

Vengard

Welcome, traveler. It is fortunate you have found your way here. These are dark times, with the kingdom being plagued by all manners of foul



Campaign

beasts, brigands, and worse. Heed my words, and you will find yourself well-equipped to survive. Ignore my advice, and you shall certainly perish.

A Foreword by Anselm the White

The realm of Vengard is home to an industrious people who claim descent from the mythical Alaric - the first man to ever unite these lands - and his legendary host of knights. On his arrival upon the western shores, he encountered the First Men, who had lived there, sheltered by the boughs and the hills of their motherland, for time uncounted.

Those that we refer to as being Vengards today are the descendants of those ancient knights and men of the wilds. They were, at first, hostile towards each other - and then, when they realized that they were, in truth, only men, as they were too, they became suspicious instead.

But the nature of mankind, so blessed by the Fire Lord, makes it so that differences between men can be set aside. As the members of our esteemed order always say, it is with the power of the flame that we enact creation - thus peace had been reached.

And it is so that Alaric opened his heart to the First Men, and swore to see them and treat them as brothers, would they lay harm to him or not. And they, moved by his kindness, opened their hearts to him and his soldiers, and they loved each other. So it is that the Water Lady came to be revered by the Vengards as well, who taught themselves to respect the religion of their new brethren.

The third divine to lay his hand upon this realm was the brother of that which illuminated it - the Dark God, who, in jealousy, sought to disrupt the peace that reigned over the kingdom. In envy he wrought many terrors, come as demons or men. Those Shedomites, who come from a different stock than ours, and have come to hate the Fire Lord's embrace, are one of the many servants of entropy.

It has been an innumerable amount of years since. The heavens have since been silent, for there have been none of the wars that were so prevalent in the dawn ages for many years, when the avatars of the gods had walked the earth.

It is this old sage's hope that this divine conflict will end, so that the world may know true peace. Yet all those who know the workings of the gods, whether they be scholars, or witches, or members of our esteemed orders of magic, know also that this is only a mere fantasy - for two of our three gods lie in total antithesis, and have no way of co-existing with each other in tranquility.



Vengard

STRENGTH	ENDURANCE	AGILITY	INTELLIGENCE	WILLPOWER	PERCEPTION	PERSONALITY
27	27	24	25	25	27	25



Norman

STRENGTH	ENDURANCE	AGILITY	INTELLIGENCE	WILLPOWER	PERCEPTION	PERSONALITY
29	30	26	22	26	25	22



Shedomite

STRENGTH	ENDURANCE	AGILITY	INTELLIGENCE	WILLPOWER	PERCEPTION	PERSONALITY
22	24	28	27	27	24	28



Vengards are light-skinned and of a medium height. They are often brown-haired, yet sometimes display a pronounced Northern ancestry through auburn or blonde hair, which they tend to consider especially attractive. Their eyes include all known colors. Many dedicate their lives to hard work and strive to leave a legacy to their children, while some work as mercenaries for the various petty nobles of the land. A select few follow the strict doctrine of the Fire Lord, and seek to illuminate the realm through literacy and piety, while some may choose to master the various schools of magic known by man. Vengards tend towards all possible professions.

Traits

Resistance (Magic, 1) - The First Men, who were Vengard's original inhabitants before the arrival of Alaric and his knights, had a culture that was deeply steeped in Mysticism. While this ethnic group has far since been absorbed into mainstream Vengard culture, their natural affinity for magic has strongly influenced the bloodlines of the realm.

