	0	N/A	0.2	Impact	-20	-5	N/A	N/A	N/A	Unarmed	Unarmed
Unarmed, Hoof kick	0	N/A	0.35	Impact	0	0	N/A	N/A	N/A	Unarmed	Unarmed
Unarmed, Kick	0	N/A	0.3	Impact	0	0	N/A	N/A	N/A	Unarmed	Unarmed
Unarmed, KnuckleDusters	0	1	0.3	Impact	+5	0	N/A	N/A	0.02	Unarmed	Unarmed
Unarmed, Punch (and Block)	0	N/A	0.2	Impact	+5	0	N/A	30	N/A	Unarmed	Unarmed
Unarmed, Tail swing	0	N/A	0.35	Impact	0	-5	N/A	N/A	N/A	1H Flail	Unarmed
Unarmed, Tiger Claws	0	0.5	0.4	Cut	0	0	2	24	0.02	Claw	Unarmed
Unarmed, Tonfa	0	3	0.8	Impact	0	+5	3	35	0.033	Unarmed	Unarmed + S

Note: * denotes a weapon that can be used when employing the disarm skill

6.9 Spell ingredients

Name	Standard Quantity	Weight per Quantity	Cost per Quantity	Availability	Notes and Properties
Acid	1 vial	0.2 (including vial)	0.5	Rare	Can be acid of any type - most metallurgists and alchemists (real or charlatan) will stock an acid suitable for this use.
Alcohol	1 vial	0.2 (including vial)	0.05	Average	
Amber	1 Oz	0.063	0.3	Rare	
Amethyst	1 Oz	0.063	0.2	Average	Dreams. Psychic Abilities, Healing
Angelica	1 leaf	n/a	n/a	Common	Fire - Protection, banishing. Tall plant with white or purple flowers found growing in warm to temperate regions, particularly favouring hillsides.
Arrow	1	0.083	0.0001	Common	
Ash	1 leaf	n/a	n/a	Common	Water - Protection, Potency, Healing. Found in temperate deciduous woodland and forests.
Bee	1	n/a	n/a	Common	
Beeswax	1 Oz	0.063	0.003	Common	
Blood	1 vial	0.2 (including vial)	n/a	Variable	
Bone	8 Oz	0.5	n/a	Variable	
Candle	1	0.2	0.0001	Common	
Celandine	1 leaf	n/a	n/a	Average	Fire - Free movement, anti-binding. Found growing in temperate woodlands in areas of shade; low growing and dark green with a distinctive white flower.
Clay	1 Oz	0.063	0.0005	Common	
Coal	1 Oz	0.063	0.005	Average	
Crystal	1 Oz	0.063	0.08	Rare	Divination, Psychic Abilities, Power. Can be of any type - raw material or cut crystal goblet for example
Diamond	5 Carat	n/a	2.5	Rare	
Dried Fish	1	0.1	0.0008	Common	
Earth	1 Oz	0.063	n/a	Common	
Elder Flower	1 flower	n/a	n/a	Average	Air - Love, Protection, Wands. Small, white flower found on the Elder tree which can be found in most temperate, deciduous woodlands.
Emerald	5 Carat	n/a	1.25	Rare	Money, Psychic talents, Exorcism
Eyes	1 pair	0.3	n/a	n/a	
Feather	1	n/a	n/a	Average	Note that some feather types (e.g. Eagle) are rare and expensive if they can be purchased at all
Flint	1 Oz	0.063	n/a	Common	

