

# Enchanted Game Starter



Basic Fantasy Role-Playing Game

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## How to Play

### How to Play

General rules are described in each section; however, specific rules (for race, skill, item or other) will override the general rule. If there is ever a question: specific beats general.

Always round-down. This isn't just at the half-way mark, but it is a "floor" method; thus, even 1.9 results to a value of 1.

Games dice used are typically d20s; however, there are occasional need for d4s, d6s, d10s and d12s.

Circumstances will exist during game play when a character or monster will gain an advantage or will be at a disadvantage. When rolling a skills check on d20s, a character with advantage gains an extra d20 to the pool of dice used. A creature at disadvantage loses a d20 from the pool. If the number of dice becomes zero, then the lesser of two rolls are used.

Monsters, by definition of the game, are any creature with which an interaction can potentially occur whether socially or in combat. Thus, even a harmless mouse or benevolent unicorn is called a monster as game terminology. This would also include other civilized people living who might be friends or rivals. Most monsters are designed to be threats, but it is important to understand what it means when this text refers to something as a monster. Finally, all monsters have ability scores, have skills and use the same rules as the players.

A quick note on combat should be made here, as that is a large part of the rules for any fantasy RPG. Enchanted Realms is not a miniatures wargame where armies line up, measuring sticks are used and a degree in engineering is needed to understand the complexity of the rules. On the flip side, it is not a hack-n-slash power-hero game of who has the better weapon and a fatter bag of hit points. The design of combat is to have a semi-realistic feel, as much as that can mean for a fantasy game, where strategy and exploits on the battlefield make a difference. Certain weapons are more effective against certain defenses. Certain energy types block other energy types. Rock beats scissors which beat paper, etc. The point is, the detail, movement and running of combat is somewhere in between the two extremes mentioned above. Because it is synthesis of those, taking what we believed to be the best aspects of both types, it may feel a little different to some players. We understand this may not be everyone's cup of tea, but it is only fair to have a truthful announcement of what players are getting into here.

## Create a Character

### Create a Character

#### Rapid Rules:

- Assign 2 point to all nine sub-attributes, then assign another 4 points as desired.
- Calculate primary attribute values by adding the sum of the sub-attributes and half again.
- Select race for character from alseid, batfolk, dwarf, elf, gnome, halfling, half-orc, human, jzaka or lizardfolk.
- Add racial skill to character sheet and adjust any sub-attribute scores.
- Pick starting skills. Number of starting skills vary by race selected.
- Write general personality and backstory for the character.

### Who will the character of my story be?

To create a character, there are several details. The following description is for game-mechanics. After those will be recommended details for role-playing, i.e., what personality traits drive and guide the character's decisions.

There are numbers used to represent how talented a character is. These are recorded on a character sheet, which a blank template is included in the appendix of this text.

The items to be determined are attributes, race and skills. Optionally, personality and backstory can be added as well.

#### Attributes

### Measuring strengths of my character

Every entity, characters and monsters, have a set of three attributes: **Body**, **Mind** and **Spirit**. **Body** represents physical health and athleticism. This also acts as life points. When a character is harmed, poisoned or fatigued, the effective value of the **Body** score decreases. The **Mind** score is one's mental prowess, solve puzzles and void tricks. As stress occurs, mental exhaustion can set in, resulting in the potential loss of **Mind** points. Lastly, **Spirit** is a measure of willpower and faith.

#### From a game metrics viewpoint:

**Body** is a number that represents how much damage a being can withstand being dying. Other games often call this number "hit points" or "health."

**Mind** is a number that determines the number and power of mental abilities, typically sorcery spells, that can be performed before becoming exhausted. Other games might refer to this as "mana."

**Spirit** is a number to measure piety and connection with the cosmology of the fantasy world. It is the equivalent to sorcery for divine magic. Other games might measure this by the level of a priest.

There are also sub-attributes for each of these. The **Body** score consists of **Strength**, **Agility** and **Resilience**. The **Mind** score comes from **Logic**, **Perception** and **Judgment**. Lastly, **Spirit** is made up of **Will**, **Faith** and **Muse**. When creating a character, 2 points are placed in each of nine sub-attributes. Then the player places 4 additional points as desired. However, no starting sub-attribute score can exceed 5 points. Once these values are set, the total maximum score for each of the primary attributes is calculated. This is performed by taking the sum of the three sub-attributes, then adding half of that sum again. Thus, if strength is 3, agility is 3 and beauty 3, then the sum is 9 and half (rounded down) is 4, making the total **Body** max score 13. If loss occurs from damage, stress, fear or other causes, then the current value of the primary attribute is lowered, but the sub-attribute remain static. If those points are restored through healing, then the current score can only be increased to the maximum value.

*PS: If using the Roll20 character sheet, the calculated values for the three attributes will be performed automatically.*

#### What do these values for sub-attributes represent?

**Strength** is how strong the physique is; physical might

**Agility** is the manual dexterity, reflexes and hand-eye coordination

**Resilience** is a represent of hardiness and general health

**Logic** is the general intellect and puzzle-solving ability

**Perception** measures how well one uses natural senses, even unwittingly

**Judgment** is a score of patience and impulse control

**Will** is the determination held by a being

**Faith** measures religious devotion and believe in the unseen

**Muse** qualifies the artistic and creative nature

## Create a Character

Sub-attributes can increase; however, that is only through the purchase with karma. They are more expensive and more difficult to achieve as the numbers get higher. And the maximum natural sub-attribute score a PC can obtain is 12; however, it is possible through magic means to have an effective value a little higher. Also, some monsters are not subject to this 12-maximum rule.

Lastly, sub-attribute scores can offer modifiers to skills rolls. This will be detailed later, but starting at 4 points, a bonus grants a +1 bonus, then an additional +1 bonus for each 2 points higher. Thus, a score of 6 allows for a +2; a score of 8 allows +3, etc.

## Race

### Race

#### Rapid Rules:

- There are ten playable races.
- Each have different specializations, skills and lifespans.

The term "race" is historical in the genre of role-playing games, but it is more of a misnomer. The term really means species. Nonetheless, these rules will continue the tradition of this inaccurate term.

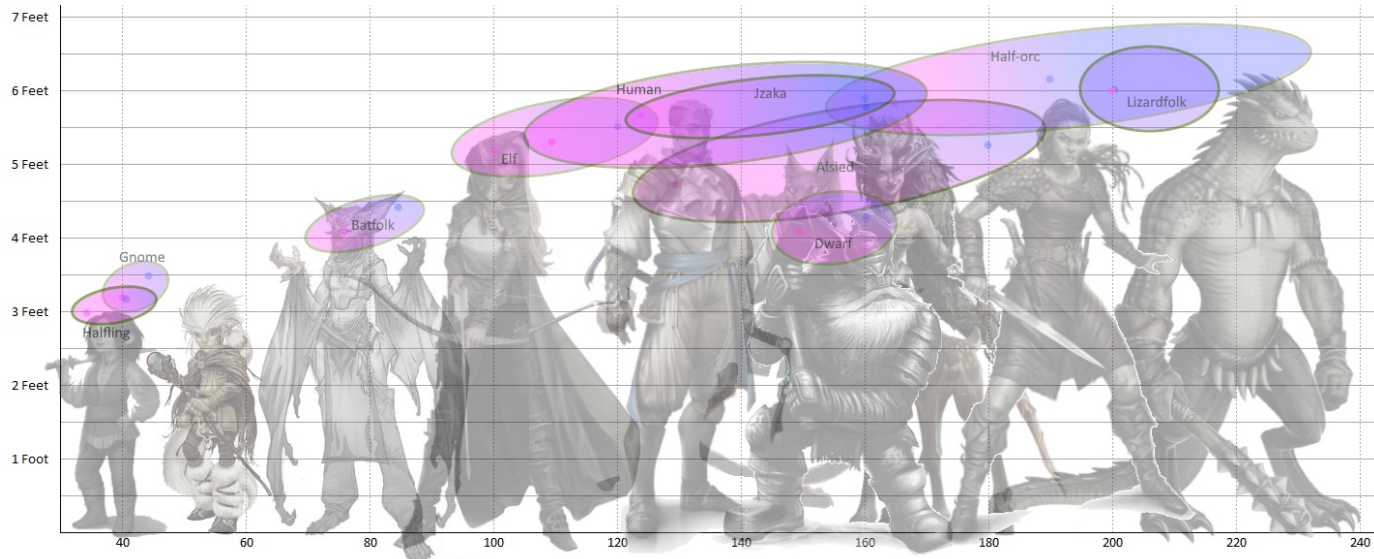
The chart below denotes the general characteristics of the ten races which a character can choose. Below the chart will be detailed explanations for each race.

	Alseid		Batfolk		Dwarf		Elf		Gnome	
	M	F	M	F	M	F	M	F	M	F
<b>Avg Height</b>	5-4	4-8	4-5	4-2	4-4	4-2	5-6	5-3	3-6	3-2
<b>Avg Weight</b>	180	130	85	75	160	150	120	100	45	40
<b>Size Category</b>	Medium		Medium		Medium		Medium		Small	
<b>Puberty</b>	10y		7y		10y		18y		12y	
<b>Avg Lifespan</b>	60y		50y		70y		120y		90y	
<b>Max Lifespan</b>	100y		60y		135y		200y		175y	
<b>Movement</b>	60ft		40ft		40ft		55ft		45ft	
<b>Daily</b>	24mi		16mi		16mi		22mi (24*)		18mi	
<b>Vision</b>	Normal		Normal/Echolocation		Darkvision		Normal		Normal/Darkvision	
<b>Traits</b>	Sure-Footed		Minor Flight		Armor-Movement Poison Advantage		Can't Be Slept Weather Omen		Varies By Subrace	
<b>Starting Skills</b>	2		1		2		2		2	
<b>Free Skills</b>	+1 Agility Ranged Fighting		Savage Form		+1 Resilience Under-Navigation		Wilderness-Lore Cantrip Control		+1 Logic Mathematics	

	Halfling		Half-Orc		Human		Jzaka		Lizardfolk	
	M	F	M	F	M	F	M	F	M	F
<b>Avg Height</b>	3-2	3-0	6-2	5-10	5-9	5-4	5-10	5-8	6-0	6-0
<b>Avg Weight</b>	40	35	190	165	160	110	160	125	200	200
<b>Size Category</b>	Small		Medium		Medium		Medium		Medium	
<b>Puberty</b>	14y		9y		13y		10y		8y	
<b>Avg Lifespan</b>	100y		55y		65y		50y		60y	
<b>Max Lifespan</b>	150y		75y		100y		75y		180y	
<b>Movement</b>	45ft		50ft		50ft		55ft		40ft	
<b>Daily</b>	16mi		20mi		20mi		22mi		16mi	
<b>Vision</b>	Normal		Darkvision		Normal		Nightvision		Normal	
<b>Traits</b>	Varies By Subrace		Orc Genetics		None		Fall Protection		Perception Bonus	
<b>Starting Skills</b>	2		2		3		1		1	
<b>Free Skills</b>	Chance		+1 Strength Melee Fighting or Range Fighting		+1 to two sub-attributes		Stealth Danger Sense		Swimming Savage Form	

\* When traveling with all elves, more time can be used for daily movement.

## Race



Height and Weight Variance of the Races

## Alseid

Alseid have the slender upper body of an elf and the lower body of a deer. They are the graceful woodland cousins to centaurs. Because they are rarely seen far from the wooded glades they call home, they are sometimes called “grove nymphs,” despite having no relation to nymphs. They have a natural skill with weapons that use *ranged fighting*, but during setting the sub-attribute scores, alseid gain +1 to Agility, allowing a starting score to become 6. Lastly, they are sure-footed creatures able to traverse a 60° plane assuming there places for footing. A starting character may then select two additional starting skill.

## Batfolk

Batfolk are atavistoid bipeds with batlike features. They have short brown, black, or gray fur and leathery wings in place of arms; however, from the wingbone, they have an elbow which extends into a prehensile and clawed hand. They have luminescent eyes in shades of red, green, or yellow as well as fangs. They stand about 4 to 4½ feet tall and weigh around 70 to 90 pounds. They have a walking speed of 40 feet and can fly at a movement rate of 75 feet for 30 seconds (3 rounds) until they must recover for an equal time before flying again. They also have a form of echolocation, which allows them to effectively see in the dark, even magical darkness, so long as they are not deafened; however, they must emit a 80dB high-pitched screech each round to do so (which is a free action). This briefly activates a part of their brains which gives them synesthesia for a few seconds, effectively allowing them to “see” sound.

Batfolk have claws, they cannot naturally use them effectively. However, should a batfolk learn *martial arts*, then he or she gains a free *savage form* skill for claws, which can only be used in conjunction with the *martial arts* skill, meaning their initial claw strikes are 2d20.

Batfolk actually have three sub-races; however, only the nutritional requirements make any differences. Fruit batfolk must consume fruit for three meals per week or they will become sick. Vampire batfolk must consume blood for one meal per week. Lastly, flower batfolk must consume nectar for two meals each week.

## Dwarf

Dwarves are short and stout earth dwellers. Their ancestry is hardy and older than humans. As free racial skills, they have *Armor-Movement* and *Under-Navigation*. Further, dwarves are permitted to have two basic skills as a beginning character. A few additional conveniences for dwarves is they have darkvision out to 60 feet and also are at advantage on all save rolls when poison is involved. Dwarves also gain +1 to the Resilience sub-attribute, allowing a starting score to become 6.

There are three subraces of dwarves: arctic dwarves, gold dwarves and mountain dwarves. Arctic dwarves do not have advantage against poison but rather against cold instead. The difference between gold and mountain dwarves is that gold dwarves have a darker, tanner skin tone and live on the surface in cities, while mountain dwarves live in subterranean societies; otherwise, there is no distinction in playable characteristics.

## Race

### Elf

Elves are forest-dwelling, gaunt, and delicate creatures with long pointed ears that rise above the tops of their heads. These Sylvan beings have various skin tones. Their natural racial skill is *Wilderness Lore* as well as *Cantrip Control*. However, knowing any cantrips must be selected as a skill or purchased with karma. Due to the racial skills, an elf must start with at least a Judgment 3 and an Agility 3. A player choosing an elf may select two more basic skills for a new character. Socially, elves tend to be more xenophobic of outsiders than the other playable races; however, they are considered more self-sufficient as a race also, commonly viewed as a people without government.

While elves now belong to the humanish kingdom and the Sylvan phylum, their origins date back to fey. Much of the philosophy and ideology of elven culture is still intermixed with beliefs along the fey lines. Due to this fey connection, elves have a different metabolism than other races. While technically they sleep, it is not truly the same type of sleep. Elves actually meditate rather than sleeping; however, they do dream while in this state. As such, elves only require four hours to act as eight hours of sleep, meaning if they meditate for an uninterrupted four hours, it acts as a [long rest](#). This also means that elves can function for more hours in a day than other races. Additionally, it does mean that elves are immune to all sleep effects, including magic ones. They are still subject to *charm* and other mind-altering influences, but they cannot be put to sleep.

Another advantage for elves is a special ability known as *weather omen*. At dawn every day, an elf can accurately predict natural, non-magical weather for the next four hours. It does not have to be used at dawn, as it can be performed at any time. However, this forecasting ability is not innately constant; it requires approximately fifteen minutes to discern to upcoming weather. Moreover, the earliest it can be used again is the either the next dawn or after a long rest, whichever is later.

It is also important to note that to date, no human-elf mating has produced an offspring. It appears that the two races are genetically incompatible; therefore, the concept of a half-elf does not exist.

Elves have subraces as well, which are aquatic elves, grae elves, wood elves, snow elves and dark elves. Most GMs will not permit dark elves to be played, as they are an evil race who live in the underneath. However, dark elves additionally have darkvision up to 120 feet.

Snow elves have albino skin and eyes, but their hair may have streaks of color but is mostly white. Snow elves have a natural +1 bonus to AC against cold, which works as a racial feature, above and beyond, with all other bonuses.

Wood elves have light brown, caramel-colored skin tones with reddish to brown hair. These beings are comfortable in the forest and woodlands. Due to their upbringing in the wild, a wood elf will not suffer untrained penalties with specific weapons used in combat: spear, bow or net. This does not grant *melee fighting* or *ranged fighting* but allows this type of elf to act with such skill when using any of those weapons. However, this ability is outgrown once acquiring the true skill for that weapon; thus, there is no additional bonus or dice granted after being trained in standard combat. If *melee fighting* is gained but not *ranged fighting*, the wood elf can still use the bow without penalties, but could not use a sling or crossbow. Further, the spear and net would then act as effectively as all other melee weapons.

The arrogant grae elves do have some benefits, but do consider themselves as a superior race, even to other elves. The exact conveyance of this attitude depends on the individual. Instead of *cantrip control*, all grae elves have *sorcery* as a racial skill. As such, a grae elf does not have the Agility requirement, but instead must have Logic score of 3 or better. However, in trade of this, this subrace is not as fleet of foot, having their movement be only 50 feet, that of a human.

Finally, aquatic elves may not be considered a playable subrace either. While they are amphibious, the aquatic subrace requires immersion in water for at least four hours each day or they will become sick due to dehydration. If continuing, disregarding the immersion, the victim will temporarily lose 1 point of Body max per day. Max Body returns to normal at a rate of 1 per day after immersion resumes. However, if the Body reaches zero, the elf dies. On the positive end, aquatic elves can breath both air and underwater and can swim at a 60 foot movement rate.

