

Goods, Services and Equipment



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CHARACTER OUTFITTING

Let's cut to the quick. As good as you might think your character is, the truth is he has a very tough haul ahead of him. After the character creation process, your character will be plunged into the campaign world where he must quickly learn to sink or swim — do or die. The only asset he has at this critical juncture in his career is a coin pouch filled with a few hard coins and the clothes on his back. His background may better prepare him, to be sure, but we're still talking some meager assets at best. Perhaps he has a basic weapon, a horse, or if he's lucky, he may enter the game with the deed or title to a small piece of property.

Everything else must be purchased (or acquired by other means) through game play. Before your character can be an effective hero and make his mark on the world he's going to need a little more in the way of equipment. He must to be outfitted.

Outfitting requires very careful consideration — you should not take this process lightly. Spend your starting money wisely. Your character will need equipment and provisions to properly prepare for his life of adventuring. The most basic things you will need are weapons, armor, clothing and outfitting gear. You should also keep enough money to buy meals and lodging until you've managed to find some source of income. Otherwise, your GM will really screw you over when you try to pawn off some of his stuff to buy a decent meal or room for the night.

As you will soon discover, there are never sufficient funds to purchase everything you desired, so choices must be made. If you haven't figured it out yet, HackMaster is a game of hard choices. Try to make intelligent ones; your character will have a difficult enough time surviving in the world of HackMaster without you screwing up his finances. Also, keep in mind that a sword-for-hire, especially in the lower experience levels, must travel light. If he can't carry what he owns on his back or strapped across the swayback of a cheap pack mule, he may very well find such property to be more of a hindrance than a benefit.

Every item you buy has its own inherent weight (these are listed in the item tabulations) and will contribute to weighing your character down. Encumbered characters will be at a disadvantage with respect to combat and movement (see discussion under Strength in *Chapter 2: Ability Scores*).

EQUIPMENT LISTS

The following lists are mere samplings of the goods, services and equipment, that you should be able to find in Tellene (or your GM's home-brewed, inferior campaign world). Your GM will likely add or delete from these lists. He may also have modifiers for the availability of some items that will make them easier (or harder) to find.

Every market place will have its own mix of goods and products from which to choose. Every bazaar has its own gathering of merchants and middlemen with

TIP: Characters do not begin with any equipment, rather they begin play with a grubstake of 35+2d12p silver pieces with which to purchase gear. If you find this process tedious, you may wish to consider purchasing an outfitting bundle that comes complete with a selection of goods suitable for a novice explorer.

goods imported from far away lands. Some items will be in much higher demand than others (and thus be harder to find and more expensive). What you want might not be available or, if your GM has set his game in a specific time period, might not have even been discovered or invented yet!

Many of the uncommon items in these lists are explained in the descriptions that follow at the end of the section. The price given for each item in the lists is its average price, the amount you can expect the item to cost in a normal economy. However, large cities, barren wildernesses, and places with brave treasure-seekers carrying bags full of silver are not normal economies. In these places you might find yourself paying more (very rarely less) than the amount listed. The desert merchants of the Elos have a popular saying, "The price of goods shifts like the sands. Sometimes it is more. Sometimes it is less. But one thing is for sure — the price is always RIGHT!"

Short on money? Not to worry. Pretty much every merchant has an array of various quality items. If you can't afford the good or average stuff, you can always purchase something of more modest quality.

Further, most merchants are happy to barter and haggle over prices. For the sake of game play, however, it's not a good idea to haggle over the price of EVERY purchase. It slows down the game. Save your haggling for the important big-ticket purchases. Haggling over every bowl of soup and every tankard of ale will only result in others forming a low opinion of you (both players and NPCs). No one likes a penny-pincher.

Your GM has full set of rules on the process of haggling and bartering, which he can explain to you. There are also corresponding skills that you can learn to help you gain the upper hand in such dealings. One last thing. As in most dealings, the buyer should always beware. Things might not always be as they appear.

EQUIPMENT DESCRIPTIONS

Not every piece of equipment is described here. That would be monumentally stupid. The vast majority of things found on the equipment lists need no description, as their functions, forms, and purposes should be obvious even to HackMaster beginners. Only those items whose use is obscure or appearance is unusual are described below. Specific game effects of equipment items are given in the charts and other appropriate sections of these rules.