Name	Standard Quantity	Weight per Quantity	Cost per Quantity	Availability	Notes and Properties
Frankincense	0.5 Oz	0.031	0.3	Rare	Cleansing, Inspiration, Divination. Dried tree sap obtained from the Boswellia tree which is native to the Teleb Empire and the Southern Central City States in the Korin-Thar world system. It is an important incense for many religions and is therefore exported around Korin-Thar but at luxury item prices.
Garnet	1 Oz	0.063	0.08	Average	Protection, strength, healing
Glass	0.5 Oz	0.031	0.01	Average	
Gold	0.125 Oz	0.008	0.5	Common	This is an amount equal to half of a standard Gold coin
Hair	n/a	n/a	n/a	n/a	
Hashish	1 Oz	0.063	0.03	Average	Hashish grows in temperate to tropical climes generally in the wild but it is also cultivated as Pipeweed in the Central City States (Korin-Thar world system).
Heart	8 Oz	0.5	n/a	n/a	
Ink	1 vial	0.2 (including vial)	0.05	Average	
Iron	1 oz	0.063	0.005	Common	
Laurel	1 leaf	n/a	n/a	Common	Fire - Protection, Visions, Healing. The leaf of the bay tree which can be found growing in warmer climes and usually in coastal areas. In the Korin-Thar world system the trees can be found in the Central City States and Southern Karivda.
Lead	0.5 Oz	0.031	0.005	Common	
Lodestone	0.5 Oz	0.031	0.005	Rare	Black rock used in navigation. Can be found occurring naturally in volcanic regions.
Moonstone	1 Oz	0.063	0.3	Rare	Divination, Psychic Talents, Protection. White rock with a silvery blue sheen. Found primarily in the Teleb Empire but exported around the known world as a semi-precious stone.
Mugwort	1 leaf	n/a	n/a	Common	Air - Divination, Incense. A tall yellowy-green plant that grows in all temperate climes.
Muscle	8 Oz	0.5	n/a	n/a	
Mythril	0.5 Oz	0.031	31	Rare	
Nightshade	1 leaf	n/a	0.005	Rare	Fire - Death, Evil. Tall, dull green plant with violet flowers found native to all temperate climes.
Oil	1 vial	0.2 (including vial)	0.0005	Common	
Onyx	1 Oz	0.063	0.3	Average	Protection, defence.

Name	Standard Quantity	Weight per Quantity	Cost per Quantity	Availability	Notes and Properties
Pennyroyal	1 flower	n/a	n/a	Common	Earth - Protection, Exorcism. Small yellow flowering herb found in colder climates in deciduous and coniferous woodland areas.
Pin	1	n/a	0.0001	Common	
Plant Roots	1 root	n/a	n/a	Common	
Ruby	5 Carat	n/a	1.75	Rare	Wealth, Power, Protection
Sage	1 leaf	n/a	n/a	Common	Earth - Cleansing, Prosperity. Purple flowering herb native to temperate to warm regions such as the southern Central City States in the Korin-Thar world system.
Salt Water	1 vial	0.2 (including vial)	n/a	Common	
Sapphire	5 carat	n/a	1	Rare	Spiritual growth, divination.
Silk Thread	1 foot	n/a	0.3	Average	
Silver	0.125 Oz	0.008	0.05	Average	Equal to half a standard (quarter ounce) silver coin
Snake	1	1	n/a	Average - Rare	
Spider	1	n/a	n/a	Average - Rare	
St. Johns Wort	1 leaf	n/a	n/a	Common	Fire - Strength of Will / Mind. Yellow flowering plant native to temperate to cold regions such as the Iron Ring Empire and the Silver Forest in the Korin-Thar world system.
Stone	1 Oz	0.063	n/a	Common	
Sulphur	0.5 Oz	0.031	0.3	Average - Rare	
Sunstone	1 Oz	0.063	0.08	Rare	Energy, protection, success.
Tongue	1	0.063	n/a	n/a	
Valerian	1 root	n/a	n/a	Average	Fire - Sleep Potions, Calming, Charms. Low-growing bright green plant native to temperate climes.
Water	1 vial	0.2 (including vial)	n/a	Common	
Woodruff	1 leaf	n/a	0.005	Rare	Fire - Prosperity, Purification. Found growing in all temperate woodlands.
Wormwood	1 leaf	n/a	0.005	Rare	Fire - Visions, Protection vs. Spirits. Grows in open areas in temperate climates. Tall and pale with thin leaves.
Yarrow Flower	1 flower	n/a	0.005	Rare	Water - Protection, Cleansing. Grows primarily in northern temperate areas. The plants are tall and have flat clusters of yellow flowers at the top of their stems.