

Money and Equipment

Although your character has some impressive abilities and skills, he really isn't going to be effective without the equipment necessary for adventuring. To get this equipment, he needs money. Not only does he need money to outfit himself, but your character also has to cover his living expenses.

Although there are many different types of coins and currencies in the world, all prices and treasures in the AD&D rules are given in standard coinage as well as the local currencies. The standard rate of exchange for each coin is given in **Table E1**. **Table E2** lists the exchange rate for the pure metals by the pound.

The basic coins are the copper piece (cp) and the silver piece (sp). These form the backbone of the monetary system and are the coins most frequently found in the hands of the common folk. Above these two coins is the uncommon gold piece (gp). This coin is seldom found in common use and mainly exists as the standard money of account. This means it is used to measure the value of property and goods. Land values, ship cargoes, gemstones, and penalty bonds (royal court fines) are normally calculated in gold pieces, although payment of such vast sums normally takes other forms. In addition to these coins, there are other unusual metals used in exchange. Principal among these coins are platinum pieces (pp) and Mithril, or true silver, a rare magical metal of great value. Lessor metals such as bronze and iron are also used in coinage.

However, remember that not all wealth is measured by coins. Wealth can take many forms—land, livestock, the right to collect taxes or customs, and jewelry are all measures of wealth. Coins have no guaranteed value. A gold piece can buy a lot in a small village but won't go very far in a large city. This makes other forms of wealth, land for instance, all the more valuable. Indeed, many a piece of jewelry is actually a way of carrying one's wealth. Silver armbands can be traded for goods, a golden brooch can buy a cow, etc. In your adventures, wealth and riches may take many different forms.

Furthermore, there may be special situations or considerations to bear in mind. The Kingdom of Gonfli may be at war with the neighboring Principality of Boosk. Patriotic Gonflians might refuse Boosk coins (probably because they think the coins are worthless). Practical Booskites might accept the Gonfli florin at half normal value (so they can melt them down and mint new Boosk drachmas). Of course, both groups would send your character to the local money changer (if there is one), who would cheerfully convert your foreign coins to the local tender. He will, of course, charge a small commission (10-30%) for this service.

Situations such as these can affect the value of any coin. If your characters start flashing about a lot of gold, pumping it into the local economy, merchants will quickly raise prices. As another example, the local lord may commandeer most of the region's

horses for his knights, making those left all that much more expensive.

Table E1 -- Standard Exchange Rates

Coin		Exchange Value			
		CP	SP	GP	PP
Copper Piece (cp)	=	1	1/5	1/50	1/500
Silver Piece (sp)	=	5	1	1/10	1/50
Gold Piece (gp)	=	50	10	1	1/5
Platinum Piece (pp)	=	500	50	5	1

Note that gold pieces are commonly only 12 karat (out of 24 karat) pure gold due to the poor wear qualities of pure gold. Gold is the most Malleable and ductile of the metals. A gold coin the size of the quarter could be bent in the hands of a strong person. Hitting against harder and more durable metals in a coin pouch they will suffer great wear, and loss of value.

For purposes of the game unless otherwise noted all coins are 50 to the pound.

Starting Money

All player characters begin with some amount of cash. This nest egg may be your character's life savings. It may be a gift from his parents to start him out in the world. It may be his booty from an army campaign. Perhaps he stumbled across a small treasure chest, whetting his appetite for greater and more dangerous prizes. How he came by his money is not important (although it may be fun to know). You are free to create any explanation you want.

To learn your character's starting funds, roll the dice indicated for his group in **Table E3**. This is the number of gold pieces your character has to obtain equipment. If you are creating a character starting out at a level above 1st level, check with the DM to see if you can increase your character's funds beyond the amounts given here.

Table E3 -- Initial Character Funds

Character Group	Die Range
Warrior	5d4 x 10 gp
Wizard	4d4 x 10 gp
Rogue	2d6 x 10 gp
Priest *	3d6 x 10 gp
Craft	3d4 x 10 gp

*Priest characters with vows of poverty can use their money only to purchase equipment and goods. Once all purchases are made, the priest character must return all but two or three of his remaining gold pieces to his superiors (since his equipment is supplied by his organization). Priests cannot lend any of their initial funds to other characters.

Table E2 -- Metals by Pound Exchange Rates

1# = X# of	Iron	Bronze	Copper	Silver	Electrum	Gold	Platinum	Mithril
Iron	1	.33	.16	.03	.003	.052	.0006	.00013
Bronze	3	1	.5	.1	.01	.005	.002	.0004
Copper	6	2	1	.2	.02	.01	.004	.0008
Silver	30	10	5	1	.1	.05	.02	.004
Electrum	300	100	50	10	1	.1	.05	.0083
Gold	600	200	100	20	10	1	.4	.0166
Platinum	1500	500	250	50	25	2.5	1	.04
Mithril	7230	2410	1205	241	120.5	60.24	24.1	1



Money & Equipment

Currencies

The reality of currency is that value from country to country would vary widely. The practicality of the game means that every nation will have a gold piece equivalent coin to base the rest of the standard off of, and the DM simplifies the whole mess to make it flavorful, but not too difficult.

Ancient Coins: The fact is coins last. They are made of hard metal and in the case of gold a metal that doesn't oxidize. Unless you abrade them away, coins last. In the real world cashes of 2000 year old coins are not uncommon. Low value Roman coins are common on the market and an inexpensive antiquity for the collector. Greyhawke is no different, Dragon hoards and dungeons are full of forgotten currencies from fallen nations.

For the DM's sanity I'm not listing the dozen or so different styles and values of ancient coins that could and do exist. Ancient hoards will be listed for GP value or split by coin types. I will not keep track of the origin of each kind of coin.

Anorian Coins: Anorian as a nation is recent on the scene. The borders have fluctuated and the Anorian people are usually from some place else. Many old Coinages floated about.

Tomarkin made the change to a unified decimal system. The coins are round and knurled to preserve their value. The pattern set by the Eyrian Empire.

Coin	Value	Material	Notes
Mil	0.5 CP	Copper	
Sen	1 SP	Silver	
Soel	1 GP	Gold	
Crown	10 GP	Platinum	

Arabic States: The Hundred Kingdoms are not united save in religion, However, the coins of the city states follow a general pattern. For simplicity and to keep your friendly DM from going nuts all Arabic States use the same coinage.

Arabic coins are seven sided. Makings will vary from State to State. They are rigid about accepting only their own coins.

Coin	Value	Material	Notes
Mite	0.1 cp	Brass	
Dram	1 cp	Copper	
Tithe	1 sp	Silver	Typical alms
Sheckel	2 sp	Silver	
	1 gp	Gold	
Talent	100 gp	Mithril	

Coranthian Coins: A Kingdom of merchants they have been called and coins are the blood of the country. Coranth remade its coinage after the alliance with Eyrie but the names did not change.

Coranitian coins are solid Octagons of metal marked with the head of the King and the royal seal on the back.

Coin	Value	Material	Notes
1/2 Fenning	0.25 CP	Bronze	
Fenning	0.5 CP	Copper	
5 Fenning	0.5 SP	Silver	
10 Fenning	1 SP	Silver	
Mark	1 GP	Gold	
5 Mark	5 GP	Platinum	
King's Mark	100 GP	Mithril	

Domianian Coins The Domains are one of the few nations to define their money by the least valuable coin. The Cash, a slim square of bronze is hardly worth keeping, but it is the basis for all other coins.

The form of Domianian coins varies the most. They start as square with a hole in it. The number of sides increases as the value increases. All have a square hole in the middle.

Coin	Value	Material	Notes
Cash	0.01 GP	Bronze	Square
10 Cash	0.1 GP	Silver	Pentagon
100 Cash	1 GP	Gold	Hexagon
1000 Cash	10 GP	Platinum	Heptagon
10,000 Cash	100 GP	Mithril	Octagon

Egyptian Coins: Egypt is late to the coin game. It was not until the reign of Ramses the Eternal that Egypt had a formal coin system. In the past valuable metals were measured by the Talent, a measure of weight. Form did not matter. As a result the coins of a dozen nations current and forgotten wandered the countryside and the assayer's scale was in the kit of every merchant.

Ramses the Eternal defined a coin system for the nation and banished the scale to the money changer's office., to the relief of everyone.

The standard coin is the sheaf, a rectangle of gold stamped with an image of Ramses on one side and a sheaf of wheat on the other. All Egyptian coins follow this form.

Coin	Value	Material	Notes
Tiddle	1/8 CP	Copper	
Grain	1/4 CP	Copper	
Mite	1/2 CP	Copper	
Tel	1 SP	Silver	
Sheaf	2 GP	Gold	
Talent	100 GP	Mithril	

Eyrian Coins The oldest and most stable Empire they have literally millions of coins in mint. Periodically older coins are rounded up and melted down to restrike them.

Eyrie has also instituted a banking system to facilitate commerce and to make moving money around easier. A system of bearer instruments exists, a cross between checks and currency. These are accepted at any Imperial Bank. Most Eyrian merchants will accept them, but they are difficult to move outside the Empire.

Most coins are solid round disks with a knurled edge and striking on both sides. Eyrian coins are of a quality that other nations have had to match them to keep their currencies from being devalued.

Coin	Value	Material	Notes
1/4 Mark	0.25 CP	Copper	Called a Quid
1/2 Mark	0.5 CP	Copper	
Mark	1 CP	Copper	
Knight	5 CP	Silver	Rare
Noble	1 SP	Silver	
Crown	1 GP	Gold	
Double crown	5 GP	Platinum	Rare
Trade bar	100 - 1000 GP	Mithril	Rectangular



Greek Coins: Like the Arabs the Greeks are not united, but their coins of the city states follow a general pattern.

The general pattern is round coins of various sizes. Each city will use its own symbolism and depending on the political climate said coins could be loved or hated the next town over.

Coin	Value	Material	Notes
Desadrachma	0.5 CP	Silver	1000/pound
Drachma	1 SP	Silver	
Pentadrachma	5 SP	Gold	
Decadrachma	1 GP	Gold	

Markian Coins Coins are seldom used in the Nation of Markia. Barter and favor are still the most common forms of trade. However there are a limited number of coins in circulation. There are a number of older copper coins circulating as well. Need has finally be recognized and a copper feather is now minted as well.

The form is that of a small metal feather with a hole in the quill so they can be strung together.

Coin	Value	Material	Notes
Copper Feather	0.5 cp	Copper	
Silver Feather	1 SP	Silver	
Gold Feather	1 GP	Gold	

Moreland Coins: Moreland is recent on the scene taking the lands of the ancient Assyrian Empire. They have made a clean break with the culture of that land introducing new coinage.

Moreland uses a rounded Hexagon as the standard shape of its coins. They will feature an image of the God-King on one side and the symbol of the issuing Blessed on the other.



Coin	Value	Material	Notes
Demi	0.1 CP	Bronze	
Favor	1 CP	Bronze	
Blessing	1 SP	Silver	
Acre	1 GP	Gold	
Deciacre	10 GP	Platinum	

Equipment Lists

The following lists include much of the equipment your character needs for adventuring. The most basic of these are weapons, armor, clothing, and outfitting gear. The other lists provide goods and services your character may need during the course of his many adventures. While most items are always available, I may add to or delete from these lists depending on the circumstances. What you want may not be available or, may not have been discovered or invented yet. While I will tell you which items are and aren't available, you should ask if you have any doubts.

Many of the uncommon items in these lists are explained in the following pages.

The price given for each item in the lists is its average price, the amount you can expect the item to cost in a normal economy. However, large cities, barren wildernesses, and places with brave adventurers carrying bags full of gold are not normal economies. In these places you may find yourself paying more (very rarely less) than the amount listed. You can also haggle with merchants over prices, although to speed up the game it's recommended that you save this for your important purchases. If you wind up haggling over the cost of every tankard of ale, your character is going to spend more time being a penny pincher than an adventurer!

