

special bonus issue

2020

COMPILED EQUIPMENT COMPENDIUM

• A comprehensive collection of arms, armor, and equipment compiled from *ACKS*, *Domains at War*, *Heroic Fantasy Handbook*, and *Players Compendium*

A dventurer Conqueror King

SYSTEM™

AXIOMS™ SPECIAL BONUS ISSUE 2020

*Axioms Special Bonus Issue 2020* © 2020 Autarch™ LLC. Adventurer Conqueror King System © 2011-2021 Autarch LLC. The Auran Empire™ and all proper names, dialogue, plots, storylines, locations, and characters relating thereto are copyright 2011-2018 by Alexander Macris and used by Autarch LLC under license. Some interior art is copyright William McAusland and used with permission. Cover art is copyright Dean Spencer and used with permission. All other material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the written permission of the copyright owners. Autarch™, Adventurer Conqueror King™, Adventurer Conqueror King System™, ***ACKS***™, Axioms™, and Domains of War™ are trademarks of Autarch™ LLC. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.



CREDITS

**Publisher & Editor-in-Chief:** Alexander Macris

**Art Director:** Todd Crapper

**Cover Artist:** Dean Spencer

**Interior Artist:** William McAusland





ADVENTURING GEAR

|  |  |  |  |
| --- | --- | --- | --- |
| I**tem** | C**ost** | I**tem** | C**ost** |
| Adventurer’s Harness | 10 gp | Mirror (hand-sized, steel) | 5 gp |
| Blanket | 2 gp | Musical Instrument | 25-100 gp |
| Boardgame | 5gp | Padded Shoes | 15gp |
| Craftman’s Tools (any) | 25 gp | Pole, Wooden | 1 sp |
| Craftman’s Workshop (any) | 350 gp | Prosthesis, Arm | 25gp |
| Crutch | 1gp | Prosthesis, Hand | 5gp |
| Dice | 5 sp | Prosthesis, Foot | 2gp |
| Earplugs | 1sp | Prosthesis, Leg | 15gp |
| Ear Trumpet | 15gp | Rations, Iron (one week) | 1-6 gp |
| Crowbar | 1 gp | Rations, Standard (one week) | 3sp-3gp |
| Grappling Hook | 25 gp | Spell Book (Blank) | 20gp |
| Hammer (small) | 2 gp | Stakes (4) and Mallet | 3 gp |
| Holy Book | 20gp | Special Components, M isc | Varies |
| Holy Symbol | 25 gp | Surgical Saw, Large | 10 gp |
| Holy Water | 25 gp | Surgical Saw, Small | 3 gp |
| Ink | 8 gp | Tent, small | 3gp |
| Journal | 10gp | Tent, large | 20gp |
| Iron Spikes | 1 gp | Thieves’ Garb | 25gp |
| Laborer’s Tools | 10gp | Thieves’ Tools | 25gp |
| Lock | 20 gp | Thieves’ Tools Companion Kit | 35gp |
| Machinists Tools | 25gp | Thieves’ Tools, Superior | 200gp |
| Mess Kit | 3gp | Thieves’ Tools, Masterwork | 1,600gp |
| Manacles | 2gp | Traditional Implements | 25 gp/level |
| Metamphora | 5 gp / 60gp value | Whistle | 1gp |

**Adventurer’s Harness:** Also known as a burglar’s harness, this is a set of belts, straps, sheaths, and cases designed to securely fasten items to one’s body without hampering movement. A character wearing an adventurer’s harness can ignore 1 stone’s worth of equipment when calculating encumbrance. It cannot secure heavy items, or coins and similar items. It cannot be worn over armor heavier than chain mail.

**Boardgame:** Rulers and officers enjoy the intellectual stimulation of a variety of strategic boardgames. The listed price is for a basic wooden board with bone or stone pieces. Vastly more expensive boardgames may feature inlaid woods, precious metals, and gem- carved pieces. Historical examples include the Egyptian senet (“passing”), Germanic hnefatafl (“king’s table”), Indian chaturanga (“game of four divisions”), Roman latrones (“game of brigands”), and Sumerian ur (“game of twenty squares”).

**Craftsman’s Tools:** Craftsman’s tools include the various implements used by tradesman in their craft. Craftsman’s tools are required to make Craft proficiency throws. Each craft has its own specific type of craftsman’s tools. Craftsman’s tools weigh 1 stone.

**Craftsman’s Workshop:** A craftsman’s workshop has a full complement of craftsman’s tools and furnishings sufficient to

allow up to 8 craftsmen to work together. A master craftsman must have access to a craftsman’s workshop in order to increase the productivity of journeymen and apprentices. Each craft has its own specific type of craftsman’s workshop. When set up, a workshop takes up 20’ x 20’ space.

**Crutch:** A shoulder-height padded staff used by characters with missing or maimed legs who lack prostheses. A crutch has an encumbrance of 1 stone (10lb).

**Dice:** Dice are commonly available in many shapes and sizes, made from bone, ivory, talus, or wood.

**Earplugs:** Made of clay, cotton, or wax, these protect the wearer from loud sounds. Commanders may issue these to troops to that will face harpies on the field of battle.

**Ear Trumpet:** A funnel-shaped tube of silver, wood, shell, or horn that, when placed in its wearer’s ear canal, raises the apparent volume of sound. A character using an ear trumpet gains a +2 bonus to proficiency throws to hear noise. The bonus does not apply to hijinks.

**Crowbar:** A crowbar is 2’ to 3’ long and made of solid iron. This object can be used for forcing doors and other objects open.

**Grappling Hook:** These large hooks are made of sturdy iron and can be used for anchoring a rope. The hook may be thrown or attached manually by a climber. A successful attack throw is required to throw a grappling hook onto a target.

**Hammer (small):** The small hammer can be used for construction or as a mallet with iron or wooden spikes. If used to fight, the small hammer deals 1d4 points of damage.

**Holy Book:** A holy book is a parchment, papyrus, or vellum codex or scroll of religious writings. Access to a holy book grants a +1 bonus on Theology proficiency throws. Historical examples include the Egyptian Book of the Dead, the Hebrew Torah, the Ancient Greek Theogony, and the Tao Te Ching.

**Holy Symbol:** A cleric is required to own a holy symbol. These symbols will be different for each religion, but they are often worn as a necklace. In the Auran Empire, the holy symbol of Ammonar is the winged sun.

**Holy Water:** Holy water is water that has been blessed by a cleric of 7 th level or higher. It is used in some church rituals, and is a formidable weapon against the undead, inflicting 1d8 points of damage for 2 rounds. Holy water cannot retain its holy power if it is stored in any other container than the special vials it is placed in when blessed.

**Ink:** This is a small pot of black ink. Ink can be purchased in other colors, but it costs twice as much.

**Journal:** A journal is a folded parchment or papyrus notebook used for writing ship’s logs, maps, illustrations, and book-keeping entries. A journal has 50 pages and is considerably less sturdy than a spell book. A historical example is the Roman pugillares membrane.

**Iron Spikes:** These sturdy pitons can be used to wedge doors open or spike them shut or to provide belaying points for ropes.

**Laborer’s Tools:** A collection of tools useful to the unskilled laborer, including an axe, mattock, saw, shovel, and sickle. Laborer’s tools are required for troops to assist in construction projects. Laborer’s tools weigh 1 stone (10lb).

**Lock:** This is a common iron lock with a key. More complex locks, made my highly skilled locksmiths, might be available (Judge’s discretion); these impose penalties on a thief’s proficiency throws to Open Locks.

**Machinist’s Tools:** Machinist’s tools encompass a variety of implements including the adz, auger, bow drill, chisel, drawknife, fine gold wire, hand-plane hand-saw, hammer, ruler, toothed saw, and touchstone. Machinist’s tools are required to make proficiency throws to design, build, and repair automatons. Machinist’s tools weigh one stone.

**Mess Kit:** A collection of portable eating and cooking utensils designed for troops on extended military campaigns. An Auran legionary’s mess kit includes a mess tin, cooking pot, skewer, and dagger.

**Manacles:** These are metal fetters designed to shackle a creature’s hands or ankles. A character with Contortionism proficiency can escape from manacles in 1 turn with a proficiency throw of 18+. Breaking free of manacles through brute strength requires 1 turn and a proficiency throw of 24+ on 1d20. Any bonuses or penalties that would apply to a proficiency throw to open doors also apply to this roll. (For example, a character with STR 18 would gain a +12 bonus to break free of manacles, while a character with Dungeon Bashing proficiency would gain a +4 bonus). Manacles of unusual material or size may impose a penalty on this proficiency throw

**Metamphora:** Designed to store special components, metamphora are ceramic jars inscribed with alchemical sigils and stoppered with copper seals. Metamphora come in an array of different sizes and shapes, as more valuable special components require sturdier, stronger metamphora to prevent leakage. Metamphora cost 5gp and weigh 1 stone for every 60gp of value they store

**Mirror:** A mirror can be used to check around corners and defend against monstrous gaze attacks. A character using a mirror to see his target suffers a -2 penalty to attack throws, and cannot use a shield, second weapon, or two-handed weapon.

**Musical Instrument:** A wide variety of instruments are available to bards and performers, including stringed instruments, percussion instruments, brass instruments, and woodwind instruments. Historical examples of stringed instruments are the cithara, harp, lyre, lute, psaltery, and zither. Historical percussion instruments include the castanet, chimes, drum, gong, sistrum, tambourine, and tympani. Historical brass instruments include the buccina, carnyx, cornu, and salpinx. Historical woodwind instruments include the aulos, flute, horn, pan pipe, and shawm. A common instrument costs 25gp. A superior instrument costs 50gp and adds +1 to Performance proficiency throws made with it. A masterpieceinstrument costs 100gp and adds +2 to Performance proficiency throws made with it.

**Padded Shoes:** A pair of soft-heeled shoes with padding designed to dampen the sound of walking. A character wearing padded shoes gains a +2 bonus to proficiency throws to move silently. Padded shoes cannot be worn when traveling across the wilderness and do not work when wet. The bonus does not apply to hijinks.

**Pole, Wooden:** This pole is a shaft of wood 10’ long and 2” thick. Adventurers often carry 10’ poles to prod and poke areas that might be trapped, test the strength of ledges or floors, or measure the depth of pools.

**Prosthesis:** Nothing is as common as the sight of an old soldier with a missing limb. Most maimed characters, lacking the wealth to pay for a restore life and limb spell, replace the limb with a prosthesis. Basic prostheses are made of wood or bronze, but prostheses may be also made of iron (cost x2), silver (x5), or gold (x50). Decorations, leather or silk wrappings, and other adornment is extra. A character with a prosthetic arm or hand regains the ability to use a shield. Alternatively, the arm or hand may be replaced by a weapon, such as a club, hook, or short sword. A character with a prosthetic leg or foot can walk without use of a crutch, but does not avoid the movement and Dexterity penalties from loss of the limb. Dwarven machinists may be able to forge superior prostheses using gears and clockwork mechanisms. See the Player’s Companion for information on dwarven machinists.

**Rations, Iron:** This food is dried and preserved to be carried on long voyages when securing other food may be uncertain. It will last two months in the wilderness and a week in the foul conditions of a dungeon. The cost for iron rations will vary depending on quality. The cheapest iron rations consist of hard, dried salted biscuits. Better rations include salted or pickled meat and dried, pickled, or preserved fruit and vegetables. Rations, Standard: This food is fresh but untreated. It will last for a week in the wilderness; it spoils overnight in dank dungeons. The cost for this food will vary depending on quality. The cheapest standard rations include fresh bread, cheese, and lard. Better standard rations will include bacon or other meat, eggs, beans, and fresh fruit and vegetables.

**Rope, 50’:** This strong rope, made of animal hair, hemp, or similar fibers, can bear 45 stone, the weight of approximately three human- sized beings.

**Spell Book (Blank):** A spell book has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 1 st level spells). These books are used by arcane spellcasters to record the spells in their repertoire.

**Stakes and Mallet:** These 18” sharpened wood shafts are carried by adventures to destroy vampires.

**Special Components, Miscellaneous:** When a living thing dies, a residue of its soul will linger in some its component parts, such as organs and cellular fluids. These parts are known as special components and can be tapped by casters and ceremonialists to power their magic items. While the best results are gained from rare components that are unique to the spells or ceremonies imbued into the item, an equal value of miscellaneous special components such as spider webs, plant roots, crushed bones, and so on can be used instead if desired. The caster or ceremonialist suffers a -1 penalty on his throw per level of the spell or ceremony when using miscellaneous special components in magical research.

**Surgical Saw:** Sharp, sturdy saws are used to saw through bone and tissue when amputation of the limbs is required. Use of a surgical saw gives a bonus on Healing proficiency throws to cure mortally, grievously, or critically wounded characters suffering from one of these permanent wounds. The bonus is +2 from a small saw and +4 from a large saw. See Mortal Wounds in ***ACKS*** for more information. A large surgical saw weighs 1 stone (10lb).

**Tent:** Tents are made of animal skin, stitched together over a frame and staked with ropes. A small tent is 6’ x 4’ and can sleep two men. A small tent weighs 2 stone (20lb). A large tent sleeps eight men. It may be round (12’ in diameter) or square (10’ on a side), and weighs 16 stone (160lb). Historical examples include the Roman legionary tent and the Mongol yurt.

