-Book 4-
Adventuring

Life on the Roads

Adventurers constantly face dangers and hurdle while on the road. There can be all kinds of obstacles standing in the way of the *characters*. It can be as simple as a big tree blocking a road or a more serious problem like wide river blocking the escape from a group of strong enemies. One thing is for certain, the life on an adventurer is not one of comfort.

Encumbrance

Adventurers need a lot of things while out on the road or deep in a dungeon. Unfortunately, what one can carry is limited.

Every object has an encumbrance rating; this is a representation of how cumbersome the object is. Encumbrance represent both the weight and the size of an object.

Each *character* has a encumbrance limit; this is the amount of material they can carry without any penalty. This limit depends on the *power* and *constitution* of the *character* as well as on their *size*.

Micro characters can carry their *power* plus their *constitution*, multiplied by half.

Mini characters can carry their *power* plus their *constitution*.

Small characters can carry their *power* plus their *constitution*, multiplied by one and a half.

Medium characters can carry their *power* plus their *constitution*, multiplied by two.

Large characters can carry their *power* plus their *constitution*, multiplied by two and a half.

Huge and larger *characters* can carry their *power* plus their *constitution*, multiplied by three.

A *character* carrying between their encumbrance limit and one and a half time their encumbrance limit suffer from a 1 die malus to all their *power* and *agility* test.

A *character* carrying between one and half time and two times their encumbrance limit suffer from a 2 dice malus to all their *power* and *agility* test and have their movement speed cut in half.

A *character* carrying between two and three times their encumbrance limit have their movement speed reduced to 2 metres per round and can not do any *power* or *agility* test.

Characters cannot carry more than 3 times their encumbrance limit.

Running

There is many reason to run while adventuring. It can be running from someone or after someone, running to charge an enemy, running to reach something in a timely manner, the circumstances for running abound.

Running is divided in 3 types depending on the size and scope of the actions..

Sprint

Sprint is for the short bursts of running happening in a round.

Sprint is done by a *running open-ended test*. For every *MoS* the *character* can add half their movement speed to their movement.

Example: A *character* with a *movement speed* of 9 metres decide to run. The player make a *running* test and obtained 3 *successes*. The *character* can therefore move 23 metres (9 metres + (3 * 4.5 metres) = 22.5, rounded to 23 metres).

Chase

Chase is for the situations where a *character* try to catch up to another in sight and when the exact position is not that important for the gameplay.

The *GM* should gives a number of *MoSes* head start for the *character* being chased. A good rules of thumb is 1 per 10 metres of distance from the character chasing. If the chased *character* start running before the chaser, the *GM* can add one *running* test to their advantage.

Once the chase is initiated, each player do a *running versus rolling test*. Every time the chased *character* scores *hits*, they increase the distance between them and the chaser. If the chaser scores *hits*, they distance is reduced.

If the chaser rolls a complete failure, they lose sight of the target and the chase is over.

If the total number of *MoSes* obtained by the chaser is equal or greater to the number of *MoSes* obtained by the chased *character* plus their head start, the chaser catch up with his target.

No *character* can make more running roll for a chase than their *constitution* score.

Pursuit

Pursuit is for the situation where a party is trying to catch up to another party without having a visual on them. Pursuit can last many hours or even days.

Pursuit is done as a *versus composed test* between the pursuer and the pursued. The pursuer make a roll for *running*, *tracking* and *resist fatigue* and total the number of *MoSes*. The pursued roll for *navigation*, *running* and *resist fatigue*. The pursued can decide to replace both *navigation* and *running* with *stealth* if they decide to cover their tracks. If they do so, the *tracking MoSes* of the pursuer are halved.

The *GM* determine a head start for the pursued in hours.

If the pursuer's *MoSes* are equal to those of the pursued the distance between the two remain the same.

If the pursuer scores *hits*, the distance between the two parties is reduced. Every *hit* allows the pursued to reduced the head start by 2 hours.

If the pursued scores *hits*, the distance is increased. Every *hit* increase the head start by 2 hours.

If the pursuer have a *complete failure* they lose tracks of their target.

Climbing

When you can't go around an obstacle, nor under, nor through, going over can seem to be the solution. In order to do so you need *climbing*.

MoSes on a *climbing* test represent the distance climbed with the roll. Different types of surfaces represent different level of challenge to climb. Here are a few of the most common time of climbing and how they affect the rolls.

Tree: The *character* can climb 1 metre per *MoS*.

Rough natural cliff: 1 MoS is needed not to fall. For every 2 *MoSes* the *character* can climb 1 metre.

Smooth Cliff or Rough Wall: 1 *MoS* is needed not to fall. For every 3 *MoSes* the *character* can climb 1 metre.

Smooth Wall: 1 *MoS* is needed not to fall. For every 4 *MoSes* the *character* can climb 1 metre.

Complete failure makes the *character* fall and receive fall damage

as described below.

A wet surface, strong winds or other adverse conditions can add to the number of *MoSes* needed not to fall.

Jumping

Whether a *character* wants to traverse a chasm or just want to get on top of a table quickly, jumping is bound to happen while adventuring.

Horizontal Jumping

The distance a *character* can jump horizontally depends on the movement used before the jump.

No movement used: Can jump 1 metre plus 1 metre for every 3 *MoSes*.

Half movement used: Can jump 1 metre plus 1 metre for every 2 *MoSes*.

All movement used: Can jump 1 metre plus 1 metre for every *MoS*.

All movement used plus running: Can jump 1 metre plus 1 metre for every *MoS*. Can add 1 die to the *jumping dice pool* for every *MoS* used for *running*.

Vertical Jumping

A *character* can jumps vertically half a metre plus half a metre for every 3 *MoSes*.

Moving Heavy Objects

Placing heavy objects in the way of a *character* can be a good way to slow them down. Blocking a road with a big tree, lowering down a portcullis, rolling a boulder in front of the entrance of a cave, all those situations require to move heavy objects.

Lifting

A *character* can lift 45kg plus 45kg per *MoS*.

Pushing

For a flat object or an object which cannot roll, the *character* can push 45kg + 45kg per *MoS*.

For an object which can roll, the *character* can push 90kg plus 90kg per *MoS*.

Swimming

When a *character* end up in water, no test is needed to stay afloat. To move around in water with speed, a *swimming* test maybe asked by the *GM*. The *character* can move half their *movement speed* plus 1 metre per *MoS*.

If the *character* is in running water, the current might takes them in a direction at a certain number of metre per rounds. This can work for or against the *characters*.

If the *character* carry a lot of material, the *GM* can ask for a test to stay afloat. 1 *MoS* would be needed if the *character* carry more than half their *maximum encumbrance*, 2 *MoSes* if they carry more than their *maximum encumbrance*, 3 *MoSes* if they carry more than one and a half times their *maximum encumbrance*, etc.