Table E4 -- Weapons

	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Unarmed Attacks							
Gauntlet	2 gp	1d2	1d3	x2	--	1 lb.	Bludgeoning
Unarmed strike	--	1d2 ³	1d3 ³	x2	--	--	Bludgeoning
Light Melee Weapons							
Axe,							
Throwing	8 gp	1d4	1d6	x2	10 ft.	2 lb.	Slashing
Handaxe	6 gp	1d4	1d6	x3	--	3 lb.	Slashing
Dagger	2 gp	1d3	1d4	19–20/x2	10 ft.	1 lb.	Piercing/Slashing
Dagger, punching	2 gp	1d3	1d4	x3	--	1 lb.	Piercing
Gauntlet, spiked	5 gp	1d3	1d4	x2	--	1 lb.	Piercing
Hammer, light	1 gp	1d3	1d4	x2	20 ft.	2 lb.	Bludgeoning
Kukri	8 gp	1d3	1d4	18–20/x2	--	2 lb.	Slashing
Kama	2 gp	1d4	1d6	x2	--	2 lb.	Slashing
Mace, light	5 gp	1d4	1d6	x2	--	4 lb.	Bludgeoning
Nunchaku	2 gp	1d4	1d6	x2	--	2 lb.	Bludgeoning
Pick, light	4 gp	1d3	1d4	x4	--	3 lb.	Piercing
Sai	1 gp	1d3	1d4	x2	10 ft.	1 lb.	Bludgeoning
Sap	1 gp	1d4 ³	1d6 ³	x2	--	2 lb.	Bludgeoning
Shield, light	special	1d2	1d3	x2	--	special	Bludgeoning
Siangham	3 gp	1d4	1d6	x2	--	1 lb.	Piercing
Sickle	6 gp	1d4	1d6	x2	--	2 lb.	Slashing
Spiked shield, light	special	1d3	1d4	x2	--	special	Piercing
Sword							
Short	10 gp	1d4	1d6	19–20/x2	--	2 lb.	Piercing
Wakasashi	15 gp	1d4	1d6	19–20/x2	--	2 lb.	Piercing/Slashing

Money & Equipment

	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
One-Handed Melee Weapons							
Axe							
Battleaxe	10 gp	1d6	1d8	x3	--	6 lb.	Slashing
War axe, Dwarven	30 gp	1d8	1d10	x3	--	8 lb.	Slashing
Club	--	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Flail	8 gp	1d6	1d8	x2	--	5 lb.	Bludgeoning
Mace, heavy	12 gp	1d6	1d8	x2	--	8 lb.	Bludgeoning
Morningstar	8 gp	1d6	1d8	x2	--	6 lb.	Bludgeoning and piercing
Pick, heavy	8 gp	1d4	1d6	x4	--	6 lb.	Piercing
Shield,							
heavy	special	1d3	1d4	x2	--	special	Bludgeoning
Spiked	special	1d4	1d6	x2	--	special	Piercing
Shortspear	1 gp	1d4	1d6	x2	20 ft.	3 lb.	Piercing
Sword							
Bastard	35 gp	1d8	1d10	19–20/x2	--	6 lb.	Slashing
Cutlass	10 gp	1d4	1d6	18–20/x2	--	3 lb.	Slashing
Longsword	15 gp	1d6	1d8	19–20/x2	--	3 lb.	Slashing
Katana	50 gp	1d8	1d10	19–20/x2	--	3 lb.	Slashing
Rapier	20 gp	1d4	1d6	18–20/x2	--	2 lb.	Piercing
Scimitar	15 gp	1d4	1d6	18–20/x2	--	4 lb.	Slashing
Trident	15 gp	1d6	1d8	x2	10 ft.	4 lb.	Piercing
Warhammer	12 gp	1d6	1d8	x3	--	5 lb.	Bludgeoning
Whip ⁴	1 gp	1d2 ³	1d3 ³	x2	--	2 lb.	Slashing
Two-Handed Melee Weapons							
Axe							
Centaur Blood ^{5 6}	60 gp	1d4/1d8	1d10 /1d6	x3	--	8 lb.	Slashing or piercing
Greataxe	20 gp	1d10	1d12	x3	--	12 lb.	Slashing
Urgrosh ⁵	50 gp	1d6/1d4	1d8/1d6	x3	--	12 lb.	Slashing or piercing
Chain, spiked ⁴	25 gp	1d6	2d4	x2	--	10 lb.	Piercing
Flail, heavy	15 gp	1d8	1d10	19–20/x2	--	10 lb.	Bludgeoning
Glaive ⁴	8 gp	1d8	1d10	x3	--	10 lb.	Slashing
Gnomish Hammer ⁵	20 gp	1d6/1d4	1d8/1d6	x3/x4	--	6 lb.	Bludgeoning and piercing
Greatclub	5 gp	1d8	1d10	x2	--	8 lb.	Bludgeoning
Guisarme ⁴	9 gp	1d6	2d4	x3	--	12 lb.	Slashing
Halberd	10 gp	1d8	1d10	x3	--	12 lb.	Piercing or slashing
Longspear ⁴	5 gp	1d6	1d8	x3	--	9 lb.	Piercing
Lance ⁴	10 gp	1d6	1d8	x3	--	10 lb.	Piercing
Pike ⁴	10gp	1d6	1d8	x3	--	8 lb.	Piercing
Quarterstaff ⁵	--	1d4/1d4	1d6/1d6	x2	--	4 lb.	Bludgeoning
Ranseur ⁴	10 gp	1d6	2d4	x3	--	12 lb.	Piercing
Scythe	18 gp	1d6	2d4	x4	--	10 lb.	Piercing or slashing
Spear	2 gp	1d6	1d8	x3	20 ft.	3 lb.	Piercing
Sword							
Falchion	75 gp	1d6	2d4	18–20/x2	--	6 lb.	Slashing
Greatsword	50 gp	1d10	2d6	19–20/x2	--	6 lb.	Slashing
Tachi	75 gp	1d8	1d12	19–20/x3	--	6 lb.	Slashing



	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Ranged Weapons							
Axe, throwing	8 gp	1d4	1d6	x2	10 ft.	2 lb.	Slashing
Bolas	5 gp	1d3 ³	1d4 ³	x2	10 ft.	2 lb.	Bludgeoning
Bow							
Horsebow	60 gp	1d6	1d8	x3	100 ft.	2 lb.	Piercing
Longbow	25 gp	1d6	1d8	x3	100 ft.	3 lb.	Piercing
Recurve	60 gp	1d6	1d8	x3	120 ft.	3 lb.	Piercing
Shortbow	20 gp	1d4	1d6	x3	60 ft.	2 lb.	Piercing
Wheelbow	100 gp	1d6	1d8	x3	120 ft.	3 lb.	Piercing
Yumi	60 gp	1d6	1d8	x3	60 ft.	3 lb.	Piercing
Arrows (20)	1 gp	--	--	--	--	3 lb.	--
Crossbow,							
hand	30 gp	1d3	1d4	19–20/x2	10 ft.	2 lb.	Piercing
heavy	50 gp	1d8	1d10	19–20/x2	80 ft.	8 lb.	Piercing
light	35 gp	1d6	1d8	19–20/x2	80 ft.	4 lb.	Piercing
repeating	150 gp	1d4	1d8	19–20/x2	80 ft.	6 lb.	Piercing
Bolts,(10) crossbow	1 gp	--	--	--	--	1 lb.	--
Dart	5 sp	1d3	1d4	x2	20 ft.	1/2 lb.	Piercing
Grenade Flask	Special	By Contents		--	15 ft.	1 lb.	By Contents
Javelin	1 gp	1d4	1d6	x2	30 ft.	2 lb.	Piercing
Net	20 gp	--	--	10 ft.	6 lb.	--	
Sling	--	1d3	1d4	x2	50 ft.	0 lb.	Bludgeoning
Bullets, sling (10)	1 sp	--	--	--	--	5 lb.	--
Shuriken (5)	1 gp	1	1d2	x2	10 ft.	1/2 lb.	Piercing
Gunns⁷							
Blunderbuss	150 gp	--	3d4	x2	15 ft.	9 lb.	
Long Gunn	200 gp	--	2d8	x2	30 ft.	11 lb.	
Pistol	150 gp	--	2d6	x2	20 ft.	5 lb.	
Cannon⁸							
6 Pound	300 gp	--	3d6	x4	150 ft.	2000 lb.	
9 Pound	500 gp	--	4d6	x4	200 ft.	2500 lb.	
12 Pound	900 gp	--	6d6	x4	300 ft.	3200 lb.	
18 Pound	1,400 gp	--	9d6	x4	450 ft.	4100 lb.	
24 Pound	2,000 gp	--	12d6	x4	600 ft.	4800 lb.	
32 Pound	2,700 gp	--	16d6	x4	600 ft.	5500 lb.	
42 Pound	3,500 gp	--	20d6	x4	600 ft.	6500 lb.	

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

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

3 The weapon deals nonlethal damage rather than lethal damage.

4 Reach weapon.

5 Double weapon.

6: Large Damage is 1d6 2d8, typically what a Centaur themselves would use.

7: Prices are listed for hand gunns but they are seldom if ever found for sale. They are one off efforts. Cannon are not portable weapons.

8: Cannon have special rules on hitting living beings. See the description.

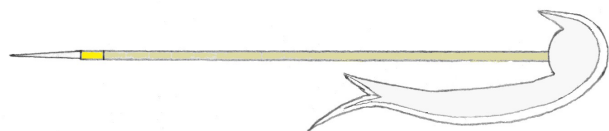
Weapons

Weapons are found on **Table E4**: Weapons that have special options for the wielder (“you”) are described below. Splash weapons are described under Special Substances and Items.

Axe

Battleaxe: The most common type of Axe. A single bitted axe with a haft of two feet or less.

Blood Axe, Centauran: Outside of the bow this is the centaur's racial weapon. In the most typical form it is a 6 foot long haft with a single bited 3 foot blade that ends in a hook. A spike is



typically fitted to the butt of the weapon as well.

You can fight with it as if fighting with two weapons. You incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. At medium size the axe head is a slashing weapon that deals 1d10 points of damage. Its butt spike is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other is the off-hand weapon. A bloodaxe cannot be used single handed.

If you use a ready action to set a bloodaxe against a charge, you deal double damage if you score a hit against a charging character. If you use a bloodaxe against a charging character, the butt spike is the part of the weapon that deals damage..

Greataxe: A two handed version of the typical battleaxe. Greataxes are too large to be used in one hand. Large creatures

Money & Equipment

can use a greataxe in one hand.

Hand Axe: Typical camp hatchet found everywhere. It usually has a broad blade and a short haft.

Throwing Axe: A variation of the hand axe modified to be thrown. They have smaller heads made to an angle that makes them ill suited for camp work. The Francisca is considered the best of the type.



Urgrosh, Dwarven: A dwarven urgrosh is a double weapon. You can fight with it as if fighting with two weapons. You incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other is the off-hand weapon. A creature wielding a dwarven urgrosh in one hand can't use it as a double weapon--only one end of the weapon can be used in any given round.



If you use a ready action to set an urgrosh against a charge, you deal double damage if you score a hit against a charging character. If you use an urgrosh against a charging character, the spear head is the part of the weapon that deals damage.

War axe, Dwarven: A dwarven waraxe is the typical fantasy double bitted axe. It requires the character have a strength of at least 14 to use in one hand. Otherwise a character can use a dwarven waraxe two-handed or a Large creature can use it one-handed in the same way. A dwarf using a dwarven waraxe ignores the strength requirement even when using it in one hand.

Bolas: A pair of wooden balls connected by a length of thin rope. You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a set of bolas.

Bows: Bows come in various shapes and sizes. The power of a bow is measured by its pull. The greater the pull, the more Strength needed to work the bow. Thus, it is possible for characters to have bows that grant them damage bonuses for high Strength (it is assumed the character has chosen a bow that has a greater pull). Likewise, characters with low Strengths suffer their usual penalties when using a bow (they are forced to use weaker bows or simply cannot draw back as far). The pull of a bow seldom prevents a character from using the weapon, only from gaining the full effect. The true test of a character's Strength comes in stringing a bow--the bow of a strong hero may simply be unstringable by a lesser man (as was Odysseus's).

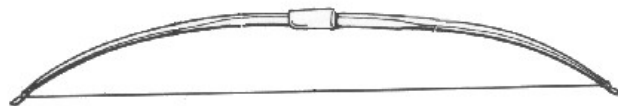
Heavier pull bows are not normally any more expensive than standard bows.

Arrows: Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost. An arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on

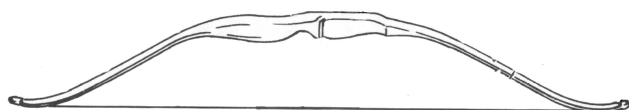


attack rolls) and deals damage as a dagger of its size (critical multiplier x2).

Horsebow: or the horn bow for what it is made from. This is a short composite bow that is usually used from horse back. They are not commonly unstrung as it takes a special jig to string one.



Longbow: A self bow best known for its use by the English. Longbows suffer a -2 to hit penalty if used from cover or other than a standing position.

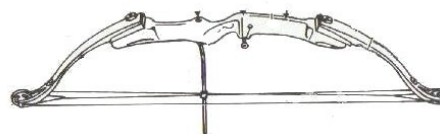


Recurve: An improvement on the longbow. Recurves are of composite make. They suffer the -2 from use in cover or a non standing position as well.