(Racial) Adversity - The kingdom used to be much more dangerous than it is now - and even now it is quite wild. The Vengards took to taming the wilderness and established their own mark upon this part of the continent, and, even though they had to brave the harsh weathers and the innumerable beasts found all over, managed to persevere in the face of adversity. [*You gain an additional Stamina Point.*]

Names

Male: Achard, Albrec, Bram, Clove, Corben, Edelmir, Felix, Frederick, Geoffrey, Guian, Julot, Mederic, Nicole, Tancred, Thery, Wandril, Amand, Hugh, Sayer, Roland, Wymund, Roger, Egisel, Arnold, Ralf, Hildebold, Richomer, Sigebert, Fredegar, Chlodo, Berengar, Lothar, Hunald, Agobard, Torpen, Leger, Reginar, Fridugis, Charl, Leufrid, Godun, Henry, Benild, Richerd, Ebomar, Brocard, Amalric, Halicar, Majon, Dreux, Suger

Female: Auberge, Gisele, Engele, Alice, Trude, Theo, Adelheid, Ermengarde, Avise, Joan, Rosamund, Jove, Forey, Obsinde, Trudise, Hilde, Foy, Emily, Cecile, Giva, Berde, Mosgardie, Alpaid, Waldre, Chlodia, Adaldag, Remi, Adalind, Vengartie, Eligeva, Gaeva, Herdin, Gudule, Adal, Hildred, Engelwar, Ingoberg, Osgie, Liegarde, Agnes, Clarimond, Elysande, Hugole, Maynild, Yvonne, Rosalind

Powers

Fire Within - A handful of Vengards have been blessed by the Fire Lord at birth for reasons unknown to anyone but the divine themselves. [*You learn the ability to use the Fire Bolt (Level 2), Fire Bite (Level 2) and Fire Shield (Level 2) spells for the rest of the encounter, regardless of your knowledge in Destruction. You count as being Apprentice in that school of magic if you are Untrained. If your Skill Ranks exceed Apprentice, then you use the bonus received from them instead. Can only be used once per Long Rest and costs a Luck Point to activate.*]



Normans are usually pale and tall. Their hair is as fair as their complexion, often blonde and sometimes brown. Those with red hair are considered as being tainted by a malevolent spirit. Black and blue eyes are the most common. After their arrival in Vengard, the Normans found a land that is divided on how to address them - some welcome them with open arms, while others avoid them out of fear or prejudice. They have proven so far to be hard and honest workers, and while the aristocracy is loath to accept them, the populace slowly has, encouraged by the Fire Lord's benevolent doctrine. Normans tend to be faithful and dedicated people.

Traits

Resistance (Frost, 3) - The men and women of the Gray North have learned how to weather the unbearably harsh cold of their homeland. There is a saying among their people on how their blood runs blue - while this is decidedly not true, it is no idle boast, either.

Stranger to Fear - Northerners have grown up around various brutal animistic rites and have become accustomed to a short life filled with perils. While their Norman brethren have since escaped the glacial decline that seems to have sealed the fate of their people, the horrors of the north have left their mark upon every generation. *[You receive a +15 bonus to all Fear checks.]*

Names

Male: Arnulf, Wulfgar, Odulf, Brunol, Fridug, Agobar, Adaldag, Hagen, Swegen, Egmond, Alfvín, Bjorg, Brander, Gunar, Frodag, Urm, Tjodolf, Aegir, Ofeig, Thjazi, Bergel, Sudreyar, Gymir, Dolgfen, Thorvid, Borolf, Gudrec, Olvir, Haeng, Hundi, Thengbrand, Hrein, Ogmund, Joalf, Ingemar, Ulfric, Jormund, Kjarval, Logi, Vigot, Lyting, Orlyg, Penger, Ring, Rollo, Oyvind, Sivid, Tander, Yaron, Vermund

Female: Agni, Dageid, Joreid, Arnor, Svala, Isgerd, Hilder, Asfrid, Inge, Radveig, Dyne, Borghild, Baugeid, Silfred, Grelud, Frey, Aslog, Eyfur, Jadvor, Kari, Vigdis, Alfehild, Thordis, Solbjorg, Audhild, Gyrd, Ulfhild, Ragnelf, Hedvig, Oili, Ingelborg, Joran, Ljot, Malmury, Syflede, Thraslaug, Vibrog, Ase, Dagmar, Eydis, Hege, Solveig

Powers

Tempered Savagery - The men of the frozen glaciers have cultivated a passion for brutality. Many Normans left their homeland for this very reason - yet they cannot escape their past as easily as they would wish. A few of them still possess the ability to summon up the fury that boils within their people's breast.