**Thieves’ Garb:** A suit of clothing, including hooded cloak, tunic, leggings, gloves, and scarf, woven in a camouflaging color. Thieves’ garb is available in different colors for use in various environments - brown for hills/mountains, green for forest/jungle, grey for settlements, white for tundra, etc. When wearing thieves’ garb appropriate to the environment, a character gains a +2 bonus to any proficiency throws to hide in shadows, avoid being spotted, and evade in the wilderness. Characters wearing thieves’ garb can always hide in shadows or avoid being spotted with a throw of at least 18+. Thieves’ garb imposes a -2 penalty when its camouflage color is inappropriate to the environment (e.g. white garb in the jungle). The bonus and penalty do not apply to hijinks. Thieves’ garb can be worn over leather armor, but not heavier types.

**Thieves’ Tools:** Thieves’ tools include long metal picks and probes, fine wires, tiny saws, miniature hammers, and an assortment of skeleton keys. Thieves’ tools are required to make proficiency throws to open locks and remove traps.

**Thieves’ Tools Companion Kit:** A companion set of tools to use in conjunction with the standard set of thieves’ tools, this set includes drills, pliers, scissors, rods, blocks, pads, tweezers, shims, and a magnifying glass. A thief using this kit in addition to a set of thieves’ tools gains a +2 bonus to proficiency throws to open locks, find traps, and remove traps. The bonus does not apply to hijinks. Cost: 35 gp.

**Thieves’ Tools, Superior:** Superior thieves’ tools grant a +2 bonus to proficiency throws to Open Locks, Find Traps, and Remove Traps. If the thief rolls a natural 1 while attempting to pick a lock, the tools may make a saving throw versus Death (at 1/2 thief’s level of experience) to resist breaking (see the Adventuring chapter, p. 91). The bonus does not apply to hijinks.

**Thieves’ Tools, Masterwork:** Masterwork thieves’ tools grant a +4 to proficiency throws to Open Locks, Find Traps, and Remove Traps. If the thief rolls a natural 1 while attempting to pick a lock, the tools may make a saving throw versus Death (at the thief’s level) to resist breaking (see the Adventuring chapter, p. 91). The bonus does not apply to hijinks.

**Traditional Implements:** These are the various paraphernalia, fetishes, and accoutrements that a ceremonialist relies upon in his ceremonies. Traditional implements are rated in levels, and a ceremonialist must have implements of a level equal to or exceeding the level of the ceremony he is performing. Each type of ceremonial tradition has its own implements; the Traditional Implement table (*HFH* p. 107) provides a list of items associated with the implements of various traditions. A ceremonialist cannot use implements of a tradition he does not know. All types of traditional implements have an encumbrance of 1 stone. Cost: 1st level, 25gp; 2nd level 100gp; 3rd level 225gp; 4th level 625gp; 5th level 1,225gp; 6th level 2,500gp.

**Whistle:** A signaling device made of wood, horn, or similar materials. It emits a shrill, high-pitched sound audible at great distance.

ANiMALs

|  |  |  |  |
| --- | --- | --- | --- |
| I**tem** | C**ost** | I**tem** | C**ost** |
| Camel | 100gp | Horse, Medium War | 700gp |
| Caparison (warhose) | 20gP | Horse, Light Riding | 75gp |
| Chicken (3 lb) | 1sp | Horse, Light War | 150gp |
| Cow (550 lb) | 10gP | Howdah, Huge | 30-60gp |
| Dog (hunting) | 10gp | Howdah, Gigantic | 120-240gp |
| Dog (war) | 75gp | Howdah, Colossal | 600-1,200gp |
| Donkey | 8gp | Ox (2,000 lb) | 40gp |
| Goat (125 lb) | 3gp | Pig (125 lb) | 3gp |
| Hawk (trained) | 20gp | Saddle and Tack (draft) | 5 gp |
| Horse, Heavy Draft | 40gp | Saddle and Tack (riding) | 2sp-5sp |
| Horse, Heavy War | 700gp | Saddle and Tack (war) | 5sp-1gp |
| Horse, Medium Draft | 30gp | Sheep (80 lb) | 2gp |
| Horse, Medium Riding | 40gp |  |  |

**Dog:** Hunting dogs are fast, lean hounds trained to track and bring down prey by working in packs. Most hunting dogs can scent prey, giving them the equivalent of Tracking proficiency. War dogs are heavy, fierce mastiffs trained to kill on command. While dangerous, they are capable of great loyalty to their masters when properly trained. See the ***ACKS*** Monsters chapter for game statistics.

**Donkey:** A donkey can carry its normal load of 8 stone and move 120’ per turn. A donkey can carry its maximum load of 16 stone and move 60’ per turn.

**Howdah:** A howdah is a carriage mounted on the back of a creature of huge, gigantic, or colossal size. Howdah of any size can be built for riding or war. Riding howdah are lightweight wicker frames covered by hide. War howdah are sturdy wooden towers with crenellations; these cost and weigh twice as much. Both types are often laminated, painted, and opulently decorated.

**Howdah, Huge:** Huge howdah are 4’ long, 3’ wide, and 3’ tall. They weigh 6 stone (60lb), have AC 0, 1 shp, and can carry 2 man­sized creatures (up to 4 can squeeze in, but the occupants suffer a -4 penalty to attack throws and -2 AC penalty due to the confined quarters). War howdah of this size weigh 15 stone (150lb) and have AC 1 and 1 shp. The occupants gain a +3 AC bonus and a +3 bonus to saving throws versus Blast caused by artillery, burning oil, or similar effects.

**Howdah, Gigantic:** Gigantic howdah are 7’ long, 5’ wide, and 4’ tall. They weigh 18 stone (180lb), have AC 0, 1 shp, and can carry 6 man- sized creatures (up to 12 if squeezed). War howdah of this size weigh 36 stone (360lb) and have AC 1 and 1 shp. The occupants gain a +4 AC bonus and a +4 bonus to saving throws versus Blast caused by artillery, burning oil, or similar effects.

**Howdah, Colossal:** Colossal howdah are 12’ long, 10’ wide, and 4’6” tall. They weigh 60 stone (600lb), have AC 0, 1 shp, and can carry 20 man-sized creatures (up to 40 if squeezed). War howdah of this size weigh 120 stone (1,200lb) and have AC 1 and 2 shp. The occupants gain a +4 AC bonus and a +4 bonus to saving throws versus Blast caused by artillery, burning oil, or similar effects.

**Horse, Heavy:** A heavy horse can carry its normal load of 40 stone and move 120’ per turn. A heavy horse can carry its maximum load of 80 stone and move 60’ per turn. Heavy horses are normally trained for draft. Only a small percentage of the otherwise placid heavy horses can be trained for war. A historical example is the medieval destrier (warhorse).

**Horse, Light:** A light horse can carry its normal load of 20 stone and move at 240’ per turn. A light horse can carry its maximum load of 40 stone and move at 120’ per turn. Light horses are trained for riding or war. Historical examples include the medieval palfrey and jennet (riding horse), medieval rouncey (warhorse), and Mongolian and Turkoman horse.

**Horse, Medium:** A medium horse can carry its normal load of 30 stone and move at 180’ per turn. A medium horse can carry its maximum load of 60 stone and move at up to 90’ per turn. Medium horses are trained for draft, riding, or war. Historical examples include the medieval hackney (draft or riding horse), medieval courser (warhorse), and Sarmatian medium horse.

**Mule:** A mule is the infertile offspring of a horse and a donkey. It can carry its normal load of 20 stone and move 120’ per turn. A mule can carry its maximum load of 40 stone and move 60’ per turn.

**Saddle & Tack:** This includes a leather and wooden saddle with metal fastenings, a leather and metal bridle and bit, and stirrups. Draft saddle and tack is used to harness to a cart or wagon or carry saddle bags; it cannot be used for riding. Riding saddle and tack is designed for the rider’s comfort. Military saddle and tack is designed for stability during combat. A character in combat without a military saddle must save versus Paralysis every time he is dealt damage or be knocked off the horse.

**Ox:** An ox is a castrated bull, used for cart driving. An ox can carry its normal load of 45 stone and move 60’ per turn. An ox can carry its maximum load of 90 stone and move 30’ per turn.

ARMoR

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| I**tem** | ac | C**ost** | I**tem** | ac | C**ost** |
| Clothing Only | 0 | - | Barding, Leather | 1 | 40gp |
| Hide and Fur Armor | 1 | 10gp | Barding, Scale | 2 | 75gP |
| Leather Armor | 2 | 20gP | Barding, Chain | 3 | 150gp |
| Ring Mail or Scale Armor | 3 | 30gp | Barding, Lamellar | 4 | 300gp |
| Chain Mail Armor | 4 | 40gp | Barding, Plate | 5 | 600gp |
| Banded Plate or Lamellar | 5 | 50gP |  |  |  |
| Plate Armor | 6 | 60gp | Barding, Colossal | 1-5 | 2,400 - 36,000gp |
| Shield | +1 | 10gp | Barding, Gigantic | 1-5 | 480 - 7,200gp |
| Shield, Mirror | +1 | 250gp | Barding, Huge | 1-5 | 120 - 1,800gp |
| Helmet, Heavy | - | 20gP |  |  |  |
| Helmet, Light | - - | 0 gp (5gp) |  |  |  |
| Arena Armor, Heavy | 4 | 50gP |  |  |  |
| Arena, Armor Light | 2 | 30gp |  |  |  |

**Arena Armor, Heavy:** A set of stylized heavy armor designed to expose the wearer’s attractive form and musculature while fighting. Characters with clean-limbed bodies (STR, DEX, CON, and CHA all 11+) gain a +1 bonus to Seduction rolls when wearing arena armor. Depending on the wearer’s taste and style, heavy arena armor can include form-fitting leather, scale, or lamellar; sections of mail; and/or solitary pieces of plate on limbs and vital areas. It provides 4 points of protection and weighs 4 stone, and counts as chain armor for game purposes. Historical examples of heavy arena armor include that of the hoplomachus, provocator, and thraex types. Fantasy examples might include Morgana’s metal corset in Excalibur, Alia’s hauberk in Azure Bonds, and most of the armor seen in Xena: Warrior Princess. Heavy arena armor can also be used to simulate partial sets of heavier armor.

**Arena Armor, Light:** A set of stylized light armor designed to expose the wearer’s attractive form and musculature while fighting. Characters with clean-limbed bodies (STR, DEX, CON, and CHA all 11+) gain a +1 bonus to reaction rolls using Seduction when wearing arena armor. Depending on the wearer’s taste and style, light arena armor can include form-fitting cloth or leather; thin straps of mail; and/or solitary pieces of plate on the limbs. It provides 2 points of protection and weighs 2 stone, and counts as leather armor for game purposes. Historical examples of light arena armor include that of the dimachaerus, myrmillo, retiarius, and secutor types. Fantasy examples might include Red Sonja’s chainmail bikini, He-Man’s battle harness, and most of the armor drawn by Frank Frazetta or Luis Royo. Light arena armor can also be used to simulate very partial sets of armor. Cost: 30gp

**Barding:** Barding is horse armor made from a variety of materials (see the descriptions of each type of Armor for details). Historical examples include Byzantine and Persian cataphract’s barding and medieval destrier’s barding.

**Barding, Colossal:** Colossal barding is armor sized to fit colossal creatures such as ancient dragons and giant rocs. It costs and weighs 60 times more than horse barding of the same type. For instance, colossal leather barding costs 2,400gp and weighs 60 stone (600lb).

**Barding, Gigantic:** Gigantic barding is armor sized to fit gigantic creatures such as war elephants. It costs and weighs 12 times more than horse barding of the same type. For instance, gigantic leather barding costs 480gp and weighs 12 stone (120lb). Historical examples include the scale, chain, and lamellar barding used on war elephants.

**Barding, Huge:** Huge barding is armor sized to fit huge creatures such as wyverns. It costs and weighs 3 times more than horse barding of the same type. For instance, huge leather barding costs 120gp and weighs 3 stone (30lb). The cost and encumbrance of barding for creatures of large, huge, gigantic, and colossal size is summarized below.

**Banded Plate Armor:** Banded plate armor is made of over­lapping horizontal strips of laminated metal sewn over leather. It is comparable in protection to lamellar armor, and superior to chain mail. Banded plate is commonly worn as a cuirass with shoulder protection, with reinforced leather protecting the arms and legs. The chief historical examples are Sumerian overlapping plate armor and Roman lorica segmenta.

| B**arding**  M**aterial** | C**olossal** C**reature** | | G**igantic** C**reature** | | H**uge** C**reature** | | L**arge** C**reature** | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| C**ost** | E**nc** | C**ost** | E**nc** | C**ost** | E**nc** | C**ost** | E**nc** |
| Leather | 2,400gp | 60st | 480gp | 12st | 120gp | 3st | 40gp | 1st |
| Scale | 4,500gp | 120st | 900gp | 24st | 225gp | 6st | 75gP | 2st |
| Chain | 9,000gp | 180st | 1,800gp | 36st | 450gp | 9st | 150gp | 3st |
| Lamellar | 18,000gp | 240st | 3,600gp | 48st | 900gp | 12st | 300gP | 4st |
| Plate | 36,000gp | 300st | 7,200gp | 60st | 1,800gp | 15st | 600gp | 5st |

**Chain Mail Armor:** Chain mail is made of small metal rings linked together in a pattern to form a mesh. Chain mail is superior in protection to leather-based armors but inferior to metal scale or plate-reinforced armors. Chain mail is commonly worn as a shirt and coif, with lighter chain, ring mail, or hardened leather protecting the arms and legs. Historical examples include Viking byrnies, Norman mail, and Roman lorica hamata.