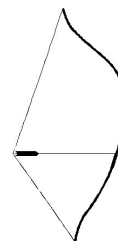
Shortbow: A small self or composite bow. Less powerful than the horse bow, but suffers no penalties from cover or non standing positions.

Wheelbow: A specialized bow with mechanical advantages used by Hobbits. The user of a wheel bow can pull a bow four strength points stronger than they are. If the wielder takes a full round action for one shot (on a bow fit to them) they gain a +4 circumstance bonus to hit. This does not improve damage. A Bowman cannot use a random wheelbow until it is tuned to them. They will suffer a -2 to hit until they have the bow tuned to themselves. A character must have a rank in craft wheelbow to do this work.

Wheelbows are considered shortbows for cover or not standing. They are never unstrung and special machines are required to string or service one. Should one of the strings break or be cut the wheelbow explodes in a shower of parts doing 1d4-2 non-lethal damage to the bow wielder.



Yumi Bow: A Markian bow with an odd, highly uneven tiller. It is a long bow that can be used from horseback. It suffers the -2 penalty if used from cover however.



Chain, Spiked: A spiked chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe. You can make trip attacks with the chain. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

When using a spiked chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

You can use the Weapon Finesse technique to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a spiked chain sized for you, even though it isn't a light weapon for you.

Crossbow: Strength bonuses or penalties do not apply to crossbows, since these are purely mechanical devices. The hand crossbow is easily held in one hand and cocked with the other. All crossbows fire quarrels or bolts and the correct size must be used with each weapon.

Crossbow bolts come in a wooden case that holds 10 bolts (or 15, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

A crossbow bolt used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size (crit x2).

Hand: You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Heavy: The heavy crossbow, also called arbalest, has a powerful pull and must be cocked with a cranequin (a simple winch or lever) that comes with the weapon. One foot is placed in a stirrup at the end of the crossbow while the cranequin is worked. Loading a heavy crossbow is a full-round action. It can be fired only once every other round.

Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a -4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-handed firing.

Light: The light crossbow, also called latches, must be braced against an object to be cocked with a lever mounted on the stock. Loading a light crossbow is a move action.

Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing.

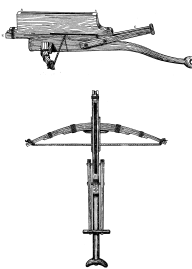
Repeating: The repeating crossbow holds 15 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 15 bolts is a full-round action.

A repeating crossbow can be fired three times a round, but at a -6 penalty to hit. You are simply filling the air with bolts and not really aiming at anyone.

You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

Dagger: You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your person (see the Sleight of Hand skill).

Dagger, Punching: Also called katar. It is held by bars in the grip and has long bars down the sides to protect the hand and wrists.



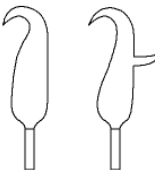
Flail or Heavy Flail: With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Gauntlet: This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.

Gauntlet, Spiked: Your opponent cannot use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Glaive: A glaive is a single-edged blade on the end of a six foot pole. From the size of a knife to a short sword. Glaive refers to any pole arm with a single edged blade.



Guisarme: This started out as a peasant's weapon, made from a tool on a stick. In this case the tool is a pruning hook, which is where it gets its description. While it was a somewhat useful cheap weapon, the lack of a spear point was a significant liability. It was good for pulling riders off of their mounts, but what do you do once they're off? It evolved to some degree, sometimes adding a reverse spike

A guisarme has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

You can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped.

Guns: All locally made firearms are of the early form of the type, almost as dangerous to its user as it is to the target. To use such a weapon also requires a supply of gunpowder and lead shot in the proper size. These items are not commonly available. Possession of a bullet mold, lead and a fire can supply bullets. The weapons have only one attack before reloading, and reloading can only be managed if the character is not attacked while loading. Reloading requires three rounds.

When using native firearms there is always a chance the weapon misfires, A "flash in the pan". The weapon must be reprimed, cocked and tried again. This will cost a round.

Anachronistic firearms, modern types are covered in **D20 Modern**, and those stats will be used.

Firearms have three different means of being fired.

Matchlock: A simple level like the trigger of a crossbow controls a clamp that holds a slow match, a chemically treated cord that burns slowly. When the match touches the primer the gun will fire. Matchlocks will misfire on a 1-4 on the attack roll. Rain will put out the match as well. The prices listed is for a matchlock gun.

Wheellock: A spring driven wheel of steel rotates against a piece of pyrite, the same manner in which modern lighters work.

Money & Equipment

Sparks from the pyrite ignite the primer, or so it is hoped. Misfire on a 1-3 on the attack roll. The mechanism is very delicate, and any failed save vs crushing blow will break it. This lock requires an additional round loading to wind the wheel. A wheellock will add 50% to the price of any listed gun.

Flintlock: The simplest and most reliable lock, also the rarest. A flint held in the jaw of the lock strikes the steel plate and sparks the primer. Misfire on a 1-2 on the attack roll. A flintlock will add 30% to the price of any gun, if it is available.

Long Guns: Most of these are in a form commonly called an arquebus. A three to three and a half foot long gun what weights 15 to 17 pounds. Aiming the weapon requires a forked stick to support the weight of the gun while aiming. Any one of the three locks can be found on them. Most are highly decorated with inlays and gilding.

Pistols: These guns are smaller than the arquebus, but no less trouble. Weighting between 4 to 7 pounds. The heavy barrel is counter balanced by a large ball on the grip. Once fired, the gun can be used as a mace if needed. Pistols are found either as wheel or flintlocks. Pistols are often sold in sets (double price plus) They are always decorated to the extreme. Use as a mace requires the lock save with every successful hit.

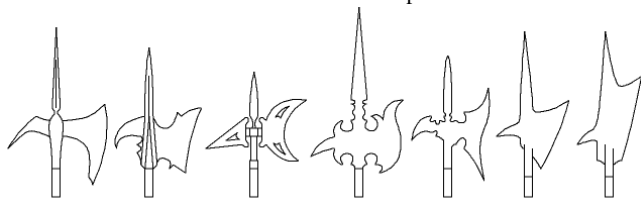
Blunderbuss: A bell shaped muzzle is the distinguishing characteristic of this weapon. It was meant to spray small lead shot all over an area. In practice anything considered a useful projectile was used, broken glass, nails, small coins etc. A blunderbuss comes in any one of the three lock styles.

The damage caused by all firearms is never modified for a high Strength score.

Cannon: Cannon are not man potable weapons. The lightest cannon weights 1700 pounds or more. The only place these weapons are commonly found is on ships. The *destroy gunpowder* spell has made their use on land difficult at best. One can haul tons of metal over land to find it is useless.

Canon are rated by the weight of their shot. All cannon are rated at -2 to hit. Only skill in Profession Gunner can improve that. Trained gunners gain a +1 to hit for every two ranks they have in the skill.

Damage is special. Any being smaller than gargantuan hit by a canon must make a fort save DC 10 + the weight of the ball. Failure means the hit is critical and they take four times the listed damage. Fail on the critical hit and you take 16 times damage. All cannon overcome hardness to the weight of their shot. They are not considered "normal missiles" for the spell.



Halberd: After the pike and the bill, this was one of the most popular weapons of the Middle Ages. Fixed on a shaft five to six feet long is a large axe blade, angled for maximum impact. The end of the blade tapers to a long spear point or pike. On the back is a hook for attacking armor or dismounting riders. Originally intended to defeat cavalry, it is not tremendously successful in that role since it lacks the reach of the pike and needs considerable room to swing. It found new life against blocks of pikemen. Should the advance of the main attack stall, halberdiers issue out of the formation and attack the flanks of the enemy. The pikemen

with their overlong weapons are nearly defenseless in such close combat.

If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character.

You can use a halberd to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

Hammer, Gnome Hooked: A gnome hooked hammer is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit x3). Its hook is a piercing weapon that deals 1d4 points of damage (crit x4). You can use either head as the primary weapon. The other head is the offhand weapon. A creature wielding a gnome hooked hammer in one hand can't use it as a double weapon--only one end of the weapon can be used in any given round.



You can use a gnome hooked hammer to make trip attacks. If you are tripped during your own trip attempt, you can drop the gnome hooked hammer to avoid being tripped.

Gnomes treat gnome hooked hammers as proficient.

Javelin: A small throwing spear. Since it is not designed for melee, you are treated as nonproficient with it and take a -4 penalty on attack rolls if you use a javelin as a melee weapon.

Kama: The kama is a weapon like a straight sickle. You can use a kama to make trip attacks. If you are tripped during your own trip attempt, you can drop the kama to avoid being tripped.



Kukri: A Kukri is a heavy curved knife with a bellied blade and the edge on the inside of the curve. It doesn't handle being thrown well, but is devastating in the right hands.



Lance: A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

While mounted, you can wield a lance with one hand.

Longspear: A longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15

Concentration check or be unable to cast the spell.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action).

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.



Naganata: The Markian form of the glaive. Unlike the common glaive it is made of good steel and backed with a rigorous martial art. The Naganata is deadly in the right hands.

Nunchaku: With a nunchaku, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

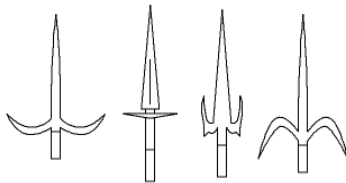


Pike: A pike is a very long spear. They can be from 15 to 20 feet long. They are usually used in massed bodies of troops as they are too awkward to use as a melee weapon outside of such a body. By the time you have your pike brought around the opponent would be inside its reach.

A pike has reach. You can strike opponents 10-15 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a pike against a charge, you deal double damage on a successful hit against a charging character.

Quarterstaff: A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a quarterstaff in one hand can't use it as a double weapon--only one end of the weapon can be used in any given round.

Ranseur: The "hilted polearm", is essentially a spear with a hilt. The hilt served primarily to block opponents' weapons, and possibly trap the weapon for disarming. The hilt was sometimes also used secondarily as an alternate way to attack. The hilt often hooked backwards also, so that it could be used as a hook.



A ranseur has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

With a ranseur, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

Sai: With a sai, you get a +4 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).



Scythe: This is another farm tool turned weapon. A scythe can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

Shield, Heavy or Light: You can bash with a shield instead of using it for defense. See Armor for details.

Shortspear: A shortspear is small enough to wield one-handed. It may also be thrown.

Shuriken: Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them and what happens to them after they are thrown.



Siangham: The siangham is a kind of thick arrow with a grip. It is one of the weapons commonly found in Markia. It can be used to block and to jab an opponent.



Sickle: A sickle is a farm tool turned weapon. A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.



Sling: Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a -1 penalty on attack rolls.

Bullets, Sling: Bullets come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Spear: A spear can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

Spiked Shield, Heavy or Light: You can bash with a spiked shield instead of using it for defense. See Armor for details.

Strike, Unarmed: A Medium character deals 1d3 points of nonlethal damage with an unarmed strike. A Small character deals 1d2 points of nonlethal damage. Any character with the Unarmed Fighting skill can deal lethal or nonlethal damage with unarmed strikes, at their option. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

Sword The sword has been the basic weapon of war since the invention of bronze allowed blades longer than a few inches to be made, and be hard enough to hold an edge. The sword is the weapon of legend, Excaliber, Balmung, Sting, and others catch the fancy of everyone. The sword is the knightly weapon and the

Money & Equipment

weapon of the gentleman.



Bastard: This sword also called the "hand-and-a-half sword" is longer than a long sword, but considerably shorter than a two handed sword. Similar in weight to the long sword it has a longer hilt. It can be used one or two-handed. The damage rating for this weapon assumes that a two handed grip is employed when possible. If a shield is used the sword does normal long sword damage. If it is used two-handed, you cannot employ a shield.



Falchion: A two-handed single edged sword with a curved blade. Your basic "Hassian Chop!" weapon.



Greatsword: These weapons have seen many forms, from the Sottish claymore to the flamesbabe of the Liencaster's. In the right hands a formidable weapon. Using this sword is a specialty in itself. The greatsword can only be handled two handed. A fighter specialized in greatsword gains a +1 shield bonus against melee attacks.



Katana: the Markian long sword, while it can be used one handed the style is to use it with two hands and the hilts accommodate this.



Long Sword: This is the weapon of the Knight. They can be used to thrust as well as cut. Long swords are the preferred battlefield weapon.



Rapier: The rapier is a gentleman's weapon. A court sword ill suited to battle or adventuring. Some however prefer it as a light and quick sword that can get around larger and more clumsy weapons. If you specialize in rapier you can apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.