[Your All Out Attack bonus increases to +30, and your Wound Threshold increases by 1 for the rest of the encounter. Can only be used once per Long Rest and costs a Luck Point to activate.]



Shedomites are typically dark-skinned and of a shorter height than most races. They hail from a land where there is nothing but endless desert for thousands of miles to see. Their hair is usually black, and so are their eyes, with a few of them colored green or amber instead. These people are kept under constant scrutiny by the Vengards, who see them as being greedy and unscrupulous - an opinion that is worsened by the fact that they worship an aspect of the Dark God. The Shedomites are, nonetheless, still human - though decidedly more alien than the Vengards. Despite this aversion to their culture, there are some Shedomites who have made the kingdom their home, and show no plans of leaving.

Traits

Resistance (Fire, 2) - These people dwell in a vast expanse that is always kept under a blistering heat by the cruel sun above. The skin of these once desert nomads was darkened even before they settled down. They have since then maintained their resistance against all forms of heat.

Resistance (Poison, 1) - Many of Shedim's monsters have been influenced by the desert's ruthless nature in the form of natural poison stingers. The Shedomites see poison as an art form, often experimenting with various deadly reagents in an attempt to achieve their most ambitious of goals - to craft one that would kill a god.

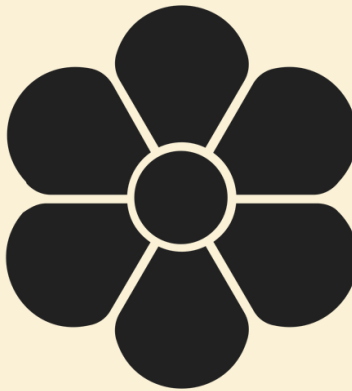
Names

Male: Afan, Galib, Lopez, Sumail, Qays, Polo, Maymun, Recaredo, Jawar, Khaled, Hazm, Sancho, Ishraq, Majlad, Najir, Marco, Razon, Abuyin, Rehyer, Husam, Farid, Kamal, Nabil, Ramiz, Sajjad, Gomez, Ubay, Yahir, Qamar, Gascon, Gilo, Farid, Bilal, Brago, Khalul, Inigo, Baqer, Haytem, Gizehar, Jafar, Luqman, Qabil, Rayhan, Hasul, Shafaqat

Female: Badhl, Halhal, Umayna, Sune, Siraj, Qasmun, Mahu, Kedome, Jalida, Halhal, Gaye, Bazzu, Sukayn, Shukriya, Yara, Righal, Ashraqat, Alyia, Hayat, Jawar, Nehal, Samar, Ruqayya, Maysoon, Sumaye, Azhar, Elyan, Feyrouz, Qamar, Rima, Wafa, Damali, Ayesha, Daniyah, Hayfa, Khadeja, Maryam, Qismah, Safiya, Zaynah, Waza, Thuraya

Powers

A Dalliance With Death - The men and women of Shedim have grown to see death as nothing more than an impotent adversary. They take great joy in defying it, and often seek near-death experiences on their own, perhaps to see if life tastes sweeter afterwards. *[You receive a +10 bonus to Evade and Combat Style checks made to parry an attack, and also increase your Movement Rating by 2 for the rest of the encounter. Can only be used once per Long Rest and costs a Luck Point to activate.]*



Alchemy

By Grifon Thegan

The art of **Herbalism** has always been practiced by mankind. The **First Men** of these lands we now occupy once mastered it, being able to remove all pains, whether physical or emotional, and to cure all manners of diseases. It is rumored, in fact, that some were even able to craft poultices that would revive their dead kin.