Falling

Falling is bound to happen while adventuring. It could be from a dangerous pit trap or simply from clumsiness.

The damage taken from falling depends on the height of the fall and on the size of the creature.

For every metre fallen after the first one, one dice of damage should be rolled. The type of dice to be rolled is a function of the size of the *character*:

Micro: d4

Mini: d4

Small: d6

Medium: d8

Large: d10

Huge and larger: d12

The type of damage is *bludgeoning* and is reduced by protection worn by the *character*.

Acrobatics

A falling *character* can make an *acrobatics* test to try to land and reduce damage taken. For every *MoS* on this test, the dice pool for falling damage is reduced by one.

Camping

When making camp for a long rest, a few step are needed to have a fully benefit from a good night of sleep.

Sheltering

Sheltering is preparing a camp for the night, to grant minimum comfort to the sleeping *characters*. It includes making a fire and creating a temporary shelter.

For every *MoS* on a *step-back rolling test*, one *character* can be sheltered. Every roll takes 1 hour.

Sheltered *characters* gain twice as much *spirit points* from sleeping.

Getting Food and Cooking

When sleeping in the wild, a *character* can make a *foraging & hunting step-back rolling test*. Each roll takes one hour. Every *MoS* can feed one person.

A *character* can take foraged food and make a feast out of it. For every *MoS* on a *cooking step-back rolling test*, 2 portions of food are expended and one person is fed. Every *character* fed can make a *confidence & ego* test and regain 1 *spirit points* per *MoS*. *Hits* on the *cooking* test can be distributed amongst the participant of the feast and added to the result of their *confidence & ego* test.

Merrymaking

One or more *character* can participate in merrymaking. To do so, they roll any speciality of *arts & performance* as a *step-back rolling open-ended test*. For every *MoS*, one participant or spectator of the *merrymaking* can regain 2 *spirit points*.

Standing Guard

Camping in the wild is not always the safest thing to do. For that reason, a party will often have somebody standing guard.

At the start of a guard watch, the player must make a *perception & vigilance* test and a *resist fatigue* test. For every hour spent on watch, one *MoS* is subtracted from the *resist fatigue* or *perception & vigilance* test.

If *character* tries to sneak on the party, their *stealth* is compared to

the current *perception & vigilance* of the watch.

Sleeping

This is usually the main reason to make camp. After 6 hours of sleep, a *character* can make a *natural healing* test for every lines of injury with a difficulty *level* equals to the number of *injury boxes* ticked on that line. If the test is successful, one *injury box* on that line is unchecked. For every hits, one additional box on the same line can be unchecked.

If the *character* is uninjured (after any *natural healing* test), they can regain half their *constitution* worth of *spirit points*.

Travelling

Being on the road is generally to get somewhere.

To abstract long travel, the party can do a *navigation* test with a *difficulty level* equals to the number of days the trip should take. For every missing *MoS*, the trip takes an extra day. This test can be assisted. Circumstances can modify the *difficulty level* of this test; following a road, a stream or a coast will halved the *difficulty level* while crossing a desert or a forest will double it.

Each *character* must also do a *resist fatigue* test with a *difficulty level* equals to the actual number of days travelled. For every missing *MoS*, 2 *spirit point* is lost.

The *GM* can decide to interrupt the travel with one or more encounters.

Maps

Each maps come with a precision score. If the party possesses a map of the region they are travelling in, they can add to their navigation test the precision score of the map.

Hiding and Sneaking Around

When a *character* desire to hide, a *stealth open-ended test* is made. S*tealth* tests are opposed by *perception & vigilance* tests. In case of a tie, the hidden *character* remains hidden if the opponent is not actively looking for hidden *character* but is discover if the opponent is actively looking.

Example: A thief hiding from unaware passer by will have the advantage and win tie. If a guard on duty then pass, the guard will have the advantage and win the tie.

If a hidden *character* try to move without being seen, the *MoS* from their *stealth* test is reduced by 1 every time they move half their *movement speed*. Once they are done moving, they can make another *stealth* test to hide in their new position if they so desire.

Example: A thief roll to hide from a guard and score 4 *MoSes*. The *GM* rolls for the guard secretly and scores 2 *MoSes*. The thief then wants to move 9 metres to a new hiding spot, their whole *movement speed*. The stealth score of the thief is therefore reduced by 2 and equals the result of the guard. Since the guard is actively looking for intruder, they win the tie. The thief is caught.

The *GM* can decide to grant environmental bonus and malus to either the *character* hiding or to those spotting them.

Extreme Weather

Adventuring can often bring *character* in location with extreme weather conditions. Being in such inhospitable environments can take a toll on the spirit of an adventurer.

The longer a *character* spends in extreme weather the more they are likely to suffer from exposure. There is 3 levels of extreme weather for cold and 3 levels for warmth.

A *character* spending a prolonged time in extreme weather must make either a *resist cold* or *resist heat* test. The *difficulty level* of this test depends on the time spent and the level of weather. The *difficulty* is cumulative. For every missing *MoS*, the *character* lose 1 *spirit point*, for every 2 missing *MoSes*, the *character* suffer a minor injury.

> **Cold:** Below 10º Celsius; *Difficulty level* 1 per 2 hours.
>
> **Freezing:** Below 0º Celsius; *Difficulty level* 1 per hour.
>
> **Frigid:** Below -15º Celsius; *Difficulty level* 1 per ½ hour.
>
> **Hot:** Above 30º Celsius; *Difficulty level* 1 per 2 hours.
>
> **Scorching:** Above 40º Celsius; *Difficulty level* 1 per hour.
>
> **Blistering:** Above 50º Celsius; *Difficulty level* 1 per ½ hour.

Example: A *character* is in cold temperature for 2 hours. They must make a test with a *difficulty level* of 1. After an other 2 hours, another test is required with a *difficulty level* of 2. The temperature then drop to freezing. After 1 hour a new test is needed with a difficulty level of 3.

Cities, Towns and Civilization

In some case, civilization represent a comforting respite, in other, it can be more dangerous than the most remote wilderness. Some *characters* will thrive in such environment while others will try to spend as little time as possible in cities and towns.

Commerce

Commerce is often the heart of civilization. Characters need gears and equipment to go on adventures and need to unload treasure they gained on previous endeavour, therefore, they will have to deal with merchants.

Appraising

Before trying to sell an object, it is useful to estimate its price. To do so, an *appraise* test is made. This test can be *assisted, halved*. The difficulty *level* for this test depends on the rarity of the objects:

Common every day items: 0 (Food items, regular clothes, farming tools, utensils, etc)

Specialised items: 1 (Weapons, armour, traps, musical instruments, etc)

Luxurious common items: 2 (Fancy clothes, decorated utensils or tools, etc)

Luxurious specialised items: 3 (Decorated weapons or armour, decorated musical instruments, etc)

Art objects: 4 (Sculpture, painting, tapestry, etc)

Identified magical items: 5 (magical weapons, magical armour, magical musical instruments, etc)

It is impossible to *appraise* an unidentified magical item. Magic user can identify a magical items with the *identify* spell.