**Helmet, Heavy:** This is a metal close-faced or visored helmet that completely covers the face, head, and neck. A heavy helmet must be purchased separately from a suit of armor. Wearing a heavy helm imposes a -1 penalty to surprise rolls and -4 penalty to proficiency throws to hear noise, but offers a +2 bonus on d20 rolls made on the Mortal Wounds table. Historical examples of heavy helmets include the classical Corinthian helmet, Roman gladiatorial helmets, and the medieval armet, barbute, close helm, great helm, and hounskull.

**Helmet, Light:** This is any leather or metal open-faced helmet designed to protect the head and neck while maintaining unrestricted sight and breathing. A light helmet is included in the cost of any suit of armor. If a suit of armor is worn without a helmet, decrease the character’s armor class by 1 point. A light helmet can purchased separately from a suit of armor at a cost of 5gp, but provides no in-game benefit. Historical examples include the Illyrian, Phyrgian, Boeotian, Attic, and Galean helmets of Antiquity, the medieval bascinet, nasal helm, and spangenhelm, and the Renaissance burgonet and sallet.

**Lamellar Armor:** Lamellar armor is made of small bronze, iron, or steel plates laced together in parallel rows with silk, leather thongs, or cotton. It is similar to scale armor, from which it evolved, and comparable in protection to banded armor. Lamellar is generally worn as a cuirass over light chain or leather, and sometimes sewn to the backing. Lamellar would also include leather lames worn over chain. Historical examples include Mongolian lamellar, medieval brigandine and splinted armor, Japanese o-yori armor, and Roman lorica squamata.

**Leather Armor:** Leather armor is made of hardened leather or laminated linen. Leather armor usually consists of spaulders (shoulder armor), cuirass, and tassets (flaps covering the groin and thighs). It is lighter but less protective then more reinforced leather armors such as ring mail. A historical example is Macedonian linothorax armor.

**Plate Armor:** Plate armor is made from large metal plates worn over the chest and vital areas. Chain mail or other protective covering may cover exposed joints. Plate armor provides superior protection over banded plate and lamellar, having larger plates sewn onto a stronger backing. Historical examples include classical panoply (if worn with arm and leg armor), medieval plate and mail armor, Middle Eastern mirror armor, Eastern European plated mail, and Japanese tatami-do.

**Ring Mail Armor:** Ring mail armor is leather or padded armor that has a large number of small rings sewn directly over the foundation garment. Unlike chain mail, the rings are not physically interlocked with each other, so protection is inferior. Ring mail is closely related to scale armor, which sews leather or horn scales onto the foundation garment, and provides comparable protection. Historical examples include Frankish ring mail, Asian ring armor on leather, and Renaissance eyelet doublets.

**Scale Armor:** Scale armor consists of many small leather, cuir bouilli, or horn scales attached to a backing material of cloth or leather. Scale armor usually consists of a corselet or hauberk worn with leather or padded cloth. It is lighter than lamellar armor, which uses metal scales or lames over leather, and comparable to ring mail. Historical examples include Scythian scale armor, Egyptian scale armor, and early medieval scale armor.

**Shield:** A character with a shield equipped has his Armor Class increased by 1 point. A shield does not protect a character that is surprised, retreating, or attacked from behind, however. Shoes: Simple leather shoes or sandals are suitable for walking long distances.

**Shield, Mirror:** This shield is entirely made of steel polished to a high reflectivity inside and out. When fighting a monster with a gaze attack, the shield’s interior can be used as a mirror to reduce the penalties otherwise suffered from averting one’s gaze. A monster with a petrifying gaze that attacks a character wielding a mirror shield has a chance (1-2 on 1d6) of seeing its own reflection in the shield’s reflective exterior unless it averts its own eyes.

coNTAiNERs

|  |  |  |  |
| --- | --- | --- | --- |
| I**tem** | C**ost** | I**tem** | C**ost** |
| Backpack | 2gP | Sack, Large (holds 6 stone) | 8sp |
| Barrel (20 gallon) | 3sp | Sack, Small (holds 2 stone) | 3sp |
| Chest (ironbound, holds 20 stone) | 22gP | Saddle Bag | 5gP |
| Rucksack (2 stone) | 1gP | Waterskin/Wineskin | 6sp |

**Backpack:** A backpack has two straps and can be worn on the back, keeping the hands free. It holds up to 4 stone (40lb

**Pouch/Purse:** These are 6” x 1’ bags of cloth or leather that can contain half a stone (5lb). They can be carried on a shoulder strap or on a belt.

**Rucksack:** A rucksack is a small backpack. It holds up to 2 stone (20lb).

cLoTHiNG

**Sack, Large:** This is a 2’ x 4’ burlap, cloth, or leather bag that can contain 6 stone (60lb). It is normally carried over the shoulder and dropped when combat begins.

**Sack, Small:** This is a 1’ x 2’ burlap, cloth, or leather bag that can contain 2 stone (20lb). It is often tied to a belt or spearhead.

**Saddle Bag:** This is a long pocketed leather sack that can contain 3 stone (30lb).

**Waterskin/Wineskin:** This container, made of hide or preserved animal bladder, will hold 2 pints (1 quart) of fluid.

|  |  |  |  |
| --- | --- | --- | --- |
| I**tem** | C**ost** | I**tem** | C**ost** |
| Belt/Sash (leather) | 4sp | Gloves (long, leather) | 1gp |
| Belt/Sash (embossed leather) | 1gP | Gloves | 4sp |
| Belt/Sash (silk) | 1gP | Hat (armiger) | 10sp |
| Boots (leather, low) | 6sp | Linen (cheap, 1 yard) | 1gP |
| Boots (leather, high) | 3gP | Linen (fine, 1 yard) | 7gP |
| Breastwrap (wool or linen) | 4sp | Loincloth | 1sp |
| Breastwrap (silk) | 1gP | Robe (cleric/mage) | 6gP |
| Cassock (cleric/mage) | 7gP | Sandals (high) | 4gP |
| Chiton (wool or linen) | 4gP | Silk (1 yard) | 6gP |
| Chiton (silk) | 20gP | Sandals/Shoes (leather) | 6sp |
| Cloak (fur-lined, winter) | 15gP | Skullcap | 3gP |
| Cloak (long, hooded) | 1gP | Tunic and Pants (serf) | 2gP |
| Cloak (leather, hooded) | 10gP | Tunic and Pants (crafter/freeholder) | 4gP |
| Cloak (silk, hooded) | 25gP | Tunic and Pants (armiger) | 20gP |
| Dress (crafter/freeholder) | 4gP | Tunic and Pants (noble) | 100gP |
| Dress (armiger) | 20gP | Veil (silk) | 1gP |
| Gown (lady-in-waiting/noble) | 100gP | Wool (cheap, 1 yard) | 6sp |
| Gown (duchess) | 1000gp | Wool (fine, 1 yard) | 6gP |

**Belt:** Embossed leather or silk belts are worn as a sign of wealth and status.

**Breastwrap:** This is a band of wool or linen wrapped across the breasts for support. Silk breastwraps signify a woman of wealth and status. Historical examples include the Greek apodesmos and Roman mamillare.

**Boots:** Low boots come to mid-calf. High boots come to the knee or thigh and are popular for riding.

**Chiton:** The chiton is a linen or wool garment made up of a single rectangle of fabric, worn draped over the shoulders and girdled around the waist, to fasten a blouse and skirt. A silk chiton is a mark of status and money.

**Cloak:** A cloak is a cloth, fur, or leather garment of knee to ankle length, worn outdoors like an overcoat. Cloaks usually include a hood. Adventurers often favor military cloaks, generally worn pinned on one shoulder for ease of movement and access to a sword.

**Gloves:** Gloves are garments covering the hands, worn for comfort, fashion, or protection. However, wearing gloves does not protect against curses or slime. Thief abilities such as picking pockets, opening locks, or removing traps cannot be performed while wearing gloves.

**Hat:** A hat is a cap, fez, turban, or other headgear for protecting the head from the elements.

**Aloe:** Aloe, also known as burn plant, is a healing herb used to treat burns. A character with Healing proficiency can use a liniment of aloe to treat a patient with acid, cold, electrical, or fire damage. The patient is healed one-half his base healing rate, or up to the amount of acid, cold, electrical or fire damage suffered, whichever is less. A patient cannot be treated with a liniment of aloe more than once per day. Applying the liniment takes 1 turn (10 minutes).

| **FOODSTUFFS** | | | |
| --- | --- | --- | --- |
| I**tem** | C**ost** | I**tem** | C**ost** |
| Ale/Beer (cheap, 3 pints) | 1cp | Dried Fruit (1 lb) | 1sp |
| Ale/Beer (good, 1 pint) | 2cp | Eggs (1 dozen) | 5cp |
| Ale/Beer (strong, 1 pint) | 1sp | Meal (1 person, poor to feast) | 1cp-10gp |
| Bread (white, 4 lb) | 1sp | Meat (beef, chicken, mutton or pork, 1 lb) | 1sp |
| Bread (wheat, 8 lbs) | 1sp | Saffron (1lb) | 15gp |
| Bread (course, 12 lbs) | 1sp | Wine (cheap, 1 pint) | 2cp |
| Cheese (1 lb) | 5 cp | Wine (good, 1 pint) | 1sp |
| Cinnamon (clover, pepper, sugar) (1 lb) | 3 gp | Wine (rare, 1 pint) | 5sp |
| **HERBS** |  |  |  |
| I**tem** | C**ost** | I**tem** | C**ost** |
| Aloe | 10gp | Garlic | 5gp |
| Belladonna (1 lb) | 10gp | Goldenrod | 10gp |
| Birthworth | 10gp | Horsetail | 15gp |
| Bitterwood | 10gp | Lungwort | 5gp |
| Black Lotus | 200gp | Willow-bark | 5gp |
| Bless 'Thistle | 10gp | Wolfsbane | 10gp |
| Comfrey | 10gp | Woundwart | 10gp |

**Belladonna:** Belladonna, also known as deadly nightshade, is a poisonous flower. A character who eats a pound of belladonna within one hour of being infected with lycanthropy may make a saving throw versus Poison to shake off the affliction. If the character fails the saving throw, however, he dies from the poison after one turn. Even if the poison is then neutralized or the character is raised from the dead, he will still be afflicted with lycanthropy, and further doses of belladonna will be of no use.

**Birthwort:** Birthwort, also known as snakeroot, is a healing herb used as a remedy for snake bites and other poisons. Birthwort can be applied as a poultice to a poisoned wound by an adventurer with the Healing proficiency. Used in this manner, it provides a +2 bonus on the Healing proficiency throw to neutralize poison.

**Bitterwood:** Bitterwood, also known as quassia, is a healing herb used to induce vomiting. A character with Healing proficiency can treat a patient who has ingested poison within 1 turn (10 minutes) with an emetic of bitterwood. Upon consuming the emetic, the patient must make a saving throw v. Poison. If the save succeeds, the patient spends the next 1d3 turns purging himself of the poison, neutralizing it. If the save fails, the character still loses 1d3 turns purging himself, but it does not neutralize the poison. Administering the emetic takes 1 round (10 seconds).

**Black Lotus:** Block lotus is an eldritch herb prized by sorcerers and occultists. When powdered and burned in a brazier, black lotus releases a wispy smoke in a 2.5’ radius for 1 turn (10 minutes). Those who inhale the smoke may fall into a death-like sleep characterized by monstrous dreams. If a character begins his initiative in the smoke, or enters the smoke, he may make a saving throw versus Poison. If the saving throw fails, or the character chooses not to save, he falls into a deep slumber for 1d3 hours. If the character is a spellcaster or ceremonialist, the number of hours is extended by one-half the highest level spell or ceremony he knows (rounded down). During this time, the character is completely helpless and cannot be awakened by any means short of dealing damage. If the character is allowed to slumber and awaken naturally, he will wake up empowered with magic. An eldritch spellcaster will gain access to all of his expended spells, exactly as if he had benefited from a day’s rest and study. An eldritch ceremonialist will purify himself of all accumulated stigma. Other characters will temporarily gain a repertoire of one random 1st level black magic ceremony for use in the next 24 hours (stigma threshold 1). The benefits of black lotus come at a price, however; the nightmares it brings cause the character to accumulate 1 corruption point per hour of drugged sleep.

**Blessed Thistle:** Blessed thistle, also known as spotted thistle, is a healing herb that helps wounds heal more quickly. A character with the Healing proficiency can use a poultice of blessed thistle to treat a wounded patient at any time. If the patient rests, his base healing rate for the day is increased by one row on the BHR table for purposes of natural healing. If the patient does not rest, he recovers one-half the hit points he would have recovered if he had rested. Applying the poultice takes 1 round (10 seconds).

**Comfrey:** Comfrey, also known as bruisewort and knitbone, is a powerful healing herb. An adventurer with Healing proficiency can use a poultice of comfrey to treat a wounded character immediately after a battle. This restores 1d3hp of damage. A character cannot be treated with comfrey more than once per day.

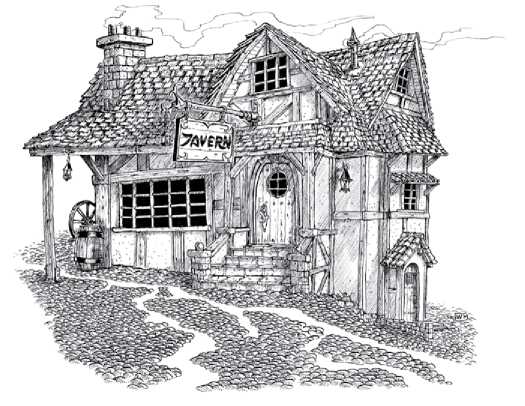
**Garlic:** Garlic causes a vampire to cringe for 1d4 rounds if presented with confidence.

