

## The Middle Ages

The period from the collapse of the Roman Empire to the start of the Renaissance is probably the most popular as far as fantasy campaign settings go. They are often based on something similar to Medieval Europe, taking ideas from a thousand years of history.

*Yags Medieval* aims to cover this period of history, detailing the weapons and equipment available during this time, and taking a look at the possible genres and settings that can make use of these eras.

Unlike **High Tech**, which covers very definite technology levels (TL 6 through to TL 8), **Medieval** is somewhat more complicated. Technologically, it covers from TL 2 to TL 3. Though TL 2 is the *Iron Age*, this ended before the rise of the Roman Empire. Since **Medieval** covers the period *after* Rome fell, what gives?

The collapse of Rome saw a loss of technology and infrastructure. Writing (at least, on any large scale) pretty much disappeared in Western Europe during this time. The ability to build large stone structures was lost. The lack of trade reduced the types of raw materials available, again limiting what was possible. Civilisation fell back to how it was before the rise of Greece and Rome.

As far as equipment availability goes, this period is considered similar to time of the Iron Age, around the time of the Etruscan and early Roman cultures. Rome itself is assumed to have achieved TL 3 at some point (at least in some respects), and the Medieval period sees Europe climbing back to this level of technology, and beyond.

### TL 2 - The Dark Ages

The fall of the Western Roman Empire in 476 marked the beginning of the *Dark Ages* for Europe. With the collapse of trade and the retreat of the Roman armies, towns and cities become both vulnerable and also redundant. With no trade, it was difficult to support large population centres. Taxes stopped being paid, and the roads and legions could no longer be maintained.

From the perspective of gaming, the darkness that descended on Europe can be viewed as a boon. With the lack of trade routes, foreign countries regain their mysteriousness and travel becomes dangerous and exciting.

This is also the likely period of the mythical King Arthur, though not the chivalrous version of *Le Morte d'Arthur* which belongs to a much later time period, but a darker, grittier version set in the aftermath of Rome's fall.

This period ends around the start of the first millennium, at a time when the biggest threat to most of Europe are the Vikings.

At this point there are lots of opportunities for adventure, and though the Vikings were viewed as raiders, they were also traders, farmers and bards. It is a perfect period for a *Mythical* Europe, where strange beasts dwell at the fringes of civilisation.

### TL 3 - Feudalism

This period saw a cultural as well as technological shift. Rather than tribes, Europe is beginning to organise itself into countries. Feudalism is the big change that allows cultures to stabilise and trade to start to flourish once again.

This period is dominated on the battlefield by Knights, with armour improving greatly from the 11th to the 15th century.

### Fantasy

A large proportion of fantasy campaigns are probably set in a fantastic generic version of the Medieval period, so a lot of what can be found here is applicable to a fantasy game.

## Medieval Campaigns

### Crafting

Everything during this period is hand made. Smiths and other craftsman can be found in most villages, though their skills and experience can vary widely. It is very possible that characters will want to forge their own items (normally weapons and armour), or at least be interested in obtaining a 'special' item of highest quality.

Anybody with the *Smithing* skill can make metal weapons and armour. Having the *Armourer* or *Weaponsmith* technique will halve the normal difficulty. Though many metal weapons have wooden or leather components, their construction is simple enough that they are covered by the main skill.

**Crafting:** Non-metal crafting, including pottery and wooden items. Can also be used to make bows and other wooden weapons.

**Handicraft:** Working with cloth and yarn, including sewing, embroidery and making tapestries. Generally viewed as the domain of women.

**Smithing:** Crafting metal items in a forge. A smith can make simple tools, nails, horseshoes, swords and armour.

Some items (those deemed interesting to characters) will have their difficulty detailed in the equipment lists. The required skill (together with the most relevant technique) will be listed, along with the difficulty and the time required.

When making an item, each attempt takes the amount of time listed. It is considered a long task, so a number of successes are required before the task is completed. Subsequent attempts add successes together until finished. Multiple items may be made at once if enough successes are obtained in a single roll.

If you fail any attempt, then no progress is made, but there is no ill effect. Each subsequent failure though reduces the quality of the item by 2 points (see making inferior items below).

### Improved Items

It is possible to make high quality items which are better than average. Doing so raises the difficulty, and the decision to make a quality item must be made before any work begins. You can only make a quality item if you have the technique for making items of that type.

For weapons, any of *damage*, *attack* and *defence* can be improved. For armour, it is possible to improve its *soak*.

A statistic can be improved by at most 1 point for each full 5 points. So a broad sword that does +12 damage can have its damage improved by 2 points above the base (to +14). Any

number of statistics can be improved, the limit applies to each one individually.

Each point of improvement raises the difficulty by 10, and each statistic you are improving adds one to the number of successes required. The difficulty modifier is applied after halving the base difficulty for having the right technique.



#### Example

##### Making a better sword

A broadsword is difficulty 40 and requires 4 successes to make. A standard broadsword has a damage of +12, attack of +5 and a defence of +5.

A skilled smith decides to make a quality version. He could raise the damage by +2, and/or both the attack and defence by +1.

Since he has the *Weaponsmith* technique, the base difficulty to make a normal sword is halved to 20. Raising the damage to +14 (two point bonus) would add +20 to the difficulty, bringing it to 40, and increasing the required successes to 5 (one statistic improved).

If he was skilled enough, then he could also raise both attack and damage by +1 each. This adds another +20 to the difficulty, bringing it to 60, and increases the required successes to 7 (+1 for each of the two statistics).

If any craft attempt fails during the process, then the item will be a standard item with no special bonuses.

### Making Inferior Items

If you're in a hurry, or just not very good, you can opt to make an inferior item. This doesn't require any special techniques. The difficulty (after halving, if you do have the technique) is dropped by 10, but the quality of the item is dropped by 2 points. Two random statistics are each dropped by 1 point (for armour, the soak is dropped by 2 points).

If this brings any statistic to less than zero, then the item is useless. If someone does try to use it, it breaks on a roll of 1-5 (attack, defence, damage or soak roll).

### Books and Learning

Throughout the medieval period, monasteries were the centres of learning in Western Europe. Books were laboriously copied by hand by highly skilled monks who spent months artfully illuminating the text within.

For some campaigns set in this period, books can be a vital part of the game, especially if it includes a more mythical version of Europe with the focus on learning magical arts.

## The Heroic Saga

*Cattle die, kinsmen die, so shall you die too. But one thing I know that never dies: the fame of a dead man's deeds.*

-- Icelandic proverb

One feature of many sagas from this period is that they don't focus on a single character, but on a family across many generations. A heroic warrior eventually settles down and has sons, who then go off to perform heroic deeds of their own.

The most important game element to allow this style of play is one that ensures advancement takes place over years of game time. A feature of many fantasy RPGs is that characters may begin at age 16 as inexperienced newbies, but have reached epic levels of ability before their 17th birthday.

### Pacing

Firstly, it is important that adventures don't happen too often. There should be no more than one or two major adventures over the course of a year. Characters will have a lot of down time, which may be spent either at home, or working as mercenaries for a lord.

Generally, most activities will happen in the Autumn, after the harvest has been collected but before the Winter sets in. It is during this time that wars will be fought and blood feuds settled.

### Experience

The assumption of such a campaign is that it is about the character's rise to heroism. Most characters will start as *Mundane* and work their way up from there.

Experience will come from three possible sources - exposure, heroism and training.

If a character is exposed to a task which they aren't skilled in, then they can gain experience in a suitable skill. Use the rules for *Realistic Experience* in the standard **Character** rules for this.

### Yearly Advancement

At the end of each year, each character gains one point to put towards advancing a single attribute or gaining a point of luck (up to a maximum of 10).

### Ageing and Death

Eventually, everybody grows old and dies. Heroes like to die in battle (or at least, they claim they do), but those that survive enough battles get to make ageing checks.

At the end of your 30th year, and each year thereafter, you need to make an ageing check. Roll 1d20, against a difficulty of

your age in decades (e.g., your first check is against a difficulty of 3).

Failure means that you lose 1 point of experience from a physical (Strength, Health, Agility or Dexterity) attribute of your choice. Once an attribute has decayed in this way, it may never be improved. If an attribute ever drops below one, then you die.

If you roll less than half the difficulty, then you also gain one point of *Decrepitude*. Decrepitude adds to the difficulty of all further ageing checks.

If you have a high quality life style, add +1 to your roll. If you have a low quality life style, suffer a -1 penalty.

### Gaining Decrepitude

Whenever you gain *Decrepitude*, you need to make a check as follows. Roll 1d20 + decade + decrepitude.

|            |       |
|------------|-------|
| No effect. | 1-19  |
| Decay.     | 20-24 |
| Illness.   | 25-29 |
| Death.     | 30+   |

The first time you get a *Decay* result, choose either Fitness (S/H), Flexibility (A/D), Memory (P/I) or Personality (E/W). From that point on, lose one point from the highest of the two associated attributes each time a *Decay* result is obtained.

## The Dark Ages (TL 2)

*Wake early if you want another man's life or land.  
No lamb for the lazy wolf. No battle's won in bed.  
-- The Viking Havamal*

From the fall of the Roman Empire, to the beginning of feudalism, **Yags** treats this period of history as TL 2. Though not strictly the Iron Age, it is less advanced than the period before and the period that comes after.



Most of European civilisation at this time was made up of small villages with a few larger market towns. Most of the population had reverted to being rural, and most social structures were tribal.

### The Economy

For much of the Dark Ages most trade was done by barter. Few Kings were powerful enough to be able to enforce their currency beyond their borders, and even within their borders coins devalued over time, as they were gradually shaved by unscrupulous merchants.

In England, the most common coinage was silver, based on the Troy pound (373g of silver), which was split into 240 pennies (d). There was also the concept of a shilling, which was about 5 pennies (though this could vary). In modern money, 1d would be equivalent to about £20.

### War

War is common, but limited. For much of the *Dark Ages* most armies would consist of a few dozen people, raiding their neighbours for goods and slaves. Most battles can be viewed as skirmishes, with warriors seeking out individual fights rather than organising into tight formations.

### Glossary

An overview of the meaning of Saxon words.