### Gnome

Gnomes are a subterranean race related to dwarves; however, they are thinner and smaller, closer in size to halflings. Gnomes average slightly over 3 feet tall and weigh 40 to 45 pounds. Their tan or brown faces are usually adorned with broad smiles beneath their prodigious noses, and their proportionately-larger eyes shine with excitement. Their fine hair has a tendency to stick out in every direction, as if expressing the gnome's insatiable interest in everything around. As a free racial skill, they have *mathematics*, which has led to a significant number in their society to become engineers. Gnomes also gain +1 to the Logic score as a starting character, but it cannot exceed 4 points. However, being small creatures, they cannot wield heavy weapons or poles with reach. Gnomes are also restricted when using weapons with the [clout](#) property: battle axe, flail and longsword. Such weapons can be wielded but require two hands to use; further, the weapons still only strike with a weapon weight of 1 point and gain no benefits from the [clout](#) property.

There are four subraces of gnomes: forest gnomes, rock gnomes, deep gnomes and ice gnomes, though only the first two are likely to be playable. Forest gnomes live above ground in forested areas; however, they still sleep and build homes in burrows. They also have an innate ability to speak with small animals like a free language. This is the same as the priest incantation but is limited to

## Race

small and tiny-sized creatures.

Rock gnomes live underground and rarely come to the surface. Rock gnomes have darkvision extending to 20 feet. The relationships between rock gnomes and forest gnomes is quite similar to gold and mountain dwarves. In many cases, these two will build a city that has above and below surface dwellings and share resources.

Deep gnomes, sometimes called *svirfneblin*, live very deep under the earth. They have darkvision with a radius of 120 feet. Further *svirfneblin* have a stone camouflage ability, which gives the advantage for rolling the *stealth* DC in rocky or cavernous terrain.

Finally, the ice gnomes, also called *barbegazi*, live in very cold environments. Their habitats are said to be networks of caves and tunnels accessible near the mountains and glaciers through concealed entrances. The *barbegazi* resemble the typical gnome except for their larger feet. The ice gnomes are resistant to cold.

## Halfling

Halflings are short and small, barely rising above the three-foot mark in height. They have interwoven keratin and cartilage throughout the undersides of their feet, making halflings rarely in need of shoes or boots. Despite their thick and hairy feet, they are nimble, quick, oddly silent, and considered very lucky. Any halfling will have the *Chance* racial skill. Starting characters with halfling as their race have a choice of two more basic skills. Additionally, halflings are considered nimble, which means they can move through an occupied space of any creature that is of a medium or larger size without treating it as rough terrain. Even if the creature is guarding that space, the halfling forces the competition save to move through to be based on *Agility*; plus halflings gain advantage on the roll. Further, this means that a halfling can move up to 20 feet at a cautious speed and at 70 feet or greater to be rapid speed for the calculations of a *free attack*. Like gnomes, halflings cannot wield heavy weapons or poles with reach. Further, weapons with the *clout* property can only be employed two-handed and without the benefits. All strikes from such weapons act as if wielded with one hand by a taller race.

As for languages, most halflings are bilingual, speaking *govric*, the native language of the halflings, as well as whatever the human language of those that live near them. There are a few isolated lands where halflings do not live within trade proximity of humans. Interestingly enough, regionalized *govric* typically becomes corrupt as a mixture with the language of humans for many words.

The subraces are lightfoot halflings, surfeit halflings and hexar halflings. The lightfoot halflings are the most nimble of all subraces. This gives a member of this type an additional +2 as a racial bonus to any feat checks involving any of the following skills: *backstab*, *climbing*, *lock-picking*, *sleight of hand* and *stealth*.

The surfeit halflings are more hospitable than most and love to eat. As a racial ability, these halflings can prepare food (up to eight meals) as if the portions had a *bless meal* performed on them. However, once this ability is used, it cannot be performed again until after a long rest.

Hexars are an unusual type and take the lucky trait to the extreme. Whenever there is a direct interaction with a hexar halfling and the opposing creature's roll is an attack against the halfling, a perception check to see the halfling or a save made from the halfling's actions, and the resulting raw score is a 20, then as a reaction, a hexar can force instantaneous disadvantage, forcing a second roll a taking the lower of the two. In the case of an attack, that specific die roll is at disadvantage, not the entire attack. However, this ability as a reaction cannot be performed again until after a long rest.

## Half-orc

The vile and violent orcs are known for their pillaging behavior. During raids, the raping of human women is not uncommon. Occasionally, pregnancy results. And even rarer, a few survive to adulthood. The genetic factor of an orc seems to be stronger than most races in that the orc might not actually be able to be bred out of the lineage. Thus if a half-orc finds his or her orkane kind and mates with another orc, the offspring will be considered a full-blooded orc. Should the half-orc mate with a human, the offspring is another half-orc.

As a starting character, a half-orc has a choice of *melee* or *ranged fighting* but one must be taken. Additionally, the unique combination of genetics from orc and human produce an offspring with a +1 bonus to the *Strength* score, but starting values cannot exceed 4 points. Half-orcs are usually little taller than 6 feet but might grow as large as 6-9. Finally, half-orcs inherit darkvision from their orkane side but extending only to 15 feet.

## Human

Humans are self-descriptive. Their racial ability is adaptability, allowing a human to select three basic starting skills as a beginning character. In addition, human characters gain a one-time score bonus as a beginning character. This is applied as a +1 bonus to the two separate sub-attribute scores. However, humans are limited to a max-starting score of 5 for any sub-attribute.



## Race

### Jzaka

The Jzaka are an excellent blend of human, wolf and panther. Jzaka possess a swift and stealthy movement, gaining a natural *stealth* skill, but they can also leap or fall from heights of twenty feet without fear of becoming hurt. As such, any jzaka must begin with a 3 Agility score or higher. *Climbing* is not a racial skill, but cultural, most learn this early. Jzaka also have excellent night vision, which gives them the equivalent of 40 feet darkvision; however, it can only be used above ground, even indoors, but they become equally blind in a subterranean setting. Lastly, they have a natural *danger sense*, requiring their Mind score to be at least 12.

### Lizardfolk

Lizardfolk are reptilian bipeds. These creatures can live for a very long time; however, most grow obese as they age which causes a high mortality rate in midlife. This crocodilian race also has a bludgeoning tail, giving one a special racial combat skill called *savage form*, which allows them to fight with only their tails. This skill cannot be combined with other combat methods besides *martial arts* and *spinning moves*. Lizardfolk are permitted only one additional starting skill; however, they are able to make effective fighting attacks with no weapons. This race can also *swim* naturally, as if having the skill, but this means one must have a Resilience score of 3 or better. Lizardfolk also gain a free +1 on starting Perception and have a sensitivity to vibration; however, the highest Perception can be at the start is 5 points.

The most commonly-known subrace of lizardfolk is called Cayma. They are so prevalent, most are unaware the lizardfolk have subraces. The others are khaasta, squamata and yaun-ti. The khaasta have a long evil history, dating back to the abyss and Demogorgon. However, they gain +1 to Agility but suffer -1 to Judgment. Further, they have extremely long tail, which count as a proficient range weapon racially, meaning it can strike up to 10 feet away. Further, a khaasta's tail is considered a multiple attack and rolled separately when attacking. If combined with *spinning moves* the tail can attack a different target. On the downside, khaasta have very short forearms, making *archery* a physical impossibility for them; however, hand-crossbows can still be employed.

Squamata have browner and more beady scales. They also live in deserts that would inhospitable to most other races. Because of these harsh conditions, squamata have adapted to become ruthlessly efficient desert predators. Whether basking during the day or hunting in twilight hours, squamata are adept at remaining unseen among the shifting sands, increasing one's Perception check by +2 to detect them in such terrain. These lizardfolk do not have swimming as a natural skill, but act as if having the *center focus* skill, although this racial version cannot be used as a prerequisite for skills that build upon it. Further, this removes the Resilience requirement, but replaces it with Will required to be a 3 or higher.

Finally, the yaun-ti are more like serpentfolk than lizards. Yaun-ti have various appearances from nearly human-like to nearly snake-like. As such the GM may not allow this to be a playable subrace or may place conditions upon it. These beings can very much a lizardfolk appearance, being bipedal and having two arms, covered in scales. However, many do not have legs. And even some have no appendages. The yaun-ti do not gain the *savage form* racial skill; however, instead, they gain *quickness*. As such, yaun-ti must also have a 3 Agility or better.

## Talent and Expertise

Learning how to learn is life's most important skill.

Other than the attributes, sub-attributes and race, everything else in the system is based on a skill. Some skills may be restricted by a prerequisite, but all mechanics of the game are controlled by skills. All beginning characters have roughly three skills when factoring in racial skills. All of those must be selected from the basic skill list above or be a free skill by the chosen race.

Skills attempt to perform an action. The simplest and most common example would be combat. Another example would be social interactions, such as bartering for price. The details of each of these will be explained later; however, as an explanation of game mechanics, the skill allows the player to roll a die against a DC (Difficulty Class). The die is thrown to determine the raw score. Then any other modifiers are applied. The most common come from sub-attribute scores and modifiers. Then any other modifiers from magic or other effects. The total score is added. If the adjusted value is equal or greater than the DC, then the action is successful.

### Starting Skills

What my character can do well.

Starting characters should only select from the basic skills list below. Some races may have additional skills that are not in the basic list as part of their racial abilities. The details of the basic skills and how they are used are explained in the Skills section. Other skills are available and also explained in the Skills section, which is broken into eight different sections: Racial, Combat, Adventuring, Vocational, Magickery, Runes, Divinity and Sorcery.

It is important to note that skills can sometimes be seen by players as a menu at the table-top restaurant. To be fair, in many ways that analogy works; skills are purchased with karma as tender. That said, it is important to remember that just because a skill is listed in the book with a cost doesn't mean it is readily available in the game world -- or that there are not other costs beyond karma spent.

Throughout Earth's history governments and other organizations have resorted to tariffs, taxation, certifications and special-group memberships to discourage undesired social behaviors. The world of Enchanted Realms is no different in that regard. Probably the strongest example would be joining the clergy of a particular church. The karma investment is low and the character gains a lot of benefits; however, there is a church hierarchy, lists of sins, politics and other upkeep that goes along with *divine accord* and the some of the other skills that can only be learned through the church. Characters could find a bounty-hunter after them even if a priest is in perfect standing with his or her deity.

Adhering to a code of conduct in trade for gaining a certain skill is not limited to just the clergy. Each game world will be slightly different with "guild nuance" being determined primarily by the GM, but it is possible such implied social contracts exist for any skill. If there is a heavy-handed union for brewers in the region ... well, that's just the world where the game is played. GMs should be fair to players, allowing them to know and understand what they are getting into if such as skill in that world has obligations; however, there could be reasons some social-restrictions are not known publicly, but from a game design perspective, anything on the starting list should be disclosed.

In summary, the point here needs to be clear. When selecting skills, players need to understand there might be more cost than just the karma points used to acquire it. Some skills could have very "in-game" strings tied to them.

## Talent and Expertise

Skill		Skill	
<b>Combat</b>		<b>Vocational</b>	
Melee Fighting	Fighting with melee weapon	Agriculture	Planting, Harvesting
Ranged Fighting	Fighting with a range weapon	Animal Breeding	Animal Breeding
Unarmed Combat	Fighting without weapons	Armoring	Forge Metal Armor
<b>Adventuring</b>		Bowyer	Build Bows, Arrows
Acrobatics	Bonus to Agility Actions	Brewing	Create Beer and Ales
Alertness	Increases Awareness	Carpentry	Make Wood Construction
Astrology	Sense of Direction, Foretelling	Cooking	Prepare Food, Clean Carcass
Bartering	Lower Costs, Increase Sales	Creature Lore	Knowledge of Monsters
Cartography	Read, Decipher Maps	Farrier	Horseshoeing
Dash	Burst of Movement in Combat	Fishing	Catch Fish
Discipline	Bonus for Spiritual Defenses	Flora Lore	Knowledge of Plants
Fire-Building	Build Fire without Tools	Gardening	Landscaping, small food
Language	Learn a new Language	Glass-Blowing	Glassworks
Lip-Reading	Eavesdrop from a Distance	History	Knowledge of History
Mountsmanship	Control a Mount	Hunting	Hunting Game
Mental Fortitude	Bonus for Mental Defenses	Knots	Tie Knots with Proficiency
Stamina	Bonus to Exertion Actions	Lapidary	Cut Gems
Swimming	Ability to Swim	Leatherworking	Create Leather, Hide Armor
Tap and Touch	Improves Searching	Legal Work	Urban Government Work
Under-Navigation	Direction Underground	Masonry	Extract, Build with Stone
Wilderness Lore	Survival in the Wilderness	Papermaking	Create writing surfaces
Wound Care	Render Medical Aid	Religious Studios	Knowledge of Religions
<b>Divinity</b>		Sailing	Sail a Ship, Command Crew
Divine Accord	Connection to Deity	Scribing	Writing, Calligraphy, Forgery
Benison	Create Holy Philters	Skinning	Recover Hide, Extract Organs
<b>Fey Magickery</b>		Knots	Advanced Rope Use
Cantrip Control	Ability for Simple Magic	Sailing	Navigate a water vessel
Any Cantrip	Simple Magical Effect	Scribing	Writing, Calligraphy, Forgery
<b>Sorcery</b>		Skinning	Remove Hides
Sorcery	Ability for Advanced Magic	Tailoring	Create Clothing, Armor
Spell Axiom	Learn New Spell to Cast	Weaponsmith	Force Metal Weapons
		Woodworking	Weapons, Build with Wood

## Racial Skills

Things innate to a specific race.

These are traits that are exclusively possessed only by members of certain races. These cannot be learned by others unless specifically stated otherwise. However, in all other ways, they operate exactly as all other skills.

Skill	Race
Armor-Movement	Dwarf
Body-Weapons	Batfolk; Lizardfolk; Monsters
Chance	Halfling
Under-Navigation	Dwarf
Weather Omen	Elf

### Armor Movement

With this racial skill, all armor worn will have an effective encumbrance-weight of no more than 10 pounds. If the actual armor is lighter, then its real weight is used for the calculation of encumbrance. This does not alter one's true mass. If pressure plates or weight tolerances are triggered, the creature's true weight of the armor will be used. It is only obtainable to dwarves and specifically identified monsters.

## Talent and Expertise

### Savage Form

This skill permits combat with natural body weapons of claws, tail, etc. For playable races, this is unique to batfolk and lizardfolk; however, other non-playable monster types might have this skill also. It does **not** combine with *melee fighting* as these attacks are not part of the primary hand die pool. Instead, *savage form* uses the "savage" die pool. Whenever a "savage" die pool is used in an attack, no other die pool can be used - unless specifically stated by another skill or game rule. To determine the number of dice in the die pool, one would use what is defined as an "appendage" by this special skill. Certain body parts work in conjunction as an appendage. Claws, biting and kicking all act as a single d20; a tail attack is 1d20; horns provide one d20 to the die pool; and wing buffets would add 1d20. Unless stated differently, such as using a *spinning moves* skill, all of these dice would be used in the original "savage" die pool. The only other skill that adds to this die pool is *martial arts*, which adds one additional d20 and is not specific to any appendage. Finally, damage type would be based on the type of body part used and the weight of the body weapon is zero by default. Monster descriptions might change that value.

### Chance

Halfings are quite propitious, often attributed to their agility. Those with the *chance* skill are allowed to re-roll any d20 which scores a natural 1. However, if re-rolled, the next die value must be used regardless of the score.

### Under-Navigation

Through secret roles by the GM, a character can passively detect the following on a successful **Will** feat:

Slope and Direction	DC 7
Unsafe Walls	DC 10
Depth Underground	DC 13
Cardinal Points	DC 17

### Weather Omen

At dawn every day, an elf can accurately predict natural, non-magical weather for the next four hours. It does not have to be used at dawn, as it can be performed at any time. Further, this forecasting ability is not innately constant; it requires approximately fifteen minutes to discern to upcoming weather. However, the earliest it can be used again is the either the next dawn or after a long rest, whichever is later.

## Skills limited to be learned by specific races.

These are skills that can only learned by a particular race or creature, usually due to physiological restriction. However, there might be other explanations for the racial limitation. These can never be beginning skills and most often require a trainer or be learned by self-training. The ⚡ symbol indicates that a skill can be learned or self-trained without karma, but more on that later.

Skill	Cost	Skill	Cost
Flight-Stamina ⚡	200	Camouflage ⚡	300
Hurdling ⚡	200	Vibrational Identity ⚡	300
Prehensile Feet ⚡	250		

### Camouflage ⚡

#### Gnome Only

Immediately after taking damage, a gnome with this racial skill can use a reaction to fall prone and roll up to 15 feet. This unique flee and camouflage method allows the gnome to be effectively invisible until the end of the round or the start of his turn, whichever comes first. After using this ability once, it cannot be performed again until finishing a short or long rest.

### Flight-Stamina ⚡

#### Batfolk Only

Upon being trained in this skill, a batfolk can use his or her **Strength** bonus to add as an additional round of flight. Thus, a batfolk with a **Strength** score of 6 could fly for a total of five rounds.