Their primordial wisdom has been lost with time, but, in our attempt to emulate that which we once possessed in communion with our brothers, have learned to treat this art with more respect than we have given it before. It is thus that we study it with such precision - to build upon their knowledge, and seek to surpass it.

1. (Common Restoration) **Elderberry** - A dark purple berry traditionally used to sweeten foodstuff or as medicine. Can be found almost anywhere in Vengard where there is water and shade. When used in alchemical concoctions, the elderberry typically tends to act as a booster to one's intelligence, or as an ointment for severe wounds. There is also the Faring Winery, whose elderberry liquor is famous across the land. **Raw:** Increases the user's Intelligence by 1 for two hours.
2. (Uncommon Mysticism) **Periwinkle** - A sweet-smelling blue plant that is often spotted creeping down hillsides and banks. Sometimes used in dishes, as it has a fruity taste, and also in perfume. Alchemists claim that when powdered periwinkle and crushed worms are boiled in seawater, a love potion is brewed. **Raw:** Leaves the user Blinded for one round and increases their Personality by 1 for two hours.
3. (Legendary Alteration) **King's Sorrel** - A perennial herb with a strong yellow flower that grows on the graves of extraordinary people. There are many myths surrounding this plant, as well as all sorts of nobles and alchemists who treasure it for more than just its legend. A single stalk of King's Sorrel can be worth its weight in gold, and twice over, as it is one of the very few alchemical reagents that can introduce permanence to a potion. **Raw:** Permanently increases one of the user's Characteristic scores by 1 at random.
4. (Rare Illusion) **Galingale** - A rhizome usually found sticking out of exposed earth. Has a spicy nature and is thus used in many exotic dishes. Causes itching when rubbed on skin, and is thus usually only seen in dried strips when not in its natural form. Can make you hallucinate if brewed into a tea. **Raw:** Makes the user hallucinate, once ingested, for half an hour. The user counts as always being Dazed until it wears off.

5. (Rare Alteration) **Armorweed** - A plant with several lightly-colored bulbous stalks. Known to numb the senses when ingested, it is thus the preferred chewing herb of fighters and medical patients. Has fortifying values when used in a potion. **Raw:** Grants the user 1 AR for two hours that replaces any other AR value he might have, unless if it is higher.
6. (Plentiful Restoration) **Melon** - A tube-like plant that is filled with water and tastes like a cucumber. Naturally found at the edge of forests, or, artificially, in the fields of farmers. Known to increase one's health and stamina if eaten often. **Raw:** Restores the user's HP by 1. If four plants are eaten in one sitting, then the user also replenishes 1 SP.
7. (Very Rare Mysticism) **Nordic Betty** - A white flower with bluish seeds that smells like fresh snow and that is usually found towards the northern part of Myrtan. Present in any climate that can sustain snowfall. Known to make your extremities cold if eaten raw. There's several Northern poems about this plant, most of them concerning the nature of love and how cold one's heart can become after it's been broken. **Raw:** Grants the user 1 Resistance (Fire) for two hours that replaces any other such MR value he might have, unless if it is higher.
8. (Uncommon Destruction) **Drakeroot** - A plant with a rough, bark-like exterior that looks like several intertwined tendrils. Used by couples, courtesans, and bravos as a natural aphrodisiac. Is known to make you much more susceptible to fire if boiled in spring water and ingested. Under certain circumstances not known by many, the drakeroot can emit a sound that resembles the deafening shriek of a reptile. **Raw:** The user loses a SP and feels tingly for four hours. Showing affection is easier, and so is liking people. Can grant Personality bonuses under the correct circumstances.
9. (Rare Restoration) **Healing Plant** - A self-explanatory plant with three red stalks. Helps the body close wounds quicker than usual and can even stem severe bleeding if chewed. Valued by everyone in Myrtan, from noble, to commoner, to slave. Considered a gift from the gods by Normans, who tend to sprinkle healing leaves in all of their drinks in the belief that it will help them avoid an early death. **Raw:** Restores the user's HP by 4.
10. (Common Illusion) **Horehound** - A bunch of woolly leaves with a very unpleasant, bitter taste. Makes the blood of those who eat it feel like it is boiling, and makes them far more susceptible to anger. Used in poultices to combat cold weather and fear. **Raw:** Drains the user's Personality by 4 and grants a +10 bonus against Fear checks for two hours.
11. (Uncommon Alteration) **Gobbleberry** - A gray berry found around the nests of goblins. Tastes nutty and is known to make the eater feel jittery and impatient. Present in many tonics that boost the user's dexterity. Shedomites are known to play a game where they ingest as many goblin berries as they can and then race each other - the *last* person to pass the finishing line is the winner. **Raw:** Increases the user's Agility by 2 for an hour.
12. (Rare Mysticism) **Black Peony** - A pink flower with black highlights that is mostly used by commoners to ward off evil spirits. Often crushed into a fine powder and then used as an incense stick. Has a pleasant smell that tends to relax the muscles. **Raw:** Grants the user the Level 1 Turn Undead effect against an immediate, applicable target.