**Ceorl:** A freeman, someone who owns enough land to support their family.

**Fyrd:** The army raised by the King from his kingdom. Also, the requirement to serve the King in armed service.

**Kotsetla:** The poorest of the freemen.

**Thegn:** A noble.

### Fines and Services

#### Weregilds

The *weregild* is a direct measure of the worth of a man. If you commit a wrong against a person, then you are liable to pay a fine based on their weregild. Social status is the main definer of a man's worth.

|                          |       |
|--------------------------|-------|
| Slave                    | 60s   |
| Ceorl                    | 200s  |
| Landless thegn           | 600s  |
| Thegn                    | 1200s |
| Landless Welsh           | 50s   |
| Welsh with half a hide   | 80s   |
| Welsh with 1 hide        | 120s  |
| Son of Welsh with 1 hide | 80s   |
| King's Welsh horseman    | 200s  |
| Welsh with 5 hides       | 600s  |

If you kill a person, then you must pay that person's weregild to their family, or suffer legal retribution. Blood feuds can be a dangerous and bloody affair, which can span generations, so paying up can be quicker and easier for everyone concerned. However, not everyone can afford to, and even those who can afford to aren't always willing to.

#### Fines

|  |        |
|--|--------|
| Accepting service of another's ceorl.                    | 120s   |
| Ceorl seeking a new lord.                                | 60s    |
| Binding an innocent ceorl.                               | 10s    |
| Binding an innocent ceorl and shaving him like a priest. | 60s    |
| Fighting (not in war).                                   | 120s   |
| Ceorl entering into illicit union.                       | 50s    |
| Thegn entering into illicit union.                       | 100s   |
| Ceorl neglecting fyrd duty.                              | 30s    |
| Failure to perform fyrd duty.                            | 40-50s |
| Landless thegn neglecting fyrd duty.                     | 60s    |
| Freeman working on a Sunday.                             | 60s    |
| Ordering a slave to work on Sunday.                      | 30s    |
| Raping a female slave.                                   | 65s    |
| Holding a woman's breast.                                | 5s     |
| Seducing a free woman.                                   | 60s    |
| Throw a woman down but not lie with her.                 | 10s    |
| Not baptising a child within 30 days of birth.           | 30s    |
| Taking a nun from a nunnery.                             | 120s   |
| Reward for catching a thief.                             | 10s    |
| Violation of an archbishop's protection.                 | 3l     |
| Violation of bishop/eolderman's protection.              | 2l     |
| Violation of ceorl's protection.                         | 6s     |
| Violation of church's protection.                        | 50s    |
| Violation of the king's protection.                      | 5l     |

## Goods

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### Food

#### Bread

*A fresh loaf of wheat bread.*

**Mass:** 400g ; **Cost:** 3f

A loaf of wheat bread. This is considered good quality bread, and will normally be available to the nobility.

#### Bread (Rye)

*A fresh loaf of rye bread.*

**Mass:** 500g ; **Cost:** 2f

A loaf of rye or barley bread. It is darker and heavier than wheat bread, and is the common fair amongst the peasantry.

#### Egg (chicken)

*A fresh chicken egg.*

**Legality:** 6; **TL:** 0; **Mass:** 50g ; **Cost:** 1f

A single raw egg, ready to be cooked for a meal.

#### Flask of wine

*A flask of poor quality wine.*

**Mass:** 1kg ; **Cost:** 1d

**Strength:** 15

A flask of cheap, watered down wine. It is alcoholic enough to make it safe to drink, but not really enough to get drunk on. It tastes pretty poor as well.

#### Flask of wine

*A flask of average quality wine.*

**Mass:** 1kg ; **Cost:** 3d

**Strength:** 20

A flask of average quality wine, of the sort normally served at a noble's table, or in a larger inn. Seen as being higher quality than beer, but is more expensive.

#### Flask of wine

*A flask of good quality wine.*

**Mass:** 1kg ; **Cost:** 1.6s

**Strength:** 25

A flask of good wine.

#### Flask of wine

*A flask of fine quality wine.*

**Mass:** 1kg ; **Cost:** 5s

A flask of excellent wine, of vintage stock. It tastes excellent, but is quite expensive.

#### Fresh meat

*One portion of fresh meat.*

**Mass:** 100g ; **Cost:** 5d

A portion of fresh meat for a single meal. Normally accompanied with bread and/or vegetables.

#### Pint of ale

*A pint of strong ale.*

**Mass:** 800g ; **Cost:** 2f

A pint of good strong ale. It was not uncommon for this to be brewed by monks.

#### Pint of beer

*A pint of beer.*

**Mass:** 800g ; **Cost:** 2f

Beer is the common drink in Medieval Europe. It is unlikely to be contaminated, unlike water, so was safer to drink.

#### Pint of mead

*A pint of mead.*

**Mass:** 800g ; **Cost:** 1d

A pint of good mead.

#### Rations, dried

*One week's worth of dried rations.*

**Mass:** 2kg ; **Cost:** 1.5l

#### Rations, standard

*One week's worth of standard rations.*

**Mass:** 5kg ; **Cost:** 5s

#### Vegetables

*One meal of fresh vegetables.*

**Mass:** 50g ; **Cost:** 1f

A mixture of fresh vegetables, enough for one meal.

### Animals

#### Buck Hound

*A hound for hunting deer.*

**Mass:** 10kg ; **Cost:** 1.2l

#### Cow

*A single fully grown cow.*

**Mass:** 500kg ; **Cost:** 14s

A cow will generally be ready to be milked. Those that aren't capable of milking will be cheaper.

#### Dozen chickens

*A dozen live chickens.*

**TL:** 0; **Mass:** 6kg ; **Cost:** 3f

Chickens are a relatively cheap and common commodity, making a single chicken relatively worthless as far as money is concerned. If fewer chickens are needed, then bartering is the order of the day.



# 6 Yags Medieval



## Dunghill dog

*A dog used when hunting fowl.*

**Mass:** 30kg ; **Cost:** 4d

## Ewe and lamb

*An ewe with a newly born lamb.*

**Mass:** 250kg ; **Cost:** 5s

Lambs are often sold with their mothers, since they are easier to keep fresh if alive but can't survive without their mother's milk.

## Greyhound (trained)

*A trained greyhound.*

**Mass:** 60kg ; **Cost:** 1.2l

## Horse (riding)

*An average quality riding horse.*

**Mass:** 250kg ; **Cost:** 2l

## Hunting dog (trained)

*A trained hunting dog.*

**Mass:** 50kg ; **Cost:** 2.4l

## Lap dog

*A common house trained dog.*

**Mass:** 5kg ; **Cost:** 4d

## Lap dog

*A high quality house trained dog.*

**Mass:** 5kg ; **Cost:** 1.2l

## Ox

*Oxen make great draft animals.*

**Mass:** 750kg ; **Cost:** 17s

Oxen are castrated adult cattle commonly used as draft animals, either for ploughing or for pulling carts. Castration makes them easier to control. Until the horse collar reaches Europe (at the end of TL 2), oxen make for better draft animals than horses.

## Peregrine Falcon (fledged)

*A falcon with developed feathers and capable of flight.*

**Mass:** 250g ; **Cost:** 2.4l

## Peregrine falcon (unfledged)

*A falcon with undeveloped feathers.*

**Mass:** 150g ; **Cost:** 1.2l

## Peregrine hawk's nest

*A nest with unhatched eggs.*

**Mass:** 500g ; **Cost:** 2.4l

## Pig

*The source of bacon sandwiches.*

**Mass:** 75kg ; **Cost:** 4s

## Sheep

*Used for wool or meat.*

**Mass:** 75kg ; **Cost:** 2s

## Slave (female)

*A young woman, useful for light work.*

**Mass:** 60kg ; **Cost:** 1.3l

## Slave (male)

*A young man, useful for manual labor.*

**Mass:** 70kg ; **Cost:** 2l

## Sparrow Hawk (fledged)

*A hawk with developed feathers and capable of flight.*

**Mass:** 200g ; **Cost:** 4.8s

## Sparrow Hawk (unfledged)

*A hawk with undeveloped feathers.*

**Mass:** 150g ; **Cost:** 2.4s

## Sparrow hawk nest

*A nest with unhatched eggs.*

**Mass:** 500g ; **Cost:** 4.8s

## Swarm of bees (virgin)

*A swarm of virgin bees.*

**Mass:** 200g ; **Cost:** 3.2s

## Generic

### Acid

*A weak acid, used for dissolving metal.*

**Mass:** 250g ; **Cost:** 5l

### Backpack

*A leather bag for keeping stuff in.*

**Mass:** 2kg ; **Cost:** 5d

### Bell, small hand

*A small bronze hand bell.*

**Mass:** 500g ; **Cost:** 2.5s

A small bronze hand bell, of the sort often used by watchmen and guards to sound for aid.

### Belt pouch (large)

*A large leather belt pouch.*

**Mass:** 250g ; **Cost:** 1.5d

### Belt pouch (small)

*A small leather belt pouch.*

**Mass:** 100g ; **Cost:** 1d

### Blankets, simple

*A thin blanket.*

**Mass:** 1kg ; **Cost:** 5d

## Blankets, thick

*A thick blanket.*

**Mass:** 2kg ; **Cost:** 4s

## Blankets, winter

*A thick winter blanket.*

**Mass:** 5kg ; **Cost:** 20s

## Block and tackle, heavy

*A heavy block and tackle.*

**Mass:** 4kg ; **Cost:** 1.25l

## Block and tackle, light

*A light block and tackle.*

**Mass:** 1kg ; **Cost:** 2.5s

## Block and tackle, medium

*A medium block and tackle.*

**Mass:** 2kg ; **Cost:** 5s

## Candle

*A wax candle, provides about an hour of light.*

**Mass:** 50g ; **Cost:** 1f

## Canvas

*A square metre of canvas.*

**Mass:** 1kg ; **Cost:** 4d

## Chain, heavy

*A metre length of heavy chain.*

**Mass:** 5kg ; **Cost:** 5l

A one metre length of chain, designed for heavy loads such as securing large creatures, ships or heavy loads. This is the price and weight per metre. Breaking it requires a strength check of difficulty 70. Supports up to 1 tonne in weight.

## Chain, light

*A metre length of light chain.*

**Mass:** 1kg ; **Cost:** 15s

A one metre length of chain, useful for light loads or securing animals. Normally made of iron. Longer lengths of chain can be bought, this is just the cost per metre. To break it requires a Strength check of difficulty 50. Supports up to 200kg of weight.

## Chalk

*A stick of white chalk.*

**Mass:** 10g ; **Cost:** 1f

## Chest, large

*A large wooden chest, almost a metre long.*

**Mass:** 20kg ; **Cost:** 2s

## Chest, small

*A small wooden chest.*

**Mass:** 8kg ; **Cost:** 5d

## Crampons

*Spikes worn on a shoe to help in climbing.*

**Mass:** 750g ; **Cost:** 5s

## Fish hook

*A small metal hook.*

**Mass:** 5g ; **Cost:** 4d

## Fishing net

*A 2m by 2m fishing net.*

**Mass:** 3g ; **Cost:** 5s

## Flint and steel

*A fire starting kit.*

**Mass:** 50g ; **Cost:** 2s

## Glass bottle

*A small glass bottle with a cork stopper.*

**Mass:** 100g ; **Cost:** 12.5l

A fragile glass bottle, designed to hold a liquid or powder. It can be sealed shut with a cork. Holds about a quarter of a litre of liquid.