## Talent and Expertise

### Hurdling ⚔

#### Alseid Only

As part of normal movement, an alseid with this skill can clear or land on surfaces ten feet in height without a run. Heights of fifteen feet are possible if the alseid has a twenty foot running start. A standing broad-jump of fifteen feet can also be performed, while a running long-jump can clear thirty feet. The long-jump does not count against the current round's movement; however, it does remove half of the length of normal movement in the following round as the alseid recovers his or her footing from the leap.

### Prehensile Feet ⚔

#### Batfolk, Gryf Only

This is a special combat skill for bipedal creatures capable of gliding or flight who also have talon-like feet. The GM may rule that other species are capable of learning this skill; however, it would be highly unlikely for giant eagles, gryphons or similar creatures to ever master this skill. What this conveys is that melee weapons, even heavy two-handed ones, can be employed and wielded with the creatures feet while in air. This makes the primary hand die pool to be defined by the flier's feet instead of the weapon hand. This does not grant a a second die pool, but rather shifts the body parts using that primary die pool. Therefore, while in flight or during a gliding attack, a combatant with this skill can strike with the feet-wielded weapon just as if it were held in his or her hands. This does not convey the ability to fight with one's feet or use one's feet to wield weapons while standing on the ground. However, it can be used while prone, so long as the combatant is on his or her back, but the attacks are at disadvantage. Further, if a gryf combined this with a *gryf-diving* attack and also had *two-handed fighting*, then "multi-strikes" could occur as the feet would act as a second die pool from the *two-handed* skill. This second die pool option would not be available for batfolk, as they require their arms to be in use during flight.

### Vibrational Identity ⚔

#### Lizardfolk Only

This skill is one that hones a lizardfolk's natural sense of vibrations to an extremely heightened point and commonly used while hiding or using *stealth*. With this skill, at a range of 60 feet, a lizardfolk is able to identify the race of one being encroaching the area even if it cannot be seen, so long as the lizardfolk remains perfectly still, taking no other action, for one round. This is performed by concentrating on the patterns of footfalls, air movements from breathing and even the heartbeat on one other creature. This means if the lizardfolk encounters this being again and performs the skill, the entity would be recognized. It also allows the lizardfolk to identify those he or she knows. This can be used to identify illusions instantly and even highly-skilled shape-shifters on a **Perception** check against a DC:18. Further, this grants a +2 on the **Perception** check to detect a lie if the lizardfolk also has *tell-tale*. Lastly, a *silence* effect will negate this skill.

## Individual History

### Individual History

#### Life before the Story

The player character is defined by much more than a race and some skills. He or she is a person, an individual, with goals, interests, concerns, fears, family and relationships. As part of creating a character, defining one's personality is as important as the attribute scores.

Defining physical aspects such as gender, height and weight have likely be determined by this point; however, if not, this would be the time to fill in those details. Physical descriptions such as skin color, hair color, eye color can and should be added at this time as well. Things like scars, tattoos or the description of an usual gate are nice details as well.

The following two subsections will help define the history of the character. There is a [Background Tool](#) that can be used on the website to assist.

#### Backstory

##### Childhood and existence prior to the game.

In the game, a player is pretending to be another person, living in another world, which is governed by different physics. To have a sense of what decisions to make, it is important to understand the motivation and influences of this character.

Often this can be accomplished by detailing the entity's backstory first. Often the environment and events from growing up or living in a particular way can set a general impression of what this character will be like. When noting on the character sheet the backstory, write as much detail as desired; however, often just one or two words can summarize, such as "Criminal" or "Guild Merchant." The other details about the past will be captured when documenting the character's personality.

#### Personality

##### Who is this character really?

After thinking about the character's backstory and how that influences who that character is today, a few key notes should be made, perhaps just a short sentence for the following categories.

**Traits:** This is a general statement of a noticeable personality behavior. It could be "I am very intolerant of those who have a different faith" or "I am a hopeless romantic but fall in and out of love quickly."

**Examples:**

- I idolize a particular hero of my faith and constantly refer to that person's deeds and example.
- I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.
- Nothing can shake my optimistic attitude.
- I don't mince words and get straight to the point.
- I fall in and out of love easily, and am always pursuing someone.
- Flattery is my preferred trick for getting what I want.
- I would rather make a new friend than a new enemy.
- The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden.
- I make playfully romantic or sexual overtures, My behaviour is intended to arouse sexual interest.
- If someone is in trouble, I'm always willing to lend help.
- Thinking is for other people. I prefer action.
- I judge people by their actions, not their words.

**Ideals:** This is the goal or the hope of how the character would live in a perfect world. It is the inspiration that drives the character's behavior. One example is "I aspire to prove myself worthy to my family." Another is "I am greedy and just in this for the bounty."

**Examples:**

- Creativity. The world is in need of new ideas and bold action.

## Individual History

- Honesty. Art should reflect the soul; it should come from within and reveal who we really are.
- Fairness. No one should get preferential treatment before the law, and no one is above the law.
- Freedom. Tyrants must not be allowed to oppress the people.
- Discovery. My heart is to explore, uncover mysteries, and pioneer.
- Love. I seek to experience affection and emotional commitment, whether romantic or platonic.
- People. I'm committed to the people I care about, not to ideals.
- Greater Good. My gifts are meant to be shared with all, not used for my own benefit.
- Logic. Emotions must not cloud our sense of what is right and true, or our logical thinking.
- Power. Solitude and contemplation are paths toward mystical or magical power.
- Family. Blood runs thicker than water.

Bonds: A character's bond is what is important to him; that for which he or she would sacrifice. This could be a person, a group of friends, a relative or even tangible objects. It might be "the workshop where I learned my trade" or "my mother means the world to me."

### Examples:

- I want to be famous, whatever it takes.
- I seek profits for both personal and public advancement.
- An injury to the unspoiled wilderness of my home is an injury to me.
- I have an ancient text that holds terrible secrets that must not fall into the wrong hands.
- I'm loyal to the captain first, everything else second.
- My honor is my life.
- Those who fight beside me are those worth dying for.
- I fight for those who cannot fight for themselves.
- I am in love with the heir of a family that my family despises.

Flaws: Finally, it is important to have at least one character-flaw. These are weaknesses which could undermine the character. Some might be obvious like "I am a binge drinker," while others might be secretive like "I can't help but pilfer a little from the share."

### Examples:

- I'm an absent-minded type who has difficulty concentrating on things not involving the current task. If no engaging task or topic presents itself, my attention will drift to more interesting matters within five minutes, tending to ignore immediate surroundings.
- I judge others harshly and myself even more severely.
- I am either near-sighted or far-sighted, in all forms of vision. This may alter Perception checks as the GM deems relevant.
- I place too much trust in those who wield power within the worshiped temple's hierarchy.
- I am quite inflexible in my thinking.
- I like to push people around whenever avoiding consequences. This might take the form of physical attacks, intellectual harassment, or defining the pecking order.
- I am unable to keep a secret but self-deceivingly think I can.
- I am chauvinistic but can't resist a pretty face.
- I am merciless, if not cruel, having a very difficult time deciphering others' emotions other than how to manipulate them. I truly don't care about the feelings or pain of others.
- I totally miss the point of any wit aimed at me, and I am oblivious to attempts of non-magical seduction. The meanings of colloquial expressions escape me.
- I have charitable empathy and am acutely aware of others' emotions. As a result I feel compelled to help those nearby in unreasonable ways – even legitimate enemies.
- Compulsive behavior consumes me. I have a habit – often a vice – that wastes a good deal of time or money. I must indulge this routinely, if at all possible, and do so any time the opportunity permits.
- I am very prideful and have great difficulty asking for help.
- I believe something delusional that simply is not true. This may cause others to consider me insane. And they may be right!
- Suffering from self-loathing due to this trait, I will run and preserve one's own hide if the going gets tough.
- As a secret in my past, an innocent person is in prison for a crime I committed; moreover, I have little empathy to that fact.
- There is a scandal which prevents me from ever returning home. That kind of trouble seems to follow me around.
- The character suffers from depression and a lack of enjoyment in life. Occasional suicidal thoughts have to be managed.
- I have trouble keeping my true feelings hidden. My sharp tongue often finds trouble.
- My voice is naturally unpleasant or artificial-sounding. This can impact social interactions by the arbitration of the GM.
- I have a weakness for the vices of the city, especially hard drink.
- I would risk too much to uncover a lost bit of knowledge.
- I enjoy and seek out being with others, even at personal cost, but I am unhappy, distracted, perhaps even miserable, when alone.
- I have difficulty controlling my impulses and am prone to lose emotional control in stressful situations.
- I have a phobia that that compels me to keep a certain, minimum distance from a particular item or substance. When too close, I am unable to take actions other than self-preservation until beyond the range of being affected by the phobia.
- Body language betrays my true intentions. When attempting to lie or bluff, my face or stance tends to give the game away.
- I am overly fond of good food and drink. Given the chance, I will be burdened with extra provisions. I would never willingly miss a meal.
- I am greedy, lusting for wealth. I find it difficult to resist when riches are offered – as payment for fair work, gains from adventure, spoils of crime, or just bait.
- I have a guilt complex such that I feel personally responsible for those who play a significant role in my life.

## Individual History

- I suffer from gullibility, believing much of everything heard. I will swallow even the most ridiculous story, if it's told with conviction.
- I am power-hungry and would kill to acquire a title or position of authority.
- I love the vices of the city, especially prostitutes.
- Jealousy consumes me, which causes me to react poorly toward those who seem smarter, more attractive, or better off. This leads to a general resistance of plans proposed by a "rival." Further I hate it if another is in the limelight.
- I am such an egomaniac that I believe I am far more powerful, intelligent, or competent than in reality. I could be either boastful or just quietly determined.
- I may have serious trust issues, even to a point where it is believed that everyone is plotting that person. I never rely on anyone except old friends... and even those have to be questioned from time to time.
- I may have a bit of pyromania, enjoying watching fires and setting fires too.
- I am truly uncomfortable around strangers and tends to be quiet even among friends. This may have an impact on social interactions.
- I have a weakness for the vices of the city, especially gambling.
- I need to win arguments, which overshadows friendships and harmony.
- I am highly submissive, having no initiative and becoming confused and ineffectual without a "master" to give orders.
- I am rather pigheaded, always wanting my own way. This makes me generally difficult to get along with.
- I am a trickster who craves the excitement of outwitting dangerous foes. This is not ordinary practical joking. Playing simple tricks on innocent or harmless folk is no fun at all – it has to be perilous!



## Using Skills

### Using Skills

#### Rapid Rules:

- Skills are required to perform actions.
- Compatible skills allow for an increase in dice when performing actions.
- A maximum of 5 dice from skills can be placed in a die pool for an action.
- When successfully performing feats, encounters, story plots, etc, a player is rewarded with points of Karma.
- New skills are gained by spending acquired Karma.
- Karma may also be spent in a one-time scenario to gain advantage.

The more skills combined to address a problem, the better the chance for a better result.



When more skills are gained that work in conjunction, then all applicable skills can be used for the action. Thus, if two skills can apply, then 2d20 are rolled rather than just one die. The adjustment modifiers apply the same to each separate die roll, comparing each separate total against the DC. This means there can be multiple successes to an action. When multiple successes occur, this means that many effects are applied. In the case of combat for example and two skills are successfully rolled, then the attacker inflicts damage twice against the opponent. Other skills may have specific details for what occurs when multiple dice are used.

As skills increase and combine, more dice can be used on an attempted action. However, regardless of applicable skills, there is a maximum of 5 skills that can be applied on any single skill event roll. Some skills may allow bonus dice, and there is also the case of advantage gaining an extra die; therefore, the rule-of-5 applies only to skills, not the number of dice rolled. Additional dice can be gained by crits, magic and advantages.

Not every action that can be taken requires a skill. “Can my character hold her breath without a skill?” Well, of course. There is a fuzzy line in some cases between whether an action is possible or not. Riding a horse in a general direction can be performed without a skill but fighting atop of one would require a skill. Following tracks in fresh snow would not require a skill; however, following the path from broken twigs in a forest would. If a skill is explicitly listed in this manual and no explanation for unskilled actions equal to it, then one should assume that action cannot be done without it. Lock-Picking would be an example. Other skills enhance one’s chances of success by granting extra dice and having an advantage for success (or multiple successes).

The high level summary of this skill system from the perspective of game-play is a character wants to acquire skills that can be used together and wants to use as many skills as possible in conjunction towards a single goal. In the chart below are a few examples of how combined skills work more efficiently than a single skill by itself.

Fighting	Opening a Lock	Forging Armor	Brewing a Concoction
<b>Melee Fighting</b> + <b>Fighting Style</b>	Attack with 1d20 + <b>Lock-Picking</b> + <b>Locksmith</b>	Attempt to pick lock gain +3 bonus on attempt	Can create bronze and iron armor create steel armor create armor orichalcum or mythril
Attack with 2d20	Attempt to pick lock gain +3 bonus on attempt	Can create bronze and iron armor create steel armor create armor orichalcum or mythril	Create ales, mead and liqueurs brew stronger spirits and very minor alchemy create healing salves

Before listing out all the skills in detail, there are a few other items to address.

### Karma

#### Reward for actions and choices; pathway to advancement

When embarking on the adventures of the story, as results occur based on the relative success, then the GM will award advancement points, called Karma. There are a few different ways to dole out karma, but the allocation is essentially at the discretion of the GM. A few examples would be if there were a pivotal challenge to the story that needs to be overcome and one of the player characters is successful in the skill-actions to prevail. Another might be defeating a monster preventing the group from entering somewhere. Yet another could be completing the goal, big or small.

Amount is based on the difficulty of the challenge for a single encounter. The GM may save these up until a story-point is reached before giving the award; however, each small scenario should be evaluated. The GM might keep track by individual and give different amounts; after all, what is tough for one character might have been barely a threat to another. Likewise, the GM might average the challenge as a group effort and award everyone the same. Again, that is a GM choice.

## Using Skills

Based on the difficulty, the following list is the game recommendation; however, this is not meant to imply there is a karma award anytime a DC is required:

Difficulty		Karma Awarded
Simple	DC 5	10 points
Easy	DC 8	20 points
Challenging	DC 14	40 points
Difficult	DC 20	70 points
Extreme	DC 25	100 points
Impossible	DC 30	150 points

As a bonus, some GMs will award role-playing karma points at the end of a session to encourage playing in character and keeping consistent. This is where the personality traits can be used for potential bonus awards. Also, character development does happen in a story; thus, the traits could change after significant events of the story. When a player chooses to have the character have growth, it should be noted on the character sheet and shared with the GM.

One other use of karma is to gain a one-time advantage for a specific scenario. When taking an action, but not a reaction, a player may sacrifice (spend) 10 points of awarded and unused karma to gain advantage on that action. See [Advantage and Disadvantage](#) below. This can be performed as many times as the player chooses and can afford.

## Acquiring Skills

### Using either karma or training

When acquiring enough karma points, a player can choose to “purchase” new skills. This is how a character develops and becomes more powerful. Those “prices” are listed with the skills, but as a general rule, simple ones are around 100 karma. As mentioned previously, sub-attribute scores can also be increased. Karma is used to perform this. Each boost is made one-point at a time and cost 100 points per point of what the new ability score will become. Thus, moving from a 3 to a 4 costs 400 karma.

Not just anyone or anything is able to advance in this way. Certain races, the playable ones, have lifespans which have a makeup and composition that allows the storage of energies of vigor, psychic and mystical natures. This stored energies within a beings lifespan is what grants the being a skill. As acquired karma is traded for this injected bio-energy, one might think of it similar to the download in the movie *The Matrix*. However, the transference is not quite so instantaneous. The quickest obtained skills require a long rest before they are able to be used. Some skills, such as difficult axioms, may require several days and even a mentor coach the recipient through the magical theorem. New axioms are be learned in about one day per point cost.

A GM or group of players may want to add a bit of ritual flavor to powering up, perhaps like *Highlander* but more reverent. Perhaps fighting skills require a few hours of honing the new skill through some sort of solo kata. Maybe priests have to be on holy ground before obtaining the new powers or invocations from their enhanced faith. Dodging, climbing or other skills of Agility might require an action or feat before the new skill can be used. However, these ideas will be based on world-building, culture and imagination rather than any actual game rule. It is more up to the group of players who run a story together.

Requiring something, at least a small amount of time, can add to the flavor of the game, but these should not be extreme as the cost has come from karma. Recommendations will be listed in the skill description.

## Game Mechanics

### Rapid Rules:

- Sub-attribute modifiers exist starting a score of 4.
- Saves are a method of determining an outcome of a potentially undesired effect happening to the character from an external influence.
  - *Preservation save*: something outside the physical mechanics attacks a character; rolled on a d20, add sub-attribute score. Other influences, such as magic, can also be added.
  - *Feat save*: use of an innate ability to overcome a challenge where skills do not apply; rolled on a d20, add sub-attribute modifier. Since this is purely a measure of the character's natural response, no other influences factor in for this result.
  - *Competition save*: two or more parties fighting in conflict for a single effect; rolled on a d12, add sub-attribute modifier. Other influences, such as terrain, can also be added.
- Difficulty Challenge (DC) is the numerical representation of what must be overcome in a save.
- Perception is mechanic of deciding whether something is noticed or not.
- Group Feats are rare but used to test success for the entire group.
- Advantage and Disadvantage are the gaining or removal of dice from a feat action to increase or lessen the odds or potential.
- When rolling a d20, a "raw 20" is always a success, while a "raw 1" is always a failure.