13. (Uncommon Destruction) **Henbane** - A coarse and poisonous plant that is found all over Vengard. Has white leaves streaked with black. Primarily burned in order to repel insects and other undesirables, but can be brewed into a very potent poison by those with the know-how. Shedomite merchants pay well for bundles of henbane. Ingesting it raw will make the user highly nauseous and delirious, but does not affect him further than that. **Raw:** The user loses a SP and feels light-headed for an hour.
14. (Plentiful Restoration) **Spring Thyme** - A minty, evergreen herb that can be found in any area with natural vegetation. Typically used in tea infusions or sprinkled over certain culinary dishes, but can also be used to reinvigorate the user if boiled and prepared properly. **Raw:** Increases the user's Personality by 1 for two hours.
15. (Common Destruction) **Mugwort** - A plant with gray-green leaves and an earthy smell. Takes care of inflammation when applied to the skin, and also used as a charm by adventurers. Ingesting it is not recommended, as it will cause internal bleeding. It is thus seen as a good addition to any worthwhile poison. **Raw:** The user loses 3 HP.
16. (Plentiful Restoration) **Marigold** - A yellow flower found on fields and meadows. Also known as a sunflower by farmers, the marigold has been used since its discovery in skin ointments and tonics to fortify one's courage. The Fire Lord finds this plant sacred, and they have thus been planted in almost every monastery in Vengard. **Raw:** If eight of these plants are eaten in one sitting, the user gains 1 SP.
17. (Uncommon Illusion) **Heart Clary** - A plant with pink leaves that are shaped like a heart. Coincidentally, this plant is also the most sought-after ingredient in love potions. Naturally produces a sweet nectar and is thus also used to spice up drinks. **Raw:** The user loses 2 Willpower and feels emotional for two hours.
18. (Common Alteration) **Gillyweed** - A plant that resembles seaweed and that is known to make the user able to breathe water for a couple of seconds when ingested. Can be found near any sort of shoreline, though not in any great number. If prepared properly, it can be turned into a potion of water-breathing. **Raw:** Grants the user the Water Breathing effect, but for 30 seconds instead.
19. (Uncommon Mysticism) **Hogweed** - A weed that only grows in swamps and that is known to alter the user's mind state when inhaled as smoke. Hogweed use is very popular in May Grove. The capital of Vengard has banned this weed from being kept or grown in the city, though this has not done much to curb its usage. **Raw:** Increases the user's Perception and Intelligence by 1 and drains their Agility and Willpower by 1 for two hours.
20. (Rare Illusion) **White Mulberry** - While the common mulberry is black and generally found all over Vengard, this particular breed is only found in hidden groves and meadows, and is known to give the user a feeling of euphoria and security. One of the reasons for why young children often venture out in dangerous woods. **Raw:** Applies the Level 1 Calm spell effect to the user for four hours.
21. (Uncommon Alteration) **Copper Cap** - This mushroom can be found in any cave in the realm, and is frequently used in concoctions designed to boost one's immune system and to fight off diseases. **Raw:** Allows for an Endurance roll at -20 to end the effects of a current Disease.
22. (Rare Restoration) **Lavender** - A purple plant popular with the commons for its distinctive smell and for its medicinal uses. Traditionally turned into oil and used as an anti-inflammatory, pain reliever, and hair loss preventer. **Raw:** Increases the user's Endurance by 2 for two hours.