**Goldenrod:** Goldenrod is a healing herb used to treat diseases such as rheumatism, gout, and consumption. An adventurer with Healing proficiency can use a goldenrod tincture to treat sick characters. Used in this manner, it provides a +2 bonus on the Healing proficiency throw to cure disease.

**Horsetail:** Horsetail, also known as snake grass, is a healing herb that slows bleeding and promotes clotting. A character with Healing proficiency can use a poultice of horsetail to treat the wounds of an unconscious and possibly mortally wounded patient (with 0 hit points or fewer). Used in this manner, it provides an additional +2 bonus to the patient’s 1d20 roll on the Mortal Wounds table. A character with two ranks of Healing proficiency can use a poultice of horsetail to delay death with a proficiency throw of 18+ (one attempt per patient). A character with three ranks of Healing proficiency can use a poultice of horsetail to delay death with a proficiency throw of 14+. Applying the poultice takes 1 round (10 seconds).

**Lungwort:** Lungwort is a healing herb used to treat diseased and damaged lungs. A character with Healing proficiency can brew a tincture of lungwort to relieve a patient of the wilderness movement penalty and rest requirements from permanent wounds (“lungs and heart damaged”). Brewing the tincture takes 1 turn (10 minutes) and the relief lasts for 4 hours.

**Willow-Bark:** Willow-bark is a healing herb that relieves aches, pain, and rheumatism. A character with Healing proficiency can brew a tincture of willow-bark to relieve a patient of the initiative penalty from permanent wounds (e.g. “stiff and scarred wounds” and “lasting wounds that ache in bad weather”), from inability to force march due to permanent wounds (“damage to hips and lower back” “damage to knee,” “lungs and heart damaged”), or from the attack throw and damage roll penalty from force marching. Brewing the tincture takes 1 turn (10 minutes) and the relief lasts for 4 hours.



**Wolfsbane:** Wolfsbane (dried aconite flowers) may drive off werewolves and other lycanthropes if a character strikes the monster in hand-to-hand combat with the sprig. If the lycanthrope fails a saving throw versus Poison, it must flee as if turned. A character who eats wolfsbane must make a saving throw versus Poison or die after one turn.

**Woundwart:** Woundwart, also known as heal-all or lamb’s ears, is a herbal medicine with curative properties. An adventurer with Healing proficiency can use a woundwart tincture to treat injured characters. Used in this manner, it provides a +2 bonus on proficiency throws to cure light wounds and cure serious wounds.

LoDGiNG

|  |  |  |  |
| --- | --- | --- | --- |
| I**tem** | C**ost** | I**tem** | C**ost** |
| Cottage (wood) | 300gp | Hut (wooden, 10’ high, 10’ square) | 50gp |
| Inn (one person, one night, slum) | 1sp | Longhouse, wood (15’ high, 30’ long, 15’ wide) | 300gp |
| Inn (one person, one night, average) | 5sp | Roundhouse, wood (15’ high, 15’ diameter) | 125gp |
| Inn (one person, one night, superb) | 2gp | Stabling (draft/riding, one night) | 2sp-5sp |
| Hut (pit 8’ high, 8’ square) | 15gp | Stabling (warhouse, one night) | 5sp-1gp |
| Hut (wattle or sod, 10’ high, 10’ square) | 25gp | Townhouse (stone) | 1,200gp |

**Cottage:** A cottage is a 20’ high, 30’ square wooden building with a thatched roof and earthen floor, suitable for a wealthy peasant family.

**Hut:** A hut is a 10’ square building with an earthen floor and thatched roof. Serfs, unskilled laborers, and other working poor generally live in such homely dwellings

**Inn:** An inn is an establishment that offers food, drink, lodging, and stabling. They are a common meeting place for adventurers. Slum inns are gambling dens, whorehouses, and flophouses, frequented by gamblers, harlots, and ruffians. Average inns include coaching inns, hostels, and traveler’s lodges designed for travelers and traders. Superb inns are the preserve of wealthy merchants and nobles.

**Townhouse:** A townhouse is a 30’ square two-story building with a wooden floor and stairs and thatched roof. Wealthy yeomen, master craftsmen, merchants, and other professionals might live in such a dwelling.



LiGHT souRcEs

|  |  |  |  |
| --- | --- | --- | --- |
| I**tem** | C**ost** | I**tem** | C**ost** |
| Candle (tallow, 1 lb) | 2sp | Lantern | 10gP |
| Candle (wax, 1 lb) | 6sp | Tinderbox (flint & steel) | 8sp |
| Flask of Oil (common, 1 pint) | 3sp | Torches (6) | 1sp |
| Flask of Oil (military, 1 pint) | 2gP |  |  |

**Candles:** A candle dimly illuminates a 5’ radius and burns for 1 hour. Wax candles burn cleanly, but tallow candles produce a foul smelling smoke. Adventurers carrying tallow candles will never surprise creatures with keen olfactory senses.

**Lantern:** Lanterns are used in dungeon adventures to provide light. They burn one oil flask for each four hours, or 24 turns, and have an effective light radius of 30’. Lanterns can be closed to hide the light or protect it from wind.

**Oil:** Common oil is burned in a lantern to give light. Common oil is usually olive oil, castor oil, or animal extract. Military oil is a weapon made of naphtha, and cannot be easily doused with water. Military oil may be thrown at monsters, dealing 1d8 points of damage for 2 rounds to the creature struck, or poured on the floor and ignited to delay pursuit.

**Tinderbox:** This is a tinderbox used to start fires. Lighting a torch with flint and steel takes a full round, and lighting any other fire with them takes at least that long.

**Torch:** Torches are 1’ to 2’ long pieces of wood tipped with pitch. A torch burns for six turns (1 hour), clearly illuminating a 30’ radius. If a torch is used in combat, it deals 1d4 points of damage.



|  |  |  |  |
| --- | --- | --- | --- |
| **MASTERWORKS** | | | |
| I**tem** | C**ost** | I**tem** | C**ost** |
| Masterwork Weapon (+1 to attack throw) | 80gp | Masterwork Structure (+1 AC) | x2 |
| Masterwork Weapon (+1 to damage) | 80gp | Masterwork Structure (+10% shp) | x2 |
| Masterwork Weapon (+1 to damage & attack throw) | 650gp | Masterwork Structure (+1 AC & +10% shp) | x4 |
| Masterwork Armor (-1 stone weight) | 80gp | Masterwork Ship (+1 AC) | x2 |
| Masterwork Armor (+1 AC) | 650gp | Masterwork Ship (+10% shp) | x2 |
| Masterwork  Miscellaneous | x2-100gp | Masterwork Ship (+10% movement rate) | x2 |
|  |  | Masterwork Ship (+1 AC, +10% shp & movement rate) | x8 |

**Masterwork Weapon:** A masterwork weapon costing 80gp extra may provide +1 to hit or +1 to damage. A masterwork weapon costing 650gp extra provides both +1 to hit and damage. In neither case does the weapon provide the ability to hit magical monsters, unless forged of a material otherwise capable of doing so (e.g. silver). Additional ornaments or engraving can add to the weapon’s value without necessarily increasing the weapon’s characteristics.

**Masterwork Armor:** A masterwork set of armor costing 80gp extra weighs one less stone (armor or shields weighing one stone counts as one item instead) while providing normal AC. A masterwork set of armor costing 650gp extra provides +1 AC while weighing the same as normal. Additional ornaments or engraving can add to the value without necessarily improving the armor’s characteristics.

**Masterwork Structures:** A masterwork structure costing 2 times normal gains +1 to AC or +10% to structural hit points. A masterwork structure costing 4 times normal gains both +1 to AC and +10% to structural hit points.

**Masterwork Ship:** A masterwork ship costing 2 times normal gains +1 to AC, +10% to structural hit points, or +10% to movement rate. A masterwork ship costing 4 times normal gains any two such benefits. A masterwork ship costing 8 times normal gains all three such benefits.

**Masterwork Miscellaneous:** A miscellaneous piece of masterwork art or craftsmanship may be of such beauty and quality as to be worth anywhere from 2 to 100 times normal value.



MiLiTARY

| I**tem** | C**ost** | I**tem** | C**ost** |
| --- | --- | --- | --- |
| Archery Target | 3sp | Flag, Standard (12’ x 4’) | 50gp |
| Army Emblem, Silver (1 lb) | 10gp | Pavilion (20 men) | 100gp |
| Army Emblem, Gold (1 lb) | 100gp | Pell | 12gp |
| Flag, Pennant (3’ x 1’) | 3gp | Quintain | 15gp |
| Flag, Banner (6’ x 2’) | 12gp |  |  |

**Archery Target:** A device for training troops in marksmanship. An archery target is a 2’ diameter board of soft wood, usually covered by thick cloth or cork. Trainees practice shooting at the target at various ranges, aiming to land the highest possible number of arrows into the target within a given time. The cost of archery targets is already included in the training costs for missile troops. An archery target weighs 2 stone (20lb).

**Army Emblem:** A silver or gold figurine mounted on a pole above the army’s standard. The emblem is treasured by the army as the symbol of its strength, honor, and glory. If an army’s standard is not provided with an emblem, its morale score is reduced by 1. Loss of an army’s standard and/or emblem reduces its morale score by 1 and counts as a calamity (p. 11). In the Auran Empire, the emblem of its armies is the winged sun.

**Flag:** Symbols and signaling devices used by armies. Pennants are 2’ wide by 2’ long and are carried as insignia by company- sized units or individual heroes. A pennant with pole weighs % stone. Banners are 6’ long by 2’ wide, and are carried as insignia by battalion- or regiment- sized units. A banner with pole weighs 1 stone. Standards are 12’ long by 4’ tall or more, and are carried as insignia for brigade-sized units, divisions and armies. A standard with pole weighs 4 stone. Standards may be topped by emblems (see above). If a unit or division is not provided with a flag of the appropriate size, its morale score is reduced by 1. Loss of a unit’s flag reduces its morale score by 1 and counts as a calamity.

**Pavilion:** A large round tent with an interior frame, measuring 24’ in diameter and 12’ in height. Pavilions are used by army leaders and division commanders as command posts and sleeping quarters. A pavilion weighs 72 stone (720lb).

**Pell:** A device for training troops in sword and shield techniques. A pell is generally a stout wooden post, man-height and about 6” to 1’ in diameter, planted firmly in the ground. The trainee practices striking the pell with a wooden sword and shield. The cost of pells is already included in the training costs for infantry troops. A pell weighs 15-30 stone (150-300lb).

**Quintain:** A device for training cavalry troops in lance and sword techniques. A quintain consists of a shield or plank mounted on a swiveling pole. A club is affixed to the opposite end of the pole. The trainee practices striking the shield with sufficient velocity to avoid being struck by the club as it swivels around. The cost of quintains is already included in the training costs for cavalry. A quintain weighs 20 stone (200lb).

siEGE EQuipMENT

|  |  |  |  |
| --- | --- | --- | --- |
| I**tem** | C**ost** | I**tem** | C**ost** |
| Battering Ram | 200gp | Ballista, Light | 40gP |
| Cauldron, Suspended | 50gP | Ballista, Light Repeating | 200gP |
| Fascine (10’ x 10’ x 10’) | 100gP | Ballista, Medium | 80gP |
| Hoist | 300gP | Ballista, Heavy | 180gP |
| Movable Gallery (12’ x 12’ x 20’) | 300gP | Catapult, Light | 100gP |
| Moveable Mantlet | 50gP | Catapult, Medium | 200gP |
| Petard | 120gp/lb | Catapult, Heavy | 600gp |
| Ram Catcher | 50gP | Trebuchet, Light | 1,200gp |
| Screw | 200gP | Trebuchet, Medium | 1,600gp |
| Siege Hook | 50gP | Trebuchet, Heavy | 2,500gp |

Siege Ladder 1sp/10’

|  |  |
| --- | --- |
| Siege Tower, Standard (40’ tall) | 2,500gp |
| Siege Tower, Large (90’ tall) | 10,000gp |
| Siege Tower, Huge (135’ tall) | 40,000gp |

**Ballista:** A ballista is a two-armed siege weapon, powered either by tension (composite bow) or torsion spring mechanisms, which hurls large spear-like bolts or pellets. Historical examples of light ballista include the Greek oxybeles and Roman scorpio. Historical examples of heavy ballistas include the Roman ballista and medieval springald. Light ballista are meant for use against creatures and cannot damage structures. Medium ballista can damage creatures or wooden structures, but cannot damage stone. Heavy ballista can damage creatures, wood, and stone.

**Ballista, Repeating:** A repeating ballista is an advanced tension- powered siege weapon that uses a mechanical chain drive to automatically reload its javelin-like bolts into the firing slot after each shot is fired. Historical examples include the Greek polybolos and Roman repeating ballista.

The magazine for the repeating ballista holds 20 bolts. Because of its complexity, a repeating ballista is prone to malfunctions. A malfunction occurs whenever the crew’s attack throw is an unmodified 1. A malfunction takes 1 turn for a siege engineer to repair, during which time the ballista cannot be fired.