All of this begs the question: how do all these numbers work to determine what happens in the game? The answer is dice are used to determine the outcome of attempted use of skills. Since nothing is absolute, statistics are used to determine the chance of success and failure. Most often this is performed by rolling 20-sided dice (d20); however, other dice are occasionally used.

For those math majors reading this, the system is not purely exponential. As mentioned in the Using Skills section above, the more skills applicable, the better the odds. In this case, it means more dice are used, usually one die per usable skill. Each die can have its own success or failure, meaning the results are not merely hit or miss but rather a gradient scale.

Let's dive into some details that will help clarify how this works.

### Modifiers

#### How to manage the extraordinary

As stated before, there will be times the entire score of a sub-attribute will be used and there are times it will require its modifier. Starting at a score of 4, a +1 modifier is gained. For each 2 points beyond that, another +1 is given when specified. This will always be calculated by the maximum regardless of current injury. However, there is an upper limit of +5 for modifiers from sub-attribute scores.

Score	Bonus
0 - 3	no modifier
4 - 5	+1
6 - 7	+2
8 - 9	+3
10 - 11	+4
12+	+5

Modifiers can be gained from three categories: attributes, skills, and other. Other usually means magic but it is a catch-all for anything that is not a attribute or skill. Size is the most common exception as monsters of large size gain modifier bonuses in the "other" category. The modifiers from each category are not stackable but are able to be negated when positive and negative values both apply. There are two concepts here. First, if more than one skill is used and the first gives a +1 modifier while another gives a +2 modifier, then only best can be applied – in this case one might assume it would be +3, but only +2 should apply. As the other concept, if there are negatives from a skill as some sort of offset of another benefit while another applicable skill grants a bonus, then these would be combined for a mutual offset. For example, if one skill caused a -1 penalty modifier while a simultaneous skill granted a +2, then the modifier would be +1.

Further, the application above only applies to each category. A sub-attribute might grant +1, while a skill grants +2 and a magical effect grants another +1. In this case the total modifier to the roll would be +4. Granted it could work the same way if the character were under a curse of some sort – sub-attribute +1, skill +2, curse -2 would yield a total of a +1 modifier.

### Saves

## Avoiding bad things happening

There are times when skills don't apply and raw attribute value is used to determine a binary outcome; either it worked or not. The cases of multiple hits, multiple failures do not apply for saves.

These occur in three separate circumstances: preservations, feats and contests. All three use the same game mechanic by presenting a difficulty class (DC) to overcome. For preservation and feat saves, a d20 is rolled. For the preservation save, the whole value of the sub-attribute score is added to the d20 roll. Further, any skill bonuses and other (magical bonuses) are added to the roll. That summed value is compared against the DC, and if equal or better than the DC, it is successful; otherwise, it fails.

For feats (checks), only sub-attribute modifiers are added. No bonuses from magic rings or the like are included unless the item explicitly states it. The sum is compared to the DC for success.

However, for a competition save, the saves are made on a d12. Then only the sub-attribute modifier value is used, plus those skill and other bonuses for comparison.

A preservation save occurs when something outside the physical mechanics of combat attacks a character or monster. An example might be a charm spell attempting to put the victim to sleep. Being poisoned is another case where a preservation save would be used. Even an area-of-affect damage spell like fireball would call for a preservation save. The DC will be explicitly noted in the attacking effect.

A feat save (sometimes called a check) occurs when a character or monster uses its innate abilities to overcome a challenge, where skills are not necessary or simply do not apply. This must also be a success-fail event. An example might be breaking down a door or recalling an obscure but important memory. The DC is determined by the challenge and presented by the GM.

Finally, competition saves are when two or more creatures are trying to accomplish the same thing. In this case, the DC is determined by the save score of the others who are in direct opposition. An example might be if a loose dagger is on the floor and two persons want to get it, or when someone is holding shut a door while a monster is trying to break through. It is rare for more than two participants to be in a contest, but it could happen. Whichever contestant has the highest total score wins the action, such as gaining the knife or holding the door in the examples above. If, however, the result is a tie, then circumstance remains as it was, and the struggle continues (assuming all parties continue to struggle). Therefore, the knife would still be free, or the door in a mostly closed state.

As for actions in combat that result in a competition, there are a few seemingly minor details; however, they become very important to game-play and strategy. To pick up an item that is loose on the ground, free on a table or some other similar circumstance, there is a 10 feet movement restriction imposed for picking it up. Also, while not requiring an action, one must still have an action available to pick said item up. This merely means when it is a character's turn, the item should be grabbed before taking an action rather than after, which also means an action causing an item to become loose or free cannot be instantly snatched up by the provoking character. However, the provoking character could walk to the item and occupy its space, effectively controlling that area, even though he or she cannot yet quite grab it.

At this point, any other characters in the area, who still have an action remaining for that round, could freely go get that item with the movement penalty reduced, and still have his or her action available. However, if the space of the item is controlled by another person and the item is still loose, then an action must be used to grab the loose item. Because the space is controlled by another, there would have to be a competition to see whether the attempt to grab the item worked. The sub-attribute to use would depend on the aggressor's method of getting the item. If he charged pushing on the occupier of the space, then the GM would likely call for a Strength competition. If the aggressor performed a running slide and snatched it quickly before the occupier could respond, then the GM would probably have it be an Agility competition.

### TAKE NOTE:

Preservation Save  $d20 + \text{subattribute score} + \text{other}$

Feat (Check) Save  $d20 + \text{subattribute modifier}$

Competition Save  $d12 + \text{subattribute modifier} + \text{other}$

## Perception

### Hey, what's that?

Determining whether something is noticed or not is the mechanism of Perception. Yes, the sub-attribute. This is used for non-

## Game Mechanics

obvious circumstances. If a boulder is in the road, no one has to make a Perception check to know it is there. However, if a stealthy follower is trailing the group, then it would be needed.

Also, most Perception checks are performed in secret by the GM when it becomes pertinent. However, a player might ask to actively scan the area for anything unusual. The roll again should be made in secret by the GM, but a +2 bonus would be used on the roll. Also, keep in mind, there are skills which train up a character's awareness.

As a game mechanic, this is nothing more than a Perception feat save against the DC of the thing to be noticed. For things that do not generate their own DC from skills or magic, a base DC used is 14. Conditions only apply if they are applicable. For example, mist would not be a factor for the friends cantrip.

Event	Base DC
Natural Creature Camouflage	Per Description
Magical Concealment	Per Description
Naturally Obscured	14
Skilled Stealth Hiding	4d6 + Agility
Unskilled Hiding	2d6 + Judgment Mod

Condition	DC Modifier
Darkness	+3
Dim Light	+1
Invisible Target	+6
Mist or Fog	+2
Slow-paced target(s)	+2
Three or more Targets	-2
Tiny Target (Size: 1))	+2

If the Perception check is used at the start of combat, due to an ambush, then those caught unaware are at disadvantage in the first round of combat. For Perception checks in a state of being asleep, refer to [Restrictions in Combat](#).

## Group Feats

### Individuals helping the whole.

These are rare, but it is when the entire group succeeds or fails. An example might be avoiding quicksand. Even if one person gets caught by a failed save, the others could still help or have skills that quasi-translate to rendering assistance to others. To test this, every member of the group rolls the save against the DC. If over half the group (two of three, six of ten, etc.) are successful, then the entire group is able succeed against the hazard.

## Advantage

### Circumstances outside one's control.

There are skills, magical effects and environmental circumstances which gives a character or monster an advantage on an action. Likewise, the converse can occur where one is at disadvantage. When this happens for skill actions, unless stated otherwise, a being with advantage is granted an extra die for the roll. The default for disadvantage removes a die. Should the applicable dice fall to zero because of disadvantage, then two dice are rolled using the worse score of the two. When die pools are involved, the extra die goes to each die pool.

However, in cases of physical combat, melee or range attacks, then there is another bonus or penalty. If at advantage when successfully striking an opponent, then an additional advantage crit is added, which means an additional 1 to 3 points of damage. This bonus or penalty of damage applies only to the primary attack. This crit is "non-exploding" so it cannot generate another crit. When at disadvantage, a "negative crit" applies, meaning 1 to 3 points are removed from the damage. If zero or a negative number occurs, then the attack acts as a miss, not allowing any other special powers or properties to transfer to the victim, such as *infusion of ice*. These special crits can only apply if one of the attack dice from one of the die pools successfully hit the target. Finally, on the damage component, it is applied by target, not by strike, meaning if multiple targets can be attacked at advantage, then those separate targets could each be inflicted with bonus damage. These details will become more clear in [The Attack](#) section of [Combat Mechanics](#).

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For other scenarios, where damage is not a component and an extra die for advantage has no meaning, such as on a save, then two d20s are rolled, taking the better of the two scores. Two dice are also used for disadvantage, again using the worst of the two scores. Of course, remember [competition saves](#) use d12s rather than d20s. This is the same when casting *fire dart* and many other axioms. While it would be rare, if a caster is at advantage and the effect does not force a save, a single success assessment, such as for the axiom *appropriation*, then the effect would be as if it had been cast with the next degree of oversiphoning for an axiom - or as costing one point less of Spirit if an invocation. For spells at disadvantage with no save or usable dice, then the caster must make an appropriate save as if having his or her concentration broken (DC:14) to successfully birth the magic.

Advantages and disadvantages do not stack. If a creature has gained two advantages from multiple effects, that creature is still only "at advantage" and rolls one extra die, not an extra for each condition. The same is true for multiple disadvantages. However, if the circumstances and effects are such that a creature gains both advantage and disadvantage, then neither apply and the normal amount of dice are rolled. This is true even if multiple disadvantages apply while only one advantage occurs – and vice versa.

When having advantage or disadvantage along with another circumstance, such as a halfling's *chance* skill, which allows a re-roll, then only one-die may be re-rolled. If both dice could be re-rolled, the player chooses one. As an example, if the halfling has advantage and rolls a 12 and a 1, then chance skill would allow the 1 to be re-rolled.

## Raw Dice

### Mathematical fairness.

There will be times that a character or monster mathematically cannot succeed or perhaps cannot fail. However, in the spirit of fairness and the recognition of dumb luck, the raw scores of 1 and 20 have special meaning. Regardless of the math, if a 20 is rolled on the die, it is considered a success. Conversely, any time score of 1 is rolled, it will be a failure. The *chance* skill, however, allows the first roll of a 1 to be re-rolled.

### Combat Mechanics

#### Rapid Rules:

- Combat is not just hack-n-slash with numbers.
- A round is a ten-second block of combat where each player, NPC and monster are permitted a turn.
- Initiative is the numeric representation of the turn order.
- When one has a turn in combat, he, she or it takes an action.
- A reaction is an extra optional action permitted under special circumstances caused by an outside event.
- Movement is how far one can travel on the battle map during a turn.
- When two or more people want to do the same thing, the rules of a competition resolves it.
- When attacking another on the battlefield, there are simple math rules to calculate the success of combat actions.

### Resolving conflict through violence!

Let's be honest, resolving fights can be a significant part of a role-playing game. Understanding the mechanics is significant. Therefore, this high-level overview is placed here in the manual before going into the long lists of skills a character can learn. This way, it may help one chose those skills when advancing.

No weapons or equipment are detailed here. Those are listed later, but understand they can have a impact on combat, but the purpose of this section is not to detail everything that can occur in a combat - a more detailed section for that is listed later - but rather give a general understanding of how it works.

However, one of the important factors of combat in Enchanted Realms is it has been designed to use strategy, battle locations, movement, holding ground and calculated retreats. The idea is not just too see whose stat block can wield or withstand the best numbers. "Tougher" characters and monsters always have the better odds, but the idea developed here is to permit the player to have numerous methods to customize the advancement of one's own character and not be defined by a linear class system. Rules for *swarming*, weapons that effect movement, armors that are superior against the opponents' weapons, skills that enhance the use of particular fighting techniques -- all of those variables make a difference in the outcome of the fight and define what "tougher" means. Combat strategy offers the lesser-skilled combatant to overcome the stronger one if recognizing how to take advantage of the situation. And that's the premise of combat in this system: better numbers aren't necessarily the dominant factor.

### Theater of the Mind

Each opponent takes a turn, moves, performs an action, blah, blah, blah... This can easily be seen as a boring game of chess from reading that description. What is described here are the mechanics of combat for playing the game to allow for that strategy component mentioned above. However, what is really happening is far more fluid. During the ten seconds of a round where ten entities all take their turns, all of the are moving and acting virtually simultaneously. The attack isn't a single strike that happens on the sixth second of the round. Instead that fighter has swung his battle axe two maybe three times during that time, but there is really only one that lands well -- or perhaps imagine it as all of them hit but a little less effectively. That *party* skill isn't blocking a single incoming swing, it is thwarting several steps and thrusts, making the character just a little harder to hit. The point is while the tokens on the battle map move in staccato, the imagining of the fantasy fight is vastly different. Thinking of it in this fashion helps to remove the potential monotony.

### Rounds

The term "round" is in reference to a specific duration of time in a fight. A round represents a ten-second block of the combat. It is also the game mechanism to determine the results of each combatant's actions in that time frame. It also is the game mechanism for resetting the combatants' reaction availability. During a round of combat, each player, monster and NPC involved is granted a "turn" within the round. Upon each creature's turn, he, she or it can take an action and use movement. The timing of one's turn is determined by the initiative roll.

### Initiative

During the ten seconds of a round, everyone is acting simultaneously. As one person does something, it impacts the viability of another's actions. Should a monster be running one way, will a PC be able to catch up to attack? Who got the jump on whom? All these questions are answered by determining initiative.

Initiative is merely a word to determine when each member of the battlefield gets to take one's turn. From a game perspective, it is the order of effects that occur. However, players should not think this process as a truly-accurate portrayal of the combat in a stop-

## Combat Mechanics

action method but rather merely as a game mechanic. Resolving conflict by the mechanics may appear like a chess game, but in the theater of the mind, players should imagine all the efforts happening simultaneously - just some effects resolve quicker than others.

If someone's turn happens first by initiative, making another's intention less desirable, then that's just the incalculable nuances of combat playing out in the game mechanic. Conversely, someone acting later in the round might gain strategic advantage from examining the changes of the battlefield. That too is just the breaks of happenstance.

To determine the order of action, every participant rolls a d10, then adds any modifiers from Agility, skills or magical effects, then adjusts for weapon modifications. Unlike some other fantasy games, initiative rolls occur every round so the exact order cannot be known from round to round; this helps avoid meta-gaming.

The creature or character with the highest number takes the turn for the round first. Then each lower number is processed in descending order. If two creatures tie on the initiative score, then roll off on a d20 with the highest score being the winner. If ties continue to happen, keep rolling until the result is determined.

**Initiative = d10 + AgilityMod + Other Modifiers**

## Surprise

Not every encounter give equal opportunity to respond. This would be in cases of sleeping persons, being caught in an ambush or someone breaks parlay to attack. When the GM determines that surprise is involved, then there is an opportunity of a "surprise" round; however, how this works is not purely one side against the other but rather all individuals on the battlefield.

When an event or an entity's action that creates combat, that episode occurs prior to any round. This could be an act of passion that no one expects or it could be a planned part of an ambush; however, that cast axiom or shot fired is resolved and calculated separate before starting the initial round of battle. Obviously, the one took the action is automatically aware. All others must make a Perception check to have an action in the immediate round. Depending on one's state and restrictions will impact the difficulty, which is by default DC:14.

Those who had foreknowledge the trigger would happen are allowed to roll the Perception at advantage with the base being only DC:10. While rare, even those prepared can be caught off guard or distracted at the wrong moment. All others who have no restrictions use the DC:14 default, with of course only one d20. Finally, there are special circumstances that must be managed. These are usually detailed by the restriction type. For example, for someone who is asleep, he or she would suffer -3 (or DC:17) on the check but would only be allowed a die roll if the event had noise, heat or smell.

Those who are aware, can take an action that first round; while those who failed the Perception check are considered surprised. This restriction does not mean the combatant is at disadvantage as no action can occur, but it merely means that combatant is not prepared to take an action quite yet. This could be one knows something is happening but cannot spot the threat to make an offensive action. This could mean one's sword is unexpectedly stuck in its scabbard. Perhaps the combatant runs to do something, then gets distracted, changes his mind, goes to do a different action and becomes ineffective for the first round. In game terms, surprised beings do not take an action and cannot use movement during the first round.

While surprised targets are not at advantage to be attacked; however, they are potential targets for a [sneak attack](#). The failed Perception check for surprise does not act as the first check of the sneak attack; when attempting to sneak attack a surprised victim, another check is made to see whether they are aware of that specific individual, which can vary greatly based on skills and magic. If aware, no sneak attack. If unaware, then see the details in the [combat detailed subsection](#).

The following round (the second round), those who were in surprise can now interact normally. Of course, those who remained asleep would still be asleep but allowed another Perception check to wake. Of course, those wakened must make a second check to determine the state of surprise.