For every missing *MoS* on an *appraise* test, the *character* underestimate the value of the object they want to sell (unless they have the greed trait which make them overestimate the price) or overestimate the value of an object they want to acquire (again, inverted if greedy).

1 missing MoS: Off by ¼

2 missing MoS: Off by ½

3 missing MoS: Off by ¾

4 or more missing MoS: Believe the object to be worthless or invaluable.

If a lot of item is to be *appraised*, the *difficulty level* is of the rarest object.

Haggling

Ounce a *character* has an idea, good or bad, of the price of an item, they can try to haggle for it. Haggling is done by a *charm & persuasion opposed test*. Each *character* must have a estimated value of the objects. The rolls will determine the final price of the transaction the two party agree upon.

In case of tie, the final price is halfway through both estimated values.

If the seller scores 1 *hit*, the final price is about ¾ towards the highest of both estimates.

If the seller scores 2 *hits*, the final price equals the highest of both estimates.

If the seller scores 3 *hits*, the final price equals 1½ time the highest estimates.

If the seller scores 4 *hits* or more, the final price equals 2 time the highest estimates.

If the buyer scores 1 *hits*, the final price is about ¾ towards the lowest of both estimates.

If the buyer scores 2 *hits*, the final price equals the lowest of both estimate.

If the buyer scores 3 *hits*, the final price equals ¾ of the lowest of both estimate.

If the buyer scores 4 *hits* or more, the final price equals ½ of the lowest of both estimates.

Although it is customary, no *character* is ever forced to haggle; they can decide to simply pay the asking price or sell for what is offered.

If more than one objects is purchased, the appraisal and the haggling should only be done ounce for the lot.

Inns

Having a comfortable bed for the night can be one of the most soothing thing after many night on the road. Having a long rest in a inn triple the amount of *spirit point* gained (half *constitution* times 3). If the inn is particularly sumptuous, the *spirit* gained from a long rest is quadrupled.

Taverns

Spending time in a tavern, drinking, eating and singing, can be a good way for *characters* to relax and take their mind of the hardship of adventuring. One must be careful with alcohol though, abusing it will affect their *attributes*.

Alcoholic beverages does not all have the same alcohol content; it will require a different amount of different drinks to consume one portion of alcohol.

> **Beer, Cider and Ale:** ½ litre represent one portion of alcohol.
>
> **Wine:** ¼ litre represent one portion of alcohol.
>
> **Spirit:** ⅛ litre represent one portion of alcohol.

When a *character* has been drinking, whenever it is relevant to know how affected they have been, a *resist poison* test should be made. The *difficulty level* of this test is equals to the number of portion of alcohol the *character* drank. For every missing *MoS*, the *character* lose 1 points of *agility*, *power*, *erudition* and *sagacity* and gain 1 rank in *confidence & ego*. Those modifications are temporary and will disappear as the *character* sober up.

To sober up, a *character* must first stop drinking. Whenever it is relevant to know up much to sobered up, the player can roll a *resist poison* test with a *difficulty level* equals to the number of portion of alcohol consumed minus 1 per hour since the last drink. For every *hit*, the *character* regain 1 point of *agility*, *power*, *erudition* and *sagacity* and lose 1 rank of *confidence & ego*, until the effect of the alcohol are dissipated.

Example: A *character* drank 1 litres of beer and half a litre of spirit, making it 6 portions. They rolled a *resist poison* test and scored 3 *MoSes*, missing 3 to reach the *difficulty level*. Their *agility*, *power*, *erudition* and *sagacity* is reduced by 3 and their *confidence & ego* is increase by the same amount.

4 hours after the last drink, it is relevant to know how drunk the *character* is. The *difficulty* of a *resist poison* test is now 2 (6-4). They scores 3 *MoSes*, giving them 1 *hit*. The *character* regain 1 point of *agility*, *power*, *erudition* and *sagacity* and lose 1 rank of *confidence & ego*.

Pickpocketing

Sometime, acquiring something in a legitimate way is impossible or unpleasant; in those situations a *character* can try to pickpocket the holder of the desire items.

To pickpocket, a *character* must see the item to be stolen. The thief makes a *sleight of hand* test against a *perception & vigilance* test from the target. In case of a tie the target detect the attempt, unless they are being actively distracted by a third *character*.

Half the object encumbrance (rounded down) is added to the *perception & vigilance* roll of the target.

Example: A thief tries to steal a dagger from a noble. A accomplice of the thief make a scene to distract the noble, giving the advantage to the thief. The noble rolls *perception & vigilance* and obtained 2 *MoSes*. The dagger has an encumbrance of 1 and ½ rounded down equals 0 so, no bonus is added. The thief must roll 2 or more *MoSes* on a *sleight of hand* test to be successful. They roll 1 *MoS*; the thief get caught!

Picking Locks

Locks are made to keep people out but they can't keep everybody out, there will always be those who can pick locks.

Every locks have a *difficulty level* associated with them.

> **Easy locks:** Between 1 and 5
>
> **Moderate locks:** Between 6 and 10
>
> **Hard locks:** Between 11 and 15
>
> **Extreme locks:** Over 16

To pick a lock, a *character* must make a *sleight of hand first-fail rolling test* against the *difficulty level* of the lock. Each roll take 1 round.

A *character* must have a lockpick to attempt to pick a lock. In case of a *complete failure* on one of the rolls, the lockpick breaks.

Diseases

Cities, with their high population density, are the perfect environment for the spread of diseases.

When exposed to a contagious disease, a *character* must make a *natural healing* test to resist contracting this disease. The *difficulty level* depend on the disease. It is noted as the *contagiousness*.

If the test is failed, the *character* become afflicted by the disease. When suffering from a disease, a *character* can do a *natural healing step-back rolling test* with one roll per day to try to recover from the disease. An ally can assist the recovery with *medicine* test. The *MoSes* are added to the *natural healing* test. Each *medicine* roll take one hour. Only one roll per day can be made. The *difficulty level* to recover from the disease is noted as *recovery*.

Flu

The flu is a very common disease. Most of the time the flu is not too serious but it will drain the spirit of a *character*.

>**Contagiousness:** 4
>
>**Recovery:** 21
>
>**Detection difficulty:** 1
>
>**Effect:** The *character* cannot recover *spirit* from sleeping. All other *spirit* recovery is halved.

Leprosy

A terrible disease causing muscle atrophy, skin insensitivity, blindness and decay of the cartilaginous tissue. The symptom of the disease takes years but the symptom are irreversible through natural means.