Scimitar: This stands in for all the vast variety of the singled edged curved swords used with one hand. It is a vicious weapon from horseback. The calvary saber developed from this weapon.



Short Sword: Short swords have blades under 18 inches in length. They are usually board bladed with a sharp stabbing point. It is less effective on the cut. The Roman gladiolus is considered the best expression of this sword.



Tachi: The Tachi is a longer form of the Katana. It is used on foot and not typically carried for self defense. It is carried hung from the obi rather than thrust through it.

Wakasashi: the Markian short sword. A shorter version of the Katana. They are usually worn as a pair.

Trident: This weapon can be thrown. If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging character.

Whip: A whip deals nonlethal damage. It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).



Armor

You are going to want your player character to have armor, if he is allowed to use any. Armor is the easiest and cheapest way to improve your character's chance of surviving the more violent dangers of the adventuring life. Clearly, the better the armor the character possesses, the less likely he is to be hurt. Armor protection is measured by bonus to Armor Class (AC), a number rating; the higher the Armor Class number, the better the protection. **Table E5** lists the values for all the types of armor

Table E5 -- Armor

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	— Speed — (30 ft.) (20 ft.)		Weight ¹
Light armor								
Padded	5 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lb.
Leather	10 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Studded leather	25 gp	+3	+5	−1	15%	30 ft.	20 ft.	20 lb.
Chain shirt	100 gp	+4	+4	−2	20%	30 ft.	20 ft.	25 lb.
Medium armor								
Hide	15 gp	+3	+4	−3	20%	20 ft.	15 ft.	25 lb.
Scale mail	50 gp	+4	+3	−4	25%	20 ft.	15 ft.	30 lb.
Chain mail	150 gp	+5	+2	−5	30%	20 ft.	15 ft.	40 lb.
Breastplate	200 gp	+5	+3	−4	25%	20 ft.	15 ft.	30 lb.
Heavy armor								
Brigandine	200 gp	+6	+0	−7	40%	20 ft. ²	15 ft. ²	45 lb.
Plate mail	250 gp	+6	+1	−6	35%	20 ft. ²	15 ft. ²	65 lb.
Half-plate	600 gp	+7	+0	−7	40%	20 ft. ²	15 ft. ²	50 lb.
Full plate	1,500 gp	+8	+1	−6	35%	20 ft. ²	15 ft. ²	50 lb.
Shields								
Buckler	15 gp	+1	--	−1	5%	--	--	2 lb.
Light wooden	3 gp	+1	--	−1	5%	--	--	5 lb.
Light steel	9 gp	+1	--	−1	5%	--	--	3 lb.
Heavy wooden	7 gp	+2	--	−2	15%	--	--	10 lb.
Heavy steel	20 gp	+2	--	−2	15%	--	--	6 lb.
Tower	30 gp	+4 ³	+2	−10	50%	--	--	45 lb.
Barding						(50 ft)	(60 ft)	
Chain	500 gp	+5	+2	−4	--	35 ft	40 ft	170 lbs.
Full plate	3,000 gp	+8	+1	−6	--	35 ft. ²	40 ft. ²	150 lbs.
Full scale	1,000 gp	+4	+3	−4	--	35 ft. ²	40 ft. ²	170 lbs.
Half Plate	2,000 gp	+6	+2	−3	--	40 ft	50 ft	70 lbs.
Half brigandine	500 gp	+4	+1	−4	--	40 ft	50 ft	80 lbs
Half padded	100 gp	+1	+8	0	--	50 ft	60 ft	25 lbs.
Half scale	750 gp	+3	+2	−3	--	45 ft	50 ft	100 lbs.
Leather or padded	150 gp	+2	+6	0	--	50 ft	60 ft	60 lbs.

1: Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

2: When running in heavy armor, you move only triple your speed, not quadruple.

3: A tower shield can instead grant you cover. See the description.

4: Hand not free to cast spells.

found in the equipment lists.

There is some controversy historically over the different types of armor, all known or suspected types are not included here. I have chosen those types of armor I feel fit my setting.

Armor Qualities

Most classes are automatically proficient with the armors that work best for them. Armor and shields can take damage from some types of attacks.

Here is the format for armor entries (given as column headings on Table: Armor and Shields, below).

Cost: The cost of the armor for Small or Medium humanoid creatures. See Armor for Unusual Creatures, below, for armor prices for other creatures.

Armor/Shield Bonus: Each armor grants an armor bonus to AC, while shields grant a shield bonus to AC. The armor bonus from a suit of armor doesn't stack with other effects or items that grant an armor bonus. Similarly, the shield bonus from a shield doesn't stack with other effects that grant a shield bonus.

Maximum Dex Bonus: This number is the maximum Dexterity bonus to AC that this type of armor allows. Heavier armors limit

mobility, reducing the wearer's ability to dodge blows. This restriction doesn't affect any other Dexterity-related abilities. Even if a your Dexterity bonus to AC drops to 0 because of armor, this situation does not count as losing a Dexterity bonus to AC.

Your character's encumbrance (the amount of gear he or she carries) may also restrict the maximum Dexterity bonus that can be applied to his or her Armor Class.

Shields: Shields do not affect a character's maximum Dexterity bonus.

Armor Check Penalty: Any armor heavier than leather hurts a character's ability to use some skills. An armor check penalty number is the penalty that applies to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks by a character wearing a certain kind of armor. Double the normal armor check penalty is applied to Swim checks. A character's encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty.

Shields: If a character is wearing armor and using a shield, both armor check penalties apply.

Nonproficient with Armor Worn: A character who wears armor and/or uses a shield with which he or she is not proficient

Money & Equipment

takes the armor's (and/or shield's) armor check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks. The penalty for nonproficiency with armor stacks with the penalty for nonproficiency with shields.

Sleeping in Armor: A character who sleeps in medium or heavy armor is automatically fatigued the next day. He or she takes a –2 penalty on Strength and Dexterity and can't charge or run. Sleeping in light armor does not cause fatigue.

Arcane Spell Failure: Armor interferes with the gestures that a spellcaster must make to cast an arcane spell that has a somatic component. Arcane spellcasters face the possibility of arcane spell failure if they're wearing armor. Bards can wear light armor without incurring any arcane spell failure chance for their bard spells.

Casting an Arcane Spell in Armor: A character who casts an arcane spell while wearing armor must usually make an arcane spell failure roll. The number in the Arcane Spell Failure Chance column on Table: Armor and Shields is the chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of arcane spell failure.

Shields: If a character is wearing armor and using a shield, add the two numbers together to get a single arcane spell failure chance.

Speed: Medium or heavy armor slows the wearer down. The number on Table: Armor and Shields is the character's speed while wearing the armor. Humans, Elves, half-Elves, and half-Hobgoblins have an unencumbered speed of 30 feet.

They use the first column. Dwarves, Gnomes, and Hobbits have an unencumbered speed of 20 feet. They use the second column. Remember, however, that a Dwarf's land speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy load.

Shields: Shields do not affect a character's speed.

Weight: This column gives the weight of the armor sized for a Medium wearer. Armor fitted for small characters weighs half as much, and armor for Large characters weighs twice as much.

Armor Descriptions

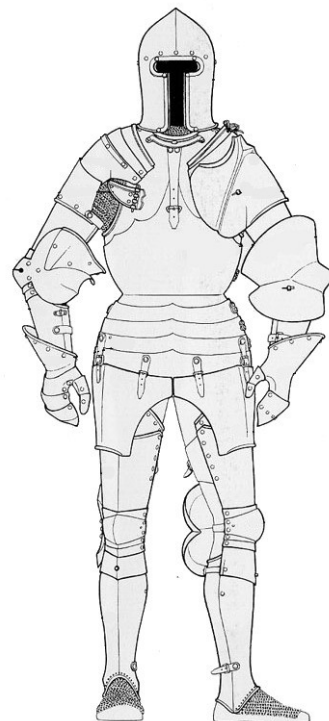
Brigantine: This armor is made from metal plates sewn or riveted to a layer of canvas or leather and protected by an outer layer of cloth or leather. It is rather stiff and does not provide adequate protection to the joints where the metal plates must be spaced widely or left off. It is the poor man's plate

Chain mail: Also known as simply "mail". This armor is made of interlocking metal rings. It is always worn with a layer of quilted fabric padding underneath to prevent painful chafing and to cushion the impact of blows. Several layers of mail are normally hung over vital areas. The links yield easily to blows, absorbing some of the shock. Most of the weight of this armor is carried on the shoulders and it is uncomfortable to wear for long periods of time.

Chain shirt: A lighter form of chain mail that ends at the waist. And has short sleeves. This armor can be concealed under other

clothing. Like chain mail it must have a some manner of padding under it to prevent chafing and irritation of delicate parts.

Full Plate: This is the impressive, high Gothic-style armor of the Late Middle Ages and Renaissance. It is perfectly forged and fitted. All the plates are interlocking and carefully angled to deflect blows. The surfaces are normally highly ornamented with etching and inlaid metals. Each suit must be carefully custom-fitted to the owner and there is only a 20% chance that a captured suit can be refitted to a new owner of approximately the same size. The metal plates are backed by padding and chain mail. The weight is well-distributed. The armor is hot, slow to don, and extremely expensive. Due to these factors, it tends to be used more for parades and triumphs than actual combat.



Hide: This is armor prepared from the extremely thick hide of a creature (such as an buffalo) or from multiple layers of regular leather. It is stiff and hard to move in.

Leather: This armor is made of leather hardened in boiling oil and then shaped into breastplate and shoulder protectors. The remainder of the suit is fashioned from more flexible, somewhat softer materials.

Padded: This is the simplest type of armor, fashioned from quilted layers of cloth and batting. It tends to get hot and after a time becomes foul with sweat, grime, lice, and fleas.

Plate mail: This armor is a combination of chain or brigandine with metal plates (cuirass, epaulettes, elbow guards, gauntlets, tassets, and greaves) covering vital areas. The weight is distributed over the whole body and the whole thing is held together by buckles and straps. This is the most common form of heavy armor.

Ring mail: This armor is an early (and less effective) form of chain mail in which metal rings are sewn directly to a leather backing instead of being interlaced. (Historians still debate whether this armor ever existed.)

Scale mail: This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish.

Shields: All shields improve a character's Armor Class by 1 or more against a specified number of attacks. The reference to the size of the shield is relative to the size of the character. Thus, a



Money & Equipment

Human's small shield would have all the effects of a medium shield when used by a Gnome.

A *buckler* (or target) is a very small shield that fastens on the forearm. It can be worn by crossbowmen and archers with no hindrance. Its small size enables it to protect against only one attack per melee round (of the user's choice), improving the character's Armor Class by 1 against that attack.

A *small shield* is carried on the forearm and gripped with the hand. Its light weight permits the user to carry other items in that hand (although he cannot use weapons). It can be used to protect against two attacks of the user's choice.

The *medium shield* is carried in the same manner as the small shield. Its weight prevents the character from using his shield hand for other purposes. With a medium shield, a character can protect against any frontal or flank attacks.

Tower: This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. However, you can instead use it as total cover, though you must give up your attacks to do so. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. You cannot bash with a tower shield, nor can you use your shield hand for anything else.

Studded leather: This armor is made from leather (not hardened as with normal leather armor) reinforced with close-set metal rivets. In some ways it is very similar to brigandine, although the spacing between each metal piece is greater.

In addition to the types of armor listed above, there are special armors prepared from rare or exotic materials. They're usually not available on the market in an regular fashion, and are very costly.

Barding: A war horse, or any animal trained for combat, is a considerable investment for the average warrior. Therefore, it behooves the owner to see that his mount is as well protected as possible. Other than avoiding risks, the best non-magical protection is horse armor or barding. Barding is simply some type of armor fitted to be worn by the mount. Full barding covers the neck, chest, and body of the beast, while half barding covers the head, neck, chest, and front quarters. Barding can be made from many different materials; stouter types provide increasing protection according to the Armor Class bonus of the construction.

All of this, however, is at the expense of increased weight and lowered maneuverability of the mount. Plate barding, for example, is the equivalent of a warrior's plate armor and is made of carefully interlocked plates and joints. It provides an Armor Class bonus of +8 to the mount. It weighs at least 80 to 100 pounds at the lightest and thus, a fully equipped war horse with this armor can manage little more than a steady trot at top speed.