## Grappling hook

*A 3-way iron hook.*

**Mass:** 1kg ; **Cost:** 4s

## Hourglass

*An hourglass, used to keep track of time.*

**TL:** 2; **Mass:** 500g ; **Cost:** 75l

Made of glass, within a wooden frame, it is about twenty centimetres tall and capable of timing events for about an hour, with accuracy to within a minute.

## Iron spikes

*An iron spike.*

**Mass:** 100g ; **Cost:** 1d

## Jemmy

*A short iron bar with a wedged end.*

**Mass:** 500g ; **Cost:** 2.5s

## Ladder, metal

*2m of metal ladder.*

**Mass:** 5kg ; **Cost:** 10s

## Ladder, wood

*2m of wooden ladder.*

**Mass:** 3kg ; **Cost:** 1.25d

## Lamp oil

*Lamp oil, enough for 6 hours.*

**Mass:** 500g ; **Cost:** 1.5d

## Lantern, beacon

*A large glass lantern with an iron framework.*

**Mass:** 20kg ; **Cost:** 25l

# 8 Yags Medieval



## Lantern, bullseye

*A bullseye lantern.*

**Mass:** 2kg ; **Cost:** 3l

## Lantern, hooded

*A standard hooded lantern.*

**Mass:** 1kg ; **Cost:** 2l

## Lock picks

*Tools used to open locks.*

**Mass:** 10g ; **Cost:** 5l

## Mirror, small metal

*A highly polished piece of metal.*

**Mass:** 100g ; **Cost:** 2.5l

## Oil, lubricating

*A small flash of lubricating oil.*

**Mass:** 250g ; **Cost:** 3d

## Padlock

*A poor quality padlock.*

**TL:** 1; **Mass:** 250g ; **Cost:** 5l

A poor quality padlock, designed to keep a door or chest shut. Requires a relatively big key, and can be quite easy to pick. Often it is easier to just break it though, by either hitting it very hard, or levering it open.

## Padlock

*An average quality padlock.*

**TL:** 2; **Mass:** 300g ; **Cost:** 12.5l

A padlock of average quality, of the sort used to keep a door or chest locked shut. Can be picked quite easily by someone practised in the art.

## Padlock

*A good quality padlock.*

**TL:** 2; **Mass:** 300g ; **Cost:** 25l

A good quality padlock that is difficult for someone to pick, and also tough and difficult to break with brute force.

## Pavilion

*A tent large enough for 10 people.*

**Mass:** 25kg ; **Cost:** 25l

## Pavilion

*A tent large enough for 10 people.*

**Mass:** 35kg ; **Cost:** 75l

## Pavilion

*A tent large enough for 10 people.*

**Mass:** 60kg ; **Cost:** 125l

## Pavilion

*A tent large enough for 10 people.*

**Mass:** 100kg ; **Cost:** 250l

## Perfume

*A small vial of perfume.*

**Mass:** 100g ; **Cost:** 10s

## Perfume

*A small vial of good quality perfume.*

**Mass:** 50g ; **Cost:** 2.5l

## Piton

*A spike used in rock climbing.*

**Mass:** 250g ; **Cost:** 1.25d

## Quiver

*A quiver for holding arrows.*

**Mass:** 500g ; **Cost:** 2s

## Rations, dried

*One week's worth of dried rations.*

**Mass:** 2kg ; **Cost:** 1.5l

## Rations, standard

*One week's worth of standard rations.*

**Mass:** 5kg ; **Cost:** 5s

## Rope, hemp

*20m of hemp rope.*

**Mass:** 12kg ; **Cost:** 5s

## Rope, silk

*20m of silk rope.*

**Mass:** 5kg ; **Cost:** 4l

## Scroll case

*A tube for holding scrolls.*

**Mass:** 250g ; **Cost:** 2d

## Sewing needle

*A small bone sewing needle.*

**Mass:** 5g ; **Cost:** 1.25d

## Signal whistle

*A small iron whistle.*

**Mass:** 5g ; **Cost:** 5s

## Signet ring

*A ring with a pattern embossed upon it.*

**Mass:** 5g ; **Cost:** 10s

## Small hammer

*A small hammer, easily concealed in a hand.*

**Mass:** 200g ; **Cost:** 2.5d

## Soap

*A bar of soap.*

**Mass:** 250g ; **Cost:** 1d

## String, hemp

*A 10m length of string.*

**Mass:** 50g ; **Cost:** 3f



## String, silk

*A 10m length of silk string.*

**Mass:** 10g ; **Cost:** 10s

## Strongbox (iron), large

*An iron strongbox, for keeping valuables.*

**Mass:** 60kg ; **Cost:** 1.25l

## Strongbox (iron), small

*An iron strongbox, for keeping valuables.*

**Mass:** 25kg ; **Cost:** 15s

## Strongbox (steel), large

*A steel strongbox, for keeping valuables.*

**Mass:** 50kg ; **Cost:** 5l

## Strongbox (steel), small

*A steel strongbox, for keeping valuables.*

**Mass:** 20kg ; **Cost:** 2.5l

## Tent, large

*A tent for four people.*

**Mass:** 10kg ; **Cost:** 5l

## Tent, small

*A tent for two people.*

**Mass:** 6kg ; **Cost:** 20s

## Torch

*A torch, lasts 1 hour.*

**Mass:** 500g ; **Cost:** 2f

## Water clock

*A clock which works by timing the drips of water.*

**TL:** 2; **Mass:** 12kg ; **Cost:** 50l

Made of glass, within a wooden frame, it is about fifty centimetres tall and capable of timing events for about a day, with accuracy to within 15 minutes.

## Water skin

*A watertight flask for holding wine or water.*

**Mass:** 100g ; **Cost:** 3s

## Weapon black

*Black coating to dull a single weapon.*

**Mass:** 200g ; **Cost:** 1.25l

## Whetstone

*A small portable whetstone.*

**Mass:** 500g ; **Cost:** 2f

## Wire saw

*A small wire saw, easily portable.*

**Mass:** 20g ; **Cost:** 5l

## Writing ink (vial)

*A clay vial of writing ink.*

**Mass:** 50g ; **Cost:** 2s

## Special

### Slave (female)

*A young woman, useful for light work.*

**Mass:** 60kg ; **Cost:** 1.3l

### Slave (male)

*A young man, useful for manual labor.*

**Mass:** 70kg ; **Cost:** 2l

## Arms and Armour

The *Dark Ages* pre-date the use of plate armour, and most warriors wear some form of *mail* armour. Shields are common, and are usually used in combination with swords or spears.

## Weapons

### Battle axe

*A one or two handed axe.*

**Mass:** 500g ; **Cost:** 3s

**Load:** 2; **Str:** 3; **Reach:** ; **Atk:** +4; **Dfn:** +3; **Dmg:** +10

Hv Im

**Skill to make:** Smithing (Weaponsmith)

**Difficulty to make:** 20 / 2; **Time:** Days

An axe designed for single handed user. It has a single bladed head, with a haft about 60cm long.

### Broad sword

*A typical double edged sword.*

**Mass:** 1kg ; **Cost:** 2.4l

**Load:** 1; **Str:** 3; **Reach:** 2; **Atk:** +5; **Dfn:** +5; **Dmg:** +12

**Skill to make:** Smithing (Weaponsmith)

**Difficulty to make:** 20 / 4; **Time:** Days

The common sword, with a one handed grip and a blade length of about 85 to 90cm. The blade edges tend to be parallel, designed for slashing and cutting.

### Buckler

*A very small and light shield.*

**Mass:** 500g ; **Cost:** 2d

**Load:** 0.5; **Str:** 1; **Reach:** 0; **Atk:** +0; **Dfn:** +3; **Dmg:** +0

Li Wk Bk

### Club

*A wooden club, a very simple weapon.*

**Mass:** 500g ; **Cost:** 1d

**Load:** 1; **Str:** 2; **Reach:** 1; **Atk:** +2; **Dfn:** +3; **Dmg:** +5

Li

**Skill to make:** Crafting

**Difficulty to make:** 10 / 1; **Time:** Hours

Often, a club is not much more than a shaft of wood, maybe with some metal on one end to weight it. It is considered to be a simple weapon.

# 10 Yags Medieval



## Composite bow

*A bow made of different woods.*

**TL:** 1; **Mass:** 1kg ; **Cost:** 80 Cr

**Load:** 1; **Str:** 3; **Reach:** 1; **Atk:** +3; **Dmg:** +11

**Increment:** 20m; **Range bands:** 50m / 100m / 200m

Im Lo-0

**Skill to make:** Crafting (Boyer)

**Difficulty to make:** 25 / 5; **Time:** Days

Composite bows are more complex than self bows, but combine the compactness of a short bow with the strength of a long bow. As well as being more complex to make, they are also more fragile, since moisture can easily cause the woods to split apart, ruining the bow.

Composite bows are built for a particular strength of user. If your Strength is higher than the pull of the bow, then the benefits of the extra Strength are lost. For each point your Strength is lower, halve all ranges and add +3 to the fumble chance.

## Dagger

*A short bladed weapon.*

**Mass:** 250g ; **Cost:** 5d

**Load:** 0.5; **Str:** 1; **Reach:** 0; **Atk:** +2; **Dfn:** +3; **Dmg:** +4

Li Im

**Skill to make:** Smithing (Weaponsmith)

**Difficulty to make:** 20 / 1; **Time:** Days

Daggers are halfway between a knife and a sword - unlike a knife they are properly designed as a weapon rather than a tool or eating implement.

## Hand axe

*A small weapon designed to be used in one hand.*

**Mass:** 250g ; **Cost:** 2s

**Load:** 0.5; **Str:** 1; **Reach:** 1; **Atk:** +2; **Dfn:** +1; **Dmg:** +5

Hv Th

**Skill to make:** Smithing (Weaponsmith)

**Difficulty to make:** 15 / 1; **Time:** Days

A small axe, not designed specifically for combat but can be used in close quarters fighting. It has a small head, with a haft about 30cm long.