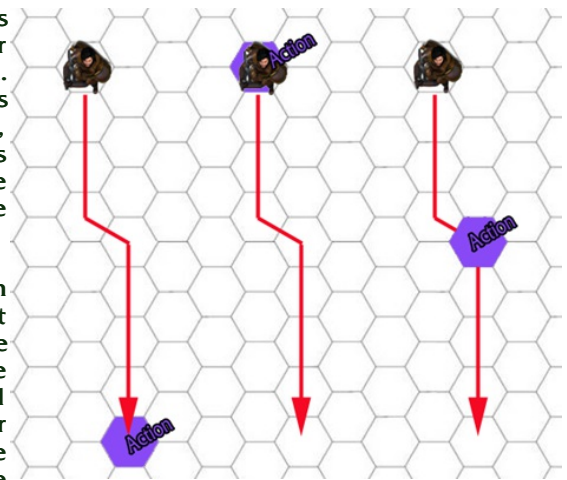
## Combat Mechanics

Circumstance	DC
Part of plan	10 at advantage
Default	14
Asleep	17 to wake second roll: 14 for surprise
Asphyxiating	14 at disadvantage
Blind	17
Deaf	17
Drowsy	17
Frightened	18
Nauseated	16
Paralyzed	19
Poisoned	14 at disadvantage
Shaken	13
Stunned	19
Underwater	14 at disadvantage

## Actions

When it is a character's or monster's turn, the announcement of what to do is stated. Then the being moves on the map and takes an action. The character or monster decides whether to move and then act or the other way around. Additionally, movement can be broken up so that part of the distance is moved, then an action taken, followed by the rest of the movement. Further, not all the movement distance has to be used. It is important to note there is no "holding an action" to be used later without having special skills. If the character or monster decides to hold position (or even move some) but take no action, then that is set for the round.

One may recall when discussing initiative, that all the actions of all those in combat are occurring simultaneously. It is because intent and prior gambit which one is already committed towards the action to be taken why the "holding an action" cannot occur by default. This moment is merely the opportunity to take the chosen action. However, one should not be confused by the strategic benefits, game-wise, of a later initiative, as this allows a player to be more aware of the happenings on the battlefield to choose a more strategic action. All this means is the character made a better gamble of choice with this intent prior to the initiative score value.



Speaking and gesturing to other characters is permitted, but only on one's turn. These should be brief utterances or expressions that can be conveyed in under 10 seconds. There are skills and magic which may override this rule.

Typically, this is move and attack, cast a spell, use some item, or render aid to a wounded ally. However, actions might include unusual deeds such as "grab the idol from the pedestal" or "crank down the drawbridge." These non-hostile actions do offer the potential of a contest. Should any other character or monster intend to take the same action that would result in a contest, then the player (or NPC) would announce that intent. The GM will decide if the distance permits interference. Despite a later initiative, those who intend to take the same action, assuming movement is available, will enter a contest to "grab the idol" or "open/close the door" which will be decided as the final determination of the round. However, those details will be explained later.

All actions fall into one of the following categories, which will be detailed later:

- Attack
- Skill-Use
- Item-Use
- Defending
- At-The-Ready

*An action must be taken at the time of one's turn. There is no generic method for holding an action until later; however, there are skills that permit this special delay.*

As a reminder, the distance a character or monster is permitted to move on one's turn is listed on the character sheet and possibly modified by armor. When using a map, each hex is five feet.

## Reactions

## Combat Mechanics

Certain skills, magical effects or circumstances permit a character or monster to have a reaction. This is an instant response to an event of some sort, which can occur on someone else's turn. However, using a reaction is not required, but only one reaction can be used during a single round of combat.

The reaction is processed as an immediate response to the event, even if that is in the middle of another combatant's turn. In some cases, a reaction's effect may occur before the action. The reaction is announced, calculated and handled, then play continues from where it was interrupted.

A few examples of reactions are listed below:

**Counterspell:** when a sorcerer in range casts an axiom, a reaction may be used to disrupt it.

**Dismount:** when a walking mount is incapacitated, the rider may use a reaction to land on his feet.

**Dodge skill:** when being struck, a reaction may be used to attempt to dodge the damage.

**Flee attack:** when an enemy moves through adjacent space and reaction attack may be permitted.

**Impalement:** a reaction maneuver used against a charging opponent, provided skills and weapons are used.

**Standing up:** when knocked prone and having enough movement remaining for the round, standing back up can be performed as a reaction. However, the victim remains prone until first of the lower number of initiative. Thus, if knocked down in 5, using a reaction, the character remains prone through all combat actions in 5 and is not back on his or her feet until the first result of 4s.

## Movement

Movement on the battlemat occurs on a character's turn when their initiative order comes up. Remember, everyone is actually moving at once, but this merely allows the results of the movement to be determined and the choices made as a result of what was occurring at the time.

As a base, a character or monster can move up to the number of feet listed on one's character sheet. Any penalties due to armor or encumbrance are subtracted from the racial movement. This adjusted value is called the character's "normal movement." While this is primarily a measure of how far a character can move on his or her turn; however, there are many conditions, skills, magical effects and environment can alter the exact results.

When using a map, each hex represents 5 feet. Therefore, if a character can move 50 feet in a round, then during his or her turn 10 hexes can be traversed. This is true when the terrain is smooth, such as wood floors, open plains and worked stone. However, movement costs more when traversing difficult terrain, like stalagmites, thicket-covered forests, or a treacherous staircase -- every foot of movement in difficult terrain costs two feet. This means each hex of difficult terrain moved into cost 10 feet instead of 5 feet.

Another condition is when someone is prone and must crawl. Crawling also adds an extra foot to movement cost as well. Thus, for each hex crawled, it also costs 10 feet of movement. However, if crawling through difficult terrain, then it is cumulative; therefore, moving one hex would cost 15 feet. There are more detail about crawling and being prone in the [Knocked Down](#) details below.

There are several scenarios where movement is penalized. Below is a list of many conditions:

Condition	Penalty
Mounting/dismounting horse/lizard steed	50% of Normal Movement in Feet
Mounting/dismounting gryphon-sized or larger creature	100% of Normal Movement
Pick up item from ground	-10 feet Movement
Ready shield without <i>shield-use</i>	-10 feet Movement
Standing up from prone	50% of Normal Movement in Feet
Unsheath/switch weapon	-10 feet Movement

Further, when a magical effect or restriction is placed on a creature, unless otherwise stated, what is altered is the "normal movement." Therefore, when *quick step* is used, the affected being has its "normal movement" increase by 10 feet. If under the bound restriction, the that being's "normal movement" is halved. If struck by a ghoul, the victim has its "normal movement" reduced by 25 feet. The reason this matters is to ensure not miscalculating the effect of armor when combined with additional conditions. Also, it might matter for determining whether that final hex can be traversed or not because there is no question about rounding. Either one has the movement remaining or the next hex cannot be entered.

Movement is also important for establishing position and controlling that space. The size category of a being determines how large of an area that falls under that being's control. However, for these examples a human will be used, who occupies and controls one hex (or five feet).

Why this is important is answered by asking what does occupying and controlling that hex do? The short answer means this space is protected by the occupant and items in that area cannot be touched or manipulated without the space-owner's permission. That said, there are conditions where permission is implied, and there are other cases where a challenge can supercede that permission.

Implied permission happens most of the time or people would not be able to walk down a busy street. Therefore, the general rule is

## Combat Mechanics

permission is only assumed to be denied to hostile creatures. Allies and other non-hostiles can walk through someone's space as if it were difficult terrain, but they may pass through it. Hostile creatures, however, can only access the space controlled by that person's permission or by forcing a challenge of some sort. Of course, those nimble halflings are special exceptions to the norm.

## Competitions

Whether it is running through someone's occupied space or two combatants trying to hold a door closed, the way to resolve it is the same a [competiton save](#).

To resolve the movement example above, if the human in this example were standing over a knife but didn't have an action remaining; therefore, being unable to pick it up -- then another person who had an action available could attempt to grab the knife. However, to do so, that other person would have to enter the hex controlled by the human. This would mean the item could not be picked up freely and doing so would have to be an action itself. Now as a result of that action invading another's controlled space and being against the occupier's will, an explanation of how the knife would be gained would need to be given. Depending on that description, the GM would call for either competition save against either Strength or Agility. If the grabber won the d12 challenge then, he ran by, grabbed the knife and moved to wherever he chose to end his movement; albeit at the risk of a flee-attack reaction. However, if the occupier won the competition, then the invader ran by, missed the knife (perhaps covered by the occupier's foot), and then continued on -- also at the risk of a flee attack.

In the following round, both of the persons have an action available meaning. If both still insist upon grabbing the knife, then the order of initiative will determine what happens. If the occupier of the space over the knife has the first initiative, he or she could grab the knife as an action with the movement penalty; this is because he or she is the occupier of the space over the knife. However, if the other person has the earlier initiative, then he may again declare he would be making an attempt to grab the knife. In this case, both person's would be forced to use his action to resolve the competition, which would happen on the turn of the one occupying the space.

## The Attack

As stated previously, one of the most common actions in combat is to attack. When first starting, this will seem simple: a target is selected, the d20 is rolled to determine whether or not the victim is effectively hit or not. However, breaking it down to the detailed mechanics, even when it is overly simple, will help to understand how to calculate things when skills grant many options in an attack, some of which can appear complicated. But bear with this whole section and the clarity of how simple the mechanics actually are will be revealed.

At this point, the different methods of attacks should be explained -- not just in mechanics but in the game philosophy. There are essentially three methods: melee, range and savage. Melee is the use of some type of martial weapon with which to strike an opponent at a close proximity. Range is using throwing or launching an object at an enemy usually at a distance farther than the opponent can instantly strike back. Finally, savage attacks are things like a wolf bite, a harpy's claws, the punch of a pugilist, or any body weapon attack.



This is where game balance comes into play to ensure that the options are not improperly favoring a particular method. Statistics and test play has allowed the equity of risk/reward to establish slight differences between these methods. Melee and savage are quite close with small differences between them, more limited by progression and damage potential, but that also gets balanced back by so many monsters making multi-attacks. Using range weapons comes with a lower risk of being hurt on average. Thus, there are some design in the mechanics to make up for that, and this is shaped not out of realism but rather game balance. By no means does this mean attacking at range is pointless; instead the strategy of the methods of attack vary with circumstances better for each in different ways.

All of this in mind, range attacks by default cannot crit, which will be explained later. Further, the damage from ranged weapons is lower on average compared to that of melee or savage with similar skills. On the flip side, range weapons often can inflict post-battle damage for removal. Another benefit is that ranged weapons gain better chances to hit larger targets. Please remember that "hitting" an opponent means scoring an effective strike that inflicts damage not merely making physical contact. All of this has been explained to demonstrate how different methods have their pros and cons.

To determine for an attack is how many die pools to be used. There can be up to three starting die pools: one for the primary hand, one for the off hand, and one for a savage die pool. One must have appropriate skills to use each die pool. If the skills have not been obtained or an inapplicable, then that die pool cannot be used. Because early characters do not yet have the skills, typically the only available die pool to use is the primary hand.

It may help to think of a "die pool" as a single strike. The words are often used interchangeably. Moreover, once getting to the mechanics of rolling the dice, that is precisely what the die pool is - a single strike against a single target. That is not to say that one will not have many die pools to roll -- and yes, it is possible to have more than just the initial three, but more on that later.

Using this concept of die pools, the combat system builds up, becoming more effective and more powerful by using multiple skills. These skills can combine to increase the number of dice to place into a strike. Further, some skills enhance the bonuses to hit for all

## Combat Mechanics

the dice in that single die pool. Even more, some skills open up the option to use another “hand” to create a second, maybe a third, die pool that can be used simultaneously in the attack action.

Now to the mechanics; once determining the number of die pools, which is typically only one, and then determining the number of d20s in the die pools, the next player operation is to roll the dice. Modifiers from sub-attribute bonuses are added to each separate d20 in the die pool based on the type of attack. Further, if magic or special weapons are being used that offer bonuses, then those too would tally into the totals. The strike is not necessarily a binary hit or miss, but rather a gradient of success. Each d20 in the die pool whose total score is equal or greater than the opponent’s armor class value will inflict a point of damage. Another number that adds into the strike’s damage is the weight of the weapon, which is from 0 to 2 additional points; see [Weapons](#). Finally, the attacker’s Strength or Agility bonus is a part of the damage. However, those sub-attribute bonuses are not cumulative per strike but rather count only once against an individual target. In a typical attack, where only one or two d20s are rolled against one target, it all seems like it simply adds together; however, that detail is important when skill reach a point where more than one target can be hit or more than one die pool is used against the same target.

Let’s apply this to an example of an adversary using *melee fighting*. In this case, a die pool for the primary hand would be used and only one d20 would be in that pool. The character would roll that single d20 to see if it is effective against the victim’s AC. Adjustments on the die roll would come from Strength since it is a melee attack. If the total score hits, the attack would inflict 1 point of damage, plus the weapon’s weight value and the character’s Strength modifier. Let’s assume the weapon is a long sword (weight:+1) and the attacker has a Strength score of 2, which offers no bonus. The total damage inflicted would be 2 points of edged damage against the opponent’s Body score.

However, if that same character gains the *style: slashing* skill, then the primary hand die pool would have 2d20 in it. Still assuming the long sword is used but now the fighter has a Strength score of 4, now each d20 is roll from the die pool. These two dice act as a single strike. Based on the results, up to 2 points of damage could be inflicted. The weight of the longsword would add an additional point, plus Strength now adds +1 as well, meaning the total damage would range from 3 to 4 points. Of course, remember that if both d20s missed the target, none of the bonuses would count and the attack would be a complete miss.

A few final notes. For weight of a weapon, unless stated otherwise, range weapons do not have a weight component. As for melee, light weapons have a zero weight value; thus, no further damage is granted with them. A medium weight weapon has a value of +1. A heavy weapon adds +2 to the total damage. Again, weight-damage is listed by weapon later in the manual.

Another part of the attack formula is the size of the attacker. This will rarely matter for the player character, but it is not unreasonable that he or she might be affected by a *stature* axiom. Large creatures gain +1 to hit on all the dice in all their die pools. Huge creatures gain +2 to hit. Giant gain +3, and colossal gain +4.

As stated before, range weapons are more effective against larger targets. There is no difference for creatures who are medium-sized or smaller. However, firing a bow against a large creature grants a +1 bonus on all the d20s of the to-hit roll. Against huge sized targets, ranges gains a +2 bonus for all d20s. The bonus is +3 when firing upon a giant-sized opponent. Lastly, anything colossal offers a +4 to hit on all d20s rolled.

## THE MATH:

Melee: each d20 + Strength Score + Other vs AC if successful: (1 per die-hit) + Strength Modifier + Weapon

Range: each d20 + Agility Score + TargetSize + Other vs AC if successful: (1 per die-hit) + Agility Modifier

Most attacks will be a single strike against one opponent. However, as stated above additional skills create the options to use two or more die pools, or even divide an existing die pool into smaller, separate die pools. In these cases different targets might be struck or perhaps the same target could be struck by multiple die pools. This type of attack is referred to as “multi-strike.” Skills that grant such opportunities are *spinning moves* and *shield blitz*. When performing a “multi-strike”, it is important to calculate each attack separately because weight-damage is counted per strike, but Strength or Agility modifiers only once per target. Also, each separate strike is subject to any potential resistance. More details about those complexities can be found in the section below.

## Advanced Attacks

As stated previously, most attacks will be a single strike against one opponent. For this, one just determines the number dice in the primary hand die pool, then rolls, counts the hits, adds the weapon-weight, and factors either Strength or Agility bonuses. However, when a “multi-strike” attack happens, those strikes have to be more carefully calculated.

Let’s return to those starting die pools to understand how they are used. Beginning with the basics of anatomy which apply to all playable races, a character has a primary-hand attack and an off-hand. Each of these could potentially be used as a die pool; however, the off-hand can only be used when certain skills are obtained, and even then those skill likely have specific limitations. However, that primary-hand die pool is almost always available for an attack action. Granted, if a weapon requires two hands, such as heavy weapons do, then the off-hand is employed to deliver the primary attack. While sounding self-evident, this is why a shield cannot be used with such weapons. If the primary-hand weapon only needs one hand, then the off-hand could use a shield. An example of an advanced skill that allows the off-hand to have an attack die pool would be *shield-blitz*. Another possibility is the *two-handed fighting* skill, in which each hand becomes capable of



## Combat Mechanics

acting as a primary-hand strike separately. In the description of each combat skill, it will be designated what “hands” are applicable for that skill and how dice pools are to be calculated.



Of course, not every creature is built with only two hands to apply to attacks. Lizardfolk are a perfect example, as they have a bludgeoning tail that can be used as a *savage form* strike. As per the description of *savage form*, such attacks are their own die pool and by default can be the only die pool used. Therefore, if someone or some creature were to have two different appendage-types used in *savage form*, then the primary hand die pool would not be allowed to be used with either the primary hand or the off-hand, unless specifically stated in the creature's description of physiology or obtaining a skill that overrides the general rule of *savage form*. Further, unless the appendage specifically states details about prehensile use, it could not act as an off-hand appendage. This is why a lizardfolk cannot wield a shield with its tail.