Barded animals also require special attention. Care must be taken to prevent chafing and sores. The mount cannot wear the armor indefinitely. It must be removed at night and ideally should not be worn except in preparation for a battle or tournament. Fitting or removing horse barding takes 15 minutes for leather and 30 minutes for metal armors. The weight of barding is carefully distributed to account for the weight of the armor and the rider, so barded animals cannot be used as pack animals! It is normal practice to have a second mount for carrying gear and supplies.

In addition to horses it may be possible to fit barding on more fantastic mounts. Flying steeds can wear only leather or magical barding. Aquatic creatures cannot wear normal barding although extremely rare magical pieces may exist. Other land creatures can certainly be barded, provided your DM rules that they are sturdy enough to carry the weight of armor and rider.

Armor Sizes

The equipment list reflects the price of a suit of armor (including an appropriate helmet) made for any normal player character race. Although a Hobbit is much smaller than a human and needs a smaller suit, there is no less skill involved in making it. Thus, the armor for a Hobbit is as expensive as that for a human. The material is not a deciding fact in the cost. Plate armor for an Ogre would not cost a great deal more than similar armor for a Human. Mail armor would due to the increase in the time required to make it. Armor for nonstandard sizes and shapes may cost significantly more and must be custom-made.

When armor is found during the course of an adventure, the players should note the creature who wore the armor previously. While a human-sized character might be able to wear the armor of a Gnoll, it will do little good for a Hobbit. Likewise, the armor of a giant is of little use to anyone.

Armor size also affects the weight of the armor, if the optional encumbrance system is used. The weights listed on the table are for human-sized (Medium) armors. Variations are noted in the table below.



Money & Equipment

Table E6 – Unusual Armor Cost & Weight

Size	Humanoid		Nonhumanoid	
	Cost	Weight	Cost	Weight
Tiny or smaller ¹	x1/2	x1/10	x1	x1/10
Small	x1	x1/2	x2	x1/2
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x5	x8	x5
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12

¹ Divide armor bonus by 2.

Getting Into and Out of Armor

There are times when it is important to know how quickly a character can get into or out of his armor. Accidents and unforeseen events happen all the time. The party is attacked at night. Those sleeping around the campfire may want to don their armor before rushing into battle. A character slips and falls into the river where his heavy armor pulls him down like a stone. He greatly desires to get it off before he drowns. Just how long does it take him?

The time required to don armor depends on its make. Those armors that are a single piece--leather tunics, robes, chain mail--take one round (two for metal items) to don with slight assistance. Without aid, the time is doubled. Armor that is made of separate pieces require 1d6 + 4 rounds, again with assistance. Without help, the time required is tripled. In all cases, the times given assume that the proper undergarments and padding are also worn.

Sometimes characters need to get into armor in a hurry and thus, they dress hastily. This assumes that some buckles aren't fastened, seatings adjusted, etc. Single suits can be hastily donned in one round at the cost of 1 worse AC (though never worse than 8). Thus, a fighter could hastily pull on his brigandine jack (AC 6) and charge into a fray with an AC of 7. Hastily donning piece armor (plate mail for example) improves the character's AC by 1 (from a base of 10) for every round spent dressing. A fighter could choose to spend three rounds fitting on parts of his plate mail, giving him an AC of 7, before going into battle.

Removing armor is a much quicker matter. Most can be shed in a single round. Piece armor (particularly full plate) requires 1d4 + 1 rounds. However, if the character is willing to cut straps and bend pins, such armors can be removed in half the time (roll 1d4 + 1, divide by 2, then round fractions up).

Creatures with Natural Armor Classes

Some creatures possess a natural Armor Class already superior to some of the armor types (for example, a Centaur is AC 15, or +5 to AC.). However, these creatures can still benefit from wearing armor. The plus on the armor stacks normally



Other Goods and Gear

Table E7 -- Equipment

Clothing

	Linen	Cotton	Silk	Wool
Cloth by the Bolt ¹				
Plain	20 gp	40 gp	50 gp	40 gp
Polished	35 gp	55 gp	60 gp	--
Velvet	40 gp	60 gp	100 gp	60 gp
Brocade ²	60 gp	80 gp	120 gp	80 gp

Cloth Finished goods

Bodice	2 sp	5 sp	2 gp	2 sp
Breeches	1 gp	3 gp	5 gp	9 sp
Cap, hat	3 cp	1 sp	1 gp	1 gp
Girdle	2 sp	5 sp	2 gp	2 sp
Cloak	8 sp	15 sp	2 gp	5 gp
Gloves	1 gp	1 gp	5 gp	2 gp
Gown, common	12 sp	15 sp	2 gp	1 gp
Jacket	3 gp	6 gp	8 gp	10 gp
Hose	2 gp	5 gp	10 gp	--
Robe				
Common	9 sp	5 gp	15 gp	8 sp
Embroidered	20 gp	25 gp	50 gp	19 gp
Sash	1 sp	3 sp	5 sp	4 cp
Surcoat	6 sp	10 sp	15 sp	5 sp
Tabard	6 gp	12 gp	15 gp	5 gp
Toga	1 sp	2 sp	5 gp	4 cp
Tunic	8 sp	10 sp	2 gp	7 sp
Underwear	2 sp	6 sp	1 gp	3 sp
Vest	6 sp	8 sp	1 gp	5 sp

Leather Goods

Baldric	3 sp
Belt	3 sp
Bodice	1 sp
Breeches	5 sp
Boots	--
Riding	3 gp
Soft	1 gp
Working	2 gp
Fur Cloak	5 gp
Girdle	3 gp
Knife sheath	2 cp
Sandals	2 cp
Shoes	1 gp
Sword scabbard	4 gp
Cloak Pin (silver)	1 gp
Plain brooch (silver)	1 gp

1: Garment weight cloth, heavier cloth and lighter cloth will cost more

2: Brocades start at the listed price. They can go much higher depending on the number of colors and the complexity of the pattern.

Daily Food and Lodging

Beverages

Ale /Beer	
gallon	2 cp
pint	0.25 cp
Cider	
Gallon	4 cp
Pint	.5 cp
Coffee (per cup)	5 gp
Small beer (per gallon)	1.5 cp
Tea (per pot)	0.25 cp
Wine/Mead per bottle/jug	
Poor	1 sp
Common	2 sp
Good	5 sp
Fine	5 gp

Food

Meals (per day)	--
Poor	2 cp
Common	1 sp
Good	5 sp
Rich	2 gp

Lodging

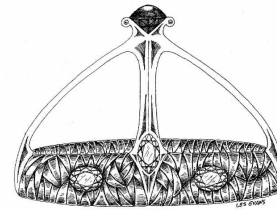
City rooms (per month)	
Poor	4 sp
Common	10 gp
Good	20 gp
Rich	100 gp
Grain and stabling for a horse (daily/week)	2 sp/1 gp
Inn lodging (per day/week)	--
Poor	1 cp/5 cp
Common	5 sp/2 gp
Good	1 gp/5 gp
Rich	5 gp/25 gp

Household Provisioning

Bread (per loaf)	0.5 cp
Butter (per lb.)	2 cp
Cheese , small wheel (5 #)	2 sp
Coarse sugar (per lb.)	1 sp
Coffee (per lb.)	50 gp
Dry rations (per week)	10 gp
Eggs (per gross)	2 sp
(per dozen)	1 cp
Fruit	
Fresh (per lb.)	3 cp
Dried (per lb)	1 sp
Firewood (per day)	0.5 cp
Grains (Rice, Wheat, Rye) (per lb.)	2 cp
Herbs (Garlic, Rosemary) (per lb.)	5 cp
Honey, pint	1 sp
Meat, Fresh For one day (2 lb)	
Beef	2 cp
Chicken	0.5 cp
Fish ¹	0.5 cp
Mutton/Goat	1 cp
Pork	1 cp
Venison	1 sp

Meat, Salted or Pickled (per Barrel)	
Beef	12 gp
Fish	3 gp
Mutton/Goat	6 gp
Pork	6 gp
Nuts (per lb.)	1 cp
Raisins (per lb.)	2 cp
Salt (per lb.)	1 cp
Spice (per lb.)	
Exotic (saffron, clove)	15 sp
Rare (pepper, ginger)	2 sp
Uncommon (cinnamon)	1 sp
Tea (per lb.)	1 sp
Tun of Ale (250 gal.)	10 gp
Tun of cider (250 gal.)	20 gp
Tun of good wine (250 gal.)	250 gp
Vegetables	
Fresh (per lb)	0.5 cp
Preserved (per lb)	1 cp

1: Only available near water.



Services

Barber, shave & cut	0.5 cp
Bath	3 cp
Brothel	
Poor	2 sp
Common	2 gp
Good	10 gp
Rich	50+ gp
Catering	
Good	1cp/guest + food
Rich	1sp/guest + food
Clerk (per letter)	1 sp
Doctor, "Physic	3 sp
Guide, in city (per day)	2 sp
Healer	1+ gp
Smith	
Horseshoeing	4 cp
iron repairs	1+ cp
welding (per weld)	1 cp
Wrought work	By Job
Lantern or torchbearer (per night)	3 cp
Laundry (by load)	1 cp
Lawyer	
Court Case	5+ gp
Document	1 gp
Messenger, in city (per message)	1 sp
Minstrel (per performance)	1 gp
Mourner (per funeral)	2 cp
Teamster w/wagon	1 cp/mile
Road or gate toll	1 cp/person
Shill (per day)	2 cp
Ship's passage	1 sp per mile

Money & Equipment

Spellcasting	
Spell, 0-level	5 gp x Min Caster level ²
Spell, 1st-level	10 gp x Min Caster level ²
Spell, 2nd-level	20 gp x Min Caster level ²
Spell, 3rd-level	30 gp x Min Caster level ²
Spell, 4th-level	40gp x Min Caster level ²
Spell, 5th-level	50 gp x Min Caster level ²
Spell, 6th-level	60 gp x Min Caster level ²
Spell, 7th-level	70 gp x Min Caster level ²
Spell, 8th-level	80 gp x Min Caster level ²
Spell, 9th-level	90 gp x Min Caster level ²
Worker, skilled (per day)	1 sp
Worker, unskilled (per day)	3 cp

2: See spell description for additional costs. If the additional costs put the spell's total cost above 3,000 gp, that spell is not generally available.

Transport Vehicles

Land

Carriage	--
Cab	100 gp
Common	150 gp
Landau	200 gp
Coach	
Mail	500 gp
Ornamented	1,000+ gp
Cart	
Pony	25 gp
Dog	20 gp
Ox	15 gp
Chariot	--
Riding	75 gp
War	150 gp
Sedan chair	50 gp
Wagon	
general farm	50 gp
light farm	25 gp
cargo	75 gp
heavy cargo	150 gp
Wheel	3 gp

Water

Canoe --	
Small	30 gp
War	50 gp
Seagoing Ships	--
Longship	6,000 gp
Markian Clipper (220+)	45,000 gp
Merchantman, Coaster (50-80)	5,000 gp
Merchantman, Large (130-160)	25,000 gp
Merchantman, Small (90-120)	15,000 gp
Merchantman, Clipper (170-200)	35,000 gp
Ships boat (10-20)	500 gp
Warship, Frigate	50,000 gp
Warship, Great galley	30,000 gp
Warship, Ship of the Line	70,000-150,000 gp
Warship, Sloop	30,000 gp
Flying Ships	100,000+ gp ¹

Oar	--
Common (per pair)	2 gp
Galley	10 gp
River boats	
Barge	500 gp
Flatboat (large raft)	10 gp/100sqft
Keelboat, small (20-40)	600 gp
Keelboat, large (40-60)	1000 gp
Paddlewheel (80-120) (magic powered)	175,000 gp
Sailing boat (50-80)	4,000 gp
Sail	20 gp

1: Added to the cost for the ship itself.