EXPLANATION OF EQUIPMENT LIST HEADINGS

Base Availability: Even after completing your list of items you wish to purchase and scraping up the needed monies, you might find that some items are extremely hard to find. There are no supermarkets or strip malls in HackMaster. Nor will you find friendly merchants with well-stocked shelves brimming with every imaginable item waiting for you to come fill your shopping cart. Can a fighter expect to walk into an armorer's shop and find a suit of field plate armor exactly his size on the spot? Not likely. Can the thief walk into the corner outfitting shop and plop down his silver and buy a set of shiny new lock picks? Think again.

It is often necessary for characters to shop in a number of places in order to obtain everything they desire. Each item on the following lists has three Base Availability Indexes (High, Medium and Low). Base availability is an indication of how readily available an item is for purchase. The High index is used when the character is shopping in a large metropolitan area or in a large established market place/bazaar. Medium is used for medium sized towns and population centers. Low is used for villages, roadside vendors, etc.

To purchase the desired item from the list you must roll 1d100 (adding any modifiers your GM may wish to add, based on your location, timing and other market conditions). If you roll equal to or less than the appropriate Availability Index, the item is available. Note that you must roll for EACH purchase even if you are buying two of the same item. (The merchant may only have ONE two-handed sword, after all.) The exception is when buying animals, which tend to be traded or sold in groups (see the descriptive text on Livestock later in this section for more details).

If you fail to find a desired item, you might want to visit another shop or town and try again. Or... you might try to contract an artisan or craftsman to make the item for you to order (though this will certainly take hours, if not days or weeks, to complete). You may also try making it known that you are in the market for an item which is unavailable and are willing to pay more than the going rate. Often a merchant will have items that are in high demand held back for his best customers. Surely, he'll find it hard to resist making a huge profit at your expense.

Cost: The price listed for each item on the equipment list is the average going price. Depending on the merchant, the region, etc. you may expect the actual price to be much higher (or rarely, much lower). This is where haggling comes into play.

Weight: Most items have their weight listed in pounds. It is your responsibility to record the weight of everything you are carrying and total it. GMs frequently conduct encumbrance audits. Players caught carrying more than they should are often penalized Honor points.

TIP: Your GameMaster will decide whether or not item availability is an issue for your initial purchases during character creation. Some GMs prefer to roleplay this process as it provides a means of introducing the players to his initial setting while others may opt to forgo this process and begin the adventure immediately.

Be courteous and ask first. Do not presume the latter.

TIP: Currency used in HackMaster is detailed in Chapter 14: Money & Treasure. A brief overview is that silver coins (denoted sp for silver piece) are the standard currency. Other coins are minted in copper (1/10 sp), gold (10 sp) and platinum (100 sp). Local governments also stamp "trade coins" (small brass tokens denoted as tc) to facilitate commerce and change making. These have value only within that land.

Standard coins come in a variety of shapes but contain similar quantities of precious metal. 80 coins weigh a pound with the exception of trade coins. 200 of the latter weigh a pound.

These admirable qualities are balanced by the creature's ornery temperament. All skill checks made with respect to mules are one difficulty category greater. Though typically not employed as mounts, dwarves may often resort to this usage as their weight is frequently overly burdensome for a pony. Mule riders must possess average or better mastery in the Riding: Equine skill.

Mounted Combat: Riding horses, ponies and mules possess neither the temperament nor training to serve as war steeds. Thus while outfitting these animals with bardings and charging down opponents with a lance is beyond the capability of these mounts, the possibility of engaging in mounted combat is nonetheless real.

These mounts are flighty animals and their natural reaction to danger is to flee. As such, whenever they encounter a hostile creature

they will attempt to run in the opposite direction – regardless of the wishes of their rider. An average Riding skill check is required to rein in the mount.

Intelligent opponents will usually target the rider with their attacks as he is the greater threat. Predatory animals or unintelligent monsters are, however, equally likely to attack the mount or the rider. A mount struck for damage will make a determined effort to flee – necessitating a Riding check (Very Difficult) to prevent this. The rider must attempt the check every time the animal is wounded.

Warhorses: Horses employed as weapons platforms are bred for temperament first and thereafter for size and strength. To the untrained eye, little visually differentiates a light riding horse from a light warhorse.