## Hunting spear

*A light spear used for hunting.*

**Mass:** 500g ; **Cost:** 2d

**Load:** 1; **Str:** 2; **Reach:** 3; **Atk:** +3; **Dfn:** +2; **Dmg:** +7

**Increment:** 15m; **Range bands:** 10m / 30m / 50m

2H Ts

## Javelin

*A light spear.*

**Mass:** 250g ; **Cost:** 3d

**Load:** 0.25; **Str:** 2; **Reach:** 2; **Atk:** +5; **Dmg:** +5

**Increment:** 15m; **Range bands:** 3m / 6m / 9m

Li Im Wk

## Knife

*A short bladed weapon.*

**Mass:** 100g ; **Cost:** 3d

**Load:** 0.25; **Str:** 1; **Reach:** 0; **Atk:** +1; **Dfn:** +2; **Dmg:** +2

Li Wk Th

**Skill to make:** Smithing (Weaponsmith)

**Difficulty to make:** 15 / 1; **Time:** Days

## Long bow

*A long bow.*

**TL:** 1; **Mass:** 1kg ; **Cost:** 80 Cr

**Load:** 1; **Str:** 3; **Reach:** 3; **Atk:** +4; **Dmg:** +12

**Increment:** 20m; **Range bands:** 60m / 120m / 240m

Im Lo-0

**Skill to make:** Crafting (Boyer)

**Difficulty to make:** 20 / 5; **Time:** Hours

The long bow is, like the short bow, a self bow (made of a single piece of wood). However, it is longer, generally the height of a man, to allow a greater draw distance. It is otherwise similar to the short bow, but is more cumbersome.

Long bows are built for a particular strength of user. If your Strength is higher than the pull of the bow, then the benefits of the extra Strength are lost. For each point your Strength is lower, halve all ranges and add +4 to the fumble chance.

## Long spear

*A long two handed spear.*

**Mass:** 2kg ; **Cost:** 2d

**Load:** 2; **Str:** 5; **Reach:** 4; **Atk:** +4; **Dfn:** +4; **Dmg:** +11

2H Ts

## Quarterstaff

*A 2m long heavy wooden staff.*

**Mass:** 1kg ; **Cost:** 2d

**Load:** 1; **Str:** 4; **Reach:** 3; **Atk:** +5; **Dfn:** +9; **Dmg:** +8

2H

## Round shield

*A standard shield.*

**Mass:** 1.5kg ; **Cost:** 5d

**Load:** 1.5; **Str:** 2; **Reach:** 1; **Atk:** +2; **Dfn:** +5; **Dmg:** +0

Bk

## Scramasax

*A cheap sword.*

**Mass:** 500g ; **Cost:** 5d

**Load:** 1; **Str:** 2; **Reach:** 1; **Atk:** +4; **Dfn:** +3; **Dmg:** +7

Wk

**Skill to make:** Smithing (Weaponsmith)

**Difficulty to make:** 15 / 3; **Time:** Hours

A cheap single edged sword, forged from a single piece of iron. Common in Europe amongst militias because it was so quick and easy to make.

## Short bow

*A short bow.*

**TL:** 0; **Mass:** 500g ; **Cost:** 5d

**Load:** 0.5; **Str:** 3; **Reach:** 1; **Atk:** +3; **Dmg:** +5

**Increment:** 15m; **Range bands:** 30m / 60m / 120m

1m Lo-0

**Skill to make:** Crafting (Boyer)

**Difficulty to make:** 15 / 4; **Time:** Hours

The short bow is a self bow, about a metre in length. The penetrating power is based on the strength of the user, and also the maximum pull of the bow. Most bows are limited to Strength 3, but they can be made at Strength 2 or 4. For each point your Strength is lower than the pull of the bow, halve all ranges and add +3 to the fumble chance.

## Short sword

*A short double edged sword.*

**Mass:** 1kg ; **Cost:** 3s

**Load:** 1; **Str:** 2; **Reach:** 1; **Atk:** +4; **Dfn:** +3; **Dmg:** +9

1m

## Sling

*A cheap weapon which hurls stones.*

**Mass:** 100g ; **Cost:** 1d

**Load:** 0; **Str:** 2; **Reach:** 0; **Atk:** +8; **Dmg:** +7

**Increment:** 10m; **Range bands:** 20m / 40m / 60m

Li

## Small shield

*A small shield.*

**Mass:** 1kg ; **Cost:** 3d

**Load:** 1; **Str:** 2; **Reach:** 1; **Atk:** +2; **Dfn:** +3; **Dmg:** +0

Bk

## Throwing axe

*A small axe designed for throwing.*

**Mass:** 250g ; **Cost:** 5d

**Load:** 0.5; **Str:** 2; **Reach:** 0; **Atk:** +2; **Dmg:** +4

**Increment:** 10m; **Range bands:** 3m / 6m / 9m

Hv

## Throwing knife

*A knife designed for throwing.*

**Mass:** 250g ; **Cost:** 3s

**Load:** 0.25; **Str:** 1; **Reach:** 0; **Atk:** +3; **Dmg:** +2

**Increment:** 10m; **Range bands:** 2m / 5m / 10m

Li Wk

**Skill to make:** Smithing (Weaponsmith)

**Difficulty to make:** 20 / 1; **Time:** Hours

## War spear

*A heavy spear with a broad blade.*

**Mass:** 1kg ; **Cost:** 4d

**Load:** 1.5; **Str:** 3; **Reach:** 3; **Atk:** +5; **Dfn:** +3; **Dmg:** +11

**Increment:** 5m; **Range bands:** 10m / 20m / 30m

2H Hv Ts

A heavy spear with a broad blade on the end. Used for melee fighting, and not really designed to be thrown at all, though it can be.

## Armour

### Fur jacket

*A heavy fur and leather jacket.*

**Mass:** 3kg ; **Cost:** 2s

**Load:** 3; **Soak:** +4; neck torso groin arms thighs

Re-1 Li So Wa

**Skill to make:** Tailor (Armourer)

**Difficulty to make:** 10 / 3; **Time:** Hours

A heavy jacket made of thick fur and leather. Suffers from being bulky, but is also warm so useful in cold climates.

### Fur trousers

*Heavy fur and leather trousers.*

**Mass:** 2kg ; **Cost:** 2s

**Load:** 2; **Soak:** +2; groin legs

Re-1 Li So Wa

**Skill to make:** Tailor (Armourer)

**Difficulty to make:** 10 / 2; **Time:** Hours

A heavy set of trousers of thick fur and leather. Suffers from being bulky, but is also warm.

### Hard leather jacket

*Hard leather jacket.*

**Mass:** 2kg ; **Cost:** 4s

**Load:** 2; **Soak:** +3; neck torso groin arms thighs

Re-1 Li

**Skill to make:** Tailor (Armourer)

**Difficulty to make:** 15 / 3; **Time:** Hours

A tough leather jacket designed to protect the upper body. It can be restrictive since much of it consists of boiled leather plates.

### Kurbal cuirass

*Hardened leather breastplate.*

**Mass:** 500g ; **Cost:** 3d

**Load:** 1; **Soak:** +1; torso

Li

**Skill to make:** Tailor (Armourer)

**Difficulty to make:** 15 / 2; **Time:** Hours

### Mail coif

*Mail armour to cover head and neck.*

**Mass:** 2kg ; **Cost:** 20s

**Load:** 2; **Soak:** +1; skull neck

Hv Ma

**Skill to make:** Smithing (Armourer)

**Difficulty to make:** 25 / 2; **Time:** Days

Covers the head and shoulders. Worn under a helm, it protects the neck from sword blows.

## Mail hauberk

*A mail hauberk.*

**Mass:** 7kg ; **Cost:** 20s

**Load:** 7; **Soak:** +6; torso groin arms thighs

Re-1 No-1 Vi-3 Hv Ma

**Skill to make:** Smithing (Armourer)

**Difficulty to make:** 20 / 5; **Time:** Days

A layer of mail which covers the torso, arms and upper legs. It is heavy and noisy, but provides excellent protection.

## Mail leggings

*Mail trousers.*

**Mass:** 5kg ; **Cost:** 20s

**Load:** 5; **Soak:** +3; groin legs

Re-1 No-1 Hv Ma

**Skill to make:** Smithing (Armourer)

**Difficulty to make:** 25 / 3; **Time:** Days

Mail trousers which cover the legs and waist. Can be worn under a hauberk. Needs to be worn over cloth or leather armour to prevent chaffing.

## Mail shirt

*A shirt of mail.*

**Mass:** 4kg ; **Cost:** 10s

**Load:** 4; **Soak:** +4; torso groin

No-1 Vi-2 Hv Ma

**Skill to make:** Smithing (Armourer)

**Difficulty to make:** 20 / 3; **Time:** Days

A mail shirt which covers the torso but not the arms. The chain links are backed with leather.

## Metal helm

*A plain metal helm.*

**Mass:** 1kg ; **Cost:** 2s

**Load:** 1; **Soak:** +1; skull

Vi-2 Hv

**Skill to make:** Smithing (Armourer)

**Difficulty to make:** 15 / 3; **Time:** Hours

A metal helm which covers the top, back and sides of the head. Sometimes has a nose guard as well.

## Quilted hauberk

*A heavily padded cloth hauberk.*

**Mass:** 3kg ; **Cost:** 5d

**Load:** 3; **Soak:** +4; neck torso groin arms thighs

Re-1 Li So

**Skill to make:** Tailor (Armourer)

**Difficulty to make:** 10 / 3; **Time:** Hours

A long heavy jacket of padded cloth. It is commonly worn by militia troops, since it is cheap, light and easy to make. It can be better than mail against small improvised weapons since its thickness gives better padding.

## Quilted jacket

*A heavily padded cloth jacket.*

**Mass:** 2kg ; **Cost:** 3d

**Load:** 2; **Soak:** +3; torso groin arms

Li So

**Skill to make:** Tailor (Armourer)

**Difficulty to make:** 10 / 2; **Time:** Hours

A heavy jacket of padded cloth. It is bulkier than soft leather armour, but its extra thickness adds greater protection. It is viewed as peasant armour, and rarely worn by noble warriors.

## Quilted leggings

*Heavily padded trousers.*

**Mass:** 2kg ; **Cost:** 1.2s

**Load:** 2; **Soak:** +1; groin legs

Re-1 Li So

**Skill to make:** Tailor (Armourer)

**Difficulty to make:** 10 / 2; **Time:** Hours

Made of cloth and wool, these are padded trousers which cover the legs up to the waist. They tend to be quite bulky and restrict leg movement quite a bit.

## Quilted vest

*A heavily padded cloth vest.*

**Mass:** 750g ; **Cost:** 2d

**Load:** 1; **Soak:** +2; torso

Li So

**Skill to make:** Tailor (Armourer)

**Difficulty to make:** 10 / 1; **Time:** Hours

A padded vest, which protects the torso. Often made of cloth and wool. Cheap and light.

## Soft leather jacket

*Leather jacket.*

**Mass:** 1kg ; **Cost:** 3s

**Load:** 1; **Soak:** +2; torso groin arms

Li

**Skill to make:** Tailor (Armourer)

**Difficulty to make:** 10 / 3; **Time:** Hours

A flexible and soft jacket which gives protection to the torso and arms. It is thin enough to be worn under mail - either a mail shirt or mail hauberk.