**Battering Ram:** A siege engine designed to batter down the walls and gates of strongholds. A typical battering ram consists of a 4,000lb, 20’ long, 2’ diameter iron-shod log with a wedge- shaped metal head. Larger rams can be built at a cost of 10gp per foot of ram. A battering ram must be crewed with 5 man-sized creatures per 5’. Battering rams can be moved at 30’ per round by their crews.

Alternatively, rams can be mounted in movable galleries of sufficient size. Once brought adjacent to a structure, the ram can start battering the structure. A ram may batter once every other round. Each blow deals 4d10 shp of damage to wooden structures and 1d4 shp of damage to stone structures. A 20’ ram has AC 2 and 4 shp (1 shp per 5’). For rams with variant dimensions, adjust price, shp, and damage proportionately. Cauldron, Suspended: A cauldron is a cast-iron pot mounted over a brazier. During sieges, cauldrons are used to heat sand, melt lead, or boil water, wine, or oil, any of which can be poured over walls or through murder holes to inflict grievous wounds on assaulting troops. A cauldron will affect a 10’ radius area, or all creatures on a siege ladder. Creatures in the area of effect suffer 1d8 points of damage per round for two rounds. A successful saving throw v. Blast reduces the damage to 1d3.

**Catapult:** A catapult is a one-armed tension- or torsion-powered siege engine which hurls rocks, burning pitch, or other projectiles from a sling or spoon attached to its throwing arm. Historical examples include the Greek katapeltes, Roman onager and medieval mangonel. All catapults can damage creatures, wood, and stone. Catapults have difficulty striking small, fast-moving creatures, however. They suffer a -4 penalty to attack throws against man-sized creatures and a -2 penalty to attack throws against large (ogre- sized) creatures. They suffer an additional -1 penalty to attack throws per 10’ of movement the creature moved. **Fascine:** A large bundle of sticks used to reinforce field fortifications, fill up a moat, or make a path across wet terrain. Fascines are purchased in 10’ x 10’ x 10’ cubes costing 100gp each. Filling a 100’ x 20’ x 10’ moat would require (20,000 / 1,000) 20 fascines, costing 2,000gp.

**Hoist:** A siege engine used by assaulting troops to ascend to the top of a wall. It consists of a heavy frame supporting a 30’ long arm. One end of the arm has a large basket for transporting up to 4 man-sized creatures at a time, while the other end has a counterweight heavy enough to lift them. It takes 1 round for the basket to ascend or descend. It takes 4 rounds to re-set the counterweight in between each ascent. The basket provides partial cover to the ascending creatures. Missile attacks against them suffer a -2 penalty. Hoists can be mounted in movable galleries or siege towers for mobility. The hoist itself has AC 0 and 5-10 shp.

**Movable Gallery:** A wheeled carriage with a heavy timber frame used to provide cover for troops operating against a wall. Missile attacks targeting creatures within the gallery suffers a -4 penalty, and the creatures gain a +4 bonus to saving throws versus Blast caused by artillery, burning oil, or similar effects. A typical movable gallery measures 12’ tall, 12’ wide, and 20’ long and can protect 20 man-sized creatures. The gallery itself has AC 1 and 10 shp. A movable gallery can mount a battering ram, hoist, or screw (purchased separately). If at least 10 man-sized creatures occupy the gallery, it can move at a rate of 30’ per round. Larger galleries may be built at a cost of 1gp per square foot. Historical examples include the Roman tortoise and medieval cat.

**Movable Mantlet:** A thick wooden shield mounted on wheels used to shelter assaulting troops from fire as they move towards the besieged stronghold’s walls. Missile attacks targeting creatures shielded by the mantlet suffers a -4 penalty, and the creatures gain a +4 bonus to saving throws v. Blast caused by artillery, burning oil, or similar effects. A typical movable mantlet measures 8’ tall by 6’ wide and can protect 2 man-sized creatures. The mantlet itself has AC 1 and 2 shp. The shield of the mantlet features slits to allow archery fire. Historical examples include the medieval mantlet and Mughal turah.

**Petard:** A crude bomb used to breach stronghold walls. Petards have a slow fuse that must be lit with a match, a risky proposition. Lighting the fuse requires a Siege Engineering proficiency throw of 6+. A successful throw indicates the petard will detonate in 1d4 rounds. A failed throw indicates the fuse has not been lit. A fumble occurs if the proficiency throw is an unmodified 1. A fumble results in the immediate detonation of the petard. When detonated, a 1lb petard does 1d6 points of damage to all creatures with 5’. A 6lb petard deals 2d6 damage to all creatures within 10’. An 18lb petard deals 3d6 damage to all creatures within 15’. A 40lb petard deals 4d6 damage to all creatures within 20’. Creatures may make a saving throw versus Blast to reduce the damage by half. Petards also deal full damage to the structural hit points of ships and buildings. In the Auran Empire campaign setting, only the magic-wary dwarves make and use petards.

**Ram Catcher:** A siege engine used to lift, break, or dislodge battering rams, siege hooks, or screws from the walls. The device consists of a grappling hook mounted at the end of a long beam or thick rope. To use a ram catcher, its wielder must succeed on an attack throw against the ram with a -4 penalty. The ram must then make a successful saving throw versus Paralysis. (A ram or other crewed engine always saves as the lowest level member of its crew.) If the saving throw fails, the ram is dislodged and takes 1d6 shp of damage.

**Screw:** A siege engine designed to bore a hole into a stronghold’s walls. A typical screw consists of a 20’ long iron-shod log with a screw or bore head affixed to the tip. Larger screws can be built at a cost of 10gp per foot. A screw must be crewed with 2-5 man-sized creatures per 5’. Screws can be moved at 30’ per round by their crews. Alternatively, screws can be mounted in movable galleries of sufficient size. Once brought adjacent to a structure, the screw can start boring into the structure. A screw bores once every other round. Each bore deals 3d10 shp of damage to wooden structures and 1d4+1 shp of damage to stone structures. A 20’ bore has AC 2 and 4 shp (1 shp per 5’). For bores with variant dimensions, adjust price, shp, and damage proportionately. Historical examples include the bore, pick, and sow.

**Siege Hook:** A siege engine designed to pull defenders from a wall during a siege. It consists of a long wooden beam mounted with a sickle-shaped blade. To use a siege hook, its wielder must succeed on an attack throw against the target creature with a -4 penalty. (The attack throw must also be modified by any cover the target enjoys from battlements, etc.) The target creature must then make a successful saving throw versus Paralysis. If the saving throw fails, the creature is knocked off the wall, and suffers falling damage (1d6 per 10’).

**Siege Ladder:** A ladder used by assaulting troops to scale a stronghold’s walls or ramparts, an act known as escalade. Most siege ladders are simply long pieces of timber with crosspieces set upon them. Creatures may move up siege ladders at % their normal movement rate. A creature defending the walls can push a siege ladder away with a successful proficiency throw to open doors. Each man-sized creature on the ladder imposes a -1 penalty to the proficiency throw.

**Siege Tower:** A mobile tower designed to protect assaulting troops during the approach to a stronghold, then get them over the walls by means of a gangplank or hoist. A siege tower consists of a multi-story wooden frame built over a huge carriage with wheels mounted in casters. The frame is then covered with iron or animal skins to protect it from flame. Missile attacks targeting creatures within the siege tower suffer a -4 penalty, and the creatures gain a +4 bonus to saving throws versus Blast caused by artillery, burning oil, or similar effects. If properly crewed, a siege tower can move at a rate of 30’ per round.

A standard siege tower is 20’ square at the base. It has four stories, at 10’, 20’, 30’, and 40’ in height. The top floor, at 40’ height, is surrounded by a 10’ square parapet. The third floor, at 30’ height, features a 10’ drawbridge. The second and first floor are at 10’ and 20’ height respectively. Each floor can mount up to 200gp of siege engines. Beneath the first floor is a capstan where a crew of 12 man-sized creatures pushes the tower. In addition to its crew, a standard siege tower can carry 60 man-sized troops.

A large siege tower is 40’ square at the base. It has six stories, at 15’, 30’, 45’, 60’, 75’, and 90’. The top floor, at 90’ height, is surrounded by a 20’ square parapet. The fifth floor, at 75’ height, features a 10’ drawbridge. Each floor can mount up to 400gp of siege engines. Beneath the first floor is a capstan where a crew of 60 man-sized creatures pushes the tower. In addition to its crew, a large siege tower can carry up to 360 man-sized troops. Historical examples of large siege towers include the Roman towers used at Masada.

A huge siege tower is 65’ square at the base. It has nine stories, at 15’, 30’, 45’, 60’, 75’, 90’, 105’, 120’, and 135’. The top floor, at 135’ height, is surrounded by a 30’ square parapet. The fifth floor, at 75’, features a 10’ drawbridge. Each floor can mount up to 600gp of siege engines. The capstan below the first floor requires a crew of 200 man-sized creatures to push the tower. In addition to its crew, a huge siege tower can carry up to 1,080 man-sized troops. A historical example of a huge tower is Helepolis (“City Taker”), used by Demetrius during the siege of Rhodes. Siege towers all require a large number of external crew to move the tower. A smallsiege tower requires 108 external crew. A large siege tower requires 420 external crew. A huge siege tower requires 1,000 external crew. External crew generally stand outside the tower and pull it with ropes. If available, draft animals or exotic creatures can substitute for external crew. For every 10 stone of normal load, the creature counts as 1 external crew.

**Trebuchet:** A trebuchet is a one-armed siege engine which hurls rocks, burning pitch, and other projectiles from a sling affixed to a long throwing arm. Historical examples include the Byzantine cheiromangana, and the medieval couillard, brigola, and fenevol.

Trebuchets can be powered by traction (via men pulling on the throwing arm) or by gravity (via counterweight mechanisms fixed to the throwing arm). Traction trebuchets are simpler and less expensive (reduce cost by 20%) but counterweight trebuchets are more precise (+2 to attack throws). Trebuchets have the same benefits and drawbacks as catapults when targeting creatures and structures.

VEHicLEs

|  |  |  |  |
| --- | --- | --- | --- |
| I**tem** | C**ost** | I**tem** | C**ost** |
| Barge/raft | 1gp/sq ft | Galley (small) | 10,000gp |
| Boat (river) | 4,000gp | Galley (war) | 60,000gp |
| Canoe | 40gp | Lifeboat | - |
| Chariot, Heavy | 240gp | Longship | 15,000gp |
| Chariot, Light | 120gp | Sailing Ship (large) | 20,000gp |
| Chariot, Medium | 180gp | Sailing Ship (small) | 10,000gp |
| Cart, Small | 25gp | Troop Transport (large) | 30,000gp |
| Cart, Large | 50gp | Troop Transport (small) | 15,000gp |
| Galley (large) | 30,000gp | Wagon | 200gp |

**Boat, River:** This boat is 20’ to 30’ long, has a “beam” (width) of 10’ to 15’, and has a “draft,” or surface depth, of between 2-3’ when in the water. Riverboats are rowed, or poles are used to push it along. A river boat requires at least 1 rower as crew (see the Hirelings, Henchmen, Mercenaries, and Specialists section, later in this chapter). The cost of the boat increases by 1,000gp if it has a roof. A riverboat can carry 400 stone (4,000lb) plus crew.

**Boat, Sailing:** This small boat has a single mast, with a length of 20’ to 40’, a beam of 10’ to 15’, and a draft of 2’ to 3’. Sailing boats are primarily employed for fishing on lakes or coasts. A sailing boat requires at least 1 sailor as crew. A sailing boat can carry up to 600 stone (6,000lb) plus crew.

**Canoe:** A canoe consists of a frame of light wood wrapped with bark, hides, canvas, or other waterproofed covering. Canoes are primarily used on rivers and in swamps. Canoes have a 15’ length, 5’ beam, Th draft, and can carry up to 60 stone (600lb) (plus crew). They can be carried overland by two people, at a cost of 5 stone of encumbrance.

**Cart, Small:** A small cart is an open, two-wheeled vehicle meant for personal transport. It may be pulled by one or two mules. If the cart is pulled by only one mule, it can transport up to 40 stone at 60’ per turn, or up to 60 stone at 30’ per turn. If pulled by two mules, it can transport up to 80 stone at 60’ per turn, or up to 120 stone at 30’ per turn. Carts may only move through deserts, mountains, forests, or swamps if a road is available.

**Cart, Large:** A large cart is an open, two-wheeled vehicle meant for shipment. It may be pulled by one or two heavy horses. 2 mules or medium horses can be substituted for 1 heavy horse. If the cart is pulled by only one heavy horse, it can transport up to 80 stone at 60’ per turn, or up to 120 stone at 30’ per turn. If pulled by 2 heavy horses, it can transport up to 160 stone at 60’ per turn, or up to 240 stone at 30’ per turn. Carts may only move through deserts, mountains, forests, or swamps if a road is available.

**Chariot, Heavy:** A heavy chariot is an open, two- or four- wheeled vehicle used in warfare. The cab is constructed from slates of hardwood and reinforced with bronze. The axle is set beneath the center of the cab, adding to strength of construction. The chariot’s wheels are about 5’ in diameter. Its wheel track is about 7’ wide, while its total length is 15’. The cab measures 4’6” wide, 3’3” deep, and 3’9” high, with room for four man-sized creatures, one of whom must be the driver. The cab includes three built in weapon­cases, with room for a composite bow, 3 javelins, and 20 arrows. The armored cab provides its occupants with a +2 AC bonus against attacks to the front and flank. A heavy chariot has AC 2 and 2 hp.