Light Riding Horse		Rounsey (light warhorse)	
HIT POINTS:	20+4d8	HIT POINTS:	24+4d8
SIZE/WEIGHT:	H/800 lbs.	SIZE/WEIGHT:	H/900 lbs.
TENACITY:	Cowardly	TENACITY:	Steady
INTELLIGENCE:	Animal, High	INTELLIGENCE:	Animal, High
FATIGUE FACTOR:	-4	FATIGUE FACTOR:	-4
MOVEMENT		MOVEMENT	
CRAWL:	5	CRAWL:	5
WALK:	25	WALK:	25
TROT:	30	TROT:	30
CANTER:	35	CANTER:	35
GALLOP:	40	GALLOP:	40
SAVES		SAVES	
PHYSICAL:	+2	PHYSICAL:	+4
MENTAL:	+2	MENTAL:	+4
DODGE:	+2	DODGE:	+4
ATTACK:		ATTACK:	
SPECIAL:		SPECIAL:	

Courser (medium warhorse)		Destrier (heavy warhorse)	
HIT POINTS:	30+4d8	HIT POINTS:	35+5d8
SIZE/WEIGHT:	H/1200 lbs.	SIZE/WEIGHT:	H/1600 lbs.
TENACITY:	Steady	TENACITY:	Steady
INTELLIGENCE:	Animal, High	INTELLIGENCE:	Animal, High
FATIGUE FACTOR:	-5	FATIGUE FACTOR:	-6
MOVEMENT		MOVEMENT	
CRAWL:	5	CRAWL:	5
WALK:	25	WALK:	20
TROT:	30	TROT:	25
CANTER:	35	CANTER:	30
GALLOP:	40	GALLOP:	35
SAVES		SAVES	
PHYSICAL:	+5	PHYSICAL:	+7
MENTAL:	+5	MENTAL:	+7
DODGE:	+5	DODGE:	+7
ATTACK:		ATTACK:	
SPECIAL: +1 damage die bonus for rider when Courser is moving at ≥ Trotting speed		SPECIAL: +2 damage die bonus for rider when Destrier is moving at ≥ Trotting speed	

Warhorses need to check tenacity whenever injured in combat (ordinary beasts of burden automatically bolt requiring a [very difficult] Riding skill check to restrain them). The momentum COURSERS and DESTRIES provide to the rider when moving at a trot or faster affords them an extra die or two of damage respectively when successfully striking an opponent.

Warhorses do not attack independently of their rider. Rearing or kicking jeopardizes the ability of the rider to remain in the saddle and interferes with his ability to fight.

TACK AND HARNESS

Barding: A warhorse, or any animal trained for combat, is a considerable investment for the average fighter. Therefore, it behooves the owner to see that his mount is as well protected as possible. Other than avoiding risks, the best nonmagical protection is horse armor or barding. Barding is simply some type of armor fitted to be worn by a mount. It works the same way as the corresponding personal armor described later in this chapter in terms of DR.

Full barding covers the head, neck, chest, and body of the beast, while half barding covers the head, neck, chest, and front quarters. Half barding provides the same DR protection as full barding but only to front and front flank attacks. Barding can be made from many different materials; stouter types provide increasing protection according to the armor of the construction. All of this, however, is at the expense of increased weight and lowered maneuverability of the mount. Plate barding, for example, is the equivalent of a fighter's field plate and is made of carefully interlocked plates and joints. It provides a DR of 7 to the mount. It weighs at least 80 to 100 pounds at the lightest and thus, a fully equipped warhorse with this armor can manage little more than a steady trot at top speed.

Barded animals also require special attention. Care must be taken to prevent chafing and sores. The mount cannot wear the armor indefinitely. It must be removed at night and ideally should not be worn except in preparation for a battle or tournament. Removing a horse's bardings requires 15 minutes for leather and 30 minutes for metal armors. Fitting it takes twice as long.

The weight of barding is carefully distributed to account for the weight of the armor and the rider, so barded animals cannot be used as pack animals! It is normal practice to have a second mount for carrying gear and supplies. Note that most mounts have a natural DR that is cumulative with that of the barding.

Saddles: There are two basic saddles—riding and pack. Riding saddles take many forms, but their basic purpose is to carry a person. Pack saddles are special frames designed to carry supplies and equipment. The only practical limit to how much a well-stowed pack saddle can carry is the carrying ability of the animal.



Pony

HIT POINTS: 18+3d8

SIZE/WEIGHT: L/600 lbs.