## Soft leather trousers

*Leather trousers.*

**Mass:** 1kg ; **Cost:** 2s

**Load:** 1; **Soak:** +1; groin legs

Li

**Skill to make:** Tailor (Armourer)

**Difficulty to make:** 10 / 2; **Time:** Hours

Trousers made of thick leather. They are flexible so as not to restrict movement, but only provide limited protection. Often worn under mail to add extra padding.

## Feudalism (TL 3)

Here we consider weapons commonly available during TL3, which is the technology level of most 'medieval' style fantasy campaigns.

### Common Equipment

---

A list of commonly available equipment.

#### 10' pole

*A 10' long pole designed for prodding things.*

**Mass:** 1kg ; **Cost:** 1 Cr

The stereotypical item of adventuring gear. A 10' long pole about two inches thick, used for checking for traps or prodding icky things.

#### Accepting service of another's ceorl

**Cost:** 2,400 Cr

#### Acid

*A weak acid, used for dissolving metal.*

**Mass:** 250g ; **Cost:** 2,000 Cr

#### Acid

*An acid, used for dissolving metal.*

**Mass:** 250g ; **Cost:** 5,000 Cr

#### Acid

*A strong acid, used for dissolving metal.*

**Mass:** 250g ; **Cost:** 20,000 Cr

#### Backpack

*A leather bag for keeping stuff in.*

**Mass:** 2kg ; **Cost:** 20 Cr

#### Barrel (small)

*A small wooden barrel.*

**Mass:** 10kg ; **Cost:** 40 Cr

#### Basket (large)

*A woven basket.*

**Mass:** 500g ; **Cost:** 12 Cr

#### Basket (small)

*A woven basket.*

**Mass:** 100g ; **Cost:** 2 Cr

#### Battle axe

*A one or two handed axe.*

**Mass:** 500g ; **Cost:** 60 Cr

**Load:** 2; **Str:** 3; **Reach:** ; **Atk:** +4; **Dfn:** +3; **Dmg:** +10

Hv Im

An axe designed for single handed user. It has a single bladed head, with a haft about 60cm long.

#### Bell, small hand

*A small bronze hand bell.*

**Mass:** 500g ; **Cost:** 50 Cr

A small bronze hand bell, of the sort often used by watchmen and guards to sound for aid.

#### Belt pouch (large)

*A large leather belt pouch.*

**Mass:** 250g ; **Cost:** 6 Cr

#### Belt pouch (small)

*A small leather belt pouch.*

**Mass:** 100g ; **Cost:** 4 Cr

#### Bill

*A long shafted axe.*

**Mass:** 1kg ; **Cost:** 20 Cr

**Load:** 1; **Str:** 5; **Reach:** 3; **Atk:** +5; **Dfn:** +8; **Dmg:** +13  
2H Hv

#### Blankets, simple

*A thin blanket.*

**Mass:** 1kg ; **Cost:** 20 Cr

#### Blankets, thick

*A thick blanket.*

**Mass:** 2kg ; **Cost:** 80 Cr

#### Blankets, winter

*A thick winter blanket.*

**Mass:** 5kg ; **Cost:** 400 Cr

#### Block and tackle, heavy

*A heavy block and tackle.*

**Mass:** 4kg ; **Cost:** 500 Cr

#### Block and tackle, light

*A light block and tackle.*

**Mass:** 1kg ; **Cost:** 50 Cr

#### Block and tackle, medium

*A meidum block and tackle.*

**Mass:** 2kg ; **Cost:** 100 Cr

#### Bolt case

*A wooden case for holding quarrels.*

**Mass:** 500g ; **Cost:** 100 Cr

#### Broad axe

*A large two handed axe.*

**Mass:** 500g ; **Cost:** 80 Cr

**Load:** 3; **Str:** 6; **Reach:** 3; **Atk:** +7; **Dfn:** +4; **Dmg:** +15

2H Hv Im

A large two handed axe with a long haft, around 150cm in length. It is topped with a single broad blade. It is poor in defence, but very good against armour.



## Broad sword

*A typical double edged sword.*

**Mass:** 1kg ; **Cost:** 960 Cr

**Load:** 1; **Str:** 3; **Reach:** 2; **Atk:** +5; **Dfn:** +5; **Dmg:** +12

The common sword, with a one handed grip and a blade length of about 85 to 90cm. The blade edges tend to be parallel, designed for slashing and cutting.

## Buck Hound

*A hound for hunting deer.*

**Mass:** 10kg ; **Cost:** 480 Cr

## Bucket, metal

*A metal bucket.*

**Mass:** 2kg ; **Cost:** 500 Cr

## Bucket, wood

*A wooden bucket.*

**Mass:** 2kg ; **Cost:** 50 Cr

## Buckler

*A very small and light shield.*

**Mass:** 500g ; **Cost:** 8 Cr

**Load:** 0.5; **Str:** 1; **Reach:** 0; **Atk:** +0; **Dfn:** +3; **Dmg:** +0

Li Wk Bk

## Caltrops

*A set of caltrops, enough for one use.*

**Mass:** 250g ; **Cost:** 40 Cr

## Candle

*A wax candle, provides about an hour of light.*

**Mass:** 50g ; **Cost:** 1 Cr

## Canvas

*A square metre of canvas.*

**Mass:** 1kg ; **Cost:** 16 Cr

## Chain, heavy

*A metre length of heavy chain.*

**Mass:** 5kg ; **Cost:** 2,000 Cr

A one metre length of chain, designed for heavy loads such as securing large creatures, ships or heavy loads. This is the price and weight per metre.

## Chain, light

*A metre length of light chain.*

**Mass:** 2kg ; **Cost:** 300 Cr

A one metre length of chain, useful for light loads or securing animals. Normally made of iron. Longer lengths of chain can be bought, this is just the cost per metre.

## Chalk

*A stick of white chalk.*

**Mass:** 10g ; **Cost:** 1 Cr

## Chest, large

*A large wooden chest, almost a metre long.*

**Mass:** 20kg ; **Cost:** 40 Cr

## Chest, small

*A small wooden chest.*

**Mass:** 8kg ; **Cost:** 20 Cr

## Club

*A wooden club, a very simple weapon.*

**Mass:** 500g ; **Cost:** 4 Cr

**Load:** 1; **Str:** 2; **Reach:** 1; **Atk:** +2; **Dfn:** +3; **Dmg:** +5

Li

Often, a club is not much more than a shaft of wood, maybe with some metal on one end to weight it. It is considered to be a simple weapon.

## Cow

*A single fully grown cow.*

**Mass:** 500kg ; **Cost:** 280 Cr

A cow will generally be ready to be milked. Those that aren't capable of milking will be cheaper.

## Crampons

*Spikes worn on a shoe to help in climbing.*

**Mass:** 750g ; **Cost:** 100 Cr

## Dagger

*A short bladed weapon.*

**Mass:** 250g ; **Cost:** 20 Cr

**Load:** 0.5; **Str:** 1; **Reach:** 0; **Atk:** +2; **Dfn:** +3; **Dmg:** +4

Li Im

Daggers are halfway between a knife and a sword - unlike a knife they are properly designed as a weapon rather than a tool or eating implement.

## Dozen chickens

*A dozen live chickens.*

**Mass:** 6kg ; **Cost:** 3 Cr

Chickens are a relatively cheap and common commodity, making a single chicken relatively worthless as far as money is concerned. If fewer chickens are needed, then bartering is the order of the day.

## Dunghill dog

*A dog used when hunting fowl.*

**Mass:** 30kg ; **Cost:** 16 Cr

## Egg (chicken)

*A fresh chicken egg.*

**Mass:** 50g ; **Cost:** 1 Cr

A single raw egg, ready to be cooked for a meal.

## Ewe and lamb

*An ewe with a newly born lamb.*

**Mass:** 250kg ; **Cost:** 100 Cr

Lambs are often sold with their mothers, since they are easier to keep fresh if alive, but can't survive without their mother's milk.

## Fish hook

*A small metal hook.*

**Mass:** 5g ; **Cost:** 16 Cr

## Fishing net

*A 2m by 2m fishing net.*

**Mass:** 3g ; **Cost:** 100 Cr

## Flask of wine

*A flask of poor quality wine.*

**Mass:** 1kg ; **Cost:** 5 Cr

A flask of cheap wine which is not particularly tasty.

## Flask of wine

*A flask of average quality wine.*

**Mass:** 1kg ; **Cost:** 15 Cr

A flask of wine which is okay, but nothing special.

## Flask of wine

*A flask of good quality wine.*

**Mass:** 1kg ; **Cost:** 30 Cr

A flask of good wine.

## Flask of wine

*A flask of fine quality wine.*

**Mass:** 1kg ; **Cost:** 100 Cr

A flask of excellent wine, of vintage stock. It tastes excellent, but is quite expensive.

## Flask of wine

*A flask of excellent quality wine.*

**Mass:** 1kg ; **Cost:** 500 Cr

A flask of superb wine.

## Flint and steel

*A fire starting kit.*

**Mass:** 50g ; **Cost:** 40 Cr

## Fresh meat

*One portion of fresh meat.*

**Mass:** 100g ; **Cost:** 20 Cr

A portion of fresh meat for a single meal. Normally accompanied with bread and/or vegetables.

## Fur jacket

*A heavy fur and leather jacket.*

**Mass:** 3kg ; **Cost:** 40 Cr

**Load:** 3; **Soak:** +4; neck torso groin arms thighs

Re-1 Li So Wa

A heavy jacket made of thick fur and leather. Suffers from being bulky, but is also warm so useful in cold climates.

## Fur trousers

*Heavy fur and leather trousers.*

**Mass:** 2kg ; **Cost:** 40 Cr

**Load:** 2; **Soak:** +2; groin legs

Re-1 Li So Wa

A heavy set of trousers of thick fur and leather. Suffers from being bulky, but is also warm.

## Glass bottle

*A small glass bottle with a cork stopper.*

**Mass:** 100g ; **Cost:** 5,000 Cr

A fragile glass bottle, designed to hold a liquid or powder. It can be sealed shut with a cork.