A heavy chariot may be pulled by two, three, or four creatures whose normal loads add up to at least 80 stone. When used in war, heavy chariots are typically pulled by three medium horses or four light horses. The chariot can transport up to the harnessed creatures’ combined normal load at й the harnessed creatures’ movement rate, or up to the harnessed creature’s combined maximum load at b the harnessed creatures’ movement rate. The chariot may not exceed 90’ per turn in any case. Heavy chariots can only move through deserts, forests, mountains, or swamps if a road is available. Historical examples include the Neo-Assyrian chariot, Chinese Anyang-type chariot, and Classical Indian chariot.

**Chariot, Light:** A light chariot is an open, two-wheeled vehicle used for hunting, racing, or warfare. It is built for speed, with a lightweight frame of elm or ash covered by hide. The axle is set at the very rear of the body for maximum mobility and stability. The chariot’s wheels are about 2’6” in diameter. Its wheel track is about 5’9” wide, while its total length, including harnessed creatures, is 11’6”. The cab measures 3’3” wide, 1’8” deep, and 2’6” high, with room for two man-sized creatures, one of whom must be the driver. The cab includes three built in weapon-cases, with room for a composite bow, 3 javelins, and 20 arrows. A light chariot has AC 0 and 1 shp.

A light chariot may be pulled by one or two creatures whose normal loads add up to at least 40 stone. When used in war, light chariots are typically pulled by two light horses. The chariot can transport up to the harnessed creatures’ combined normal load at 3/4 the harnessed creatures’ movement rate, or up to the harnessed creature’s combined maximum load at 3/8 the harnessed creatures’ movement rate. The chariot may not exceed 180’ per turn in any case. Light chariots can only move through deserts, forests, mountains, or swamps if a road is available. Historical examples include the New Kingdom Egyptian chariot, the Mycenaean rail­chariot, and the Celtic chariot.

**Chariot, Medium:** A medium chariot is an open, two-wheeled vehicle used in hunting and warfare. The cab is constructed from slates of hardwood. The axle is set beneath the center of the cab, adding to strength of construction. The chariot’s wheels are about 3’ in diameter. Its wheel track is about 6’6” wide, while its total length is 13’. The cab measures 4’ wide, 3’ deep, and 3’ high, with room for three man- sized creatures, one of whom must be the driver. The cab includes three built in weapon-cases, with room for a composite bow, 3 javelins, and 20 arrows. The sturdily-built cab provides its occupants with a +1 AC bonus against attacks to the front and flank. A medium chariot has AC 1 and 1 shp.

A medium chariot may be pulled by two or three creatures whose normal loads add up to at least 60 stone. When used in war, medium chariots are typically pulled by two medium horses or three light horses. The chariot can transport up to the harnessed creatures’ combined normal load at 2/3 the harnessed creatures’ movement rate, or up to the harnessed creature’s combined maximum load at 1/3 the harnessed creatures’ movement rate. The chariot may not exceed 120’ per turn in any case. Medium chariots can only move through deserts, forests, mountains, or swamps if a road is available. Historical examples include the Hittite Anatolian-type chariot and the Mycenaean box chariot.

**Galley, Large:** This is a large fully decked ship with a single mast, one large square sail, and multiple banks of oars. Large galleys are 120’ to 150’ length, 15’ to 20’ beam, and 3’ draft, and can carry up to 4,000 stone (40,000lb) cargo in addition to its crew. A large gavlley is generally crewed by a captain, 50 marines, 20 sailors, and 180 rowers. Large galleys may be equipped with up to 2 light catapults, one at the bow and one at the stern, and a naval ram. Catapults must be bought separately, while a naval ram increase the cost of the ship by 1/3. A heavy catapult can substitute for 2 light catapults. A historical example is the Mediterranean trireme.

**Galley, Small:** The small galley is similar to the larger model, but smaller and lighter; length is 60’ to 100’, beam is 10’ to 15’, and draft is 2’ to 3’. A small galley is generally crewed with a captain, 20 marines, 10 sailors, and 60 rowers. Besides the crew, the ship can carry 2,000 stone (20,000lb) cargo. Small galleys may be equipped with up to 2 light catapults, one at the bow and one at the stern, and a naval ram (increase cost by 1/3). A historical example is the Mediterranean bireme or penteconter.

**Galley, War:** War galleys are built to serve as the flagship of a fleet. These mighty ships have two masts, full decks, a length of 120’ to 150’, a beam 20’ to 30’, and draft of 4’ to 6’. Their crew consists of a captain, 75 marines, 30 sailors, and 300 rowers. All war galleys come with a naval ram, a full deck over the rowers, and light wooden towers rising over the bow and stern. These platforms are 10’ to 20’ square, rising 15’ to 20’ above the deck. A war galley can be fitted with up to 3 light catapults, and can carry 6,000 stone (60,000lb) in addition to its crew. A heavy catapult can substitute for 2 light catapults. A historical example is the Mediterranean quinquereme.

**Lifeboat:** Lifeboats typically have a 20’ length, 4’ to 5’ beam, and 1’ to 2’ draft. They are equipped with rations to feed 10 human- sized beings for 1 week. The mast folds down for storage of the lifeboat on large ships galleys, where there are typically 2 to 3 lifeboats. There are 1 or 2 lifeboats on small ships or galleys. Lifeboats weigh 50 stone (500lb) and will take up this much weight, each, on a vessel. The lifeboat itself is capable of holding a weight of 150 stone (1,500lb) in addition to crew.

**Longship:** The longship is a graceful, light ship with a single square-sailed mast, a 60’ to 80’ length, 10’ to 15’ beam, and 2’ to 3’ draft. Longships can operate equally well on oceans, coasts, or rivers, making them ideal raiding vessels. The standard crew is a captain and 75 sailors, of which 60 may row when the wind is low. Longship sailors are generally also marines (fighters). In addition to crew, longships are capable of holding a weight of 2,000 stone (20,000lb). A historical example is the Viking drakkar.

**Raft:** A raft is a floating platform usually used for river cargo. Professionally built rafts are called barges, and have raised edges to keep out water, small wooden huts for shelter, and steering oars. Barges can be 30’ x 40’ in size, and can carry 500 stone (5,000 lb) for each 10’ square. Makeshift rafts are nothing more than crude platforms of up to 20’ x 30’. Each 10’ square section will only hold a weight of 250 stone (2,500lb). A makeshift raft can be built in 1 to 3 days for each 10’ x 10’ raft portion.

**Sailing Ship, Large:** This large, seaworthy ship has as many as 3 square-sailed masts, with a 100’ to 150’ length, 25’ to 30’ beam, and 10’ to 12’ draft. It has at least one full deck and the bow and stern are raised “castles” that give archers a superior field of fire. The crew for a large sailing ship is a captain and 20 sailors. It can carry 30,000 stone (300,000lb) of cargo in addition to crew. Up to 2 light catapults can be mounted on a large sailing ship. Historical examples include the Roman cladivata and the medieval round ship.

**Sailing Ship, Small:** This ship is much like the larger version, but has one mast, a 60’ to 80’ length, 20’ to 30’ beam, and 5’ to 8’ draft. Crew consists of a captain and 12 sailors. In addition to the crew, it can carry 10,000 stone (100,000lb) of cargo. Historical examples include the Roman corbita, the Viking knarr, and the medieval cog.

**Troop Transport, Large:** This is a large sailing ship reinforced for war and modified to carry additional troops. It can carry 50 marines in addition to its normal complement of 20 sailors.

**Troop Transport, Small:** This is a small sailing ship reinforced for war and modified to carry additional troops. It can carry 25 marines in addition to its normal complement of 12 sailors.

**Wagon:** This is a four-wheeled, open vehicle for transporting heavy loads. Generally, two or four heavy horses draw a wagon. Two mules or medium horses can be substituted for one heavy horse. If the wagon is pulled by two heavy horses, it can transport up to 160 stone at 60’ per turn, or 320 stone at 30’ per turn. If the wagon is pulled by four heavy horses, it can transport up to 320 stone at 60’ per turn, or up to 640 stone at 30’ per turn. A wagon can move at a similar speed and conditions as a cart.

WEApoNs

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| I**tem** A**xes** | C**ost** | D**amage** | I**tem**  S**pears and** P**ole** A**rms** | C**ost** | D**amage** |
| Battle Axe | 7gp | 1d6/1d8 | Lance (mounted) | 1gp | 1d10 |
| Great Axe (two-handed) | 10gp | 1d10 | Javelin | 1gp | 1d6 |
| Hand Axe | 4gp | 1d6 | Pole Arm (two-handed) | 7gp | 1d10 |
| B**ows and** C**rossbows** | | | Spear | 3gp | 1d6/1d8 |
| Arbalest | 50gp | 1d8 | S**words and** D**aggers** |  |  |
| Crossbow | 30gp | 1d6 | Dagger | 3gp | 1d4 |
| Case with 20 Bolts | 2gp |  | Silver Dagger | 30gp | 1d4 |
| Composite Bow | 40gp | 1d6 | Short Sword | 7gp | 1d6 |
| Longbow | 7gp | 1d6 | Sword | 10gp | 1d6/1d8 |
| Shortbow | 3gp | 1d6 | Two-Handed Sword | 15gp | 1d10 |
| Quiver with 20 Arrows | 1gp |  | O**ther** W**eapons** |  |  |
| 1 Silver-Tipped Arrow | 5gp |  | Bola | 5gp | 1d2 |
| F**lails** H**ammers and** M**aces** | | | Cestus | 3gp | 1d3 |
| Club | 1gp | 1d4 | Darts (5) | 2gp | 1d4 |
| Flail | 5gp | 1d6/1d8 | Net | 1gp | - |
| Mace | 5gp | 1d6/1d8 | Slings with 30 Sling Bullets | 2gp | 1d4 |
| Morning Star | 10gp | 1d10 | Sap | 1gp | 1d4 |
| War Hammer | 5gp | 1d6/1d8 | Staff (two-handed) | 1gp | 1d6 |
|  |  |  | Whip | 5gp | 1d2 |

**Arbalest:** An arbalest is a heavy crossbow, pulled with the mechanical assistance of a rack and pinion or windlass. Historical examples include the late medieval arbalest and the Three Kingdoms era Chinese heavy crossbow.

**Axe, Battle:** This is a single- or double-bitted axe with a 24” to 48” haft, designed for battle and useable with one or two hands. Historical examples include the Scythian sagaris, Viking bearded and skeg axe, Celtic war axe, medieval battle axe, and Persian tabarzin.

**Axe, Great:** This is a double-bitted axe or long-shafted single­bitted axe, with a 48” or longer haft, requiring two hands to use. Historical examples included the Greek double-bitted labrys, Viking long bearded axe, and the English longaxe. Great axes impose a -1 penalty on initiative rolls.

**Axe, Hand:** This is a single-bitted axe, with a 12” to 24” haft, balanced for throwing. Historical examples include the Frankish francisca, American tomahawk, and African mambele and kasuyu. **Bola:** These are throwing weapons made of weights on the ends of interconnected cords, designed to capture animals by entangling their legs. A character can use a bola to make a knock down or wrestling maneuver (as described in special maneuvers in Chapter 6) with a thrown attack.

**Bow, Composite:** A composite bow is a recurved bow made of laminated wood, horn, and sinew. Composite bows are time consuming and expensive to craft but offer a better combination of mobility and power than longbows or shortbows. Historical examples include the Scythian horn bow, Chinese laminated bamboo bow, Greek and Roman composite bow, Mongolian composite bow, and Japanese yumi.

**Bow, Long:** A long bow is made from a single piece of wood, as tall as the person who uses it. Equal in range and power to more expensive composite bows, longbows require substantial strength (STR 9 or more) and cannot be used by mounted troops. Historical examples include the ancient Indian longbow, the Nubian longbow, and the Welsh and English longbow.

**Bow, Short:** A short bow is made from a single piece of wood, usually around 4’ tall. Shortbows lack the range and power of either longbows or composite bows, but are cheap and fast to make. Historical examples include the Neolithic short bow and Comanche self bow.

**Cestus:** A pair of armored battle gloves, made with leather strips and fitted with blades, spikes, and/or iron plates. Characters equipped with cestus may deal 1d3 points of lethal damage with a punch. Cost: 3gp

**Club:** A club is any simple bludgeon used to batter opponents.

**Crossbow:** A crossbow is a bow mounted cross-wise on a stock with a trigger. It fires squat projectiles called bolts. Crossbows are light enough to pull by hand or with a quick drawing lever and are much easier to use than bows. Historical examples are the Greek gastraphetes, Roman arcuballista, Chinese handheld crossbow, and medieval crossbow and cavalry cranequin.

**Dagger:** A dagger has a small 6” to 12” blade, either single-edged for cutting, or doubled edged for stabbing. Daggers may be used in melee or for throwing. Historical examples include the Asian kris, medieval poniard, Japanese tanto, Scottish dirk, and Renaissance stiletto. Some daggers have blades coated with silver for use against enchanted creatures.

**Dart:** A dart is any small projectile designed to be thrown. Most darts are fletched wooden shafts, ranging in length from 6” to 2’ long, but they may also be metal spikes or stars. Historical examples include the Roman plumbata, Macedonian kestros, and Japanese shuriken.

**Flail:** This is a bludgeoning weapon derived from the agricultural flail with a striking head connected to the haft by a flexible chain. Flails are useable with one or two hands. Historical examples include the medieval ball-and-chain, Japanese rentsuru and nunchaku, and Chinese meteor hammer.