TENACITY: Nervous

INTELLIGENCE: Animal, High

FATIGUE FACTOR: -4

MOVEMENT

CRAWL: 5

WALK: 15

TROT: 20

CANTER: 25

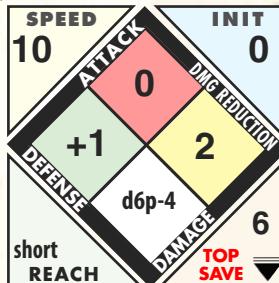
GALLOP: 30

SAVES

PHYSICAL: +1

MENTAL: +1

DODGE: +1



ATTACK:

SPECIAL:

Mule (mining)

HIT POINTS: 20+3d8

SIZE/WEIGHT: L/700 lbs.

TENACITY: Nervous

INTELLIGENCE: Animal, High

FATIGUE FACTOR: -6

MOVEMENT

CRAWL: 5

WALK: 15

TROT: 20

CANTER: 25

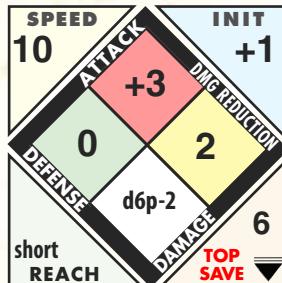
GALLOP: 30

SAVES

PHYSICAL: +2

MENTAL: +3

DODGE: +1



ATTACK:

SPECIAL:

ARMOR

You are probably going to want your character to buy armor, as this is the easiest and cheapest way to increase his chance of surviving the more violent dangers of the mercenary life. Clearly, the better the armor the character possesses, the less likely he is to be hurt. Armor protection is measured by damage reduction (DR), a number rating measuring how many hit points per attack the armor absorbs; the higher the DR number, the better the protection. Certain classes have restrictions on the type of armor they can wear. For other classes, armor reduces the effectiveness or success chance of their skills (e.g., try moving silently in a suit of Chain Mail).

Banded Mail: This armor is made of overlapping strips of metal sewn to a backing of leather and light chain mail. Generally the strips cover only the more vulnerable areas, while the chain and leather protect the joints where freedom of movement must be ensured. Through straps and buckles, the weight is very evenly distributed.

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

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

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

Plate Mail: This armor is a combination of chainmail with metal plates (cuirass, epaulettes, elbow guards, gauntlets, tasses, and greaves) covering vital areas. The weight is distributed over the whole body and the whole thing is held together by buckles and straps.

Ring Mail: This armor is a design precursor to chain mail in which metal rings are sewn directly to a leather backing instead of being interlaced. While not as effective as the latter in mitigating blows, the protection it affords is accomplished with less restriction on the wearer's flexibility.

Scale Mail: This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. While providing protection on par with Chain Mail, it does so with a greater mass of metal and reduced flexibility – particularly in the joints.

Splint Mail: This armor is made of narrow vertical strips riveted to a backing of leather and cloth padding. Since this carapace is inflexible, the joints are protected by chain mail.

Studded Leather: This armor is made from leather (not hardened as with normal leather armor) reinforced with close-set metal rivets.

Armor Sizes

The equipment list reflects the price of a suit of armor (including an appropriate helmet) made for any normal player character race. The cost of armor is a reflection of the labor hours required to produce it, the raw cost of materials being only small portion of the whole. Thus, the armor for all races is as expensive as that for a human.

Nonstandard sizes and shapes of armor are going to cost significantly more and must be custom-made. This is not the kind of thing one can pick up at the local store! When armor is found during the course of an adventure, the players should note the characteristics of the creature that wore the armor previously. While a human-sized character might be able to wear the armor of a gnole, it will do little good for a gnome titan. Likewise, the armor of a giant is of little use to anyone (other than another giant).

Even armors of the same size/race as a PC will need to be fitted, tailored and modified for the character before it can be effectively worn. Of course, this carries an expense, typically 20% of the item's value and requiring time, sometimes weeks, to remake.

Getting Into and Out of Armor

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

The time required to don armor depends on its make. Those armors that are a single piece—leather tunics, robes, chain mail—require 2d8p seconds (4d8p for metal items) to don with slight assistance. Without aid, the time is doubled. Armor that is made of separate pieces requires 12d12p seconds, again with assistance. Without help, the time required is tripled.