## Glass cutter

*A diamond glass cutter.*

**Mass:** 25g ; **Cost:** 5,000 Cr

## Glue

*A weak glue.*

**Mass:** 250g ; **Cost:** 50 Cr

## Glue

*An average glue.*

**Mass:** 250g ; **Cost:** 500 Cr

## Glue

*A strong glue.*

**Mass:** 250g ; **Cost:** 2,000 Cr

## Grappling hook

*A 3-way iron hook.*

**Mass:** 1kg ; **Cost:** 80 Cr

## Grease

*Enough grease for one square metre of floor.*

**Mass:** 250g ; **Cost:** 2 Cr

## Great sword

*A large two handed sword.*

**Mass:** 2kg ; **Cost:** 4,000 Cr

**Load:** 3; **Str:** 6; **Reach:** 3; **Atk:** +8; **Dfn:** +6; **Dmg:** +16

2H Hv St

These are similar to long swords, but are heavy enough to pretty much require a double grip. Blade length is in the order of 110cm to 130cm in length, with a long hilt for a two handed grip.

# 16 Yags Medieval



## Greyhound (trained)

*A trained greyhound.*

**Mass:** 60kg ; **Cost:** 480 Cr

## Hand axe

*A small weapon designed to be used in one hand.*

**Mass:** 250g ; **Cost:** 40 Cr

**Load:** 0.5; **Str:** 1; **Reach:** 1; **Atk:** +2; **Dfn:** +1; **Dmg:** +5

Hv Th

A small axe, not designed specifically for combat but can be used in close quarters fighting. It has a small head, with a haft about 30cm long.

## Hard leather jacket

*Hard leather jacket.*

**Mass:** 2kg ; **Cost:** 80 Cr

**Load:** 2; **Soak:** +3; neck torso groin arms thighs

Re-1 Li

A tough leather jacket designed to protect the upper body. It can be restrictive since much of it consists of boiled leather plates.

## Hearing cone

*A short wooden cone, the narrow end fits into an ear.*

**Mass:** 250g ; **Cost:** 40 Cr

## Heavy Samurai Armour

*Heavy samurai armour.*

**Mass:** 4kg ; **Cost:** 250 Cr

**Load:** 4; **Soak:** +12; torso groin arms legs

Re-1 No-1 Li

## Heavy crossbow

*A heavy crossbow.*

**Mass:** 2kg ; **Cost:** 120 Cr

**Load:** 2; **Str:** 3; **Reach:** 0; **Atk:** +10; **Dmg:** 30

**Increment:** 15m; **Range bands:** 60m / 120m / 240m

Im

## Horse (riding)

*An average quality riding horse.*

**Mass:** 250kg ; **Cost:** 800 Cr

## Hourglass

*An hourglass, used to keep track of time.*

**Mass:** 500g ; **Cost:** 30,000 Cr

Made of glass, within a wooden frame, it is about twenty centimetres tall and capable of timing events for about 30 minutes.

## Hunting dog (trained)

*A trained hunting dog.*

**Mass:** 50kg ; **Cost:** 960 Cr

## Hunting spear

*A light spear used for hunting.*

**Mass:** 500g ; **Cost:** 8 Cr

**Load:** 1; **Str:** 2; **Reach:** 3; **Atk:** +3; **Dfn:** +2; **Dmg:** +7

**Increment:** 15m; **Range bands:** 10m / 30m / 50m

2H Ts

## Iron pot

*An iron pot, of the sort used for cooking.*

**Mass:** 3kg ; **Cost:** 50 Cr

## Iron spikes

*An iron spike.*

**Mass:** 100g ; **Cost:** 4 Cr

## Javelin

*A light spear.*

**Mass:** 250g ; **Cost:** 12 Cr

**Load:** 0.25; **Str:** 2; **Reach:** 2; **Atk:** +5; **Dmg:** +5

**Increment:** 15m; **Range bands:** 3m / 6m / 9m

Li Im Wk

## Jemmy

*A short iron bar with a wedged end.*

**Mass:** 500g ; **Cost:** 50 Cr

## Katana

*A single edged two handed sword.*

**Mass:** 1.1kg ; **Cost:** 5,000 Cr

**Load:** 2; **Str:** 3; **Reach:** 2; **Atk:** +6; **Dfn:** +5; **Dmg:** +14

2H Hv Li

A katana is a particular type of sword of Japanese origin. It has a long, singled edged blade, with a two handed grip. Like the European bastard sword, it can be used one or two handed. The katana is designed for cutting, never for stabbing - the rarity of metal in Japan meant there was never a need to penetrate mail or metal plate armour.

Due to their rarity, most katanas are of high quality.

## Knife

*A short bladed weapon.*

**Mass:** 100g ; **Cost:** 12 Cr

**Load:** 0.25; **Str:** 1; **Reach:** 0; **Atk:** +1; **Dfn:** +2; **Dmg:** +2

Li Wk Th

## Kurbal cuirass

*Hardened leather breastplate.*

**Mass:** 500g ; **Cost:** 12 Cr

**Load:** 1; **Soak:** +1; torso

Li

## Ladder, metal

*2m of metal ladder.*

**Mass:** 5kg ; **Cost:** 200 Cr

## Ladder, wood

*2m of wooden ladder.*

**Mass:** 3kg ; **Cost:** 5 Cr

## Lamp oil

*Lamp oil, enough for 6 hours.*

**Mass:** 500g ; **Cost:** 6 Cr

## Lantern, beacon

*A large glass lantern with an iron framework.*

**Mass:** 20kg ; **Cost:** 10,000 Cr

## Lantern, bullseye

*A bullseye lantern.*

**Mass:** 2kg ; **Cost:** 1,200 Cr

## Lantern, hooded

*A standard hooded lantern.*

**Mass:** 1kg ; **Cost:** 800 Cr

## Lap dog

*A common house trained dog.*

**Mass:** 5kg ; **Cost:** 16 Cr

## Lap dog

*A good quality house trained dog.*

**Mass:** 5kg ; **Cost:** 100 Cr

## Lap dog

*A high quality house trained dog.*

**Mass:** 5kg ; **Cost:** 480 Cr

## Lap dog

*Pure breed house trained dog.*

**Mass:** 5kg ; **Cost:** 960 Cr

## Light Samurai Armour

*Light samurai armour.*

**Mass:** 2kg ; **Cost:** 250 Cr

**Load:** 2; **Soak:** +6; torso groin arms legs

Re-1 No-1 Li

## Light crossbow

*A light crossbow.*

**Mass:** 500g ; **Cost:** 80 Cr

**Load:** 1; **Str:** 2; **Reach:** 0; **Atk:** +7; **Dmg:** 15

**Increment:** 10m; **Range bands:** 15m / 30m / 60m

Im

## Loaf of bread

*A fresh loaf of bread.*

**Mass:** 400g ; **Cost:** 2 Cr

A pretty standard loaf of bread.

## Lock picks

*Tools used to open locks.*

**Mass:** 10g ; **Cost:** 2,000 Cr

## Long bow

*A long bow.*

**Mass:** 1kg ; **Cost:** 80 Cr

**Load:** 1; **Str:** 3; **Reach:** 0; **Atk:** +2; **Dmg:** +12

**Increment:** 20m; **Range bands:** 60m / 120m / 240m

Im

Unlike the short bow, the long bow is often composite in nature, being formed of two types of wood for maximum tension. Long bows are crafted according to the strength of the archer. A weaker archer will have great difficulty in drawing a high strength bow.

## Long spear

*A long two handed spear.*

**Mass:** 2kg ; **Cost:** 8 Cr

**Load:** 2; **Str:** 5; **Reach:** 4; **Atk:** +4; **Dfn:** +4; **Dmg:** +11

2H Ts

## Long sword

*A double edged two handed sword.*

**Mass:** 1.2kg ; **Cost:** 1,200 Cr

**Load:** 2; **Str:** 4; **Reach:** 3; **Atk:** +6; **Dfn:** +4; **Dmg:** +14

2H Ts

The blade of a long sword can be 100cm long or more, with another 20cm for the hilt. They are designed for one handed use, but the hilt is long enough for a two handed grip.

## Mace

*A short weapon with a metal head.*

**Mass:** 2kg ; **Cost:** 40 Cr

**Load:** 2; **Str:** 3; **Reach:** 1; **Atk:** +3; **Dfn:** +3; **Dmg:** +11

Hv Cr

## Magnifying glass

*A small glass lens with a wooden handle.*

**Mass:** 100g ; **Cost:** 20,000 Cr

This lens is about 5cm in diameter, and has a useful magnification of about x2. It is liable to fracture if dropped.

## Mail coif

*Mail armour to cover head and neck.*

**Mass:** 2kg ; **Cost:** 400 Cr

**Load:** 2; **Soak:** +1; skull neck

Hv Ma

Covers the head and shoulders. Worn under a helm, it protects the neck from sword blows.

## Mail hauberk

*A mail hauberk.*

**Mass:** 7kg ; **Cost:** 400 Cr

**Load:** 7; **Soak:** +6; torso groin arms thighs

Re-1 No-1 Vi-3 Hv Ma

# 18 Yags Medieval



A layer of mail which covers the torso, arms and upper legs. It is heavy and noisy, but provides excellent protection.

## Mail leggings

*Mail trousers.*

**Mass:** 5kg ; **Cost:** 400 Cr

**Load:** 5; **Soak:** +3; groin legs

Re-1 No-1 Hv Ma

Mail trousers which cover the legs and waist. Can be worn under a hauberk. Needs to be worn over cloth or leather armour to prevent chaffing.

## Mail shirt

*A shirt of mail.*

**Mass:** 4kg ; **Cost:** 200 Cr

**Load:** 4; **Soak:** +4; torso groin

No-1 Vi-2 Hv Ma

A mail shirt which covers the torso but not the arms.

## Marbles (glass)

*A bag of small glass marbles.*

**Mass:** 250g ; **Cost:** 400 Cr

## Marbles (stone)

*A bag of small stone marbles.*

**Mass:** 250g ; **Cost:** 12 Cr

## Medium crossbow

*A medium crossbow.*

**Mass:** 1kg ; **Cost:** 40 Cr

**Load:** 1.5; **Str:** 3; **Reach:** 0; **Atk:** +9; **Dmg:** 22

**Increment:** 20m; **Range bands:** 40m / 80m / 160m

Im

## Merchant's scale

*A weighing device.*

**Mass:** 500g ; **Cost:** 1,000 Cr

## Metal helm

*A plain metal helm.*

**Mass:** 1kg ; **Cost:** 40 Cr

**Load:** 1; **Soak:** +1; skull

Vi-2 Hv

A metal helm which covers the top, back and sides of the head. Sometimes has a nose guard as well.

## Mirror, small metal

*A highly polished peice of metal.*

**Mass:** 100g ; **Cost:** 1,000 Cr

## No-dachi

*A single edged great sword.*

**Mass:** 500g ; **Cost:** 2,000 Cr

**Load:** 2; **Str:** 5; **Reach:** 3; **Atk:** +9; **Dfn:** +7; **Dmg:** +17

2H Hv Li

A large Japanese great sword. It's blade has a single edge and like the katana it is designed for cutting rather than thrusting.