>**Contagiousness:** 1
>
>**Recovery:** Once contracted, there is no recovery.
>
>**Detection difficulty:** 1
>
>**Effect:** Every *resist pain* and *insult & intimidation* test have their *MoSes* doubled. *Charm & persuasion* test have their *MoSes* halved. Every year, the *agility* and *power* of the *character* are reduced by 1. Every year, the *character* must do a *natural healing* test with a *difficulty level* of 1. In case of a failure on this test, the *character* becomes blind.

Plague

Known as the black death, the plague can decimate a city in a matter of weeks.

>**Contagiousness:** 5
>
>**Recovery:** 25
>
>**Detection difficulty:** 3
>
>**Effect:** At the start of every day, one *injury box* must be ticked. Every *natural healing* test to recover from injuries have their *MoSes* halved.

Pox

The pox main negative effect is the itchy blisters covering the bodies.

>**Contagiousness:** 2
>
>**Recovery:** 15
>
>**Detection difficulty:** 1
>
>**Effect:** Every *charm & persuasion* test have their *MoSes* halved. Every non constitution based *rolling test* receive -1 *MoS* on every roll.

Syphilis

A sexually transmitted disease, the syphilis will overtime drive a *character* insane.

>**Contagiousness:** 3, must have sexual intercourse with a carrier.
>
>**Recovery:** Once contracted, there is no recovery.
>
>**Detection difficulty:** 5
>
>**Effect:** Every *erudition*, *persona* and *sagacity* based test receive -1 *MoS* for every year the *character* has been afflicted with syphilis.

Poison

When a *character* want to cause harm to someone but would rather avoid direct confrontation, they can use poison.

A poisoned *character* can do a *resist poison step-back rolling test* to shrug off the effect. Each poison have a *frequency* at which the target can roll for their *resist poison* test and where the effect is

going to be applied. Each poison also have a *difficulty level* to be attained to shrug it off.

For example, a *character* is poisoned with slow acting poison with a *frequency* of 1 day and a *difficulty level* of 8. After 1 day of the poison being administrated, the *character* makes a *resist poison* test and scored 3 *MoSes*. Since the *difficulty level* is not met, the effect of the poison is applied. The next day, the *character* gets to roll again and score 2 *MoSes*, for a total of 5. Still, the *difficulty level* is not met so the effect is applied a second time. On the third day, the *character* rolls 3 *MoSes*, for a total of 8. The *difficulty level* is met, the poison lose it's effectiveness.

Poison can be administrated orally or through the bloodstream, usually by coating a blade.

Long Boiled Slug Spit

This fast acting poison will make the target feels nauseous and tired.

> **Frequency:** 1 round
>
> **Recovery:** 6
>
> **Detection difficulty:** 2
>
> **Effect:** -2 *spirit points*.

Strangler

This unreliable poison will prevent a *character* from breathing and drop them dead without leaving any trace.

> **Frequency:** 1 hours
>
> **Recovery:** 9
>
> **Detection difficulty:** 5
>
> **Effect:** Can roll 1d4 for every hour the poison has been administrated. If 1 *MoS* is scored, the *character* choke to death. Losses are added to the *recovery* of the victim.

Black Bile

This poison will have its target die slowly in a painful death.

> **Frequency:** 1 hours
>
> **Recovery:** 20
>
> **Detection difficulty:** 1
>
> **Effect:** Receive 1d8 poisonous damage.

Mind Veil

This poison target the mind of the victim, making their brain completely non-functional.

> **Frequency:** 1 day
>
> **Recovery:** 12
>
> **Detection difficulty:** 4
>
> **Effect:** *Erudition*, *persona* and *sagacity* are reduced by 2.

Constrictor

This poison have the muscles of the target contract and become hard as rock.

> **Frequency:** 1 hour
>
> **Recovery:** 15
>
> **Detection difficulty:** 3
>
> **Effect:** *Agility* and *Power* are reduce by 2.

Delving into Caves and Dungeons

Whether it is to find long lost treasure or to fight some villains and monster who took residence there, adventurers are often drawn to all kind of deep caves and forgotten ruins.

Low Light and Darkness

Being in low light or in darkness can be a factor in many situations, from fighting to simply finding your way.

Characters are considered in low light if they are outside at night on a full night moon, if they are in a cave with a candle, or in similar situations.

Characters are considered in darkness if they are outside, on a cloudy moonless night, in a cave without a light or in similar situations.

Every test relying on sight made while in low light receive -1 *MoS*. This malus is increased to -2 *MoSes* if in darkness.

Torches, Lanterns and Candles

When venturing in the dark it is a good idea to bring a light source. Each type of light source have their own characteristic.

Candles: Typical candles last for 5 hours and give low light to up to a 5 metre radius. They are blown out fairly easily and can't stay lit in the rain.

Torches: They last for about 1 hours and give light to a radius of 5 metres and low light for an additional 5 metres. They cannot stay lit in heavy rain.

Lantern: Lantern last for up to 5 hours. They function on oil and can be recharged. They give light to a radius of up to 5 metres plus an additional 5 metres of low light.

Bullseye Lantern: Bullseye lantern last for up to 5 hours. They function on oil and can be recharged. They emit a cone of light 10 metres long plus an additional 5 metres of low light.

Traps

When locks are not enough, traps can be used to punish would be intruders.

Every laid traps come with three *difficulty level*; the first one is to detect the trap, the second one to understand it and the last to disarm it.

Spotting Traps

Traps can be spotted by a *perception & vigilance* test against the *detection difficulty* of the trap. This *difficulty* often comes from a *stealth* test from the person who laid the trap. If the *character* is actively looking for a trap, they have the advantage, if not, on a tie they fail to detect the trap. This *perception & vigilance* test is not a free action; if the *character* is doing something else requiring a roll, the number of dice used is subtracted from the *perception & vigilance* roll.

Disarming Traps

Once a trap is detected, a *character* can try to disarm it. They must first understand the trap. To do, they must roll a *mechanics step-back rolling test* against the trap's *complexity*. Each roll takes one round.

Once they understood the trap they can actually try to disarm it. Each trap has a way of being disarmed; the *skill* to be used and the *difficulty level* will be detailed in the trap description. The disarm process is always a *first-fail rolling test*. In case of failure, the trap is sprung and get the *character* trying to disarm it.

Pit Trap

A simple hole in the ground covered with leaves and branches or frail planks of wood.

Detection: *Stealth* -1 *MoS*

Complexity: 0

Disarm: *Lifting & pushing, difficulty level* 6

Effect: To be effective, the trap must be at least 1 metres deep. Any *character* falling inside suffer fall damage.

Spike can be placed at the bottom of the pit, doubling the number of dice rolled for damage and changing the type to *piercing*.

Bear Trap

Steel toothed jaws that will bite anyone stepping on them.

Detection: *stealth*

Complexity: 2

Disarm: *Sleight of hand, difficulty level* 3

Effect: The *character* receive 2d8 *piercing damage*. If the bear trap is linked to a chain, the *character* is restrained by this chain.