**Javelin:** Javelins are short spears, 3’ to 6’ long, designed for throwing. Historical examples include the Greek javelin, Roman pilum and verutum, early medieval angon, and Zulu assegai.

**Lance:** Lances are long spears, 12’ to 16’ in length, designed for mounted warriors. Despite their length, they are used one­handed. Historical examples include the Greek xyston, Persian and Byzantine kontos, and medieval lance. Lances do double damage when used to charge, but impose a -1 penalty on initiative rolls.

**Mace:** A mace is a bludgeoning weapon consisting of a 2’ to 3’ wood or metal shaft and a heavy stone or metal head, useable with one or two hands. Historical examples include the Egyptian bronze-headed mace, medieval flanged mace, Persian horseman’s mace, Russian pernach, and Slavic bulawa.

**Morning Star:** This is any type of large mace-liked weapon with a spiked metal head. Historical examples include the medieval morning star, German chain-morning star, English holy water sprinkler, Flemish goedendag, and Japanese tetsubo. Any flails and maces too large to be used one-handed can also be treated as morning stars. Morning stars impose a -1 penalty on initiative rolls.

**Net:** This is a round, weighted cast net designed to entangle and entrap opponents. The chief historical example is the net of the Roman retiarius. A character using a net gets a +2 bonus on attack throws to wrestle opponents (as explained under special maneuvers in Chapter 6).

**Pole Arm:** Pole arms are two-handed slashing and piercing weapons with a metal head and a long wooden shaft. Pole arms range in length from 6’ to 21’. Historical examples include the Thracian rhomphaia, Dacian falx, and Macedonian sarissa; the medieval bill, fauchard, glaive, guisarme, halberd, partisan, pike, ranseur, spetum, and voulge; the Chinese gun dao; and the Japanese bisento, nagamaki, and naginata. Pole arms can be used to attack from the second rank in melee, and inflict double damage when used in or against a charge, but impose a -1 penalty on initiative rolls.

**Sap:** A sap consists of a heavyweight material wrapped inside a leather sack. Used as a weapon, it provides a +2 bonus to attack throws made to incapacitate opponents (as described in Special Maneuvers in ***ACKS*** Chapter 6).

**Sling:** A sling is a projectile weapon, made of braided flax, hemp or wool cord, used to hurl small stones or lead bullets. Slings were used by all armies of the ancient world. Historical examples include the Hebrew shepherd’s sling and Greek peltast’s sling. Spear: Wooden shafts, 6’ to 8’ in length, with metal heads designed for thrusting, spears are the main weapon of the common soldier. Spears can be used one- or two-handed. Historical examples include the Hoplite doru, the medieval winged spear, and the Japanese yari. Characters armed with spears can attack from the second rank in melee and inflict double damage when used in or against a charge.

**Staff:** A staff is a common weapon made from a stick of hardwood 4’ to 6’ long, and used two-handed. (A one-handed staff is a club.) Historical examples include the English quarterstaff, Japanese bo stick, and Chinese gun.

**Sword:** The classic weapon of knights and kings, the sword includes straight and curved slashing and thrusting blades of 30” to 40” in length useable with one or two hands. Historical examples include the Roman spatha, Viking sword, medieval knightly sword and falchion, Japanese katana, and Chinese jian and dao.

**Sword, Short:** The short sword includes straight and curved slashing and thrusting blades, generally less than 30” in length, meant to be used with one hand. Historical examples include the Egyptian khopesh, Greek xiphos, Roman gladius, Japanese wakizashi, Arab scimitar, Persian shamshir, Turkish yatagan, and Indian talwar.

**Sword, Two-Handed:** The two-handed sword includes straight and curved slashing and thrusting blades, 40” or more in length, requiring two hands to use effectively. Historical examples include the medieval longsword, the Renaissance zweihander, Scottish claymore, Japanese no-dachi, and Chinese zhanmadao. Two­handed swords impose a -1 penalty on initiative rolls.

**Warhammer:** A warhammer is a bludgeoning weapon with a 2’ to 3’ wooden or metal shaft and a broad metal head shaped like a hammer. It is designed for crushing armor, and useable with one or two hands. The chief historical example is the late medieval warhammer.

**Whip:** This is a long, single-tailed whip of the sort used to herd cattle. Used as a weapon, it provides a +2 bonus to attack throws made to disarm or knock down opponents (as described in Special Maneuvers in Chapter 6).

HiRELiNGs

Mercenary Availability by Market Class

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | C**lass** I | C**lass** II | C**lass** Ill | C**lass** IV | C**lass** V | C**lass** VI |
| Light Infantry | 4d100 | 5d20 | 5d10 | 3d4 | 1d6 | 1d2 |
| Slingers | 8d20 | 4d10 | 2d10 | 1d6 | 1d2 | 1 (70%) |
| Heavy Infantry | 2d100 | 5d10 | 3d8 | 1d8 | 1d3 | 1 (85%) |
| Crossbowmen | 2d100 | 5d10 | 3d8 | 1d8 | 1d3 | 1 (85%) |
| Bowmen | 8d20 | 4d10 | 2d10 | 1d6 | 1d2 | 1 (70%) |
| Longbowmen | 4d20 | 2d10 | 1d10 | 1d3 | 1 | 1 (33%) |
| Light Cavalry | 4d20 | 2d10 | 1d10 | 1d3 | 1 | 1 (33%) |
| Mounted Crossbowmen | 2d20 | 4d4 | 2d4 | 1d2 | 1 (70%) | 1 (25%) |
| Horse Archers | 3d20 | 4d4 | 2d4 | 1d3 | 1 (70%) | 1 (23%) |
| Medium Cavalry | 3d10 | 4d4 | 2d4 | 1d2 | 1 (70%) | 1 (23%) |
| Heavy Cavalry | 4d10 | 1d10 | 1d6 | 1 (70%) | 1 (70%) | 1 (15%) |
| Cataphract Cavalry | 3d10 | 1d8 | 1d4 | 1 (70%) | 1 (70%) | 1 (10%) |
| Camel Archers | 4d20 | 2d10 | 1d10 | 1d3 | 1 | 1 (33%) |
| Camel Lancers | 3d20 | 4d4 | 2d4 | 1d2 | 1 (70%) | 1 (23%) |
| War Elephants | 1d10 | 1 (70%) | 1 (40%) | 1 (7%) | 1 (5%) | - |
| Beast Riders | 3d20 | 1d8 | 1d4 | 1d2 (33%) | 1 (40%) | 1 (10%) |
| Exotic | 8d100/cost | 10d10/cost | 5d20/cost | 3d8/cost | 2d6/cost | - |

Mercenary GP Wage per Month

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | M**an** | D**warf** | E**lf** | K**OBOLD** | G**oblin** | O**rc** | H**ob**. | G**noll** | L**izard**. | B**ugbear** | O**gre** |
| Light Infantry | 6 | - | 10 | 2 | 3 | 6 | 12 | 18 | 27 | 35 | 40 |
| Heavy Infantry | 12 | 18 | 24 | - | - | 9 | 15 | 24 | 45 | 50 | 80 |
| Slingers | 6 | - | - | - | 3 | - | - | - | - | - | - |
| Bowmen | 9 | - | 21 | - | 3 | 6 | - | - | - | - | - |
| Crossbowmen | 18 | 24 | - | - | - | 12 | - | - | - | - | - |
| Longbowmen | 18 | - | 42 | - | - | - | 24 | 40 | - | - | - |
| Light Cavalry | 30 | - | 60 | - | - | - | - | - | - | - | - |
| Horse Archers | 45 | - | 90 | - | - | - | - | - | - | - | - |
| Medium Cavalry | 45 | - | - | - | - | - | - | - | - | - | - |
| Heavy Cavalry | 60 | - | - | - | - | - | - | - | - . | - | - |
| Cataphract Cavalry | 75 | - | 150 | - | - | - | - | - | - | - | - |
| Camel Archers | 30 | - | - | - | - | - | - | - | - | - | - |
| Camel Lancers | 45 | - | - | - | - | - | - | - | - | - | - |
| War Elephants | 360 | - | - | - | - | - | - | - | - | - . | - |
| Mounted Crossbowmen | - | 45 | - | - | - | - | - | - | - | - | - |
| Beast Riders | - | - | - | - | 15 | 33 | - | - | - | - | - |

**Alchemist:** (250gp/month) Alchemists are valuable specialists because they dedicate their expertise to creating potions and other concoctions. They may work as assistants to mages to help them create potions. They may also research new potions as if they were 5 th level mages, but at twice the base time and cost. See Magic Research in ***ACKS*** Chapter 7.

**Animal Trainer:** (25gp to 250gp/month) Characters wishing to ride hippogriffs or employ carnivorous apes as guards will need the assistance of an animal trainer. The lowest cost above is for a standard animal trainer, able to train one type of “normal” animal such as warhorses; those able to train more than one sort of animal, or to train monsters such as hippogriffs, are more expensive to hire. The Judge decides how long an animal must be trained, based on the nature of the training. It will take a minimum of 1 month to tame a wild animal. Likewise it takes a minimum of one month to teach an already tame animal one behavior. After the first month, an animal has become accustomed to a trainer and can be taught additional behaviors at half the time per behavior. If training is interrupted, all time already spent on that particular behavior is lost.

If an animal is being tamed and the time is interrupted, the animal will rebel and cannot ever be tamed. In some cases, animal training

may take years, a fact that adventurers may find inconvenient as well as expensive. A single animal trainer can train and manage no more than 6 animals at a time. Once an animal is fully trained and put into service the animal trainer won’t be needed to handle it any longer.

|  | C**lass** I | C**lass** II | C**lass** Ill | C**lass** IV | C**lass** V | C**lass** VI |
| --- | --- | --- | --- | --- | --- | --- |
| Alchemist | 1d10 | 1d3 | 1 | 1 (33%) | 1 (15%) | 1 (5%) |
| Animal Trainer - Common | 5d10 | 2d6 | 1d6 | 1d2 | 1 (65%) | 1 (20%) |
| Animal Trainer - Exotic | 1d10 | 1d3 | 1 | 1 (33%) | 1 (15%) | 1 (5%) |
| Armorer | 3d10 | 2d4 | 1d4 | 1 | 1 (40%) | 1 (15%) |
| Artillerist | 5d10 | 2d6 | 1d6 | 1d2 | 1 (65%) | 1 (20%) |
| Copyist | 4d100 | 5d20 | 5d10 | 3d4 | 1d6 | 1d2 |
| Creature Handler - Domestic | 5d10 | 2d6 | 1d6 | 1d2 | 1 (65%) | 1 (20%) |
| Creature Handler - Wild | 3d10 | 2d4 | 1d4 | 1 | 1 (40%) | 1 (15%) |
| Creature Handler - Giant/Prehistoric | 2d10 | 1d6 | 1d3 | 1 (65%) | 1 (25%) | 1 (10%) |
| Creature Handler - Fantastic | 1d10 | 1d3 | 1 | 1 (33%) | 1 (15%) | 1 (5%) |
| Engineer | 1d10 | 1d3 | 1 | 1 (33%) | 1 (15%) | 1 (5%) |
| Healer | 5d10 | 2d6 | 1d6 | 1d2 | 1 (65%) | 1 (20%) |
| Healer - Physicker | 3d10 | 2d4 | 1d4 | 1 | 1 (40%) | 1 (15%) |
| Healer - Chirugeon | 1d10 | 1d3 | 1 | 1 (33%) | 1 (15%) | 1 (5%) |
| Marshal - Light Infantry | 5d10 | 2d6 | 1d6 | 1d2 | 1 (65%) | 1 (20%) |
| Marshal - Bow, Hvy Inf or Light Cav | 3d10 | 2d4 | 1d4 | 1 | 1 (40%) | 1 (15%) |
| Marshal - Heavy Cav or Horse Archer | 2d10 | 1d6 | 1d3 | 1 (65%) | 1 (25%) | 1 (10%) |
| Marshal - Cataphract | 1d10 | 1d3 | 1 | 1 (33%) | 1 (15%) | 1 (5%) |
| Mariner - Captain | 4d6 | 1d6 | 1d3 | 1 (80%) | 1 (33%) | 1 (10%) |
| Mariner - Navigator | 5d10 | 1d12 | 1d6 | 1d2 | 1 (60%) | 1 (45%) |
| Mariner - Sailor/Rower | 4d100 | 5d20 | 5d10 | 3d4 | 1d6 | 1d2 |
| Mercenary Officer - Lieutenant | 1d10 | 1d3 | 1 | 1 (33%) | 1 (15%) | 1 (5%) |
| Mercenary Officer - Captain | 1d6 | 1d2 | 1 (65%) | 1 (15%) | 1 (5%) | None |
| Mercenary Officer - Colonel | 1d2 | 1 (25%) | 1 (15%) | 1 (5%) | - | - |
| Mercenary Officer - General | 1 (15%) | - | - | - | - | - |
| Quartermaster | 3d10 | 2d4 | 1d4 | 1 | 1 (40%) | 1 (15%) |
| Ruffian - Carouser | 4d100 | 5d20 | 5d10 | 3d4 | 1d6 | 1d2 |
| Ruffian - Footpad | 4d100 | 5d20 | 5d10 | 3d4 | 1d6 | 1d2 |
| Ruffian - Spy | 5d20 | 4d6 | 2d6 | 1d3 | 1d2 | 1 (10%) |
| Ruffian - Thug | 5d20 | 4d6 | 2d6 | 1d3 | 1d2 | 1 (10%) |
| Sage | 1d6 | 1d2 | 1 (65%) | 1 (15%) | 1 (5%) | None |
| Scout - Pathfinder | 5d10 | 1d12 | 1d6 | 1d2 | 1 (60%) | 1 (45%) |
| Scout - Land Surveyoer | 5d10 | 1d12 | 1d6 | 1d2 | 1 (60%) | 1 (45%) |
| Siege Engineer | 3d10 | 2d4 | 1d4 | 1 | 1 (40%) | 1 (15%) |
| Spellcaster |  |  | --- Varies by Spell Level --- | |  |  |
| Translator | 5d10 | 2d6 | 1d6 | 1d2 | 1 (65%) | 1 (20%) |
| Writer - Rank 1 | 5d10 | 2d6 | 1d6 | 1d2 | 1 (65%) | 1 (20%) |
| Writer - Rank 2 | 3d10 | 2d4 | 1d4 | 1 | 1 (40%) | 1 (15%) |
| Writer - Rank 3 | 2d10 | 1d6 | 1d3 | 1 (65%) | 1 (25%) | 1 (10%) |
| Writer - Rank 4 | 1d10 | 1d3 | 1 | 1 (33% | 1 (15%) | 1 (5%) |

Specialist Availability by Market Class

**Armorer:** (75gp/month) Each month, an armorer can make 40gp worth of weapons, armor, or shields. In addition to being hired for producing weapons and armor, armorers must be hired at the frequency of 1 per 50 troops in order to maintain and fix armor and weapons. Armorers may be assisted by up to two journeymen (20gp/month) and four apprentices (10gp/ month). An armorer with one journeyman and two apprentices produces 100gp per month and can maintain 125 troops; an armorer with two journeymen and four apprentices produces 160gp per month and can maintain 200 troops. If an armorer is not provided to repair and maintain weapons, thetroops will attend to their own gear as best they can. The extra duty will reduce the unit’s morale by 1 point until an armorer is provided.