## Oil, lubricating

*A small flash of lubricating oil.*

**Mass:** 250g ; **Cost:** 12 Cr

## Ox

*Oxen make great draft animals.*

**Mass:** 750kg ; **Cost:** 340 Cr

## Padlock

*A poor quality padlock.*

**Mass:** 250g ; **Cost:** 2,000 Cr

A poor quality padlock, designed to keep a door or chest shut. Requires a relatively big key, and can be quite easy to pick. Often it is easier to just break it though, by either hitting it very hard, or levering it open.

## Padlock

*An average quality padlock.*

**Mass:** 300g ; **Cost:** 5,000 Cr

A padlock of average quality, of the sort used to keep a door or chest locked shut.

## Padlock

*A good quality padlock.*

**Mass:** 300g ; **Cost:** 10,000 Cr

A good quality padlock.

## Pavilion

*A tent large enough for 10 people.*

**Mass:** 25kg ; **Cost:** 10,000 Cr

## Pavilion

*A tent large enough for 10 people.*

**Mass:** 35kg ; **Cost:** 30,000 Cr

## Pavilion

*A tent large enough for 10 people.*

**Mass:** 60kg ; **Cost:** 50,000 Cr

## Pavilion

*A tent large enough for 10 people.*

**Mass:** 100kg ; **Cost:** 100 K Cr

## Peregrine Falcon (fledged)

*A falcon with developed feathers and capable of flight.*

**Mass:** 250g ; **Cost:** 960 Cr

## Peregrine falcon (unfledged)

*A falcon with undeveloped feathers.*

**Mass:** 150g ; **Cost:** 480 Cr



## Peregrine hawk's nest

*A nest with unhatched eggs.*

**Mass:** 500g ; **Cost:** 960 Cr

## Perfume

*A small vial of poor quality perfume.*

**Mass:** 100g ; **Cost:** 10 Cr

## Perfume

*A small vial of perfume.*

**Mass:** 100g ; **Cost:** 200 Cr

## Perfume

*A small vial of good quality perfume.*

**Mass:** 50g ; **Cost:** 1,000 Cr

## Pig

*The source of bacon sandwiches.*

**Mass:** 75kg ; **Cost:** 80 Cr

## Pint of ale

*A pint of strong ale.*

**Mass:** 800g ; **Cost:** 2 Cr

A pint of good strong ale.

## Pint of bear

*A pint of bear.*

**Mass:** 800g ; **Cost:** 2 Cr

A pint of good beer.

## Pint of mead

*A pint of mead.*

**Mass:** 800g ; **Cost:** 4 Cr

A pint of good mead.

## Piton

*A spike used in rock climbing.*

**Mass:** 250g ; **Cost:** 5 Cr

## Quarterstaff

*A 2m long heavy wooden staff.*

**Mass:** 1kg ; **Cost:** 8 Cr

**Load:** 1; **Str:** 4; **Reach:** 3; **Atk:** +5; **Dfn:** +9; **Dmg:** +8  
2H

## Quilted hauberk

*A heavily padded cloth hauberk.*

**Mass:** 3kg ; **Cost:** 20 Cr

**Load:** 3; **Soak:** +4; neck torso groin arms thighs  
Re-1 Li So

A long heavy jacket of padded cloth. It is commonly worn by militia troops, since it is cheap, light and easy to make. It can be better than mail against small improvised weapons since its thickness gives better padding.

## Quilted jacket

*A heavily padded cloth jacket.*

**Mass:** 2kg ; **Cost:** 12 Cr

**Load:** 2; **Soak:** +3; torso groin arms

Li So

A heavy jacket of padded cloth. It is bulkier than soft leather armour, but its extra thickness adds greater protection. It is viewed as peasant armour, and rarely worn by noble warriors.

## Quilted leggings

*Heavily padded trousers.*

**Mass:** 2kg ; **Cost:** 24 Cr

**Load:** 2; **Soak:** +1; groin legs

Re-1 Li So

Made of cloth and wool, these are padded trousers which cover the legs up to the waist. They tend to be quite bulky and restrict leg movement quite a bit.

## Quilted vest

*A heavily padded cloth vest.*

**Mass:** 750g ; **Cost:** 8 Cr

**Load:** 1; **Soak:** +2; torso

Li So

A padded vest, which protects the torso. Often made of cloth and wool. Cheap and light.

## Quiver

*A quiver for holding arrows.*

**Mass:** 500g ; **Cost:** 40 Cr

## Rations, dried

*One week's worth of dried rations.*

**Mass:** 2kg ; **Cost:** 600 Cr

## Rations, standard

*One week's worth of standard rations.*

**Mass:** 5kg ; **Cost:** 100 Cr

## Ring habergeon

*A heavy form of mail armour.*

**Mass:** 7kg ; **Cost:** 150 Cr

**Load:** 7; **Soak:** +4; torso groin

Re-1 No-1 Vi-2 Hv Ma

## Ring hauberk

*A heavy form of mail armour.*

**Mass:** 10kg ; **Cost:** 300 Cr

**Load:** 10; **Soak:** +6; torso groin arms thighs

Re-2 No-1 Vi-3 Hv Ma

## Ring leggings

*A heavy form of mail armour.*

**Mass:** 6kg ; **Cost:** 250 Cr

**Load:** 6; **Soak:** +3; groin legs

Re-2 No-1 Hv Ma

## Rope, hemp

*20m of hemp rope.*

**Mass:** 12kg ; **Cost:** 100 Cr

## Rope, silk

*20m of silk rope.*

**Mass:** 5kg ; **Cost:** 1,600 Cr

## Round shield

*A standard shield.*

**Mass:** 1.5kg ; **Cost:** 20 Cr

**Load:** 1.5; **Str:** 2; **Reach:** 1; **Atk:** +2; **Dfn:** +5; **Dmg:** +0  
Bk

## Sack, large

*A sack big enough for a person.*

**Mass:** 250g ; **Cost:** 20 Cr

## Sack, small

*A small sack big enough to hold a chicken.*

**Mass:** 100g ; **Cost:** 5 Cr

## Scramasax

*A cheap sword.*

**Mass:** 500g ; **Cost:** 20 Cr

**Load:** 1; **Str:** 2; **Reach:** 1; **Atk:** +4; **Dfn:** +3; **Dmg:** +7  
Wk

A cheap single edged sword, forged from a single piece of iron.

## Scroll case

*A tube for holding scrolls.*

**Mass:** 250g ; **Cost:** 8 Cr

## Sewing needle

*A small bone sewing needle.*

**Mass:** 5g ; **Cost:** 5 Cr

## Sheep

*Used for wool or meat.*

**Mass:** 75kg ; **Cost:** 40 Cr

## Short bow

*A short bow.*

**Mass:** 500g ; **Cost:** 20 Cr

**Load:** 0.5; **Str:** 2; **Reach:** 0; **Atk:** +3; **Dmg:** +5

**Increment:** 15m; **Range bands:** 30m / 60m / 120m

Im

The short bow is a simple bow, about a metre in length. The penetrating power is based on the strength of the user, and also the maximum pull of the bow.

## Short sword

*A short double edged sword.*

**Mass:** 1kg ; **Cost:** 60 Cr

**Load:** 1; **Str:** 2; **Reach:** 1; **Atk:** +4; **Dfn:** +3; **Dmg:** +9

Im

## Signal whistle

*A small iron whistle.*

**Mass:** 5g ; **Cost:** 100 Cr

## Signet ring

*A ring with a pattern embossed upon it.*

**Mass:** 5g ; **Cost:** 200 Cr

## Skeleton key

*A key for opening many locks.*

**Mass:** 10g ; **Cost:** 5,000 Cr

## Slave (female)

*A young woman, useful for light work.*

**Mass:** 60kg ; **Cost:** 520 Cr

## Slave (male)

*A young man, useful for manual labor.*

**Mass:** 70kg ; **Cost:** 800 Cr

## Sling

*A cheap weapon which hurls stones.*

**Mass:** 100g ; **Cost:** 4 Cr

**Load:** 0; **Str:** 2; **Reach:** 0; **Atk:** +8; **Dmg:** +7

**Increment:** 10m; **Range bands:** 20m / 40m / 60m

Li

## Small hammer

*A small hammer, easily concealed in a hand.*

**Mass:** 200g ; **Cost:** 10 Cr

## Small shield

*A small shield.*

**Mass:** 1kg ; **Cost:** 12 Cr

**Load:** 1; **Str:** 2; **Reach:** 1; **Atk:** +2; **Dfn:** +3; **Dmg:** +0

Bk

## Soap

*A bar of soap.*

**Mass:** 250g ; **Cost:** 4 Cr

## Soft leather jacket

*Leather jacket.*

**Mass:** 1kg ; **Cost:** 60 Cr

**Load:** 1; **Soak:** +2; torso groin arms

Li

A flexible and soft jacket which gives protection to the torso and arms. It is thin enough to be worn under mail - either a mail shirt or mail hauberk.

## Soft leather trousers

*Leather trousers.*

**Mass:** 1kg ; **Cost:** 40 Cr

**Load:** 1; **Soak:** +1; groin legs

Li

Trousers made of thick leather. They are flexible so as not to restrict movement, but only provide limited protection. Often worn under mail to add extra padding.

### Sparrow Hawk (fledged)

*A hawk with developed feathers and capable of flight.*

**Mass:** 200g ; **Cost:** 96 Cr

### Sparrow Hawk (unfledged)

*A hawk with undeveloped feathers.*

**Mass:** 150g ; **Cost:** 48 Cr

### Sparrow hawk nest

*A nest with unhatched eggs.*

**Mass:** 500g ; **Cost:** 96 Cr

### Spyglass

*An iron tube with two lenses in it.*

**Mass:** 500g ; **Cost:** 20,000 Cr

### String, hemp

*A 10m length of string.*

**Mass:** 50g ; **Cost:** 3 Cr

### String, silk

*A 10m length of silk string.*

**Mass:** 10g ; **Cost:** 200 Cr

### Strongbox (iron), large

*An iron strongbox, for keeping valuables.*

**Mass:** 60kg ; **Cost:** 500 Cr

### Strongbox (iron), small

*An iron strongbox, for keeping valuables.*

**Mass:** 25kg ; **Cost:** 300 Cr

### Strongbox (steel), large

*A steel strongbox, for keeping valuables.*

**Mass:** 50kg ; **Cost:** 2,000 Cr

### Strongbox (steel), small

*A steel strongbox, for keeping valuables.*

**Mass:** 20kg ; **Cost:** 1,000 Cr

### Swarm of bees (virgin)

*A swarm of virgin bees.*

**Mass:** 200g ; **Cost:** 64 Cr

### Tent, large

*A tent for four people.*

**Mass:** 10kg ; **Cost:** 2,000 Cr

### Tent, small

*A tent for two people.*

**Mass:** 6kg ; **Cost:** 400 Cr

### Throwing axe

*A small axe designed for throwing.*

**Mass:** 250g ; **Cost:** 20 Cr

**Load:** 0.5; **Str:** 2; **Reach:** 0; **Atk:** +2; **Dmg:** +4

**Increment:** 10m; **Range bands:** 3m / 6m / 9m

Hv

### Throwing knife

*A knife designed for throwing.*

**Mass:** 250g ; **Cost:** 60 Cr

**Load:** 0.25; **Str:** 1; **Reach:** 0; **Atk:** +3; **Dmg:** +2

**Increment:** 10m; **Range bands:** 2m / 5m / 10m

Li Wk

### Torch

*A torch, lasts 1 hour.*

**Mass:** 500g ; **Cost:** 2 Cr

### Vegetables

*One meal of fresh vegetables.*

**Mass:** 50g ; **Cost:** 1 Cr

A mixture of fresh vegetables, enough for one meal.