Spring Propelled Darts

Dissimulated in small hole in a wall, statue or furniture, those darts will automatically be shot at any *character* triggering the trap.

Detection: *Stealth*

Complexity: 6

Disarm: *Sleight of hand, difficulty level* 6

Effect: Darts fly in direction of the *character* triggering the trap. This has the effect of a range attack against the character. The attack is of 3d8, any *hits* cause 1d6 *piercing* damage.

Poisonous Needle

Hidden directly in a lock, the poisonous needle will stab anyone trying to pick the lock without disabling the trap first.

Detection: 4

Complexity: 8

Disarm: *Sleight of hand, difficulty level* 8

Effect: The needle prick the *character* triggering the trap and inflict them with a poison, most often the black bile.

Moving Walls

Once triggered, this trap will make the walls a room move towards each other, eventually crushing anyone in the room.

Detection: *Stealth*

Complexity: 3

Disarm: 6

Effect: Ounce the trap is sprung, all the door of the room get locked and the wall start moving at a speed of 1 metre per round. Ounce the wall start moving, it is too late to disarm the trap. At this point, the only hope of the *characters* is too unlock one of the door and escape.

Narrow Bridges and Ledges

Getting around in a cave or a dungeon in ruined is not always a simple affair. Deep chasm, wild river, pungent ooze or flowing lava can all be found in those inhospitable environments. To avoid or cross those obstacles, adventurers sometime have no better option than a narrow bridge or ledge.

To move on such a narrow surface, an *acrobatics first-fail rolling test* is required. For every *MoS* on this test, the *character* can move 1 metre. In case of the failure, the *character* falls. Each roll takes 1 round.

A wet or slippery surface will subtract 1 *MoS* per roll.

Equipment

Adventuring is a risky business and one would be a fool to undertake such an occupation without the proper equipment.

One can never know for sure what will be needed while questing, there is some staples you should never venture without but there is only so much that can be carried; choices have to be made.

Weapons

Even if one hope to never have to use it, it would be unwise to adventure without at least one weapon.

Balanced Knife

Carrying a knife is useful in so many situations, a balanced knife has the advantage of being easily thrown.

> **Skill:** *Brawling* / *Throwing*
>
> **Range:** Close / Far (5m)
>
> **Damage:** *Power + 2*
>
> **Damage Type:** *Piercing* / *Cutting*
>
> **Encumbrance:** 1
>
> **Price:** 1sp 2cp

Bayonet

A spike fitted at the end of a musket used when out of ammo or when forced to melee combat.

> **Skill:** *Polearms*
>
> **Range:** *Medium*
>
> **Damage:** *Power + 2*
>
> **Damage Type:** *Piercing*
>
> **Encumbrance:** 1
>
> **Price:** 5sp

Blunderbuss

Invented by the goblins, this firearms sacrifice accuracy for reloading speed.

> **Skill:** *Ctossbows & Firearms (Agility)* -1 *MoS*
>
> **Range:** Far (15m)
>
> **Damage:** d20
>
> **Damage Type:** *Piercing*
>
> **Encumbrance:** 7
>
> **Special:** Fine Motor Reload (1/1), Unreliable
>
> **Price:** 2gp

Buckler

The smallest of shield, bucklers are a good choice for the adventurers desiring some protection without taking on too much encumbrance.

> **Skill:** *1-handed swords* / *1-handed axes & maces*
>
> **Range:** Close
>
> **Damage:** *Power*
>
> **Damage Type:** *Bludgeoning*
>
> **Encumbrance:** 2
>
> **Special:** Shield Defence (1)
>
> **Price:** 10sp

Club

A simple large piece of hardwood, probably the oldest weapon ever designed, still in use today by people with little means.

> **Skill:** *1-handed axes & clubs*
>
> **Range:** Medium
>
> **Damage:** *Power + 2*
>
> **Damage Type:** *Bludgeoning*
>
> **Encumbrance:** 7
>
> **Price:** 5cp

Daggers and Knife

Carrying a knife or a dagger is very common. Those tools have a thousand and one utility, one of them being a weapon. Include roundel daggers, hunting knives, bollock daggers, tanto, etc.

> **Skill:** *Brawling*

Range: Close

Damage: *Power + 2*

Damage Type: *Piercing / Cutting*

Encumbrance: 1

Price: 1sp

Firearms Stock

The butt end of a firearm can be used as a bludgeoning weapon when forced to fight in melee.

Skill: *Polearms*

Range: Medium

Damage: *Power + 2*

Damage Type: *Bludgeoning*

Encumbrance: N/A

Price: N/A

Flail

Evolved from a farming tool, the flail found its place on the battlefield as specialized anti-armour weapon.

Skill: *1-handed axes & maces*

Range: Medium

Damage: *Power + 6*

Damage Type: *Bludgeoning*

Encumbrance: 6

Special: Dangerous weapon

Price: 2gp

Great Sword

Over 2 metres long, those huge blades are more polearms than swords.

Skill: *Polearms / 2-handed swords* -1d

Range: Medium / Long

Damage: *Power + 6*

Damage Type: *Piercing / Cutting*

Encumbrance: 8

Special: 2-Handed

Price: 1gp 15sp

Heavy Crossbow

Those very powerful crossbow are so strong that they cannot be reloaded by hand; a windlass is needed to pull the string back. This make them very slow to operate but their deadliness compensate.

Skill: *Crossbows & firearms (Agility)*

Range: Far (50m)

Damage: d20

Damage Type: *Piercing*

Encumbrance: 12

Special: Fine Motor Reload (1,1), 2-Handed

Price: 2gp

Javelin

A light pole with a sharp iron spike on one end, javelins are made to be thrown at a target.

Skill: *Thrown / Polearms* - 1d

Range: Medium / Far (10m)

Damage: *Power + 4*

Damage Type: *Piercing*

Encumbrance: 5

Price: 1sp

Kanabo

A large wooden club with metal studs or bands, requiring two hands to wield. A favourite of the trolls,

Skill: *Polearms*

Range: Medium

Damage: *Power + 6*

Damage Type: *Bludgeoning*

Encumbrance: 9

Special: 2-Handed

Price: 1sp

Large Shield

Although very cumbersome, the large shield offer excellent protection against arrows and can definitely give an edge in melee.

Skill: *1-handed axes & maces* / *1-handed swords*

Range: Medium

Damage: *power + 2*

Damage Type: *Bludgeoning*

Encumbrance: 2

Special: Shield Defence (2), Hide Behind Shield

Price: 1gp

Light Crossbow

Those crossbows are light enough to be reloaded by hand by a strong *character* but are usually reloaded using a goat foot lever.

Skill: *Crossbows & firearms (Agility)*

Range: Far (35m)

Damage: d12

Damage Type: *Piercing*

Encumbrance: 8

Special: Fine Motor Reload (1), Brute Strength Reload (2), 2-Handed

Price: 1gp 10sp

Longbow

Those huge bows, measuring over 2 metres when unstrung, with a draw weight of over 100kg, are deadly in the hand of someone strong enough to draw them fully.