In all cases, the times given assume that the proper undergarments and padding are also worn (add 2d8p

Armor's effects on "stealthy" skills (applies to anyone, regardless of class, attempting these skills)

	No Armor	Thick Robes, Leather or Padded Armor	Studded Leather	Ringmail	Chainmail	Scale Mail	Banded Mail	Splint Mail	Plate Mail	shield
Initiative Die bonus ²	one better	yes	forfeit 1 die	forfeit 2 dice	forfeit 3 dice	forfeit 4 dice	forfeit 3 dice	forfeit 4 dice	forfeit 4 dice	forfeit 1 die
Climbing/Rappeling	+10%	std	-15%	-25%	-35%	-50%	-40%	-50%	-60%	¹
Disarm Trap	std	std	-15%	-20%	-25%	-30%	-25%	-30%	-25%	¹
Hiding	+5%	std	-10%	-20%	-25%	-25%	-35%	-35%	-40%	-40%
Identify Trap	std	std	-10%	-15%	-25%	-25%	-25%	-25%	-25%	¹
Listening	std	std	-5%	-5%	-10%	-15%	-10%	-15%	-20%	std
Lock Picking	std	std	-10%	-20%	-25%	-25%	-25%	-25%	-25%	¹
Pick Pocket	+5%	std	-15%	-30%	-50%	-60%	-50%	-65%	-75%	-60%
Sneaking	+10%	std	-20%	-35%	-50%	-65%	-50%	-70%	-80%	-40%

Armor's effects on "stealthy" skills

When clad in heavier armors, a character's proficiency in the above skills is compromised.

On a cheery note, the penalties for armor AND shield are not cumulative - only the most restrictive one applies.

¹ *The presumption is that a character will spend the few seconds necessary to remove his shield before performing these tasks.*

² *A character will never be forced to operate at an initiative die penalty. If the restriction imposed by heavy armor indicates this (as may be the case with an inexperienced footpad), he merely uses the same initiative die as everyone else.*

hand for other purposes. With a medium shield, a character can protect against any frontal or flank attacks.

A **large shield** offers increased surface area compared to a medium one. In its most common circular form factor, it is three feet in diameter. It offers no tangible benefit in hand-to-hand combat versus a medium shield, the latter design already having achieved the maximal defensive value such equipment can provide. The value of these shields is in the greatly enhanced cover value they provide versus missile fire – twice that of a medium shield for passive defense and half again as much when actively seeking cover.

The **body shield** is massive reaching nearly from chin to toe. It is very heavy and usage is as fatiguing as wearing heavy armor. It must be firmly fastened to the forearm and the shield hand must grip it at all times. Despite its great size, it offers no more protection from melee attacks than medium or large shields due to the inability to maneuver it with rapidity.

However, it is not for this purpose that warriors acquire such shields. Nay, it is their extraordinary value as cover that validates their continued employment on the battlefield. Offering total protection when crouching behind such a massive shield permits tactics such as the shield wall – a true bane to archers. Even when passively employed, they provide twice the cover of large shields and thrice that of medium ones.

WEAPONS

Humans are unique in that they are extremely numerous, warlike, inventive and skilled in metalwork. It is no wonder then that they excel in the field of weapon design. While they may have copied some designs from the dwarves and elves, they have adapted these to their own use and through rigorously field testing (i.e. centuries of constant war) have perfected the wide gamut of weaponry presented in this book.

Simply stated, all weapons types are designed (or perfected) by humans for their use in war. Other races employing these weapons (or copying them) are simply leveraging the bloody research and development humans have invested in perfecting these implements of war. This includes the humanoid races.

The upshot of this is that there are no “scaled down” versions of weapons meant for the diminutive races. On the rare occasions that they go to war, they employ human weapons (or, rarely, indigenous copies).

For a real life example, one has only to look to the AK-47. This weapon is used nearly everywhere. Why would non-superpower expend the effort to develop their own assault rifle when an adequate weapon can be purchased cheaply or copied?

Weapon sizes: Weapons are defined as being small, medium or large. Humans (and other size M bipeds) may use small and medium weapons one-handed. Large weapons require the use of both hands due to their size.

Small creatures may only employ small weapons one-handed. Should they wish to utilize medium weapons, they must do so

Fauchard-fork: This is an attempted improvement on the fauchard, adding a long spike or fork to the back of the blade. Supposedly this improves the thrusting ability of the weapon. It is still an inefficient weapon.

Glaive: One of the most basic polearms, the glaive is a single-edged blade mounted on an eight- to ten-foot-long shaft. While not the most efficient weapon, it is relatively easy to make and use. Normally the blade turns outward to increase the cutting area, resembling a cleaver or axe when used in this way.