Of course, as skills increase and one's attack abilities improve, the use of various skills working together starts to take on a bit of strategy for the enhancement of the character. As such, a clear understanding of the concept of “style” is important because die pools must be filled from skills using the same method and technique. This is why that lizardfolk who used *transmogrify* to gain an extra horn strike while wielding a sword in one hand and a mace in the other does not get four strikes. No, that lizardfolk has to choose how he or she will attack, either using the *savage form*, the sword as a primary-hand slashing strike, or bludgeon with the mace as the primary. Those are three different methods of attack; the player must choose only one.

Is it possible to put different styles in one die pool? No! However, certain skills allow additional die pools to be used at the same time in an attack action. For example, *shield-blitz* and *whip-blitz* allow an off-hand die pool to be used in the same attack action with the primary-hand strike.

Also, there is a difference between a “multi-strike” and “multiple targets.” The number of die pools used in an attack is what defines the term “multi-strike,” while “multiple targets” is a term to indicate more than one target can potentially be struck in the attack. A “multi-strike” that does not support “multiple targets” means two (or more) die pools can be used, but they will strike against only one combatant. One simple skill that demonstrates a “multiple targets” is the *berserker* skill, which divides the primary hand die into several die pools equal to the number of dice in the original. Then each of those new die pools, which only have 1d20 each, must be used against different, non-repeated targets.

When calculating an attack, including “multi-strike” and/or “multiple targets,” here are the fundamental rules that apply:

1. Only one die pool can be used in an action unless having skills that permit otherwise.
2. Skills that allow additional die pools can only be used simultaneously if the description explicitly states it is allowed.
3. There are three starting types of die pools: primary hand, off-hand, and savage.
4. Each die pool is calculated separately and is called a “strike.”
5. Damage from the weight of a weapon is calculated for each strike.
6. Damage from either Strength or Agility bonuses is calculated per target, regardless of the number of strikes against it.
7. Skills which grant additional d20s to a die pool can only be applied if the “style” of the strike matches.
8. If a skill grants more than one d20 for a die pool, such as *dual knifing*, then all the dice from that skill must be applied to the same strike.
9. Skills can be applied different die pools simultaneously unless the skill that creates or extends the additional die pool explicitly prohibits it; e.g. two-handed fighting.
10. Special maneuvers, like *silk sleeve*, *treachery*, *weapon lock* and *disarm*, can only be performed by the primary hand, unless explicitly stated the other die pools can act as a primary hand.
11. No more than 5d20 from skills can be applied to a single strike. Dice for advantage and for sneak attacks do not count towards this limit.
12. Explicit descriptions can override these rules.

This is the bigger point for understanding how a strike, “multi-strike” and a different number of targets really work. Each strike is a die pool that is aimed at a target. That die pool is rolled against that specific target, which may have a different AC than the other targets in the action. That target might have a higher AC against the damage-type being used. It's even possible that target is resistant, immune or vulnerable to that damage-type. Therefore, those individual strikes (die pools) must be evaluated differently as well as understanding how to apply all the modifiers properly. It is detailed, but the base rules are consistent. Further, there is an API for Roll20 that manages all the variables for you.

## Equiping The Character

We shape our tools, and then our tools shape us.

Once having created a character, equipment is needed. There is a standard set of equipment, but this does not include armor and weaponry. Below are the different types of defensive and offensive equipment needed in the game. A character should be permitted at least light armor and a light weapon. However, the GM may allow a starting allowance to purchase items. A fair number would be around 400 bits, but this could be adjusted by the GM based on history, background and inheritance.

Enchanted Realms encourages a maintenance-fee system of personal economy. This will be explained later, but it is essentially the idea that money is spent to ensure one has the standard items and weapons, armor and such are kept in top condition, repaired when needed. This works out to an average cost which is subtracted monthly. It may not be perfect, but it's close enough and much easier than counting pennies.

### Armor

In an adventuring world, there are different cultures, each with their own innovations. The creation of armor is no exception. However, with armor, there is a little more to things than just crafting a protective suit.

Lifesong is a key element to Enchanted Realms. All living beings, even undead beings, have a lifesong which defines what they are. It is a simple concept with many, many layers to it. One of those layers is how inanimate objects integrate with a person when being worn and carried. Specific to armors, these items are not merely coverings to prevent physical harm but also have an interaction with one's lifesong. Typically, this merely means that one is able to use an Agility modifier (from zero to five) to adjust the AC. However, this does not work quite as intuitively as commonly thought for most RPG games.

Rather than an armor being supple or bulky to determine how well one can move in it, the construction and crafting of armor - yes even non-magical armor - becomes part of the the wearer's lifesong. As such, the materials used, its shape, its bulk and density, along with its metaphysical form and purpose, all integrate with the wearer to create effects that are greater than the sum of the parts. Again, this is for non-magical armors. It can become more complicated and unique when augmenting magic into the equation. But as a baseline, this means that different armors may have different properties, making them able to be slept in without issue, enhanced due to the wearer's Agility score -- or perhaps due to the wearer's Faith. Yes, some armors, because they are prepared by the Church, in the Church and for the Church, integrate with the wearer's lifesong to enhance protection based on Faith. This is due to the intrinsic trueform of the robe integrating with one's lifesong. Likewise, when Agility is the affected stat, the armor, still non-magical, has a slight animation to it as a "symbiotic" process of this lifesong interaction. The character's high Agility essence from his or her lifesong transfers into the inanimate object, allowing it to react and respond connaturally to an attack. Different materials may also cause different modifications when wearing armor.

Additionally, certain armors integration into the lifesong can create conflict with one's ability to perform other skills optimally. Due to the material of a type of armor, its trueform, etc., Things potentially interfered with are the skills of *archery*, sorcery and skills that affect *stealth*. However, social interactions can also be impacted due to one's armor. When wearing certain armors, those skills and interactions will occur under the rules of being at disadvantage. However, very strong characters may be able to overcome that disadvantage to wear the armor as without this penalty. If certain sub-attributes are high enough in combination, then the disadvantage rule can be ignored. The number of combined values will be noted as part of the armor when such a penalty applies to the type of armor.

### Calculation

To be clear, Armor Class (AC) is the numerical value that must be met in an attack roll to strike an enemy and inflict damage. The base AC is 10; thus, if someone is wearing normal clothing or even naked for that matter, that being's Armor component is 10.

The calculation of AC comes from four components: armor base, attribute modifier, shield component and the "other" category. When something modifies a value in one of the components, only the best value is used; then all the numbers are summed up to determine the total AC.

If a character is wearing armor that is the new armor base; however, some armors adjust slightly against different damage types. If a shield is employed, then an additional +2 is added. Atop that value, any modifiers might be added; however, that is dependent on the type of armor worn. This is an important detail, as someone without armor doesn't gain a modifier bonus unless some other item or spell allows for it. This means a normally clothed person has an AC of 10, even if that character's Agility score is 12. This is due to how the lifesong works and interacts with inanimate objects. Finally, if there are any protective magics from enchantments to the armor or magical spells, those bonuses are added as well. However, as stated above, if more than two magical effects are in play, they are not cumulative; only the greater of the values can be added.

## Equipping The Character

In other RPGs, armor will have bulk, like light or heavy; however, here each piece of armor has a few properties that are used instead of that concept. Clearly, all armors have weight and calculate into the [encumbrance](#) rules. When a character carries too much weight, penalties will occur - mostly movement and delays to initiative. Armor will likely be the heaviest item kept on one's person. The Roll20 character sheets will automatically calculate encumbrance and offer warnings if moving too much in a single action.

Further, each armor type will have a sub-attribute that can modify the AC. If there is nothing listed in a table or item description, then no modifier is permitted. Most often, this sub-attribute will be Agility, but some materials and craftings will allow a different value to be used to modify AC.

Additionally, there are details of how long it takes to don the armor. Lighter, more supple armor can be put on and buckled up in around 30 seconds, while something detailed with multiple pieces, such as plate mail could take up to 5 minutes. This is important especially for a priest who might consider selecting the *assemble armor* incantation. Another aspect is how long an armor can be worn before penalties occur. This is listed in hours, but a character's Resilience score can add an additional hour per point. Thus, leather armor can be worn for 168 hours (one week) before penalties set in. However, when worn by someone with a 6 Resilience, the armor can be worn up to 174 hours before the penalties occur. On the other end, plate mail has a standard of 6 hours; thus, that same character can wear it for 14 hours before worrying about penalties.

The penalties once going beyond the allotted time when wearing armor occur during rests. This is referenced as an "insomnia phase." A short rest will not allow any Body points to be recovered as the initial penalty. Long rests will recover 2 points below the normal amount of Body-point recovery, and max-health acts one point lower than normal. As subsequent long rests are taken, that max health value lowers by another point until reaching the half-way point. Even if taking the armor off, the "insomnia phase" persists until max-health is restored. Each long rest out of armor will restore one point towards max-health and recovery will be normal. However, if wearing armor during an "insomnia phase," no recovery will happen on the next long rest.

As a final note, any person can wear any type of armor; however, encumbrance might prevent weaker characters from being able to move once putting it on.

## Shields

Likewise, anyone can carry a shield unless employing a weapon with a [heavy](#), [reach](#) or [ammo-use](#) tag. If using one of those weapons, then adding a shield in a fight is simply unworkable. Moreover, to employ one without a skill and gain the +2 bonus to AC, the weapon used must be tagged as a [light](#) weapon. Otherwise, no bonus is granted. However, the *shield-use* skill will remove the [light](#) weapon restriction.

Also, putting a shield to the ready in the first round of combat suffers a penalty of 10 feet from movement that round. It does not require an action, but it does reduce distance that can be traversed in that first round. Subsequent rounds suffer no penalty unless the state of the shield's equipped status changes. Dropping the shield costs nothing, but putting it back to the ready would cost movement again. All this said, the skill of *shield-use* neutralizes these penalties, making it to be brought to the ready without any movement modifiers.

One other thing to consider is that a shield is a reasonably weighted object. Thus, like a chair, it could be picked up and used to strike someone. If doing this, then it is considered an improvised weapon and no bonuses would be granted for holding it -- even if one has *shield-use* as a skill. Only until *shield-blitz* is obtained do options exist for using it offensively while retaining some defensive value.

## Helmets

Helmets come in various shapes and sizes; plus, they are made from various materials. There is no skill needed to wear a helmet, but some have Strength requirements. No helmet offers bonuses to one's AC; however, they do protect against certain types of effects -- most commonly assistance from becoming stunned. Head coverings sometimes have difficulties too. If a victim wearing any helmet must save to prevent a deaf or blind [restriction](#), then said save will suffer a -1 penalty. Additionally, if a victim wearing any helmet suffers the nauseated restriction, then the effect will last for one round longer than normal.

Leather caps grant minimal protection. These will grant +1 to saves against stunning so long as the effect comes from a physical strike rather than mind-affecting magic. The bronze galea is another style of helmet. These grant +3 to saves against physical stunning, but suffer a -1 to any Perception checks while wearing. The galea is the only helmet that does not suffer the -1 penalty against deafness. Finally, the iron or steel bascinet helmet grants +6 to saves against physical stun attacks, but is penalized by -2 to Perception checks.

## Temperature

Temperature is one other factor that may affect one's decision of what type of armor to wear, especially if traveling in extreme climates. The details can be found under the [Climate Extremes](#) subsection.

## Equipping The Character

### Disadvantage

Finally, it should be understood what disadvantages of certain armors means. For example, padded armor comes with a disadvantage on stealth actions. This means if a character wearing padded armor is attempting to use his or her *stealth*, normally 4d6 are rolled to establish the perception DC. However, in padded armor, the character would roll one less die or 3d6. For the untrained person, it drops the roll to a highly unlikely success by only rolling a single d6. For social interactions, the dice of bartering or interrogation are rolled as two sets of d20s (or d12s) as a feat or competition, taking the lesser of the two as the valid roll. For archery, this is the same as attacking at disadvantage, losing 1d20 or using the lesser of two sets, depending on the number of dice used. Sorcery, however, is a bit special. Though rare, whenever an axiom has damage dice rolled that do not require a to hit or offer the victims a save, then the lessening of by one die occurs. However, if the target is the one making the save (*charm, ignis fatuus, lightning bolt* etc.), then the target rolls the saves at advantage instead. This means two d20s are rolled, taking the higher of the two. Lastly, for the many axioms that do not have a die roll involved (*detect magic, glamour mouth, veil* etc ), then the sorcerer must make a Judgment feat (DC:10) for the effect to birth the spell. If the feat fails, the spell points are still consumed.

### Craftsman Armor

Craftsman armors are less common and often require more time and cost to create than the more common armors listed above. Some of these require special materials, additional skills, and some require fabrication rituals. Craftsman armors often have subtle benefits but sometimes have downsides to them. These often have less of a profit for the armorer or might have a lesser demand; therefore, they are not as easy to find, often requiring a request to be made. Armors considered to be craftsman armors are colored maroon in the list below. Special fabrication requirements will be explained in the individual descriptions.

Armor	AC Adjustments	AC Modifier	Market	Social <sup>(a)</sup>	Archery <sup>(b)</sup>	Stealth <sup>(c)</sup>	Sorcery <sup>(d)</sup>	Weight	Don	Wearable
<b>Archbishop Robe</b>	11 Cold: +1; Blunt: +2	Faith Mod	750☉	9				6 lb	1 action	168 hrs
<b>Bishop Robe</b>	11 Blunt, Fire: +1	Faith Mod	250☉	7				6 lb	1 action	168 hrs
<b>Goluka</b>	11 Blunt, Cold: +1	Muse Mod	500☉					9 lb	3 actions	Infinite
Leather	11 Piercing: -1	Agil Mod	65☉					10 lb	3 actions	168 hrs
Padded	11 Fire: -1, Lightn: +1	Resil Mod	35☉			7		8 lb	6 actions	144 hrs
<b>Brigandine Armor</b>	12 Edged: +1	None	205☉				9	15 lb	5 actions	96 hrs
Studded Leather	12 Blunt: +1	Agil Mod	150☉					13 lb	3 actions	120 hrs
<b>Elfin Hauberk</b>	13 Edged: +1	Muse Mod	3900☉					12 lb	3 actions	72 hrs
Heavy-Padded	13 Piercing: +1; Lightn: +1	Resil Mod	150☉			8		12 lb	8 actions	60 hrs
<b>Iron-Skin Leather</b>	13 None	Agil Mod	1200☉					12 lb	3 actions	168 hrs
Jack of Plates	13 None	None	30☉	12			7	18 lb	8 actions	72 hrs
Chain Shirt	14 Edged: +2	None	225☉				10	20 lb	9 actions	48 hrs
<b>Lamellar</b>	14 Piercing: +1	None	380☉				5	35 lb	12 actions	36 hrs
Breastplate	15 Edged, Piercing: +1	None	385☉				12	30 lb	8 actions	48 hrs
<b>Dark Ring</b>	15 Blunt, Cold: +1	None	1200☉			9	12	30 lb	10 actions	72 hrs
<b>Dwarven Scale</b>	15 Blunt, Edged: +1	None	575☉			10	14	50 lb	15 actions	36 hrs
Ring Mail	15 Edged: +1	None	300☉			9	12	40 lb	10 actions	24 hrs
<b>Brigandine Chain</b>	16 None	None	485☉		9		15	40 lb	12 actions	24 hrs
Chain Mail	16 Edged: +2	None	420☉			12	15	55 lb	18 actions	18 hrs
Splint Mail	17 Blunt, Piercing: +1	None	515☉		10	14	16	60 lb	24 actions	12 hrs
Plate Mail	18 Edged, Fire: +2	None	600☉		11	16	16	65 lb	30 actions	6 hrs

(a) Social interactions are made at disadvantage unless a character has a combined score of **Muse** and **Judgment** of the number noted or higher



## Equipping The Character

in the table.

(b) Any roll involving *archery* or a weapon that would be used with it is made at disadvantage unless a character has a combined score of **Agility** and **Strength** of the number noted or higher in the table.

(c) Stealth rolls, normally 4d6, are rolled at disadvantage, meaning the loss of a d6. This penalty is removed once a character has a combined score of **Agility** and **Will** of the number or higher.

(d) Sorcery axioms are cast at disadvantage when wearing such an armor unless the character has a value of **Resilience** and **Logic** equal to the number noted in the table or higher.

Other Items	AC Adjustments	Modifier	Requirement	Weight	Note
<i>Shield donning requires 1 action if it is not readied</i>					
Shield	+2	None		6 lb	
Shield, Stonewood	+3	None		3 lb	Rare Item
<i>Helmets donning or removing requires 1 action; -1 vs dead, blind; extended nauseated effect</i>					
Leather Cap	n/a	None		2 lb	+1 vs Stun
Galea	n/a	None	Strength 2	3 lb	+3 vs Stun; -1 Perception check; no deaf penalty
Bascinet	n/a	None	Strength 3	4 lb	+6 vs Stun; -2 Perception check

**Archbishop Robe** This protection is the same as an enhanced version of the bishop robe with the exception that it is made with darkleaf rather than leather. Due to this, the flame-retarding oils are not effective, causing this version to lose that protection; however, its defense against blunt damage is much better. Further, there is a small maintenance cost to manage the metal lining in the robe because the stitching does need routine repair. This suit is often reserved for the higher ranking church officials; thus, without above average **Muse** and **Judgment** scores, persons interacting with the wearer of the robe may be treated with skepticism. As with the risks of wearing its lesser form in public while not being of the proper church rank, this too carries the possibility of charges of blasphemy from the church for impersonating a saint. Creating this specialty robe requires *green stitching* as well as a ritual of it being made on holy ground.