23. (Very Rare Destruction) **Deathbell** - A bell-shaped plant that deals damage to the internal organs of whoever digests it. Grows in places where unfortunate deaths occurred. Has a variety of superstitions regarding it, and is generally shunned by honest folk. **Raw:** The user loses 6 HP.
24. (Rare Restoration) **Honey Button** - A unique fungus that has a creamy color and a sweet taste when eaten. Found in great numbers in damp caverns. Is frequently used in aristocratic dishes. **Raw:** Increases the user's Magic AR by 1 for 12 seconds.
25. (Common Illusion) **Field Garlic** - A type of wild onion that grows on fields and is easily mistaken for grass by the uneducated. Tastes like garlic but milder and more grassier. Is known to cause paralysis if boiled and eaten. **Raw:** The user must make a Willpower roll at +20 or be Paralyzed for 1 round.
26. (Common Alteration) **Bleeding Crown** - A brown mushroom that has red stains on its cap that reminds one of blood drips. It is said that these mushrooms originally come from Morgrad, where they are extremely popular and featured into one of their most well-known legends - that of the Bleeding King. **Raw:** Increases the user's Wound Threshold by 1 for an hour.
27. (Plentiful Mysticism) **Pygmy's Gift** - These tiny green mushrooms grow in forests, and especially near the entrances to caves, where they can be found in great numbers. If anything, some hunters and explorers specifically look for them in order to find a cave - their strong color makes them easy to spot. They have a fairly sour taste if eaten raw. **Raw:** Restores the user's Magicka by 1.
28. (Uncommon Restoration) **Comfrey** - Called by some knitbone, the comfrey plant produces clusters of bell-shaped white and purple flowers that have impressive healing powers. While some use it as an anti-inflammatory, there are some that are aware of its genuine ability of healing broken bones. **Raw:** Halves the passive effects of a Wound until it is properly healed.
29. (Very Rare Illusion) **Wormwood** - A plant that has silvery, silky-haired leaves and drooping yellow flower heads. Yields a bitter, dark green oil that is known to reduce certain types of pain or make one hallucinate if distilled into a brew. **Raw:** Halves the passive effects of a Wound until it is properly healed.
30. (Common Mysticism) **Heather** - A low, evergreen shrub with long, narrow leaves that are usually mauve or white in color and that are known to make one sleepy and calm if prepared properly. Most digestive issues are solved by ingesting a poultice made from heather. The town of Moor has this plant growing all over its gardens. **Raw:** Applies the Level 1 Dispel spell effect to the user.
31. (Rare Destruction) **Fly Agaric** - This red mushroom features white dots upon its cap and is known to scare off all types of insects when prepared properly. It is, however, highly toxic if ingested - in great amounts, it is also hallucinogenic, though the user will most likely die before they experience such effects. **Raw:** The user loses 4 HP.





Metallurgy

By Aldegisel

The craft of **Metallurgy** has always been held in high regard by the **Vengards** and the **Normans**. For hundreds of years, the race of man has attempted to mold the bounty of the earth into a tool for his benefit. Many civilizations are, in fact, dependent upon the ores that they extract from their lands, and the knowledge with which they work them with. The **Shedomites**, compared to their more fair-skinned cousins, can be considered as having no appreciation for the art of metalworking whatsoever, instead preferring to trade for bars of metal, and to pay for the creation of weapons and armor.