Glaive-guisarme: Another combination weapon, this one takes the basic glaive and adds a spike or hook to the back of the blade. In theory, this increases the usefulness of the weapon although its actual application is somewhat questionable.

Guisarme: Thought to have derived from a pruning hook used by farmers to trim their orchard trees, this is an elaborately curved heavy blade. While convenient and handy, it is not very effective.

Guisarme-vouge: This weapon has a modified axe blade mounted on an eight-foot-long shaft. The end of the blade tapers to a point for thrusting and a back spike is fitted for punching through armor. Sometimes this spike is replaced by a sharpened hook used to dismount riders.

Halberd: Fixed on a shaft five to eight feet long is a large axe blade, angled for maximum impact. The end of the blade tapers to a long spear point or awl pike. On the back is a hook for attacking armor or dismounting riders. Originally intended to defeat cavalry, it is not tremendously successful in that role since it lacks the reach of the pike and needs considerable room to swing. It found new life against blocks of pikemen.

Should the advance of the main attack stall, halberdiers issue out of the formation and attack the flanks of the enemy. The pikemen with their overlong weapons are nearly defenseless in such close combat.

Hook fauchard: This combination weapon is another attempted improvement to the fauchard. A back hook is fitted to the back of the blade, supposedly to dismount horsemen. Like the fauchard, this is not a tremendously successful weapon.

Military fork: This is one of the simplest modifications of a peasant's tool since it is little more than a pitchfork fixed to a longer shaft. With tines strengthened and straightened, the military fork serves well. The need for cutting and cleaving eventually often results in combining the fork with other weapons.

Partisan: Shorter than the awl pike but longer than the spear, the partisan is a broad spearhead mounted on an eight-foot-long shaft. Two smaller blades project out from the base of the main blade, just to increase damage and trap weapons. Since it is a thrusting weapon, it can be used in closely-packed formations.

Pike: Essentially this is a long spear 18 feet long ending in a spiked point or tapered spear head. Since the pike sticks out in front, men can be packed side-by-side in dense formations, and several rows of men can fight. Large blocks of pikemen make formidable troops.

Ranseur: Very much like a partisan, the ranseur differs in that the main blade is thinner and the projecting blades extended more like tines of a fork. These can trap a weapon and sometimes punch through armor.

Spetum: The spetum is a modification of the normal spear. The shaft increases to eight to ten feet and side blades are added. Some have blades that angle back, increasing the damage when pulling the weapon out of a wound. These blades can also block weapons making it an excellent defensive weapon.

Vouge: The vouge, like the bardiche, is a variation on the axe and the cleaver. The vouge is little more than a cleaver on the end of a long (seven- to eight-foot) pole. It is a popular weapon, easy to make and simple to learn. It is also called the Lochaber axe.