**Bishop Robe** While this item can be acquired on the black markets, it is typically reserved for members of the clergy. It is a leather robe, offering a standard AC 11. However, it has spaced columns of lamellae from bone or metal sewn into the lining. This offers AC 12 against blunt strikes. Further, it is treated to be AC 12 against fire as well. Those who wear this publicly and are not part of the church run the risk of social problems and possible anathematism. It is a craftsman armor requiring that it be created on holy ground to gain the modifiers to AC from **Faith**.

**Goluka Armor** Made from darkleaf, "goluka" armor offers +1 to AC against blunt and cold damage, meaning a typical "leather" suit made from "goluka" would be AC 11, but AC 12 against blunt and cold damage. However, the true benefit to this armor is there is no maintenance cost for an armor made from this material because so long as the coverings made from this plant receive a little sunshine and water routinely. When this occurs, the covering repairs itself. This does not mean it is indestructible, but normal wear and tear will not destroy it. However, if the armor is devoid of moisture for over three months, it will wither and become useless. Lastly, when wearing darkleaf armor, an additional +1 to body is gained during a short rest, which makes this material highly sought after. *Green stitching* is a needed skill in addition to *leatherworking* to create this special item.

**Leather Armor** is made from leather. The armor pieces covering the shoulders and chest were often boiled in oil to make them stiffer. The rest of the armor was softer and more flexible. When worn, this armor grants the possibility of a bonus to the AC from a character's **Agility** modifier.

**Padded Armor** consists of quilted layers of wool and linen, wrapped in an animal hide. While light in weight, it is a bit bulky. This does add a little insulation against lightning damage, but unfortunately exposed to fire. When attempting to take any stealthy action, such as sneaking undetected or picking the pocket of another, the wearer is at disadvantage for the action, until obtaining higher attributes. The **Resilience** modifier is used when calculating attribute bonuses for this armor. A mere *tailoring* skill is all that is required to craft padded armor.

**Brigandine Armor** A brigandine is a garment made of canvas and leather, lined internally with small oblong steel plates riveted to the fabric. It does offer slightly better protection than studded leather due to the AC 13 against edged weapons; however, its maintenance cost is much greater. Also it creates penalties for sorcery. This has caused the brigandine to become more of a decorative and ceremonial armor, one that marks position and station rather than a functional suit in which combat happens. This also contributes to why the jack of plates has social issues associated with it, as it is an obvious dishevelment of the brigandine. As it is typically an armor reserved for lower officers, it is not widely available in the market. However, any craftsman with *leatherworking* can craft a suit. The iron plates of the armor prevent any AC modifiers from attributes.

**Studded Leather** has many parts of it boiled to harden them. The arm and shoulder sections typically remain softer leather but reinforced with numerous close-set rivets and spikes. The **Agility** modifier is combined when wearing this armor.

**The Elfin Hauberk** is made from the rare feywood and scarcely found in the open market. When the wooden chains are formed into a shirt, they are treated to harden like stone while maintaining the light buoyancy of wood. The elves are stingy with these armors and tend to craft them for recognition rather than profit; nonetheless, a few items do make their way to black markets. A craftsman forging such a masterpiece would require *armor-forging* as a skill to create a shirt.

**Heavy-Padded Armor** is the same design as padded but uses a heavy-hide instead. It is also bulky, sturdier version. Hides from thicker creatures like a crocodile or mantichore are needed to produce this armor, but the only skill needed is *tailoring*.

## Equipping The Character

**Iron-Skin Leather** Creatures such as a basilisk, a chimera, a wyverns or even hatchling dragons, if found, can be fashioned into an iron-skin leather which offers AC 13 when crafted into a suit of armor. Due to the rare nature of the leather, no attribute modifier can be added to this craft work. The only skill required is *exotic-hides* to make the armor; however, *skinning* is needed to remove and treat the hide to be used.

A Jack of Plates is a type of armor made up of small iron plates sewn between layers of felt and canvas. These are often crudely made by patching together pieces, possibly including parts from four or five other armors. Pelts and hides of societies lacking quality tools or materials also fall into this classification. Anyone wearing a jack of plates is almost always seen at the lower end of society or possibly a criminal. As a result, any [social interactions](#), such as *bartering* or *interrogation*, are performed at disadvantage as the wearer is not taken seriously. It is also likely that GMs will have city guards and other police harass those wearing a jack of plates. Whenever a crime has occurred, someone wearing this will be seen as one of the “usual suspects,” causing a significant amount of time to interrupt whatever that character’s business in town might be. The metal added to a jack of plates ruins any possible AC attribute modification.

A Chain Shirt, sometimes called a hauberk, covers only the torso, leaving the arms and legs free. Typical this armor has a cloth layer underneath to prevent chafing and bruising. Due to its weight hanging from the shoulders, it does become uncomfortable, is minorly cumbersome, and interferes with sorcery due to how it connects with the wearer’s lifelong. A chain shirt does not prevent magical casting, but it does create a disadvantage on any sorcery axiom cast if the attributes of the character are not high enough. The metallic nature interferes with the opportunity to use an attribute modifier.

**Lamellar Armor** Lamellar is a sturdy armor similar to the breastplate but with small rectangular plates, scales or iron, punched and laced into horizontal rows on the exterior, worn over a heavy cloth undergarment. Often this armor extends down to a skirting to protect the legs as well. This armor also comes with a higher maintenance cost, making it a less popular style for the mercenary types, but it is available in many places, especially war-torn areas. Moreover, richer, more-successful adventuring types tend to be fond of it. It is considered a craftsman for these reasons, but the armorer need only *armoring* to create the basic iron version. This armor does not allow attribute modification to the AC.

A Breastplate covers the wearer’s front and back with a metal cuirass and includes a galea helmet and greaves. The weight of the armor includes these additional pieces, as such the head protection applies if this armor is listed alone in one’s inventory. A light suit of leather beneath the breastplate helps to protect the limbs. Nonetheless, it does create a disadvantage for any sorcery cast when wearing. No bonuses for an attribute are gained from this armor.

**Dark Ring** This is a darkleaf or “goluka-base” with ringmail methods added onto it. Because of the material, it can be worn for longer periods of time than armors of its same weight and protection. However, metal is very difficult to bind into darkleaf, which makes the time to create this armor longer and its cost significantly higher. Also, the secrets of *armor-forging* must be known to create it. Like all goluka, this armor must be watered and allowed to have sunshine. A number of ruined suits forgotten in a closet, combined with the expert craftsmanship to make, allows for few to be on the open market.

**Dwarven Scale** Rarely found to fit anyone other than of the terrac species, this fashioning is a variant of ringmail, using disks, which are merely rings dipped in molten metal to get a more-solid coating, woven in a spaced pattern similar to a lamellar armor but woven internally to the armor itself. The purpose for its creation was to protect against cleaving weapons; however, its downside is that it doesn’t offer the same protection from piercing arrows and other attacks. A dwarven-style helmet equivalent to the galea is part of this armor; thus, the adjustments for such are also included when donned. Dwarves often repair their own armor; thus, the higher maintenance is less of a deterrent to them.

**Ring Mail** is based on leather armor with large, weighted rings attached and woven to it. Its rings help to reinforce the base against axe or sword strikes. It is inferior to other full body suits; however, it is much cheaper. Contrariwise, ring mail comes with disadvantages for actions of stealth and sorcery; not to mention it be worn barely over a day before penalties occur.

**Brigandine Chain** This combines a form of brigandine that is worn over and fashioned into a hauberk. It has a high maintenance fee and some increased time for forging; however, many find the benefits worth the additional expense, especially without having to invest into the skills for wearing heavier armor. However, despite being lighter than some, it cannot be slept in but perhaps one night before penalties are inflicted. An *armoring* skill is required to craft this style.

**Chain Mail** is a form of armor made of interlocking metal rings. Clothing worn underneath prevents irritation and chafing. It is often used as a base for splint and plate armor. Due to its bulk, weight and form, wearing chain mail will cause the wearer to be at disadvantage for sorcery and stealth actions. A chain head covering is part of this armor, which acts as a leather cap. Other helmets can be worn at the same time, but only the stronger of the two helmets have its adjustments used.

Made up of several vertical strips of metal, **Splint Mail** is worn over cloth padding with the joints interwoven with chainmail. It is one of the most restrictive armors in respect to range of motion, and as a result anyone wearing it suffers disadvantage not only for *sorcery* and stealth but also when firing a weapon of *archery*. A galea helmet is included with this suit or armor; thus, protection against stunning effects are assumed with this armor, as are the helmet penalties.

**Plate Mail** consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, and a bascinet-helmet. Buckles and straps distribute the weight over the body. Due to its bulk, actions of archery, sorcery and stealth are performed at disadvantage.

## Equipping The Character

### Materials

Before continuing on to the weapons list, an important note to make is that everything listed in the armors above and the weapons below assume that materials are basic ones. This means for metal, iron is assumed. For leather, cow hide, horse hide or perhaps camel hide is the material used. Exceptions are listed in the description for armors like goluka or iron-skin leather, but otherwise, those basic materials are what would be used when the material is excluded.

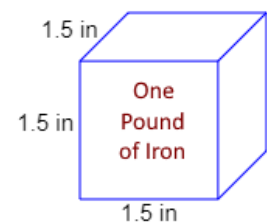
The reason this is important pertains to the lifesong integrates with objects worn and carried. Remember, an object, especially armor or a weapon, has several components to it consisting of shape, material and trueform. As such, the material used to create armor and weapons become very important when crafting them.

Let's discuss steel for a moment. It is a higher quality metal than iron. It is created through a special process of adding charcoal to iron while smelting at a higher temperature that results in a stronger alloy. To forge with steel, a metal-worker must have the *enhanced metals* skill; thus, not just any blacksmith can create steel objects. However, when creating an armor from steel rather than iron, the base armor component of the protective suit increases by one point. So, that chain shirt made from steel instead of iron goes from AC 14 to AC 15. Of course, you will find the purchase price increasing as well. Likewise, when looking at weapons, one made from steel rather than iron gains +1 to hit on all its d20s. In the end, this is a simple example of how material can alter the properties and value of an object.

Another example is silver. Weapons are not forged from pure silver. That would be inefficient in cost, especially when compared to other mythical ores. However, a silver weapon can be produced by a weaponsmith who also has the *enhanced metals* skill. This allows the smith to coat an ordinary iron weapon with a plating of silver. While this process does not add to the chances to hit or wound a creature, it will inflict harm to many monsters that are resistant or immune to ordinary metals, such as iron or even steel.

By this point, someone reading this has considered silver-plating a steel weapon to gain the best of both methods. Unfortunately, the physics and chemistry of the fantasy world is not like that of earth. As such, the silvering process does not work on steel objects. To forge a weapon that can strike special creatures, like lycanthropes and demons, one must find a metalworker who can forge with *enchanted metals*.

However, even non-magical metals can have some special properties. There are several other materials that could become important to a character in the fantasy world. Copper is a precious metal; on the low end, but coins are minted in copper. Tin and zinc are other important metals, even though they are not thought of much as their use for armor and weapons are limited. However, tin mixed with copper creates bronze, while zinc mixed with copper creates brass. This is important as bronze has been shown to block magical sensors and x-ray vision. The GM can give more details if it becomes relevant. Further, brass has been known to protect against certain forms of psychic attacks. The point is even normal, non-magical metals have special properties that can be harnessed.



Further, one should remember metals have different properties, density, malleability, etc. Thus, a pound of iron does not fill the same volume as a pound of steel, gold or myhril. Below is a chart to compare a 1.5 x 1.5 x 1.5 cube of various metals, as that is the base of one pound of iron. This is important for magical effects like the dwarven *transmute metal* incantation.

Metal	Dimensions	Weight	Ratio	Detects as Magic	Known Properties
Stone	1.5 x 1.5 x 1.5	10 oz	60%	No	-1 Bonus, +1 to Initiative
Cold Iron	1.5 x 1.5 x 1.5	1 pound	100%	No	+1 to Damage against Fey
Iron	1.5 x 1.5 x 1.5	1 pound	100%	No	None
Steel	1.5 x 1.5 x 1.5	14 oz	90%	No	+1 Bonus, Strikes as Normal
Electrum	1.5 x 1.5 x 1.5	14 oz	88%	Yes	+1 Bonus, Strikes as Silver
Orichalcum	1.5 x 1.5 x 1.5	11 oz	70%	Yes	+1 Bonus, +1 to Init, Strikes as Magical
Meteore	1.5 x 1.5 x 1.5	1 pound, 8 oz	150%	Yes	+2 Bonus, Strikes as Magical
Scarletite	1.5 x 1.5 x 1.5	1 pound	100%	Yes	+2 Bonus; potential fire properties
Myhril Alloys	1.5 x 1.5 x 1.5	9 to 12 ounces	Varies by alloy	Yes	+2 or better, +1 to Init

One of the things that makes these rarer, higher-quality metals sought after is not just the bonuses to weapons and armor, but they also allow special enhancements. For example, orichalcum permits Agility modifiers to be used in heavier armors constructed with this ore. Thus, those metal armors which normally receive no AC modifiers can use Agility when made from orichalcum. Meteore is

## Equipping The Character

a door-kicker's dream metal for armor, as it uses Strength modifiers to adjust the wearer's AC.

## Weapons

Any item can be wielded in combat; however, as explained in the combat-skills section previously, those without fighting skills will have a difficult time in battle. However, if the dice score a hit, then damage is inflicted against the opponent's body score. All weapons inflict 1 point of damage per hit. If 3d20 are rolled and only 1 is successful, the 1 point of damage is imposed; however, if all three dice are hits, then 3 points of damage are inflicted.

In addition to the success of the d20 dice rolls used, based on the combination of skills used in an attack, the specific weapon used may add additional damage by weight. Light weapons add no damage, medium-sized weapons add 1 extra point, and heavy weapons inflict an extra 2 points of damage. However, no range weapon ever gains damage from the weapon used.

Moreover, each weapon will have a series of properties. These different properties can make a difference in the effectiveness and benefits of using different weapons. Many weapons will carry multiple properties, which means they may be very advantageous over others. Likewise, certain properties which are typically applied alone can offer powerful value as well. It is a balancing process of risks, rewards and circumstances for which a character must choose when selecting his or her weapon of choice.

As stated elsewhere, weapons gain to hit and damage modifiers based on either Strength or Agility or sometimes the choice of the wielder. These are also factors of how effective a weapon may be for a specific character. Further, there will be references to a "crit" in some of these descriptions. All of these items will be explained in detail in the [Combat Detailed](#) section.

One further consideration is the type of damage a particular weapon inflicts, as well as the fighting style to wield the weapon effectively. Often these are the same, such as the mace, which is used in a bludgeoning fashion and delivers blunt damage. To advance one's fighting skill with the mace the *style: bludgeoning* skill is selected. However, a weapon like the bastard sword delivers edged damage; however, to fight with it, the slashing style is not used. Strategically this is important as various armors may offer better protection against different types of damage.

### Ammo-Use

Weapons that use ammo inflict damage from the ammo rather than the weapon itself. Due to the need to use both hands for employing such a weapon, shields cannot be wielded while using such a weapon.

These weapons are normally used as a one-handed weapon; however, they are able to be wielded with two hands. When using two-hands, the weight damage increases to 2 points rather than 1. Further, when used two-handed, they gain the effects similar to a heavy weapon in that these weapons can place an opponent without a shield at

### Clout

disadvantage on a raw score of 18 or higher. However, unlike a true heavy weapon, inflicting disadvantage with a weapon of clout can only occur when successfully hitting the opponent (and of course used two-handed). The *heavy blow* skill can be used with a clout weapon, but only when wielded with two hands. Lastly, there is a downside to weapons with a clout property in that these weapons suffer a -1 to initiative rolls when used one-handed and -2 with wielded with two. For creatures of small sizes, refer to the race for any restrictions.

### Flung

Normally when a melee combatant is engaged and attacking within 5 feet, range attacks are at disadvantage.

However, weapons with a flung property can be thrown against any target without being at disadvantage for direct-melee engagement. This does not remove disadvantage for other reasons, such as being poisoned, etc.

Weapons which have this property always require two hands. Further, beings smaller than a medium Size Category simply lack the physique to be able to balance and wield heavy weapons. When employing one, using a shield simultaneously is not possible; however, heavy weapons offer many other benefits. When facing an opponent who does not carry a shield, including an opposing wielder of a heavy weapon, there is a chance to put the victim under disadvantage. When any raw die roll in the attack with a heavy weapon is naturally 18 or higher, even if a hit is not scored, the opponent is at disadvantage until the end of his or her next turn in the combat; this can include attacks, competitions and even spell-casting. Heavy weapons can be used with *spinning moves* to cause disadvantage against multiple opponents if the dice are high enough. However, if the victim is using a shield as part of his or her defense, the creature is protected from this effect. Further, this asset is only gained against opponents up to one size-category higher than the wielder. Certain monsters may also be immune to the disadvantage penalty of being engaged by a heavy weapon. The final downside to heavy weapons is they suffer a -2 on all initiative rolls.