Skill: *Bows*

Range: Far (50m)

Damage: *Power + 6*

Damage Type: *Piercing*

Encumbrance: 8

Special: 2-Handed

Price: 15sp

Mace

Particularly efficient against heavy armour or against skeleton, this simple weapon is not to be taken lightly.

Skill: *1-handed axes & maces*

Range: Medium

Damage: *Power + 4*

Damage Type: *Bludgeoning*

Encumbrance: 5

Price: 15sp

Musket

A deadly weapon designed by the goblins, slow to load but one shot can be deadly.

Skill: *Crossbows & firearms (Agility)*

Range: Far (35m)

Damage: d20

Damage Type: *Piercing*

Encumbrance: 7

Special: Fine Motor Reload (2/2), Unreliable, 2-Handed

Price: 2gp 10sp

One Handed Axe

Axe comes in many shapes and forms but all function similarly enough to be grouped together. Include bearded axes, boarding axes, tabarzin, etc.

Skill: *1-handed axes & maces*

Range: Medium

Damage: *Power + 4*

Damage Type: *Cutting* / *Bludgeoning* - 1

Encumbrance: 5

Special: Hook

Price: 5sp

One Handed Sword

Swords come in many shapes and forms but all function similarly enough to be grouped together. Include arming swords, scimitar, talwar, etc.

> **Skill:** *1-handed swords*
>
> **Range:** Medium
>
> **Damage:** *Power + 4*
>
> **Damage Type:** *Piercing / Cutting*
>
> **Encumbrance:** 5
>
> **Special:** Half-Swording
>
> **Price:** 15sp

Pistol

A small one handed firearms, not as powerful or precise as a musket but much more portable.

> **Skill:** *Crossbows & firearms* (*Agility*)
>
> **Range:** Far (15m)
>
> **Damage:** d12
>
> **Damage Type:** *Piercing*
>
> **Encumbrance:** 3
>
> **Special:** Fine Motor Reload (2/2), Unreliable
>
> **Price:** 2gp

Poleaxe

A long haft armed at one end with an axe blade, an hammer face and a spike, the poleaxe is a very versatile and deadly weapon.

> **Skill:** *Polearms*
>
> **Range:** Long
>
> **Damage:** *Power + 6*
>
> **Damage Type:** *Piercing / Cutting / Bludgeoning*
>
> **Encumbrance:** 10
>
> **Special:** Lever, Hook, 2-Handed
>
> **Price:** 1gp

Quarterstaff

A 2 metre long pole of hardwood, sometimes capped with iron, the quarterstaff might not look like much but can be deadly in the right hand.

> **Skill:** *Polearms*
>
> **Range:** Medium / Long
>
> **Damage:** *Power + 2*
>
> **Damage Type:** *Bludgeoning*
>
> **Encumbrance:** 8
>
> **Special:** Lever, 2-Handed
>
> **Price:** 10sp

Short Bow

Designed for hunting, the short bow is strong enough to take down a beast but is not very efficient against armour.

> **Skill:** *Bows*
>
> **Range:** Far (35m)
>
> **Damage:** *Power + 2*
>
> **Damage Type:** *Piercing*
>
> **Encumbrance:** 6
>
> **Special:** 2-Handed
>
> **Price:** 5sp

Sledgehammer

A heavy piece of iron at the end of a shaft, the sledgehammer is not the gracious of weapon but nobody want to be hit by one.

> **Skill:** *Polearms*
>
> **Range:** Medium
>
> **Damage:** *Power + 8*
>
> **Damage Type:** *Bludgeoning*
>
> **Encumbrance:** 16
>
> **Special:** 2-Handed
>
> **Price:** 1gp

Sling

A very portable weapon, a sling is a simple piece of rope with a pocket to throw rocks and bullets at high speed.

Skill: *Slings*

Range: Far (10m)

Damage: d6

Damage Type: *Bludgeoning*

Encumbrance: 0

Price: 5cp

Spear

A sharp blade at the end of a long pole, spears can be used either in one or two hands or can be thrown.

Skill: *Polearms* / *Thrown* - 1d

Range: Long / Medium / Far (5m)

Damage: *Power* +4 / *Power* + 6 (2-Handed)

Damage Type: *Piercing* / *Cutting*

Encumbrance: 9

Special: Lever

Price: 2sp 3cp

Spiked Mace

Those maces have long sharp spike covering their heads.

Skill: *1-handed axes & maces*

Range: Medium

Damage: *Power* + 4

Damage Type: *Piercing* / *Bludgeoning*

Encumbrance: 5

Price: 1gp

Tomahawk

A light axe made to be used one handed or thrown.

Skill: *1-handed axes & maces* / *thrown*

Range: Medium / Far (5m)

Damage: *Power* + 4

Damage Type: *Cutting* / *Bludgeoning* - 2

Encumbrance: 3

Special: Hook

Price: 10sp

Two Handed Sword

Two handed swords come in many shapes and forms but all function similarly enough to be grouped together. Include lognswords, katanas, lang messer, etc.

Skill: *2-handed swords*

Range: Medium

Damage: *Power* + 6

Damage Type: *Piercing* / *Cutting*

Encumbrance: 6

Special: Half-Swording, Murder Stroke, 2-Handed

Price: 1gp

Warhammer

A haft armed with on one side a hammer face, on the other a sharp spike.

Skill: *1-handed axes and maces*

Range: Medium

Damage: *Power* + 4

Damage Type: *Piercing* / *Bludgeoning*

Encumbrance: 4

Special: Hook

Price: 15sp

Weapon Specials

Weapon specials are either restrictions, features or special attacks a weapon has.

2-Handed

The weapon require two hands to be used. If a *character* tries to use such a weapon one handed, 2 dice are subtracted from their

attack dice pool.

Brute Strength Reload

The weapon can be reloaded by brute strength. A *lifting & pushing* test will be needed, the *difficulty level* will be noted in parenthesis next to the special name.

Fine Motor Reload

The weapon requires fine motor skill to be reloaded. One or more sleight of hand test will be needed. The *difficulty level* of each test will be noted in parenthesis next to the special name.

Half-Swording

The *character* can grab the blade of the weapon with their off-hand and make attack at close range without penalty. Such attacks cause *piercing* damage. Two hands are needed to perform this technique.

Hide Behind Shield

A *character* can forego their action to hide behind their shield. While hiding, they are considered at ¾ cover. If they attack or perform any other action requiring them to roll, they lose the benefit of this special.

Hook

The *character* can disarm an opponent with 3 *hits* instead of 4.

Lever

The *character* can use the haft of their weapon to trip the opponent. On a successful attack, they can spend 3 *hits* to make their opponent *prone*. This attack can only be used at medium or close range.

