

Equipment

Coin

NOTE about prices.. price is indicative and may be higher or lower depending on where the characters are and the quality of the goods.

Currency	Exchange Rate
Gold Sovereign	= 1000 Copper Groats
Silver Noble	= 10 Copper Groats
Copper Groat	= 1 Copper Groat

If your campaign is set in a medieval European style setting then the following information may be of interest:

- ❖ There was no inflation. You could bury money and it would still be worth the same amount a hundred years later.
- ❖ People were far from starving and spent a quarter of their money on beer! Average folk had disposable income, but would not be able to save enough to go up a social class. Housing was expensive, especially houses where one lived and worked.
- ❖ Income inequality was extreme.
- ❖ Banks existed and were very powerful organizations. They provided financing (loans) and un-writing (insurance), accepted deposits, changed money, and provided bills of exchange (cheques).

Adventuring Equipment

Common Equipment

Name	Cost	Notes
Ale, Pint	10c	
Ale, Fine	20c	
Back Pack	200c	
Block and Tackle	100c	
Candle, Tallow	5c	
Candle, Wax	5c	
Chalk	5c	
Chest	200c	
Cloak	30c	
Coat	30c	
Grappling Hook	60c	
Flint and Steel	10c	
Hammer	20c	The tool.
Hat, Tricorn	30c	
Hat, Gumbardine	30c	
Lantern	300c	with oil
Lantern, Shuttered	330c	with oil
Lantern Oil	10c	
Lock Picks	10c	
Needle and Thread	1c	
Piton	3c	Metal spikes.
Rope 60'	2c	
Tent	20c	
Torch	2c	
Sack	5c	
Waterskin	30c	
Wineskin	200c	

Uncommon Equipment

Name	Cost	Notes
Book	200c-2000c	
Grappling Hook	300c	
Map, Local	5gp	60 x 60 miles
Ink	5c	
Paper Sheet	1c	
Quill	1c	
Vellum Sheet	10c	Thin leather, smooth, difficult to tear.

Rare Equipment

Name	Cost	Notes
Elvish Cloak	100gp	+1 to conceal rolls.
Naptha	1gp	2d10 dmg in area, fire
Spectacles	10gp	

named weapons.. when you name the weapon in combat kills? epic weapons.. animus.. boats furniture achievements medals? accolades? knighthoods?

Armour

XXXX

Gauntlets and Helmets provide no AC bonus but negate extra damage to those body parts, in the event of a called shot. FIXME: this is unworkable.

Armour Tags

X Y

Weapons

Weapon Tags

Asanguinous After much lobbying by a number of powerful militant sects; this weapon has been determined by various ecclesiastical councils not to breach the prohibition on shedding blood if used by the clergy.

Block Weapon can be used to block an attack.

Brace Can be braced against a charge. Does double damage against charging opponents.

Club Club weapons include clubs, maces, flails, morning stars and improvised weapons. Weapons with this tag use the club abilities to fight.

Crushing Weapon causes crushing damage.

Disarm May be used with the disarm ability.

Fast Can be used during pursuit with minimal effect to movement.

Grounding Can be used to ground out magic. See the chapter on Magic for further information.

Heavy Requires strength greater than nine to yield effectively. Characters with strength less than nine have a -2 modifier to hit.

Improvised A club can be an improvised weapon, e.g. a heavy chair leg or the branch of a tree.

Iron Weapon is made of steel and counts as a cold-iron attack against fey opponents.

Parry Weapon can be used to parry an attack.

Piercing Weapon causes piercing damage.

Reach The weapon has reach. This gives it an advantage during initiative on the first round of melee.

Silvered Weapon has been coated in silver and counts against creatures who are vulnerable to silvered weapon attacks.

Slow Requires one round to reload.

Slashing Weapon causes slashing damage.

Two Handed Must be used with two hands.

Unparryable Opponents may not parry against attacks made with this weapon.

Weapons

Rapier

Estoc, Rapier. stabbing swords



Broad Sword

One handed, doubled edged, straight bladed swords. Broadsword, claymore, bastard sword, spatha. weighed between 3 - 5 pounds used as close contact weapon primarily cutting or slicing an opponent and was capable of cutting off the limbs or head of an enemy in one stroke

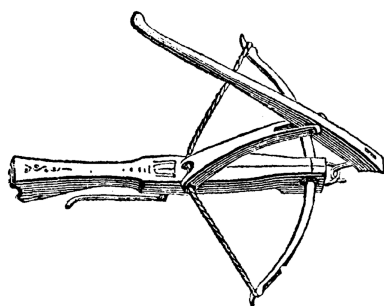
Name	Armour Bonus	Enc.	Avg Price	Break Save
Padded/Gambeson/Aketon	+1	L+1	70c	4, 5 vs Edged
Brigandine	+1	L+1	70c	4, 5 vs Edged
Gauntlets		-	40c	
Helm		-	40c	
Leather	+1	L+1	70c	4, 5 vs edged
Lamellar Leather	+3	M+2	55c	5
Scale/Lamellar	+3	M+2	55c	5
Chain Mail	+3	M+2	70c	4, 5 vs edged
Banded/Laminar	+4	H+4	70c	4
Plate	+5	H+4	2000g	2, 3 vs crushing
Shield, Large	+5	H+4		Block, Large, Support +2
Shield, Small	+5	H+4	2000g	Block, Medium, Support +1
Buckler	+2			Parry
Full Plate	+7	SH+6	7000g	For jousting and cavalry charges. Requires a horse and a squire.