Animals

Camel	50 gp
Cat	
Common	1 sp/free
Exotic pet (Serval, etc.)	250 gp
Hunting cat (Cheetah, etc.)	5,00 gp
Cattle	
Bull	10 gp
Cow	5 gp
Calf	5 sp
Ox	7 gp
Chickens	
Rooster	2 cp
Hen	2 cp
Capon	3 cp
Guinea hen	1 cp
Dog --	
Common	5 sp/free
Guard	25 gp
Hunting	17 gp
War	20 gp
Donkey or ass	8 gp
Duck (either gender)	3 cp
Goose (either gender)	5 cp
Goats	
Billy	8 sp
Nanny, common	5 sp
Nanny, dairy	9 sp
Kid	5 sp
Hogs	
Boar	10 sp
Sow	8 sp
Pig	3 sp
Horse --	
Draft,	
light	50 gp
medium	75 gp
heavy	100 gp
super heavy	200 gp
specialty	200+ gp
War	
Light	150 gp
Medium	225 gp
Heavy	400 gp
Nag	35 gp
Pony	30 gp
Riding	75+ gp

Money & Equipment

Mule		
Common	50 gp	
Draft	75 gp	
Hunting Birds		
Falcon fledgling	25 gp	
Falcon, trained	100 gp	
Tercel, fledgling	20 gp	
Tercel, trained	80 gp	
Partridge	5 cp	
Peacock	5 sp	
Pigeon, homing	100 gp	
Sheep		
Ram	14 sp	
Ewe	12 sp	
Lamb	3 sp	
Songbird	10 sp	
Squab	1 cp	
Swan	5 sp	
Water Buffalo		
Bull	35 gp	
Cow	30 gp	
Calf	10 gp	
Ox	30 gp	

Tack and Harness

Item	Cost	Weight
Bit and bridle	15 sp	3 lbs.
Cart harness	2 gp	10 lbs.
Halter	5 cp	1 lbs.
Horseshoes & shoeing	5 sp	5 lbs.
Saddle	--	--
Pack	5 gp	15 lbs.
Riding	25 gp	25 lbs.
War	35 gp	30 lbs.
Saddle bags	--	--
Large	4 gp	8 lbs.
Small	3 gp	5 lbs.
Saddle blanket	3 sp	4 lbs.
Yoke	--	--
Horse	5 gp	15 lbs.
Ox	3 gp	20 lbs.

Miscellaneous Equipment

Item	Cost	Weight
Alchemist's lab	500 gp	40 lb.
Artisan's tools	5-500 gp	5 lb.
Backpack	2 sp	2 lbs.
Barrel, small	2 sp	30 lbs.
Basket	--	--
Large	1 sp	1 lbs.
Small	2 cp	0.5 lbs
Bell, small	1 gp	--
Belt pouch	--	--
Large	1 sp	1 lbs.
Small	3 cp	½ lbs.
Block and tackle	5 gp	5 lbs.
Bolt case	1 sp	1 lbs.
Bucket	2 sp	3 lbs.
Candle	1 cp	*
Canvas (per sq. yard)	4 sp	1 lbs.
Chain (per ft.)	--	--

Heavy	4 sp	3 lbs.
Light	3 sp	1 lbs.
Chest	--	--
Large	1 gp	25 lbs.
Small	5 sp	10 lbs.
Chalk, large stick	1 cp	*
Climber's kit	80 gp	50 lb.
Clock		
Mantel	2,000 gp	5 lbs.
Ship's	5,000 gp	3 lbs.
Hall	3,000+ gp	50 lbs.
Tower	2,000 + gp	500 lbs
Water	1,000 gp	200 lbs.
Watch	7,500 gp	.5 lbs.
Compass		
Common	50 gp	1 lb.
Ship's	100 gp	5 lbs.
Crampons	4 sp	2 lbs.
Disguise kit	50 gp	8 lb.
Fishhook	1 cp	**
Fishing net, 10 ft. sq.	4 sp	5 lbs.
Flint and steel	5 cp	*
Glass bottle	10 sp	*
Grappling hook	8 cp	4 lbs.
Healer's kit	50 gp	15 lb.
Holy symbol	25+ gp	*
Holy Water (flask)	25 gp	1 lbs
Hourglass	25 gp	1 lbs.
Iron pot	5 sp	2 lbs.
Ladder, 10 ft.	5 cp	20 lbs.
Lantern	--	--
Beacon	15 gp	50 lbs.
Bullseye	1 gp	3 lbs.
Hooded	7 sp	2 lbs.
Lock	--	--
Very simple	20 gp	1 lb.
Average	40 gp	1 lb.
Good	80 gp	1 lb.
Amazing	150 gp	1 lb.
Manacles	15 gp	2 lb.
Magnifying glass	10 gp	*
Map or scroll case	8 sp	½ lbs.
Merchant's scale	2 gp	1 lbs.
Mirror, small metal	1 gp	*
Musical instrument	5-100 gp	½-3 lbs.
Oil (per flask)	--	--
Greek fire	10 gp	2 lbs.
Lamp	1 cp	1 lbs.
Paper (per sheet)	2 cp	**
Papyrus (per sheet)	1 cp	**
Parchment (per sheet)	1 sp	**
Perfume (per vial)	50 gp	*
Piton	3 cp	½ lbs.
Quiver	8 cp	1 lbs.
Rope (per 50 ft.)	--	--
Hemp	1 gp	20 lbs.
Silk	10 gp	8 lbs.
Sack	--	--
Large	2 cp	½ lbs.
Small	1 cp	*
Sewing needle	5 sp	**

Money & Equipment

Signal whistle	8 sp	*
Signet ring or personal seal	5 gp	*
Soap (per lb.)	5 cp	1 lbs.
Spyglass	1,000 gp	1 lbs.
Tent	--	--
Large	25 gp	20 lbs.
Pavilion	100 gp	50 lbs.
Small	5 gp	10 lbs.
Thieves' picks	30 gp	*
Torch	0.5 cp	1 lbs.
wax (per lb.)	2 cp	1 lbs.
Whetstone	2 cp	1 lbs.
Wineskin	1 cp	1 lbs.
Winter blanket	5 sp	3 lbs.
Writing ink (per vial)	8 sp	*

*These items weigh little individually. Ten of these items weigh one pound.

** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

Equipment Descriptions

Not every piece of equipment is described here. The vast majority of things found on the equipment lists need no description, as their functions, forms, and purposes are obvious. Only those items whose use is obscure or appearance is unusual are described below. Specific game effects of equipment are given in the appropriate sections of the rules.

Clothing

Most items of clothing do not require explanation. The possible, and available styles of clothing are infinite, or at least more varied than I can list in this volume. A representative example is all that is given, and an explanation of the various types of cloth.

Keep in mind that cloth in general is expensive. Unless you live in the city, you do not buy cloth by the yard. You and your family harvest, process, spin and weave all your own clothing. No cash outlay is made except for needles and pins. Buttons are carved from local materials, etc. This applies even to the rich, except they have servants do the work. Only in areas where each family cannot have a flax patch is cloth bought. The availability of cloth we enjoy is the direct result of the industrial revolution. Before that time all cloth was hand spun and hand woven. It would take a family a year to spin enough thread for one man's shirt. Leather garments were thus common. It was easier to make leather than cloth.

Once you buy the cloth, you make your own clothing. Again, "off the rack" does not exist. Members of the lower classes do not buy made clothing. The services of the tailor and coterie are beyond their means. They buy what cloth they can afford, and make their own clothing.

Most people have only one suit of

clothing. The well to do might have a change, and a "Sunday best" outfit. Only the very rich have need for closets or chests to hold clothing. Their servants are dressed in the master's castoffs. Only the filthy rich have livery for servants.

Because cloth is so valuable, a garment is not lightly discarded. Every city will have the used clothing market where the castoffs of the rich and middle class are to be found. Faded from washing and or no longer in fashion, the garments are passed down. Used clothing can typically be had for half to a tenth the listed new price depending on condition.

Cloth Types

Linen: Linen is the common cloth of the common folk. Linen is made from the stems of the flax plant, and can be a very fine fabric indeed. Due however to the commonness of silk the finer weaves are not usually made. From canvas to handkerchiefs are made from linen. The usual climate of the world is such that cotton or silk is more comfortable to wear during most of the year. Linen is hard wearing and will last for years. A necessity in a technology when a year's labor can go into a single shirt.

Cotton: A lighter fabric than linen, it breaths better. Loosely spun it is even warmer. The problem with cotton is the labor intensive nature of the fabric. Harvesting the bolls of cotton, then removing the seeds to prepare it for spinning is work requiring many hands and many hours. While cotton is a more desired fabric than linen, it is twice the cost due to labor alone.

Silk: Silk is the cloth of wealth. While silk is common it is even more labor intensive than cotton, and requires delicate handling during the weaving process. It is warm in the cold and cool during the hot, and looks great.

Wool: Wool is hard wearing, easy to come by easy to work. Unfortunately it is not well suited to the climate most people live in. While used for outer garments like cloaks, you will not find it in common use as clothing under most circumstances.



Transport

Seagoing vessels: Ships come in a large variety of shapes and sizes. Local variations on the basic forms here will occur. As a general rule any vessel, other than a dedicated warship, can carry six times its length in tons of saleable cargo. That is a 100 foot ship could haul 600 tons of cargo. The rest of the ship is occupied by working spaces, quarters, and provisions for the crew (a ship must carry all its own water). Passengers require a ton of cargo space a month each in terms of space and provisions. In absolute terms the ship can carry 8.5 times its length in displacement.



Markian Clipper: This ship is the largest of the seagoing merchant ships. It is designed for the long haul to Markia on the other side of the world. It has three square-rigged masts and is over 200 feet in length. Its great size and draft are intended to aid in surviving the rigors of a deep ocean voyage lasting months out of the sight of land.

Merchantman, Coaster: This ship is seen from one end of the world to the other in various forms. Fitted with one or two masts and rigged with square, lanteen, crab, or slatted sails depending on local preference and culture. While a sturdy little ship it is not truly fit to leave the sight of land. Crew is seldom more than 6.

Merchantman, Small: This cargo ship is a swift and seaworthy trader. It is fitted with two to three masts. This vessel is not economical for long voyages as it cannot carry enough supplies for the crew, and enough cargo for a profitable venture. Crew will number up to 14

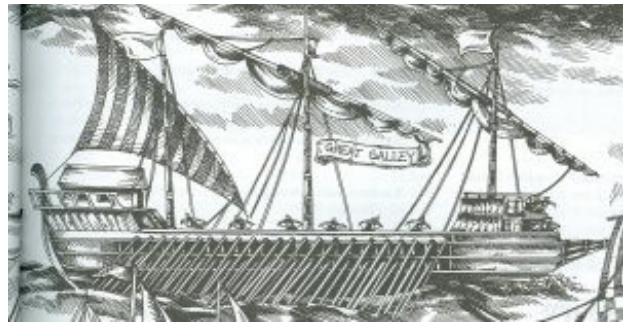
Merchantman, Large: The bulk of the over seas trade falls to this class of vessel. It's size means it can carry enough supplies and cargo to make a long voyage of a month or more in relative comfort, and hold cargo enough to make a profit. It is fitted with three masts and is of deep draft. Crew is from 20 to 26 men and boys.

Merchantman, Clipper: The largest of the trading vessels. The common clipper is somewhat smaller and less heavily built than the Markian Clipper. It is also cheaper to build. These ships have three masts, and require a crew of 30 to 36 men and boys. Their large size and deep draft make them unsuitable for short haul voyages. Their expense prevents the ownership by most individual masters. The few that exist are in the hands of trade guilds and consortiums.

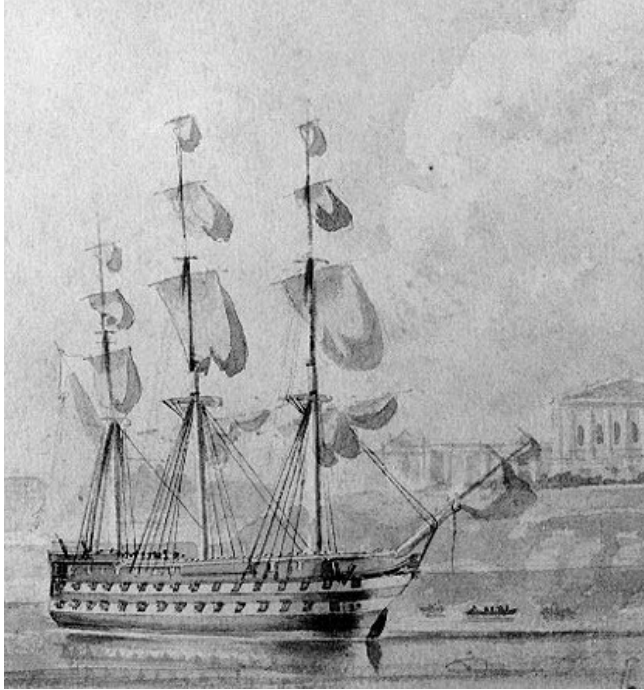
Ship's boat: A simple row boat in most respects. A long boat usually has a flat stern fitted with a tiller and rudder, and 6 to ten oars for power. Some are fitted with a single mast as well. The given price is for a model in the middle of the size range listed.



Warship, Frigate: The workhorse of the modern navy. Frigates are the cruisers of the Greyhawke seas. They are between 150 to 200 feet long and are armed with 32-42 guns of 18-24 pounds, as well as up to 12 additional guns of smaller size on the spar deck. They have three masts and require crews of 250 to 350 men and boys, to man the guns and sails. As is the case with all warships, the cost reflects only the ship's structure and rigging, not the cost of the guns. These ships are built very heavily to withstand the punishment of cannon fire.