Murder Stroke

The *character* can grab their swords by the tip and hit their opponent with the pommel. This attack cause *power + 4 bludgeoning* damage.

Shield Defence

Once per round, the *character* can negate a number of hits on their opponent attack equal to the value of the shield defence. This value is noted in parenthesis next to the special name, The shield defence cannot be divided between multiple attacks.

Unreliable

If the *character* scores losses on an attack with the weapon, this one become unusable. It will remain so until the *character* takes time to fix it. This will be done via a *sleight of hand step-back rolling test* with a difficulty *level* equals to twice the number of losses rolled on the attack. Each roll to fix the weapon takes 20 minutes.

Armours

One way to increase one's chance of survival while adventuring is to wear armour. Armour can be cumbersome and uncomfortable but it can be a literal life saver.

Encumbrance is given for when the armour is worn and, in parenthesis, unworn.

Arm Harness

Protecting from the shoulder to the hand, the arm harness consist of articulated plates completely encasing the arms.

> **Body Part:** Arms, hands
>
> **Protection:** *Piercing: ½ Cutting: ½ Bludgeoning: ½*
>
> **Encumbrance:** 2 (4)
>
> **Price:** 4gp

Arming Cap

A padded coif made of multiple layer of linen. Often worn under a helmet, sometimes on its own.

> **Body Part:** Head
>
> **Protection:** *Piercing: 0 Cutting: 0 Bludgeoning: ½*
>
> **Encumbrance:** 1 (1)
>
> **Price:** 2sp

Breastplate

An harden shell protecting the torso of the wearer. One of the best piece or armour money can buy. Often worn on top of a maille hauberk and a gambesson.

> **Body Part:** Torso
>
> **Protection:** *Piercing: 1 Cutting: 2 Bludgeoning:* 1
>
> **Encumbrance:** 5 (7)
>
> **Price:** 7gp

Coat of Plates

A leather jerkins with plates riveted on the inside. Often worn on top of a gambesson.

Body Part: Torso

Protection: *Piercing: ½ Cutting: 2 Bludgeoning: ½*

Encumbrance: 3 (6)

Price: 5gp

Full Plate Suit

The best protection money can buy, a full plate of suit completely encases the wearer in steel. This is the master piece of the *highlander*. It includes a breastplate, a arms harness, a leg harness, a closed helmet, a maille hauberk and a gambesson.

Body Part: Full body

Protection: *Piercing: 4½ Cutting: 7 Bludgeoning: 4*

Encumbrance: 22 (31)

Price: 20gp 14sp

Gambesson

A jacket made of multiple layers of linen stitch together. It is the most basic form of protection and is often worn under more expensive armour. It is also a good choice for situations where wearing metal armour would be too conspicuous.

Body Part: Torso, arms

Protection: *Piercing: ½ Cutting: 1 Bludgeoning: 1*

Encumbrance: 3 (5)

Price: 2gp 2sp

Greaves

A piece of metal formed to cover the shin of the wearer.

Body Part: Legs

Protection: *Piercing: ½ Cutting: ½ Bludgeoning: 0*

Encumbrance: 2 (3)

Price: 12sp

Helmet, Closed

Protecting one's head is a priority; the closed helmet is the best way to do it. Often worn over an arming cap. Closed helmet generally have a visor that can be raised, transforming the helmet into a open face helmet or a semi-closed. Includes the sallet and bevor, the burgonet, the bascinet, etc.

While wearing a closed helmet, the penalty from flanking and rearing are increased by 1 and every *resist fatigue* test receive -1 *MoS*.

Body Part: Head, face

Protection: *Piercing: 1 Cutting: 1 Bludgeoning: 1*

Encumbrance: 3 (5)

Price: 1gp 2sp

Helmet, Open Face

When one's want to protect their head without sacrificing their vision, the open face helmet is a good option. Often worn over an arming cap. Includes kettle helmet, cervelliere, nasal helmet, etc.

Body Part: Head

Protection: *Piercing: 0 Cutting: 1 Bludgeoning: 1*

Encumbrance: 2 (3)

Price: 15sp

Helmet, Semi Closed

A compromise between the closed and open face helmet, the semi closed helmet protect the head and half the face but leave the mouth free for better breathing. Usually worn with an arming cap. Includes the spectacle helmet, the sallet without bevor, etc.

While wearing a semi-closed helmet, the penalty from flanking and rearing are increased by 1.

Body Part: Head, face

Protection: *Piercing: ½ Cutting: 1 Bludgeoning: 1*

Encumbrance: 3 (4)

Price: 19sp

Leg Harness

Protecting from the thighs to the feet, the leg harness consist of articulated plates completely encasing the legs.

Body Part: Legs, feet

Protection: *Piercing: ½ Cutting: ½ Bludgeoning: ½*

Encumbrance: 2 (4)

Price: 3gp

Linothorax

A linothorax consist of multiple layer of linen and leather glued together.

Body Part: Torso

Protection: *Piercing:* 1 *Cutting:* 1 *Bludgeoning:* 0

Encumbrance: 5 (6)

Price: 12sp

Maille Hauberk

A multitude of steel rings riveted together to form a tight mesh covering the torso and the arms. Usually worn over a gambesson.

Body Part: Torso, arms

Protection: *Piercing:* 1 *Cutting:* 2 *Bludgeoning:* 0

Encumbrance: 6 (5)

Price: 5gp

Vambraces

A piece of metal formed to cover the forearm or the wearer.

Body Part: Arms

Protection: *Piercing: ½ Cutting: ½ Bludgeoning:* 0

Encumbrance: 2 (3)

Price: 12sp

Clothing

Social norms require people to wear clothes while in public.

Worn clothes does not count in the encumbrance of the character.

Artisan Outfit

Includes leather shoes, wool pants, linen shirt, leather apron, wide brim felt hat or leather shoes, a wool gown, a linen apron and a linen coif.

Encumbrance: 7

Price: 4sp 8cp

Austere Outfit

Includes leather sandals and a wool robe with hood.

Encumbrance: 3

Price: 1sp 5cp

Elven outfit

Includes canvas pointy shoes, large silk pants, a linen shirt, a silk jacket and a wool cloak.

Encumbrance: 5

Price: 1gp

Fashionable Outfit

Includes leather shoes, wool pants, a linen shirt, a wool vest, a wool cloak, a wool flat cap or a velvet shoes and a silk veil.

Encumbrance: 6

Price: 18sp

Festival Outfit

Includes leather shoes, corduroy pants, a linen shirt, a corduroy vest, a corduroy jacket and a felt wide brim hat or velvet shoes, velvet gown and a silk veil.

Encumbrance: 7

Price: 12sp 4cp

Light Outfit

Includes canvas shoes, linen pants, a linen shirt and a silk scarf or leather sandals, linen gown and a silk veil.