Scourge



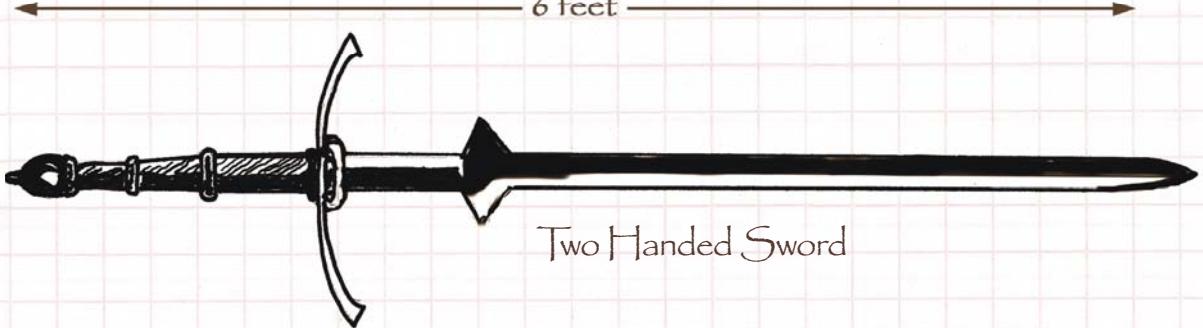
Morning Star



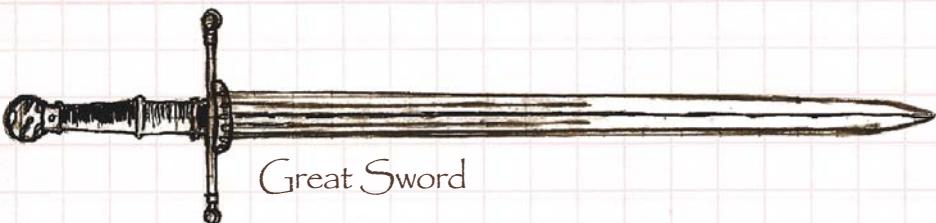
Mace



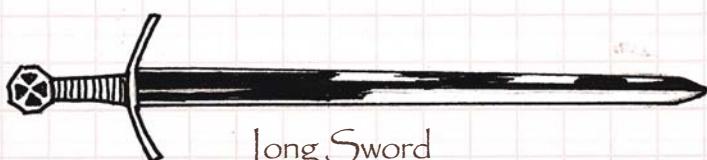
Short Sword



Two Handed Sword



Great Sword



Long Sword



Broad Sword



Dagger



Flail



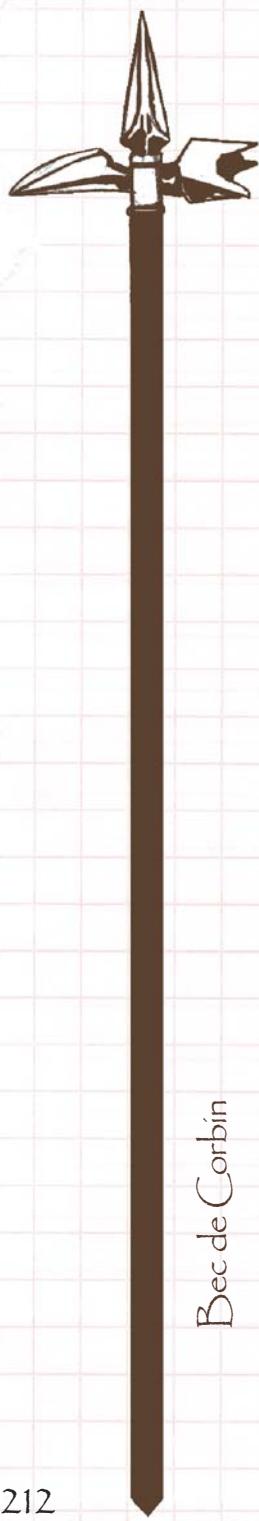
Military Pick



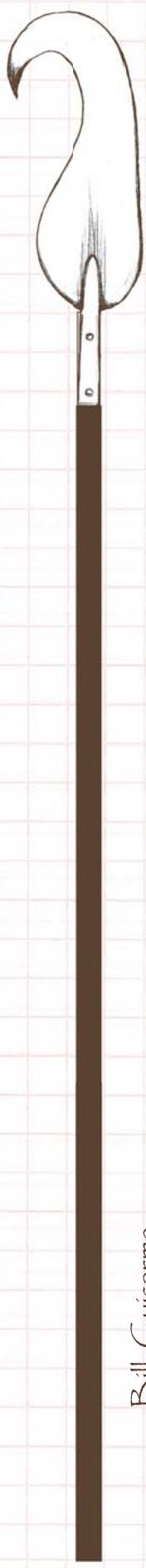
Battle Axe