Warship, Great galley: This is the last of the rowed warships. Eyrie's introduction of cannon to the art of naval warfare drove the delicate and graceful biremes and triremes off the water. Great Galleys are 130 feet long and 20 feet wide. The main power comes from 140 rowers, one man to an oar, but is supplemented by three masts; this combination gives it better speed and handling. Great Galleys are exclusively used for the defense of harbors, inlets and rivers. They can turn quickly and maneuver in areas that a sail only vessel has a great deal of trouble in. Like all galleys, the great galley is a coastal vessel, rarely venturing into open water. It is not seaworthy in heavy storms and waits in port for these to pass. The armament of the Galley is restricted because of the need for the banks of oars where the guns would normally be placed. 4 to 6 large guns, 24 or 36 pounders are placed in a reinforced castle on the bows of the ship facing forward. This and up to four lighter cannon in the stern are the ship's only arms. Most Galleys also are equipped with rams, and carry a large number of marines. The usual tactic is to fire, ram and board. With the need for rowers, sail handlers, marines and officers the crew on a Great Galley can run as high as 500 men and boys.



Warship, Ship of the Line: The largest of the warships. Ships of the Line are divided into 3 "rates" or sizes depending on their number of guns. All ships of the line have two or three gun decks. Only two ships over 100 guns have ever been built.

3rd rate -- 50 to 64 guns

2nd rate -- 66 to 80 guns

1st rate -- 82+ guns

Ships of 80 guns and over will have three gun decks. Lighter armed ships will have two. Ships of the Line carry the following guns on each deck. Lowest deck 36 pounders, second gun deck 24 pounders, top gun deck 18 pounders. Up to 24 additional lighter guns may be carried on the spar deck.

All ships of the line are built heavy, both to carry the weight of their armament and to withstand the punishment from enemy guns. These ships are not fast or maneuverable, "stately" is the best that can be said of them. They have three masts in square rig. Crews number from 400 for the smallest of the ships of the line to a staggering 600 men for the largest vessels. Ships of the Line are from 180 to 250 feet in length.

Warship, Sloop: The Sloop is the lightest ship built for the purpose of carrying guns. A sloop will range from 80 to 120 feet in length, and carry from 18 to 24 guns in the 6 to 18 pound range. Sloops are rigged like the larger vessels with three masts carrying square sails. Sloops do not have a proper gun deck so all guns are carried on the spar deck. Sloops are manned with from 130 to 220 men and boys.

Flying Ships: Flying ships are an innovation that has been rediscovered and they are beginning to be seen once again. Any ship type can be built as a flying ship. Either with the standard hull shape or the newer hulls adapted to ground landings as well as water. A water ship cannot be adapted to become a flying ship, they have to be purpose built for the task. Construction requires that the magic that allows the ship to fly, and tack in the air as if it was on water be built into the vessel from the start. Cost for these vessels is 100,000 gp plus the cost of the desired ship type.



Riverboats: The rules for riverboats are a little different than seagoing vessels. Navigable rivers are usually calm wide streams that have neither the weather nor waves of the open sea. A river boat can be lighter built, and carry more cargo. Riverboats also do not need to carry provisions, especially water as the river itself is a usable source of water.

Barge: A barge is nothing more than a raft with sides. The bow and stern are usually angled or rounded to aid in passage through the water. Barges are usually nothing more than a means of floating cargo down a river. They move by oar, tow, or polling. Crew lives atop the cargo, and ties up at shore during the night. Because of the sides a barge has much greater displacement than a raft and can carry greater cargo. The general rule for figuring the cargo of a barge is a ton of cargo for each 100 square feet of space and foot of side after the first foot. So a barge 15 feet wide and 80 feet long with sides 2.5 feet deep could carry 18 tons of cargo. Be that one stone for a massive structure, or piled to the sky with bags of goose down.

Flatboat: A large raft. No amenities, and little cargo space. A flatboat is controlled with oars or poles and must tie up at night. Flatboats are not permanent vessels, they are usually the transportation of need. A cargo to be moved and no other means of moving it. In the case of logs for lumber, the raft and the cargo are one in the same. A flatboat can carry a quarter ton of cargo for each 100 square feet of area. Cargo in this case meaning everything carried including the weight of crew and belongings.

Keelboat: Keelboats are the usual transport on small or shallow rivers. Their primary motive power is poles or oars. As the name suggests a "keelboat" has a keel. That is it looks like what most people would call a boat. Most have a low cabin that runs the length of the boat and protects the cargo. A narrow walkway to either side provides the space for the crew to pole the boat. Keelboats require large crews for their size due to the need to move up stream. Two crew per 10 feet of boat. No more than that however or they don't have room to work. Like all river boats keelboats tie up at night.

Paddlewheel: This type of boat is only found in the more civilized areas. The magical propulsion of the vessel accounts for the expense of the thing. In practice they are large barges for the sake of cargo carried. Most have a small cabin on the bow or stern, for crew and pilot as well as the housing for the wheel. Wheels can be either in the middle, the rear or the sides. Paddlewheel boats that carry passengers will usually have a deck canopy over the entire boat. The area taken by the paddles and deck cabins are not counted into the cargo area. A few attempts

have been made to have manual powered paddlewheels, the idea was dropped because of the crew required. While a paddlewheel boat could travel at night, they also tie up for safety.

Sailing boat: Sails are only used on wide rivers where the boat has room to tack, or where the prevailing wind is perpendicular to the major direction of the river. Sailing boats made for river use are a little lighter built than similar craft for sea voyages, and have fewer amenities like galleys.

Animals

Birds:

Hunting Birds: Falcons & Tercels: The hunting birds used in sport the female and male. Very few people use them to live by. The price listed is for an average bird such as a Peregrine. Larger and smaller types will vary in price.

Partridge: Food, feeds two

Peacock: Ornamental, or food, feeds 3-4.

Pigs: Pigs is pigs. Pigs are kept for meat and hide. They are not as large as is common with modern domestic stock. A large hog weights 150 pounds.

Pigeon, homing: For message carrying. You must have a pigeon trained for the location you wish to send the message to.

Sheep: Kept for wool meat and milk. Sheep are not usable as beasts of burden. Sheep are somewhat delicate, and require good grazing to do well.

Songbird: Ornamental. Buy or catch your own.

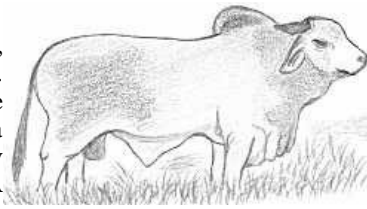
Squab: Otherwise called a pigeon or a dove. Used as food, feeds one.

Swan: Larger water fowl ornamental or food, feeds 6-8

Camels: Mean, nasty, stubborn, vicious, and if any other animal had their sheer stamina, endurance and carrying capacity, everyone of the suckers would be shot. However, there isn't, so they don't.

Cat: Mouser and sometimes pet, the rich may indulge in the more exotic types.

Cattle: Kept for burden, hide, meat and milk. Greyhawken cattle resemble the Brahman cattle of India rather than the beef or dairy cattle of the modern west. A large bull is 1200 pounds, not the 2000 2500 of an Angus beef. An Ox is a castrated bull used for labor. They can pull more than a horse of equal size, and are cheaper because they are much slower. Most peasant farmers will plow with oxen or a bull rather than a horse.



Donkey or ass: A small beast of burden whose manner and capacity are far underrated. A donkey or ass can carry 1/2 their weight and pull twice their weight.

Goats: Kept for meat and milk, some varieties will produce wool (angora goat). Goats are the choice when the resources will not support sheep.

Horses:

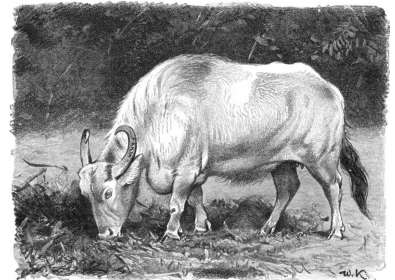
Draft: Let the load fit the horse. Draft Horses run from 750 pound ponies to over a ton and half each for the super heavy. The

distinguishing characteristics are the large bones and heavy built bodies, usually too wide to comfortably ride. A draft horse can carry a quarter of its weight or pull its full weight. An example of the specialty draft horse would be the "Marquise Trotter" used in the Eyrian postal system. A horse that can trot quickly for several hours at a time, and is used in teams of six to move the post coaches.

War: Horses are not by nature aggressive. They have to be trained in that art and manner, hence the cost of the war horse. War horses are similar to the draft breeds, but lighter built for riding rather than pulling. A horse not trained for war will attempt to flee any combat, with or without the rider. Managing the horse, if possible, will take all the rider's skill and strength, leaving none to fight with.

Mule: A cross between a horse mare, and donkey stallion. This beast combines the best attributes of the horse (Intelligence, size), with the best traits of the donkey (common sense, strength). The resulting animal is better than the sum of its parts. However, it is sterile. A mule can carry a third of its weight or pull half again its own weight. Unlike a horse a mule will not willingly enter a hostile or dangerous situation. The creature *does* possess common sense, and uses it. Mules cannot be used in war except as beasts of burden. They will not fight, and will flee if attacked.

Water Buffalo: Larger cousin of the cattle. While Water Buffalo can be aggressive, they weigh in over a ton each, and have a greater capacity for work. They are not found in arid or semi-arid areas.



Tack and Harness

Saddles: There are three basic saddles--riding, pack, and war. Riding saddles take many forms, but their basic purpose is to carry a person. Pack saddles are special frames designed to carry supplies and equipment. The only practical limit to how much a well-stowed pack saddle can carry is the carrying ability of the animal. A War Saddle is a heavier version of the riding saddle designed to more firmly hold the rider on the horse. In those cultures where jousting is a part of warfare, the cantle, or back of the saddle, will be raised to prevent the knight from being unhorsed.

Miscellaneous Equipment

Alchemist's Lab: An alchemist's lab always has the perfect tool for making alchemical items, so it provides a +2 circumstance bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan's Tools: These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (-2 penalty on Craft checks), if you can do the job at all.

Money & Equipment

Clocks: All clocks are expensive. The manufacture of clocks is exclusively the work of one guild of Gnomes in Phi Chi. They and they alone hold the secret to making the fine mechanisms work.

Hall Clock: What we would call a "grandfather clock". These large time pieces are never plain, and always made to order. The cases are the finest workmanship, and only the plainest of them tell only the time. Phases of the moon, passing seasons, tide dials, chimes, automata, and moving constellations are all among the options that the master clockmakers can deliver, for a price. The listed 3000 gp will buy only the simplest of hall clocks that tells the hour and minute in a good case. A person wishing all the works in a gold or crystal case could spend in excess of 100,000 gp on a single clock. Hall clocks are driven by dropping weights.

Mantel clock: This is a scaled down version of the Hall clock meant to fit on a mantel or sideboard. Fewer options are available for this kind of clock. Mantle clocks are spring driven.

Ship's Clock or chronometer. This version of the clock is priced not for the value of it's fancy work, few if any have any more function than time and day of the week. These clocks are prized for accuracy, and that alone. Finding longitude is a matter of time, and accurate time is a absolute requirement for that purpose. Special treatment makes this clock accurate no matter what changes in temperature or humidity occur. Changes that will easily throw off any other spring wound timepiece. Ship's clocks are usually housed in a brass casing about 8 inches in diameter and 3 inches deep.

Tower Clock: the largest of the clocks it is intended to be viewed by the public. The faces of such clocks are huge and some have more than one face. The price reflects the size of the components and the face they seldom have the fancy mechanisms of hall clocks. They are weight driven.

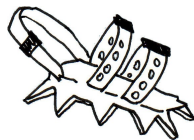
Water clock: This is the oldest and least accurate, or movable of the clocks. Any competent engineer can build one. All you need is a steady source of water, and a bit of sweat to make the thing. A water clock is not mobile.

Watch: The latest in the rich gentleman's accouterments. A sure sign that you have truly arrived in the upper classes is the ability to afford this bit of hardware. Watches are crude by today's quartz standards, but a real attention getter in their time and place. A good watch is an oval case a inch thick and 3x2 inches across. It can tell time with minutes and hours. More expensive models can feature days, weeks, even tiny chimes. The Rolex of the line is a gold cased model that is 2 inches round, half as thick and with full second to hour dials on a single shaft. And days and weeks on smaller dials inside the large one. Don't forget the chimes. Such a model will cost 5 times the listed price.