**Artillerist:** (25gp/month) Leaders wishing to employ siege artillery such as ballistae, catapults, and trebuchets will need to employ artillerists. Each artillerist can oversee a battery of 3-5 pieces of artillery. See ***D@W:C*** Chapter 2, Artillery and Siege Equipment (p. 43).

**Copyist:** (1 gp/page) A copyist can copy a book, as described in ***Codex & Scroll***.

**Creature Handler:** (domestic animals, 25gp/month; wild animals, 75gp/month; dire, giant or prehistoric animals 150gp/ month; fantastic creatures or vermin, 250/g[ month) A creature handler is a specialist trained to safely handle hunting or guard creatures. Under normal circumstances, a fully-trained creature of animal intelligence doesn’t require a trained specialist to handle it. However, battlefields offer an overwhelming palate of sounds and smells that can test the discipline of even the best-trained creature. In such circumstances, one creature handler is required per 6 hunting creatures or 20 guard creatures. A creature handler is not required for mounts or war mounts; these creatures are kept under control by their riders. Sentient creatures never require creature handlers, nor do trained animals used for ordinary purposes away from battle.

Some creature handlers are animal trainers themselves, while others rely on Beast Friendship or similar powers. In either case, their wages are comparable to those for animal trainers. The Creature Handler Wages table shows the average cost to hire different types of handlers. If a creature is of gigantic size or larger, its handlers cost a minimum of 150gp/month.

**Engineer:** (250gp/month) Engineers plan and oversee large construction projects, such as building strongholds. The number of engineers required is based on the value of the project. A minimum of 1 engineer is needed, with an additional engineer per 100,000gp value of the project. For example, if a project is 60,000gp it will require 1 engineer, and if it is 200,000gp it will require 2 engineers. Human engineers usually handle large aboveground structures, while dwarves are usually hired for underground construction.

**Healer:** (healer 1gp/day/patient, physicker 2gp/day/patient, chirugeon 4gp/day/patient) Healers are trained to treat wounds and diagnose illnesses. Being treated by a healer requires clean, sanitary conditions and bed rest. A patient under treatment of any healer regains an extra 1d3 hit points per day. In addition, physickers can non-magically neutralize poison, cure disease, or cure light wounds with a proficiency throw of 18+ once per day per patient. Highly skilled chirugeons can non-magically neutralize poison, cure disease, or cure serious wounds with a proficiency throw of 14+ once per day per patient. A normal healer can treat up to three patients per day, a physicker can treat up to four patients per day, and a chirugeon can treat up to five patients per day.

**Mariner:** (rowers, 3gp/month; sailors 6gp/month; navigator 25gp/month; captain 100gp/month) Rowers are unskilled normal humans who man oars of vessels. Sailors are skilled normal humans who can handle a ship. The navigator understands how to read charts and navigate based on instruments and the position of the stars. He is required any time a ship will venture beyond sight of a coast. A captain is required for any large ship, is skilled like a sailor, and has more intimate knowledge of the particular coasts he frequents. In general, all such characters are normal men, and are not armored; they will usually be armed with clubs, daggers, or short swords.

**Marshal:** (light infantry marshal, 30gp/month; bow, crossbow, or sling marshal 60gp/month; heavy infantry marshal, 60gp/ month; light cavalry marshal 60gp/month; heavy cavalry marshal, 120gp/ month; horse archer marshal, 120gp/month; cataphract marshal, 240gp/month) Marshals train soldiers in military discipline, physical fitness, and weapon drill. Training troops takes time, ranging from one month for light infantry to a full year for cataphract cavalry. The number of marshals required is based on the number of troops being trained. A minimum of 1 marshal is needed per 60 troops trained.

**Mercenary Officer:** (lieutenant, 400gp/month; captain, 1,600gp/ month; colonel, 7,250gp/month; general, 32,000gp/month) Mercenary officers may be hired to serve as the lieutenants of units or commanders of divisions. Mercenary officers are usually (60%) fighters, but may sometimes be anti-paladins (3%), barbarians (10%), bards (10%), explorers (10%), paladins (5%), or ruinguards (2%). In elven settlements, officers may be courtiers (30%), rangers (40%), or spellswords (30%), while in dwarven settlements they may be delvers (10%), furies (10%), or vaultguards (80%).

The base level, cost, and characteristics of mercenary offers are noted on the Mercenary Officer Characteristics table. The officer characteristics will vary based on the officer’s innate talent. Roll 3d6 to determine the officer’s INT, WIS, and CHA scores. For colonels and generals, re-roll any one ability score and use the new roll if desired. Apply the relevant bonuses or penalties per the rules in Officer Characteristics, p. 20.

Due to inherent disloyalty, all mercenary officers have a base morale of -2. (If the mercenary officers later becomes a henchman, this morale score may be modified by the morale modifier of his employer.) Like all mercenaries, officers must make morale rolls each time they suffer a calamity. Mercenary officers also make morale rolls any time they are offered a higher wage by another employer. Mercenary officers who betray their leader will take with them any units assigned to their command! Wise leaders avoid mercenary officers where possible, preferring to entrust command of their units to adventuring comrades or trusted henchmen.

Mercenary Officer Characteristics

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| O**fficer** T**itle** | L**evel** | C**ost**/ M**onth** | L**eadership** A**bility** | S**trategic** A**bility** | M**orale** M**odifer** |
| Lieutenant | 5th | 400gp | 4 | +1 | +3 |
| Captain | 7th | 1,600gp | 4 | +2 | +3 |
| Colonel | 9th | 7,250gp | 5 | +2 | +3 |
| General | 11th | 32,000gp | 5 | +3 | +3 |

**Quartermaster:** (50gp/month) A quartermaster is an experienced soldier who manages distribution of supplies and provisions to the troops of a unit. Quartermasters must be hired at the frequency of 1 per unit in order to efficiently maintain the unit’s line of supply. A unit without a quartermaster will suffer from unfair distribution of supplies, cheating of provisions, and other indignities. The supply cost of such is doubled, and their morale is reduced by 1 until a quartermaster is provided Siege Engineer (50gp/month): Siege engineers are skilled in the construction and placement of temporary defensive works such as ditches, pits, fields of stakes, and simple wooden and earthen barricades. They also know how to construct and operate war machines such as all types of artillery, battery rams, galleries, hoists, screws, and siege towers. See Chapter 2, Artillery and Siege Equipment (p. 43) and Construction Projects (p. 49) for additional details.

**Ruffian:** (carousers, 6gp/month; footpads, 25gp/month; reciters, 25gp/month; spy 125gp/month; thug 25gp/month) Ruffians are specialists in petty crime. Carousers are 0 th level brawlers and hoodlums that populate inns and taverns. Reciters are 1 st level bards. Footpads are 1 st level thieves. Spies are 4 th level thieves. Thugs are 1 st level assassins. Ruffians are hired on a monthly basis. They can be used as enforcers or muscle, or sent on various hijinks, such as assassinating, carousing, spying, stealing, or treasure­hunting. Ruffians hired for hijinks will expect their employer to bail them out of trouble should they be caught. (See the Hideouts and Hijinks section in Chapter 7 for more information.) Ruffians will not go on adventures unless recruited as henchmen, but may gain XP from hijinks. Ruffians who advance in level from successful hijinks will earn higher wages; use the Henchmen Monthly Fee table for high level ruffians. Ruffians may or may not be reliable, and could stab the hiring character in the back (maybe literally!).

**Sage:** (500gp/month) Sages are rare; they usually specialize in a subject area, such as a sage specialist in dragons. Sages may be consulted for information. If the information is particularly difficult to obtain, it will cost the characters extra. Characters may have to pay the monthly rate in addition to any other supplies the sage needs to research their question. The Judge will decide these costs. Despite the special knowledge sages have, they are occasionally wrong when it comes to particularly obscure questions. The Judge will decide what questions are obscure and the probability of achieving a wrong answer. If the characters receive a wrong answer, they may not realize it!

**Scout:** (pathfinder, 25gp/month; land surveyor, 25gp/month) Scouts are specialists in exploration, mapping, and land surveying. Pathfinders are 1st level explorers with the Pathfinder template (see Player’s Companion, p. 66), and can be hired to search hexes for lairs. Land surveyors are 1st level explorers with the Cartographer template, and can be hired to assess the number of lairs in a hex. Both types of scouts are hired on a monthly basis and are available in urban settlements in the same numbers as navigators. Scouts will expect to be protected while on duty, either by their employer or by a number of mercenaries equal to the maximum number of lairs in the hex(es) they are assigned to explore. Scouts will attempt to evade any wandering monsters they encounter; they will not fight for their employer or enter lairs unless recruited as henchmen

**Spellcaster:** (Various) Spellcasters are arcane and divine casters retained to cast a spell for an adventuring party. Most often these are clerics asked to cast cure disease, remove curse, restore life and limb, and so on, but mages may be sought out from time to time as well. The Spell Availability by Market table shows how many divine and arcane spellcasters capable of casting a given spell level can be found in any given market. Each spellcaster will be able to cast a spell of the given level once per day. The cost per casting is listed for each spell level as well. Just because a spellcaster can be found does not mean he will cast a spell for the adventurer - he must still be recruited through negotiation. Clerics will never cast spells for adventurers of opposite alignment, and may charge double if the adventurers do not belong to their faith.

**Translator:** (2sp/page) Translators can translate books.



**Writer:** (Rank 1, 1gp/page; Rank 2, 2gp/page; Rank 3, 4 gp/page; Rank 4, 10 gp/page) Writers can write books, as described in ***Codex & Scroll***.

open game license

**opEN GAME LicENsE**

DESIGNATION OF PRODUCT IDENTITY

The names Autarch™, Adventurer Conqueror King™, Adventurer Conqueror King System™, ***ACKS***™, and Auran Empire™, when used in any context, are product identity. The title Ruins of Cyfandir™ is Product Identity. All artwork, logos, maps, presentation, NPCs, locations, and geography are product identity.

DESIGNATION OF OPEN GAME CONTENT

All game mechanics and rules are open game content, with the exception of text and terms defined above as product identity.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. (“Wizards”). All Rights

Reserved.

1. Definitions: (a)”Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b)”Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)”Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

1. . Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
2. .Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
3. .Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
4. . Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
5. . Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
6. . Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
7. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
8. . Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
9. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
10. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
11. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
12. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Adventurer Conqueror King Copyright 2011, Autarch™ LLC; Authors Alexander Macris, Tavis Allison, Greg Tito, and Ryan Browning.

Basic Fantasy Role-Playing Game Copyright 2006-2008, Chris Gonnerman.

Castles & Crusades: Players Handbook Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters Product Support Copyright 2005, Troll Lord Games.

Creature Compendium, Copyright 2015 New Big Dragon; Richard J. LeBlanc, Jr., “Animal Mummy,” “Flailing Spirit,” “Sarcophagal Worm.”

Labyrinth Lord ™ Copyright 2007-2009, Daniel Proctor; Author Daniel Proctor.

Labyrinth Lord™ Advanced Edition Companion Copyright 2010, Daniel Proctor; Author Daniel Proctor.

Swords & Wizardry™ Monstrosities, Copyright 2012 Frog God Games; Matthew J. Finch, “Jackal of Darkness,” “Tunnel Prawn;” Scotty Wylie Roberts, Myrystyr, “Fungal Creeper”.

END OF LICENSE

Copyright 2012-2014 Autarch LLC. Autarch™, Adventurer Conqueror King™, Adventurer Conqueror King System™, and ***ACKS***™ are trademarks of Autarch Auran Empire™ is a trademark of Alexander Macris.