Iron



The most common ore known by man. Used by farmers, craftsmen, warriors, brigands, and everyone else. Often brittle when worked into a weapon or a suit of armor, unless high-quality ore is used. Has been used ever since the Fire Lord introduced the art of metalworking to the Venish people thousands of years ago.

Steel

An alloy of iron and tin which is a lot more durable than either of its components. The metal most used by professional soldiers, and those who can afford quality tools for their craft. Man's faithful answer to all that threatens his livelihood. Has been used for thousands of years, thanks to knowledge bestowed upon the Vengards by the Fire Lord.



Sky Iron



Ore mined from a fallen meteorite. Typically blue in color, but can also be a strong silver. The most malleable out of all the durable materials, and has a bigger storing capacity when it comes to magick. Popular in the form of armbands and other types of jewelry, such as rings or necklaces.

Red Steel

An alloy of steel and the magical ore found deep within the realm's caves. Extremely durable, and can hold an edge so sharp as to shave air. The preferred metal of nobility and all those who have the means of acquiring such power. The Orog War was won because of the great advantage this material provided to the kingdom's soldiers.



Ash Wood



A type of wood that can rarely be found in certain forests across the kingdom. It is colored white and is renowned for being flexible enough to support most types of ranged weapons, such as normal bows, crossbows, and javelins. The fact that it is lighter and more durable than normal wood makes it a favorite of trained archers.

Solid Mercury

Alchemists from May Grove have devised a method to turn liquid mercury into raw ore. This recent innovation is quite controversial, especially since it poisons the skin of those who touch it. King Rhobar's personal bodyguards have weapons made from solid mercury. The Water Mages have begun experimenting further with it, as well.



Heart Wood



Red wood gathered from a Heart Tree. Once considered sacred by the First Men, and rarely used by them except during religious rites. It is exceptionally strong when compared to any other known lumber and is also very light. Primarily used for decoration and for arming the realm's most talented marksmen.

Moon Silver

A very rare crystal found only in high elevations that can be turned into a workable material with the proper techniques. Many myths and legends revolve around it. It shines moonlight when worked into a weapon or a suit of armor, and is abnormally light in terms of weight. Has immense magickal reserves and is sought by anyone and everyone.



Prospecting

The character or anyone assisting him must first locate the ore by rolling for **Survival**. The quality of the ore is determined by **Degrees of Success** rolled. After finding the raw material itself, the character can now make a **Profession [Smithing]** roll that yields 5% of the item's base price per **DoS** achieved.

To calculate the necessary cost of crafting an item you must take its full price and cut it to a third.

Degrees of Success	Gathering Result
1-3	Iron or Tin
4-5	Sky Iron or Ash Wood
6-7	Magic Ore or Heart Wood
10	Moon Silver



Difficulty

Not all materials are the same. Some are much harder to work than others, with only the most skilled craftsmen being able to make use of the more high-quality ones. You must apply the appropriate difficulty modifiers to your rolls when gathering and crafting the following materials.

Material Used	Crafting Difficulty
Iron	+20
Steel	+0
Ash Wood	-5
Sky Iron	-10
Red Steel	-20
Heart Wood	-20
Moon Silver	-40

Weapon and Armor Materials

These types of raw materials have been in use in Vengard for hundreds of years. With the invention of Solid Mercury, the realm's blacksmiths, enchanters, and alchemists hope they can find even more materials with which to experiment. Rumors tell of many fascinating ores to be found outside of the kingdom's borders.