No effort is made to mute the ticking of these tiny masterpieces. Owning one is a matter of pride, and it is rather rude to whip it out all the time. Ergo, the subtle ticking reminds all about that a wealthy man is among them.

Candles: the price listed is for candles of tallow, either cattle of pork. Wax candles, cleaner burning and soot free are twice the listed price.

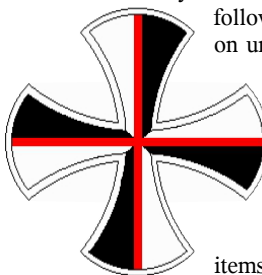
Crampons: A specialized item that straps on to boots or shoes for climbing ice. It is not commonly available as ice is not commonly found.



Flint and Steel: the common fire making kit before the introduction of "Lucifer Matches" as they were first known. A bow drill is easy to make and anyone with the fire making skill will be aware of it, but it is much quicker to get sparks off a flint and steel and easy (if you know how) to light a taper with one. Once a candle is burning the fire is simply a matter of time.

Matches can be had for high prices from alchemists in some cities. Rates as high as 3 coppers a piece are common.

Holy Item: Holy items are small representations of all those things revered by religions; stars, crosses, hammers, rosaries, anointed oils, blessed wine, sacred teachings, and more. Just what constitutes a holy item depends on the religion your character follows.



All holy items have similar effects on undead and other evil creatures, provided they are wielded by a follower of a belief associated with these items. Thus, rules that refer to holy symbols and holy water apply to all similar items, provided these items are specially prepared by the cleric's order.

Because of their special nature, holy items cannot normally be purchased.

Different sects tend to protect the symbols of their faith to prevent their misuse or corruption. Therefore such items must be obtained through the auspices of a local congregation. This is not difficult for sincere followers of that faith, although requests for rare or unusual items must always be justified. Nonbelievers are given holy items only if there is a clear and present danger to the faith.

Lanterns: A *hooded lantern* (30-foot radius of light) is a standard lantern with shuttered or hinged sides. It is not directional, as its light is cast equally in all directions. A *bullseye lantern* (60-foot radius of light) has only a single shutter, the other sides being highly polished to reflect the light in a single direction. Both hooded and bullseye lanterns can be carried in one hand. A single flask of oil (one pint) burns for six hours in either.

The *beacon lantern* (240-foot radius of light) is a much larger affair and must be mounted on the prow of a ship, the bed of a wagon, or other large structure. It operates like the bullseye lantern but illuminates to a greater distance. The beacon goes through oil quickly, burning a flask every two hours.

Locks: Locks are anything from primitive affairs to armored and complex mechanisms. All are worked with a key of some manner. Combination locks are unknown at this time. As with most things, there are good, very complex locks as well as bad, easily opened locks. The price assumes a padlock. It costs 50% more to get a lock as part of the object.

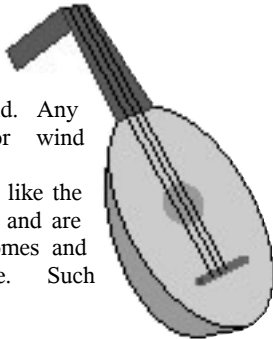
Magnifying Glass: This simple lens is more an oddity than a useful tool. It does not greatly enhance viewing, especially since many are unevenly ground, creating distortions. It is useful as a substitute for flint and steel when starting fires. More expensive glasses (ten times price) are accurately ground and will magnify up to 10 times.

Merchant's Scale: This is a small balance and pans along with a suitable assortment of weights. Its main use is to weigh coins--a common method of settling a transaction. Merchants are well aware that coins can be undersized, shaved, or plated. The only

sound protection is to check the coins against a set of established weights. It is also needed when using foreign coins to make a purchase or exchange. Of course, merchants are no more noble than anyone else and may use sets of false weights--one set heavier than normal for selling an item (causing the customer to pay more) and another set lighter than usual for buying items (letting the merchant pay less). In well-regulated areas, officials verify the accuracy of weights and measures, but this in itself is no protection. Players may wish to have a scale and weights for their own protection.

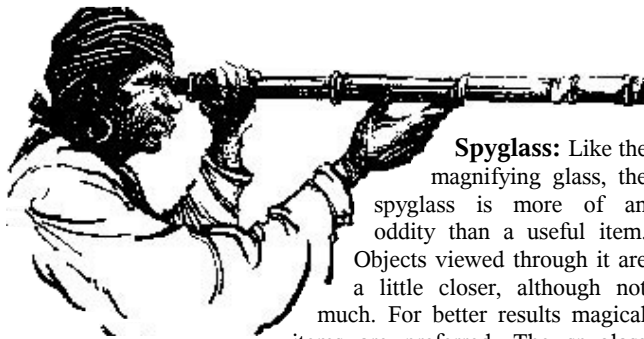
Musical Instrument: The price indicated would be for portable instruments. A set of pipes on the low end and a lute on the upper end. Any small brass, drum, stringed or wind instruments.

Such things as large instruments like the pipe organ or the clavichord exists and are common in the temples or the homes and courts of the wealthy and noble. Such instruments are not portable.



Oil: *Greek fire* is a special combination of oil and chemicals that is sticky and difficult to extinguish. These oils are highly flammable and a little dangerous to carry. *Lamp oil* is used for lamps and lanterns. It is not particularly explosive although it can be used to feed an existing blaze.

Piton: A spike made to mushroom at the point. Made for hammering in to the cracks in rock as an aid to mountain climbing.



Spyglass: Like the magnifying glass, the spyglass is more of an oddity than a useful item. Objects viewed through it are a little closer, although not much. For better results magical items are preferred. The spyglass gives from three to five times magnification. Good spyglasses and even functional telescopes can be had at higher prices.

Thieves' Picks: This is a small collection of tools useful to burglars. The kit includes one or more skeleton keys, long metal picks, a long-nosed clamp, a small hand saw, and a small wedge and hammer. These combined with some common tools (such as a crowbar) make up most of the special equipment a thief needs to perform his trade.

Labor

Craftsmen: Craftsmen are typically paid by the work they do. You buy a tailor's clothing, you pay for the shoes from the cobbler. They make something, you buy it.

Professionals: They offer a service. Accountants, Prostitutes, Lawyers, Assayers, people that do something. Paid either by the job or over a period of time.

Shill and Mourner: These two are more or less the same thing. Someone paid to feel what they don't. They receive sub-par wages. They can be considered performers.

Mourners are paid to follow the coffin at funerals and loudly bewail the deceased. The practice comes from a common belief that the better one was loved in life the quicker and safer the trip to the afterlife. It is also a matter of pride that one was popular. We see it today in comparing the number of cars in the funeral procession. The bigger the disruption of traffic, the more important the person. Nothing has changed, just the means to get to the cemetery.

Shill: The function of a shill is to get people to buy into something. He or she is a starter if you will. As the barker is finishing up their spiel the shill is paid to rush up and loudly proclaim how wonderful that sounds and he wants some, be it a performance, a sight to see, or a tonic to buy. The successful shill gets his money back and his two coppers.

Skilled Labor: These are people that do things that require some knowledge. A seaman, the carpenter's mate, the printer's devil, and like tasks that are not up to the standards of the craft or profession, but require more than a passing familiarity.

Unskilled Labor: Strong backs, weak minds optional. Unskilled labor is just that. Jobs that require no skill. Lifting, hauling, toting and so forth. Repetitive tasks that skilled workers would rather not do.

Encumbrance

A natural desire is to have your character own one of everything. Thus equipped, your character could just reach into his pack and pull out any item he wants whenever he needs it. Sadly, there are limits to how much your character, his horse, his mule, his elephant, or his whatever can carry. These limits are determined by *encumbrance*.

Encumbrance is measured in pounds. To calculate encumbrance, simply total the pounds of gear carried by the creature or character. Add five pounds for clothing, if any is worn. This total is then compared to the carrying capacity of the creature to determine the effects. In general, the more weight carried, the slower the movement and the worse the character is at fighting. The character's Encumbrance Maximum is easily figured. Multiply the character's Weight Allowance number (**Table A1**) by the character's weight. This gives the maximum weight your character can carry before becoming encumbered. Your character cannot lift more than the Maximum Press number (figured in the same manner). Half way between the Weight Allowance and the Maximum Press is Maximum Encumbrance. The most your character can carry and still move.

A human weighting 180 pounds, and having a strength of 14 will have a Weight Allowance of 99 pounds., and a Maximum Press of 252. This will render a Maximum encumbrance of 175 pounds. This character cannot carry more than 175 pounds and move. Calculated out this character's encumbrance would look like this.

Money & Equipment

Unencumbered	up to 99 lbs.
1/2 encumbered	100 to 156 lbs.
Fully Encumbered	157 to 175 lbs.

In reality the character's movement is not going to be a full 30 feet until that 100th pound is added where upon it drops to 20. The character's ability to move will gradually be decreased until they cannot move. However, I don't want to calculate, and record, 6 steps of encumbrance, and I assume you don't want to either.

I cannot possibly compute this into a table for every character. In any case these rules seldom come into effect. I am not a bear for encumbrance. However, be sensible about it. No, you cannot add the 100 pound idol of gold to you pack and assume it will not affect you. If I ask you to calculate your character's encumbrance, it is a sure sign I think you are confusing your character with a pack mule.

Effects of Encumbrance

Encumbrance has two basic effects. First, it reduces your character's movement rate. If encumbrance categories are used, Unencumbered has no effect on movement, half reduces the movement rate by 1/3 (round fractions down), Fully reduces it by 2/3. More than that you stop moving. The movement rate determines how far your character can move in a round, turn, hour, and day. As his movement rate gets lower, your character moves slower and slower. Flying characters that use wings, cannot fly if over half encumbered.

Encumbrance also reduces your character's combat abilities. If encumbrance reduces your character to 2/3 of his normal movement rate, he suffers a -1 penalty to his attack roll. If he is reduced to 1/3 or less of his normal movement rate, the attack penalty is -2 and there is an additional AC penalty of -1. If your character's movement is reduced to 1, the attack roll penalty is -4 and you lose your Dex bonus to AC. Clearly, the wise thing for a heavily encumbered character to do is to quickly drop most of his gear before entering battle.

Encumbrance and Mounts

Table E8 lists the maximum amount an animal can carry and maintain its normal movement rate. Animals can be loaded greater than this, up to a maximum of twice their normal load. However, this causes a drop in the animal's movement rate (as indicated by the column headings). When calculating a mount's load, be sure to include the weight of the rider!

The values listed in Table E9 for standard-sized items. It is certainly possible for sacks, chests, and backpacks to be larger or smaller than the sizes listed. The weight capacity, however, lists the maximum weight the item can carry, regardless of size.

Beyond this point, the material used to construct the item will fail, sooner or later. The volume gives the length, width, and height or depth of the item. Items that exceed the capacity of a container cannot be stored in it.

Since all player characters are adventurers, it is assumed they know the best methods for packing and stowing equipment. Blankets are rolled into bedrolls, small items are carefully arranged, rope is properly coiled, weapons are slung in the most comfortable manner, etc. While small items can be easily stuffed into a pack, large bulky things may encumber more than their actual weight would indicate. The DM has the right to rule that an object is more encumbering than it actually appears. Aside from knowing the weight limits, your character needs to have ways to hold all his gear. The capacities of different containers are given in

Magical Armor and Encumbrance

One of the special properties of magical armor is its effect on encumbrance. Although magical armor appears to weigh as much as normal armor, the weight of magical armor applies only toward the weight limit of the character. It does not apply when determining the effects of encumbrance on movement and combat. In essence, the armor appears to weigh as much as normal armor but does not restrict or hamper the character.

Table E9 -- Stowage Capacity

Item	Weight Cap.	Volume
Backpack	50 lbs.	3'x2'x1'
Basket, large	20 lbs.	2'x2'x2'
Basket, small	10 lbs.	1'x1'x1'
Belt pouch, large	8 lbs.	6"x8"x2"
Belt pouch, small	5 lbs.	4"x6"x2"
Chest, large	100 lbs.	3'x2'x2'
Chest, small	40 lbs.	2'x1'x1'
Sack, large	30 lbs.	2'x2'x1'
Sack, small	15 lbs.	1'x1'x8"
Saddle bags, large	30 lbs.	18"x1'x6"
Saddle bags, small	20 lbs.	1'x1'x6"

Table E8 -- Carrying Capacities of Animals

Mount	Load Carried	Load Pulled
Camel	.20	--
Dog	.25	.75
Donkey	.5	1.5
Horse, draft	.25	1
Horse, riding	.25	.8
Horse, war	.3	--
Mule	.3	1.5
Ox	.2	2