### Wakizashi

*A single edged short sword.*

**Mass:** 500g ; **Cost:** 1,000 Cr

**Load:** 2; **Str:** 2; **Reach:** 1; **Atk:** +3; **Dfn:** +3; **Dmg:** +10

Li

A short Japanese single edged sword. Unlike the katana, it could be used for thrusting with the point, but was still designed to be used against lightly armoured opponents.

### War flail

*Metal balls on a chain.*

**Mass:** 2kg ; **Cost:** 80 Cr

**Load:** 2; **Str:** 3; **Reach:** 3; **Atk:** +6; **Dfn:** +6; **Dmg:** +10

Hv Cr

### War spear

*A heavy spear with a broad blade.*

**Mass:** 1kg ; **Cost:** 16 Cr

**Load:** 1.5; **Str:** 3; **Reach:** 3; **Atk:** +5; **Dfn:** +3; **Dmg:** +11

**Increment:** 5m; **Range bands:** 10m / 20m / 30m

2H Hv Ts

A heavy spear with a broad blade on the end. Used for melee fighting, and not really designed to be thrown at all, though it can be.

### Warhammer

*A heavy headed hammer on a long shaft.*

**Mass:** 1kg ; **Cost:** 40 Cr

**Load:** 1; **Str:** 3; **Reach:** 2; **Atk:** +3; **Dfn:** +2; **Dmg:** +12

Cr

# 22 Yags Medieval



## Water clock

*A clock which works by timing the drips of water.*

**Mass:** 5kg ; **Cost:** 20,000 Cr

## Water skin

*A watertight flask for holding wine or water.*

**Mass:** 100g ; **Cost:** 60 Cr

## Weapon black

*Black coating to dull a single weapon.*

**Mass:** 200g ; **Cost:** 500 Cr

## Whetstone

*A small portable whetstone.*

**Mass:** 500g ; **Cost:** 2 Cr

## Wire saw

*A small wire saw, easily portable.*

**Mass:** 20g ; **Cost:** 2,000 Cr

## Writing ink (vial)

*A clay vial of writing ink.*

**Mass:** 50g ; **Cost:** 40 Cr

## TL3 - Medieval

### Weapons

| Axes           | Atk | Dfn | Dmg | Load | Str | Rch | RoF | Cap | Rcl | Inc | Sh | Md  | Lg  | Class             | TL | LC | Notes    |
|----------------|-----|-----|-----|------|-----|-----|-----|-----|-----|-----|----|-----|-----|-------------------|----|----|----------|
| Battle axe     | +4  | +3  | +10 | 2    | 3   |     |     |     |     |     |    | -   | -   | single            |    |    | Hv Im    |
| Hand axe       | +2  | +1  | +5  | 0.5  | 1   | 1   |     |     |     |     |    | -   | -   | single            |    |    | Hv Th    |
| Throwing axe   | +2  |     | +4  | 0.5  | 2   | 0   |     |     |     | 10  | 3  | 6   | 9   | thrown            |    |    | Hv       |
| Bows           | Atk | Dfn | Dmg | Load | Str | Rch | RoF | Cap | Rcl | Inc | Sh | Md  | Lg  | Class             | TL | LC | Notes    |
| Composite bow  | +3  |     | +11 | 1    | 3   | 1   |     |     |     | 20  | 50 | 100 | 200 | bow               | 1  |    | Im Lo-0  |
| Long bow       | +4  |     | +12 | 1    | 3   | 3   |     |     |     | 20  | 60 | 120 | 240 | bow               | 1  |    | Im Lo-0  |
| Short bow      | +3  |     | +5  | 0.5  | 3   | 1   |     |     |     | 15  | 30 | 60  | 120 | bow               | 0  |    | Im Lo-0  |
| Sling          | +8  |     | +7  | 0    | 2   | 0   |     |     |     | 10  | 20 | 40  | 60  | thrown            |    |    | Li       |
| Clubs          | Atk | Dfn | Dmg | Load | Str | Rch | RoF | Cap | Rcl | Inc | Sh | Md  | Lg  | Class             | TL | LC | Notes    |
| Club           | +2  | +3  | +5  | 1    | 2   | 1   |     |     |     |     |    | -   | -   | brawl, single     |    |    | Li       |
| Knives         | Atk | Dfn | Dmg | Load | Str | Rch | RoF | Cap | Rcl | Inc | Sh | Md  | Lg  | Class             | TL | LC | Notes    |
| Dagger         | +2  | +3  | +4  | 0.5  | 1   | 0   |     |     |     |     |    | -   | -   | brawl, single     |    |    | Li Im    |
| Knife          | +1  | +2  | +2m | 0.25 | 1   | 0   |     |     |     |     |    | -   | -   | brawl, single     |    |    | Li Wk Th |
| Throwing knife | +3  |     | +2  | 0.25 | 1   | 0   |     |     |     | 10  | 2  | 5   | 10  | thrown            |    |    | Li Wk    |
| Shields        | Atk | Dfn | Dmg | Load | Str | Rch | RoF | Cap | Rcl | Inc | Sh | Md  | Lg  | Class             | TL | LC | Notes    |
| Buckler        | +0  | +3  | +0  | 0.5  | 1   | 0   |     |     |     |     |    | -   | -   | shield            |    |    | Li Wk Bk |
| Round shield   | +2  | +5  | +0  | 1.5  | 2   | 1   |     |     |     |     |    | -   | -   | shield            |    |    | Bk       |
| Small shield   | +2  | +3  | +0  | 1    | 2   | 1   |     |     |     |     |    | -   | -   | shield            |    |    | Bk       |
| Spears         | Atk | Dfn | Dmg | Load | Str | Rch | RoF | Cap | Rcl | Inc | Sh | Md  | Lg  | Class             | TL | LC | Notes    |
| Hunting spear  | +3  | +2  | +7  | 1    | 2   | 3   |     |     |     | 15  | 10 | 30  | 50  | single, longshaft |    |    | 2H Ts    |
| Javelin        | +5  |     | +5  | 0.25 | 2   | 2   |     |     |     | 15  | 3  | 6   | 9   | thrown            |    |    | Li Im Wk |
| Long spear     | +4  | +4  | +11 | 2    | 5   | 4   |     |     |     |     |    | -   | -   | longshaft         |    |    | 2H Ts    |
| Quarterstaff   | +5  | +9  | +8m | 1    | 4   | 3   |     |     |     |     |    | -   | -   | longshaft, great  |    |    | 2H       |
| War spear      | +5  | +3  | +11 | 1.5  | 3   | 3   |     |     |     | 5   | 10 | 20  | 30  | single, longshaft |    |    | 2H Hv Ts |
| Swords         | Atk | Dfn | Dmg | Load | Str | Rch | RoF | Cap | Rcl | Inc | Sh | Md  | Lg  | Class             | TL | LC | Notes    |
| Broad sword    | +5  | +5  | +12 | 1    | 3   | 2   |     |     |     |     |    | -   | -   | single            |    |    |          |
| Scramasax      | +4  | +3  | +7  | 1    | 2   | 1   |     |     |     |     |    | -   | -   | single            |    |    | Wk       |
| Short sword    | +4  | +3  | +9  | 1    | 2   | 1   |     |     |     |     |    | -   | -   | single            |    |    | Im       |

### Armour

| Armour                | Soak | Load | Location                     | Notes                | Comments   |
|-----------------------|------|------|------------------------------|----------------------|--|
| Fur jacket            | +4   | 3    | neck torso groin arms thighs | Re-1 Li So Wa        |  |
| Fur trousers          | +2   | 2    | groin legs                   | Re-1 Li So Wa        |  |
| Hard leather jacket   | +3   | 2    | neck torso groin arms thighs | Re-1 Li              |  |
| Heavy Samurai Armour  | +12  | 4    | torso groin arms legs        | Re-1 No-1 Li         |  |
| Kurbal cuirass        | +1   | 1    | torso                        | Li                   | Can be worn over soft leather or quilted armour. |
| Light Samurai Armour  | +6   | 2    | torso groin arms legs        | Re-1 No-1 Li         |  |
| Mail coif             | +1   | 2    | skull neck                   | Hv Ma                | Often worn under a helm.                         |
| Mail hauberk          | +6   | 7    | torso groin arms thighs      | Re-1 No-1 Vi-3 Hv Ma |  |
| Mail leggings         | +3   | 5    | groin legs                   | Re-1 No-1 Hv Ma      |  |
| Mail shirt            | +4   | 4    | torso groin                  | No-1 Vi-2 Hv Ma      |  |
| Metal helm            | +1   | 1    | skull                        | Vi-2 Hv              |  |
| Quilted hauberk       | +4   | 3    | neck torso groin arms thighs | Re-1 Li So           |  |
| Quilted jacket        | +3   | 2    | torso groin arms             | Li So                |  |
| Quilted leggings      | +1   | 2    | groin legs                   | Re-1 Li So           |  |
| Quilted vest          | +2   | 1    | torso                        | Li So                |  |
| Ring habergeon        | +4   | 7    | torso groin                  | Re-1 No-1 Vi-2 Hv Ma | Can be worn over soft leather.                   |
| Ring hauberk          | +6   | 10   | torso groin arms thighs      | Re-2 No-1 Vi-3 Hv Ma | Can be worn over soft leather.                   |
| Ring leggings         | +3   | 6    | groin legs                   | Re-2 No-1 Hv Ma      | Can be worn over soft leather.                   |
| Soft leather jacket   | +2   | 1    | torso groin arms             | Li                   | Can be worn under mail, a cuirass or vambraces.  |
| Soft leather trousers | +1   | 1    | groin legs                   | Li                   | Can be worn under mail leggings.                 |