Melee Weapons

Name	Dmg. Modifier	Qualities	Encumbrance	Enc. Level	Price Modifier
Iron		-	-	200	0.8 x Price
Steel	+1	-	-	300	1.0 x Price
Sky Iron	+1	-	-	600	2.0 x Price
Red Steel	+2	Magic	-	450	4.0 x Price
Solid Mercury	+3	Poisoned	-		6.0 x Price
Moon Silver	+4	Silvered	-	1000	15.0 x Price



Ranged Weapons

Name	Range Modifier	Encumbrance	Enc. Level	Price Modifier
Wood	-	-	100	1.0 x Price
Ash Wood	+5 Meters	-	150	2.0 x Price
Sky Iron	+5 Meters	-	600	4.0 x Price
Heart Wood	+10 Meters	-	800	8.0 x Price
Moon Silver	+15 Meters	-	1500	16.0 x Price



Ammunition

Name	Dmg. Modifier	Qualities	EL	Price per 10 Shots
Iron	-	-	200	16
Steel	+1	-	300	20
Sky Iron	+1	-	600	80
Red Steel	+2	Magic	800	120
Moon Silver	+3	Silvered	1500	360





Shields

Type	BR	Magic BR	Qualities	Enc.	EL	Price
Fur	7	4	Light	2	100	50
Leather	7	4	Light	2	150	80
Bone	7	4	Light	2	100	50
Iron	9	5	Medium	3	200	120
Steel	10	5	Medium	3	300	200
Sky Iron	10	7	Medium	3	400	360
Red Steel	11	8	Heavy, Magic	4	650	1,100
Moon Silver	12	9	Magic	1	1500	3,500



Full Armor

Name	AR	Magic AR	Qualities	Enc/P.	EL	Price
Fur	3	1 Frost	Medium	3 (18)	100	40 Limb/ 80 Body (280)
Leather	3	1 Fire	Medium	3 (18)	150	50 Limb/ 100 Body (350)
Bone	4	1 Shock	Heavy	4 (24)	100	50 Limb/ 100 Body (350)
Iron	5	-	Heavy	4 (24)	200	100 Limb/ 200 Body (700)
Steel	6	-	Heavy	4 (24)	300	150 Limb/ 300 Body (1,050)
Sky Iron	7	2 Magic	Heavy	4 (24)	400	300 Limb/ 600 Body (2,100)
Red Steel	7	3 Magic	Sup. Heavy, Magic	5 (30)	850	900 Limb/ 1800 Body (6,300)
Moon Silver	8	4 Magic	Medium, Magic	3 (18)	1500	3000 Limb/ 6000 Body (21,000)



Partial Armor

Name	AR	Magic AR	Qualities	Enc/P.	EL	Price
Fur	1	1 Frost	Light	2 (12)	100	20 Limb/ 40 Body (140)
Leather	1	1 Fire	Light	2 (12)	150	25 Limb/ 50 Body (175)
Bone	2	1 Shock	Medium	3 (18)	100	25 Limb/ 50 Body (175)
Iron	3	-	Medium	3 (18)	200	50 Limb/ 100 Body (350)
Steel	4	-	Medium	3 (18)	300	75 Limb/ 150 Body (525)
Sky Iron	5	1 Magic	Medium	3 (18)	400	150 Limb/ 300 Body (1,050)
Red Steel	5	2 Magic	Heavy, Magic	4 (24)	850	400 Limb/ 900 Body (3,150)
Moon Silver	6	3 Magic	Light, Magic	2 (12)	1500	1500 Limb/ 3000 Body (10,500)

New Weapon Quality

Poisoned: Afflicted target has to roll an Endurance test at the end of the combat encounter or lose a SP.

New Armor Modification

Lightened (at -20): Chosen hit location increases its Armor Rating by 1 but lowers its Weight Class by a step.



Cooking

You can make a **Profession [Cooking]** roll using **Intelligence** in order to create a meal that will provide benefits.. The result depends upon **Degrees of Success** Rolled. You can cook in batches of five and eat in the duration of an hour. For each step of a used **Alchemical Ingredient** you add you increase the DoS of the roll respectively.

Degrees of Success	Type	Price
1-3	Common: Regain a fatigue point.	2
4-5	Tasty: Extra SP for the next 6 hours.	5
6	Hearty: Extra SP for 24 hours.	10