Table 1.1: Armour Table



Crossbows ☒

For game purposes we distinguish between light and heavy crossbows. Light crossbows are loaded in one motion by manually pulling back the string or with a goats foot lever, while heavy crossbows require a windlass or cranequin to winch the string back.



Bows ☒

We distinguish between two types of bows: short bows and long bows. Short bows are about three feet long and can be shot from horseback. Long bows are about six feet long, require significant upper body strength to use, and must be used from a standing position.



Polearm ✂

A pole arm is a heavy spear with a spear tip and an axe or hammer head on the end of a pole. Polearms include halberds, voulges, pole-cleavers, spetums, ox tongue spears, ranseurs, partisans, bills, guisarmes, glaives, and bec de corbins.

**Sabre** ✂

Sabres are light slashing swords. Historical examples of this type include the calvary sabres and the Katana.

Scimitar ✂

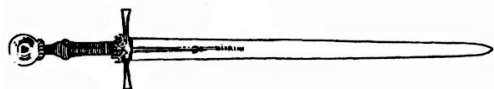
Scimitars are heavy, single edged, possibly curved slashing swords. Historical examples of this type include the Falchion, Messer, Khopesh, Cutlass and Kopis.

Short Swords ✂

Short swords are used in close combat by heavy infantry, e.g. in shield walls, confined spaces and the like. They are primarily stabbing weapons. Historical equivalents are the Gladius and the Seax.

Long Swords ✂

double edged, one-or-two handed straight edged swords. Includes the Long Sword (long refers to the style of fencing with both hands on the hilt).

**Great Swords** ✂

Zweihänder

Dagger ✂

Rondel, dirk. dagger, foot long, thin, stabby

Battle Axes ✂

Cheap, can be made out of poor quality metals.

War Hammer ✂

A war hammer is a one handed fighting hammer with a point on one side for piercing armour.

Mace, Morning Star ✂

Good against armour

Flail ✂**Club** ✂

Improvised single handed weapon

Other Equipment**Miscellaneous**

Name	Price
Spade or Shovel	4
Masons Tools (chisels, hammers)	10
Axe, Wood	5
Augur	3
Blacksmith Tools (including anvil)	1500
Armourers Tools	1500
Spinning Wheel	15

Transport

Name	Buy
Cart (2 wheels)	?
Horse, Draft	15 - 20+
Horse, Riding	2300 - 2600+
Horse, Riding, Superior	3000 - 5000+
Horse, War	1000 - 1500+
Horse, War, Superior	2500 - 20000+
Saddle, Blanket and Harness	?
Wagon (4 wheels)	?

Name	Dmg	Price	Save	Tags
Battle Axe	d10	20c	3	Heavy, Crushing or Slashing, Iron
Club	d6	1c	6	Improvised
Dagger	d6	10g	4	Fast, Iron
Mace	d8	12c	5	Asanguinous, Heavy, Club, Iron
Morning Star	d8	18c	4	Asanguinous, Heavy, Club, Iron
Polearm	d10	2g	6	Two-Handed, Heavy, Piercing
Flail	d8	17c	4	Club, Unparryable, Disarm, Heavy, Crushing
Sabre	d6	20g	4	Parry, Slash, Fast, Iron
Scimitar	d8	10g	6	Parry, Slash, Iron
Spear	d8	10g	5	Reach, Brace
Staff	d6	5c	6	Grounding, Parry
Sword, Great	d12	10g	6	Two-Handed, Heavy, Slashing
Sword, Long	d8	10g	6	Parry, Slashing
Sword, Broad	d8	10g	5	Parry, Slashing or Piercing
Rapier	d8	10g	6	Parry, Piercing, Fast
War Hammer	d10	20c	3	Heavy, Crushing or Piercing, Iron

Table 1.2: Melee Weapon Table

Name	Cost	Dmg	Range	Notes
Long Bow	10gp	2d6	-	Long-Bow Prof, Standing
Short Bow	10gp	2d4	-	Short-Bow Prof, Fast
Crossbow, Light	10gp	2d4	-	Crossbow Prof.
Crossbow, Heavy	10gp	2d6	-	Heavy Crossbow Prof, Standing, Slow
Sling	5s	2d4	-	Long-Bow Prof, Standing
Rock, Thrown	-	1d3	-	Fast
Dagger, Thrown	-	1d6	-	Fast

Table 1.3: Missile Weapons

Housing

Name	Rent/Year	Buy
Cottage	50 - 300	500 - 3000
Steading	700 - 1,500	7,000 - 15,000
Mage Tower	800 - 2,000	8,000 - 20,000
Mansion	2000 - 2,500	20,000 - 25,000
Castle	7,500 - 10,000	75,000 - 100,000

Agriculture

Name	Price
Bull	
Chicken	10c
Cow	150
Horse, Work	250
Dog	
Barley, Bushel	10
Beans, Bushel	4
Peas, Bushel	3
Pig, Boar	
Pig, Sow	
Oats, Bushel	4
Rye, Bushel	4
Wheat, Bushel	4

Jewelery

Name	Buy
Painting	?
Pearl Necklace	?
Ring, Topaz	15 - 20+
Ring, Lapis Lazuli	2300 - 2600+
	3000 - 5000+
	1000 - 1500+
	2500 - 20000+
	?