Encumbrance: 4

Special: +!d to *resist heat* test, -1 *MoS* to *resist cold* test.

Price: 4sp

Luxurious Outfit

Includes velvet shoes, silk pants, silk shirt, velvet vest, wool and

fur cloak and a velvet flat cap or velvet shoes, silk and velvet gown, cone hat with silk veil.

> **Encumbrance:** 8
>
> **Special:** +1d to *charm & persuasion*
>
> **Price:** 3gp 8sp

Orchish Outfit

Includes leather boots, large wool pants and a sheepskin vest or leather boots, a wool gown and a sheepskin vest.

> **Encumbrance:** 5
>
> **Price:** 2sp

Sailor Outfit

Includes leather boots, wool pants, wool shirt, wool jacket and a wool hat.

> **Encumbrance:** 7
>
> **Price:** 4sp

Simple Outfit

Includes leather shoes, wool pants, a linen shirt and a straw wide brim hat or leather shoes, a wool gown and a linen coif.

> **Encumbrance:** 6
>
> **Price:** 4sp

Sturdy Outfit

Includes leather boots, leather pants, a linen shirt, leather vest, a leather trench coat and a leather tricorn.

> **Encumbrance:** 8
>
> **Price:** 10sp

Warm Outfit

Includes fur boots, fur pants, a wool shirt, a fur jacket, a fur cloak and a fur hat.

> **Encumbrance:** 10
>
> **Special:** +1d to *resist cold*, -1 *MoS* to *Resist heat*.
>
> **Price:** 1gp

Animals

Either for their meat or for the service they provide, some animals have been domesticated.

Cat

Cats have never really been domesticated but they developed a mutually beneficial relationship with people.

> **Price:** 8cp
>
> **Bestiary page: 298**

Chicken

A flightless bird kept for its meat and eggs.

> **Price:** 5cp
>
> **Bestiary page:**

Dog

The first animal to have been domesticated, dogs can now be found in every culture. They are used to hunt, protect herds, guard location and keep company.

> **Price:** 1sp
>
> **Bestiary page:** 298

Dog, Pack

A large dog by the lowlander to carry things.

A pack dog can carry up to 22 encumbrance points. Its speed is 12 metres per round.

> **Price:** 5sp
>
> **Bestiary page:**

Dog, Riding

Large dogs bred by the lowlander woods folk, big enough to carry a small *character*.

A riding dog can carry a small *character* and up to 6 encumbrance points. Its speed is 12 metres per round.

> **Price:** 2gp
>
> **Bestiary page:**

Dog, War

A riding dog that has been trained to go in combat with a rider.

A war dog can carry a small *character* and up to 6 encumbrance points. Its speed is 12 metres per round.

>   **Price:** 18gp

>   **Bestiary page:**

Giant Boar

Those large boars are bred by the orcs has mounts that can be ridden in combat.

A giant boar can carry a medium *character* and up to 10 encumbrance points. Its speed is 15 metres per round.

>   **Price:** 22gp

>   **Bestiary page:**

Goat

An animal kept for their milk and their meat.

>   **Price:** 9sp

>   **Bestiary page:**

Horse, Pack

A horse used to carry goods and material.

A pack horse can carry up to 44 encumbrance points. Its speed is 15 metres per rounds.

>   **Price:** 15sp

>   **Bestiary page:**

Horse, Riding

A horse trained to be ridden.

>   **Price:** 2gp 10sp

>   **Bestiary page:**

Horse, War

A large horse trained to be ridden in combat.

>   **Price:** 22gp

>   **Bestiary page:**

Ox

A large animal, the male being used for farm work, the female kept for the milk, both used for meat.

>   **Price:** 5gp

>   **Bestiary page:**

Pig

Pigs are bred and kept solely for their meat.

>   **Price:** 15sp

>   **Bestiary page:**

Pony, Draught

A small horse used for farm work or to pull carts.

>   **Price:** 15sp

>   **Bestiary page:**

Pony, Pack

A small horse used to carry goods and material.

>   **Price:** 10sp

>   **Bestiary page:**

Pony, Riding

A small horse trained to be ridden.

>   **Price:** 1gp 15sp

>   **Bestiary page:**

Transportation & Vehicles

Walking is not the best option for long travel. *Characters* can purchase or hire different means of transportation to easily reach far off destination.

Bridge

Most bridge have a toll to pay to be traversed. This toll is used to pay for the maintenance of the bridge and to recuperate the cost of building.

>   **Toll price:** 2cp for every person, 1cp for every horse, 3cp

for carts of stagecoaches.

Carrack

Those large sail ships are used for long sea travel and for the transport of goods. *Characters* can pay for a passage on such a ship, hire a ship to go where they desire or, if they are wealthy enough, purchase their own carrack.

A carrcack requires at least 25 people to function properly and will often be manned by 80 people.

A carrack can travel an average of 125km a day.

> **Price for passage:** 1sp / day
>
> **Price for hire:** 2gp / day
>
> **Price for purchase:** 82gp 10sp

Carriage

A carriage is a closed vehicle pulled by 4 horses. It can carry 4 people on the inside and 4 more on the outside (two in the front and two in the back).

A carriage can also carry 60 encumbrance points and can travel 100km a day.

> **Price for a ride:** 8cp / hour
>
> **Price for hire:** 15sp / day
>
> **Price for purchase:** 20gp (Not including the horses)

Cart

A simple vehicle pulled by two horses or oxen, used to carry goods and material over short distance.

A cart pulled by two draught horses or by two oxen can travel 75km a day and carry goods and material worth 80 encumbrance points.

> **Price:** 5sp (does not include horses nor oxen)

Ferry

Many rivers do not have bridge and people must rely on a ferry to cross them.

The price of a ferry ride can vary depending on the width of the river, the current, the season, etc. The price given here is typical for a small calm river.

Price for a person and their mount: 4cp

Row Boat

A small boat with oars. Can be operated by a single person and can carry up to 6 people (rower included).

With a rower in good health, a row boat can travel 8km an hour.

After every hour of travel, the rower must make a *resist fatigue* test with a *difficulty level* equals to the number of hours travelled. For every missing *MoS*, the travel speed is reduced by 1km/hour.

> **Price:** 8sp

Sloop

Sloops are small sail ships. Their high speed and manoeuvrability often makes them a favourite of pirates. They can be easily crewed by 10 people (or by as little as 5) and can carry up to 30.

Sloop can travel an average of 175km in a day, depending on the winds and current.

> **Price for passage:** 1sp / day
>
> **Price for hire:** 1gp 5sp / day
>
> **Price for purchase:** 55gp

Wagon

A large covered cart used for longer travel or the transportation of goods. It is pulled by a pair of horses or oxen.

A wagon can carry up to 6 people and 90 encumbrance points and can travel 65km a day.

> **Price:** 10sp (does not include horses nor oxen)

Services

Food and Drinks

Miscellaneous

Magical Equipment