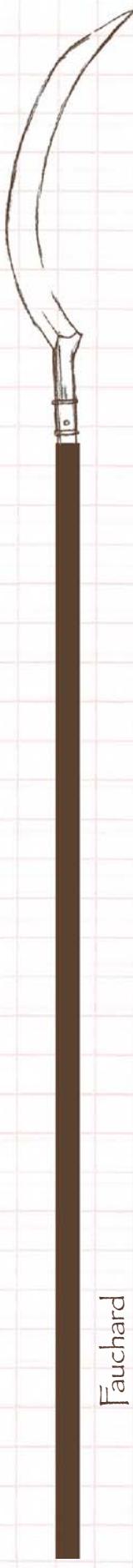
Throwing Axe



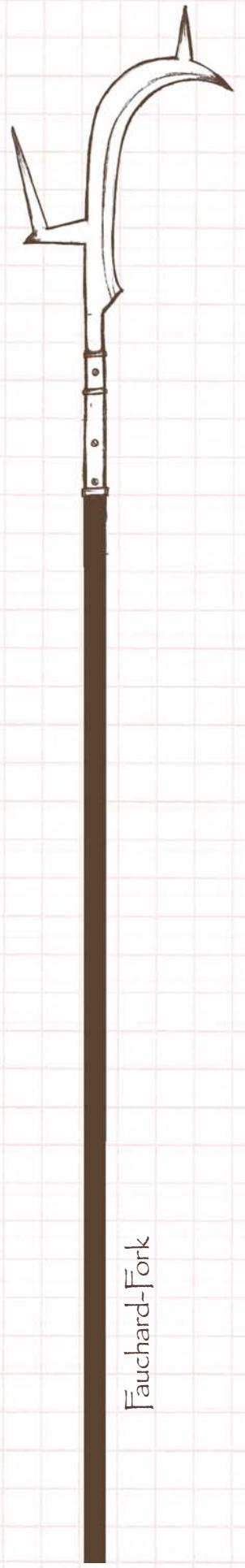
Dec de Corbin



Bill-Guisarme



Fauchard

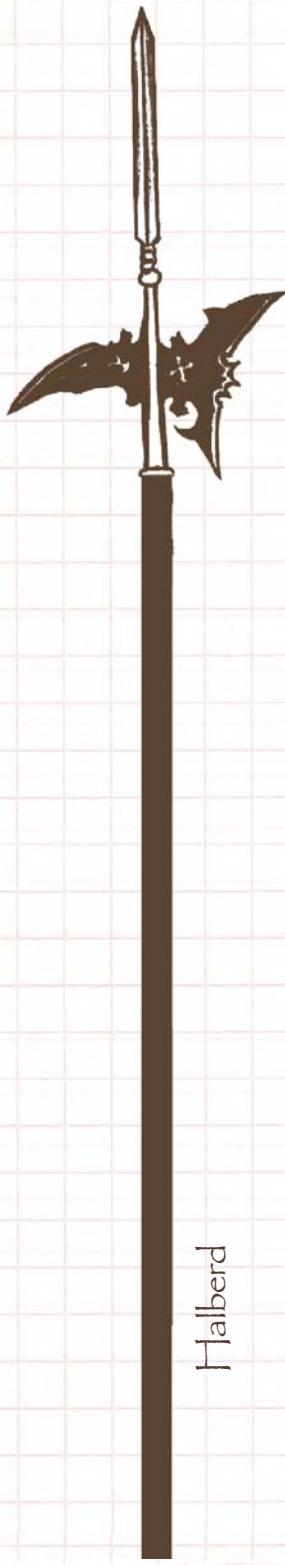


Fauchard-Fork

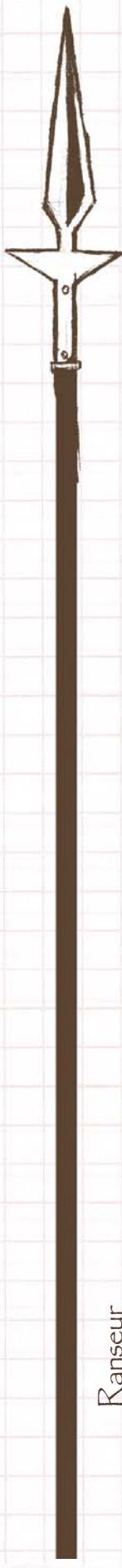


Glaive

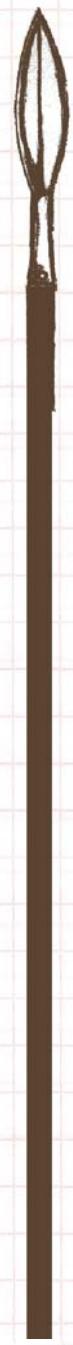
↑
8 feet
↓



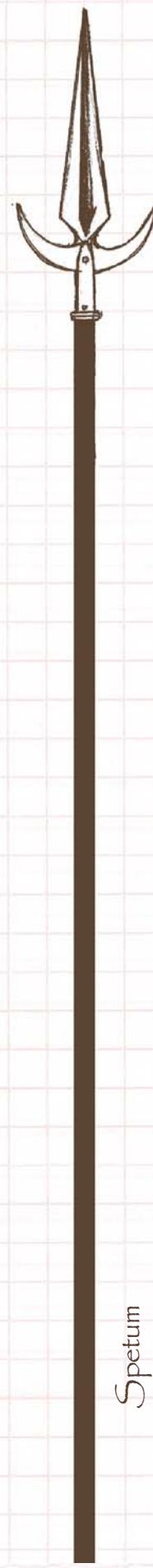
Halberd



Ranseur



Short Spear



Spetum



Vouge