### Heavy

### Light

A light weapon is small and easy to handle. Only light weapons can be used in conjunction with a shield without also having the *shield use* skill.

## Equipping The Character

Mechanical weapons must be loaded, which means they can never be used to split dice against multiple targets

**Mechanical** with skills like *targeting* nor can initiative adjustments be used from Agility modifiers, skills or magic. Further, *strength bow* cannot be used with mechanical devices. However, mechanical weapons gain an extra +1 to each d20 attack die used.

### Melee

Any weapon having melee as a property is used to attack a target within 5 feet of the wielder, which is one hex on a battle map. The weapon always remains in possession of the wielder when using it as a melee weapon.

The parry property is applied to weapons that have weight, speed or shaft strength to be used to block incoming blows. This is measured whenever such a weapon is the primary weapon and the wielder has acquired the *parry* combat skill, which grants a bonus +1 to AC against melee attacks. If fighting *two-handed* and both weapons are capable of parry, the total bonus of +1 is still the most that is gained.

### Parry

### Range

Weapons with the range property are those hurled or launch projectiles at an opponent; these weapons or their ammo will leave the possession of the wielder when used. These weapons will also have details of range, measured in feet, listed as normal and maximum. When attacking beyond the normal range, all attacks are at disadvantage.

### Reach

Any melee weapons with the reach property allow targets to be attacked in melee at 10 feet (2 hexes) rather than 5 feet. However, this extension only occurs when the wielder of the weapon possesses and is currently using the *style: pole-arms* skill. Further, the rules of being “engaged in melee” to throw disadvantage onto an opponent using a range weapon is also extended to this 10-foot (2 hexes) distance when using a weapon of reach with the proper style skill. Many weapons of reach offer several special attacks, especially with advanced skills. Most such weapons require two hands to employ; however, there are exceptions. Unless stated differently, reach weapons deliver piercing damage.

### Style-A

This property applies to range weapons that fire projectiles such as bows and crossbows. Weapons with this property are allowed to be used with the *style: archery* skill to gain the extra d20. These weapons also are affected by the disadvantage of some armors. Further, when engaged in melee within 5 feet, using such a weapon will be at disadvantage.

### Style-B

This property refers to weapons that can be used with the *style: bludgeoning* skill to gain the extra d20 on attacks. These weapons deliver blunt damage in the event a monster has resistance or a variance in AC.

### Style-C

This denotation means the weapon is a cleaver and must be used with the *style: cleaving* skill to gain an extra d20 when attacking. These instruments are edged weapons that deliver with the force associated with bludgeoning weapons; thus, it can deliver either blunt or edged damage, depending on which defense is easier to hit. No extra damage is inflicted but if one type is resisted or immune against, the other would still deliver; skeletons suffer normal damage from cleavers for example, while they are resistant to swords but not bludgeoning weapons. The same is true if there is a variance in the target AC.

### Style-H

A weapon marked as style-h is permitted to be hurled at an opponent, meaning it can be used with the *style: hurling* skill. Often these weapons can be used in both melee and range attacks. Detailed in the combat section, there can be occasion where both can occur in the same round. Conversely, one could be at disadvantage when hurling weapons amid melee unless the flung property is also associated with the weapon.

### Style-P

Style-P weapons are pole-arms and therefore can be used with the fighting style skill *style: pole-arms* to gain the benefits from that style, which is usually reach unless otherwise stated in the weapon description. If having reach, and being wielded with the *style: pole-arms* skill, then the *impalement* reaction can be used -- unless such a weapon explicitly denies it in the description.

### Style-S

This property refers to slashing weapons with a cutting edge, such as daggers and swords. These weapons deliver edged/slashing damage and can be used with the *style: slashing* skill to gain an extra d20 on attacks.

### Style-X

Weapons with this property are permitted to be used with the skill *style: specialty*. If a weapon does not have this property, then benefits of that skill are not applicable.

### Unique

When a unique property is applied, the weapon will have special rules governing its use. The details of the weapon itself should be consulted.

## Equipping The Character

A quick note about trade-in price for both weapons and armor (listed in the market section): only well-maintained and functional items will be accepted by merchants and smiths as a trade-in. Rusty items found in caves, monster-weapons and most typical items found during adventuring are mostly worthless. There will be the occasional ones, a weapon from a duel, etc., which may be worth an attempt of barter.

Finally, it is vital to acknowledge how range weapons work, specifically those without the flung property. As stated above, someone armed with a range weapon and a combatant engages then within 5 feet, then range attacks are at disadvantage. To be perfectly clear, if the entity using a range weapon, one without the flung property such as a bow or crossbow, then even if moving a short distance backwards (one or two hexes) from the target, the attack will still be at disadvantage because the archer begin his or her action while being engaged at the close distance. The archer could move a greater distance to remove the disadvantage; however, doing so would give those engaged the chance to perform a flee-attack. Lastly, a wielder of a pole-arm attacking with reach beyond 5 feet would not inflict disadvantage to the range-using combatant.

Weapon	Properties	Damage Type	Weight	Dmg	Hands	Encumbrance
Axe	Melee; Range (15/40); Flung; Style-C; Style-H	Blunt/Edged	1	1	1	2 lbs
Bastard Sword	Melee; Heavy; Parry; Style-B	Edged	2	2	2	6 lbs
Battle Axe	Melee; Clout; Style-C	Blunt/Edged	1 (2)	1	1	4 lbs
Blackjack (sap)	Melee; Light; Style-X; Unique	Blunt	0	1	1	1 lb
Bolas	Range (15/40); Style-H; Unique	None	0	1	1	1 lb
Chalikar	Melee; Range (25/60); Light; Flung; Style-H; Unique	Edged	0	1	1	1 lb
Crossbow	Range (80/120); Ammo-Use; Mechanical; Style-A	Piercing	0	2	2	9 lbs
Dagger	Melee; Range (20/50); Light; Style-H; Style-S	Varies	0	1	1	1 lb
Flail	Melee; Clout; Parry; Style-B	Blunt	1 (2)	1	1	3 lbs
Garrote	Melee; Unique	Asphyxiation	n/a	2	2	1 oz
Glaive	Melee; Heavy; Parry; Reach; Style-P	Piercing	2	2	2	6 lbs
Gladius	Melee; Parry; Style-S	Edged	1	1	1	3 lbs
Gnomish Slinger	Range (40/40); Ammo-Use; Mechanical; Style-H; Unique	Blunt	0	2	2	1 lb
Great Axe	Melee; Heavy; Parry; Style-C	Blunt/Edged	2	2	2	7 lbs
Halberd	Melee; Heavy; Parry; Reach; Style-P; Unique	Piercing	2	2	2	6 lbs
Hammer	Melee; Range (20/60); Flung; Style-B; Style-H	Blunt	1	1	1	2 lbs
Hand Crossbow	Range (50/80); Ammo-Use; Mechanical; Style-A	Piercing	0	1	1	3 lbs
Jossal	Range (15); Flung; Style-H; Unique	Blunt/Edged	Varies	2	2	3 lbs
Long Bow	Range (120/300); Ammo-Use; Style-A;	Piercing	0	2	2	2 lbs
Longsword	Melee; Clout; Parry; Style-S	Edged	1 (2)	1	1	4 lbs
Mace	Melee; Light; Style-B	Blunt	0	1	1	3 lbs
Net	Melee; Flung; Unique	None	n/a	1	1	½ lb
Ranseur	Melee; Parry; Reach; Style-P; Unique	Piercing	1	2	2	5 lbs
Sai	Melee; Light; Style-X; Unique	Piercing	0	1	1	1 lb
Shuriken	Range (25/75); Light; Style-H	Edged	0	1	1	¼ lb
Sling	Melee; Range (30/90); Ammo-Use; Style-H; Unique	Blunt	0	2	2	2 oz
Spear, Long	Melee; Parry; Reach; Style-P;	Piercing	2	2	2	8 lbs
Spear, Short	Melee; Range (20/80); Parry; Reach; Style-H; Style-P	Piercing	1	1	1	3 lbs
Spiked Chain	Melee; Style-X; Unique	Varies	1	1	1	3½ lbs
Staff, Full	Melee; Parry; Reach; Style-P	Blunt	1	2	2	5 lbs
Staff, Quarter	Melee; Parry; Style-B	Blunt	1	2	2	3 lbs
Trident	Melee; Parry; Style-P; Unique	Piercing	1	1	1	4 lbs
Ula	Melee; Range (20/60); Style-H; Style-P	Blunt	1	1	1	3 lbs
Vidonoir	Melee; Style-C; Style-S; Unique	Varies	1	1	1	3½ lbs
War Maul	Melee; Heavy; Parry; Style-B	Blunt	2	2	2	10 lbs
Whip	Melee; Unique	None	0	1	1	2 lbs

**Axe:** An axe is a wedge fashioned to the end of a handle. The wedge may be either double or single-bladed. It is also small enough to be wielded one-handed with *style: cleaving*, and with the *style: hurling* skill, it can be hurled up to 15 feet and beyond that up to 40 feet at disadvantage. Further, a thrown axe does not suffer from the wielder being at disadvantage even when engaged directly in melee because of its flung property. As a style-c weapon, it strikes the easier of blunt or edged defense when used in melee. When hurled, it inflicts piercing damage, but also new ones must be grabbed from the stash when more than 4 are thrown.

**Bastard Sword:** Any large sword with a blade 48 inches or longer is classified as a bastard sword. It requires two hands to wield, meaning no shields can be employed while using one. However, an edged weapon of this size is essentially a bludgeoning weapon with a slashing edge for delivering damage. Thus, this is actually a style-b weapon; it is just its damage type is not blunt. The *parry* skill can also be used with the bastard sword. While it is a heavy weapon and able to put opponents at disadvantage, it is a slower weapon to wield and inflicts -2 to one's initiative score. Moreover, on any raw 18 or higher, the victim must make an Agility preservation save (DC:8) or suffer the loss of 10 feet of movement as a maim restriction.

Roll20 API Weapon Special Condition:

```
anyRaw>=18;{"command":"various","inner":{"command":"heavy"},{"command":"mained","save":"AgilityDC8","movement":10}}
```

## Equipping The Character

**Battle Axe:** This is a style-c weapon larger than a throwable axe. It may have one blade or have double-sided edges, being between 24 and 36 inches in total length. To employ with a shield, the wielder must have shield-use. However, as a clout the weapon, it can be swung two-handed to gain properties similar to heavy. Due to the battle axe being a bit cumbersome, it cannot be used to parry or to rebuff. Also, this weapon suffers a -1 penalty to initiative, whether employed with one hand and -2 using two.

Roll20 API Weapon Special Condition, (if 2-handed):

```
anyRaw>=18;{"command":"heavy"}
```

**Blackjack:** This is sometimes referred to as a sap. It is a small, concealable and weighted weapon, usually filled with lead powder, molded lead clay or lead shot. When fighting with it in conventional melee, it is not very effective, as it is an exception for allowing Strength bonus to add to the dice of damage. However, it is slightly beneficial as it will ignore the bonuses from the defender's parry skill; however, a shield gains all its AC value. It is most effective when it can be used as a sneak attack. If the sneak attack is successful (or the attacker has backstab) then in addition to the damage, it produces a stunning effect. If successfully landing even one die attack, then the victim must make a Resilience preservation save (DC base 13 plus the attacker's Strength modifier) or become stunned until the end of the victim's next turn, effectively losing that action. All the time prior, attacks against the victim are made at advantage. If acquiring the style: specialty skill for this weapon, then an extra d20 is gained on attack, but a blackjack can never be part of a two-handed technique. One final bonus of this weapon is it gains a +1 to initiative.

Roll20 API Weapon Special Condition:

```
onHit;{"command":"stunned","save":"ResilienceDC13","AdjustDC":"strength"}
```

**Bolas:** Bolas are a type of throwing weapon made of weights on the ends of interconnected cords, used to capture others by entangling their legs. Attacking with bola is performed by rolling the appropriate d20s against the AC of the opponent. Agility modifiers add to the change to hit, but the weapons themselves do not inflict damage. However, if any die in the attack successfully hits, then an Agility competition occurs between the hurler and the victim with the the bolas granting +1 to the attacker. If the victim wins, the bolas struck the target but not effectively enough to wrap it up; however, if the attacker wins the competition, then the victim is under a restrained restriction until spending an action to unravel the bolas. During the turn to unravel them, movement is not permitted even after freeing oneself; however, if another used an action to free the victim, then the victim would have movement and an action on the next turn. Only three bolas can be carried on a person at a time.

Roll20 API Weapon Special Condition:

```
onHit;agilityCompetition;{"command":"n-markers","tags":[{"tag":"restrained","parameter":"true"}]}
```

**Chalikar:** This is a less common hurling weapon but with some unique characteristics. It is a metal circle with an edge on the outer side which can be thrown up to 25 feet with normal accuracy and up to 60 feet at disadvantage. However, a unique feature of the chalikar is its ability to be worn as a necklace, slipping it over one's head. When worn this way, it adds +1 to AC specifically against garrote attacks. Only one can be worn or carried at a time. It is also possible to fight hand-to-hand with one, but if doing so, only melee fighting counts towards an attack. Not even style: specialty can be used to enhance fighting with this weapon in melee.

**Crossbow:** The crossbow is a mechanical bow with a trigger. The bolts can only be fired in a liner trajectory. Shots up to 80 feet are rolled normally; however, above that up to 120 feet, attacks are at disadvantage. Beyond 120 feet, the crossbow becomes ineffective. Due to its mechanics, the maintenance cost of a crossbow is greater; however, it does gain +1 to hit. The mechanical device is also not able to take advantage of increased initiative bonuses. Unlike its smaller version, a crossbow cannot withstand the strain of being pre-cocked, which does permit initiative bonuses for the first shot. Lastly, only 12 bolts can be carried in an encounter before needing to retrieve more from a cache.

Roll20 API Weapon Special Condition:

```
anyRaw>=19;{"command":"immured"}
```

**Dagger:** Any blade under eighteen inches is a dagger and is a light weapon. Knives, dirks and poignards are all classified as daggers. These arms are some of the most versatile weapons one can wield. One can be used in melee, typically using the style: slashing method of fighting; however, there are other melee options explained below. A combatant can also choose to use it at range, hurling it to strike a target within 20 feet; between 20 and 50 feet the throw is at disadvantage. As a style-s weapon, the dagger can increase its d20 dice in attacks by picking up compatible skills, which will inflict edged damage. However, if using it as a range weapon, it inflicts piercing damage. When hurling daggers, six is the limit before needing to retrieve more from an off-body supply. One other method of attack with the dagger is the hilt-bash. This strikes with the bottom of the dagger, similar to a blackjack, to inflict blunt damage. However, it cannot be used with style: bludgeoning to gain extra d20s on the attack, but on a successful one-d20 strike it will stun the victim until the start of its next turn if failing a Resilience preservation save (DC:5). If stunned, all attacks against the victim are at advantage. Finally, if employed underwater, the dagger suffers no penalties for use as a style-s weapon; however, like many range weapons underwater, it cannot be hurled. Lastly, a dagger does not have enough bulk and is not designed in a way that it can effectively be used with rebuff; however, riposte may be able to be employed with a dagger, as explained in the riposte skill.

**Flail:** Many of the cudgels are very much the same. What is the difference between a hammer, a mace and a flail? For a flail, the main distinction is that it has more mass and is not considered a light weapon. Typically there is a chain, strap (or multitude thereof) that joins the handle to the balled-weapon. This could be spiked or Bludgeoning cube. A cat-on-nine-tails would be considered a flail. Further, a flail can be used two-handed as a heavy weapon under the rules of the clout properties, it suffers a -1 penalty to initiative when used with one hand but suffers -2 when two hands are used. Finally, on a "natural 20" (whether crit or not) it might

## Equipping The Character

stun an opponent. When struck so, the victim must make a successful Resilience [preservation save](#) (DC:8) or be stunned until the start of its next turn, during which time all attacks upon the victim are made at advantage.

Roll20 API Weapon Special Condition:

```
anyRaw=20;{"command":"stunned","save":"ResilienceDC8"}
```

**Glaive:** The category of glaive is basically any pole-arm longer than seven feet, but is it also classified as a [heavy](#) weapon and requires two hands. These weapons cannot be hurled as spears can. However, as a melee weapon and used with *style: pole-arms*, its [reach](#) can strike an opponent two hexes away (10 feet); this can be accomplished even with another occupant (friend or foe) in the hex in between. When wielding this weapon with an active [reach](#) due to styled fighting, the *impalement* reaction becomes available. As all glaives are [heavy](#), shields are not an option. Glaives also suffer a -2 penalty to initiative.

Roll20 API Weapon Special Condition:

```
anyRaw>=18;{"command":"heavy"}
```

**Garrote:** The garrote can only be used on someone of equal or smaller Size Category - and only while the victim is under one of the following restrictions: blind, frightened (if fear source is in sight), incapacitated, paralyzed, prone (without ground-fighting), stunned or unconscious. The only other time a garrote can be used is whenever a [sneak attack](#) is possible. Further, the wielder cannot be untrained; there is no attacking with a garrote from disadvantage. To apply the garrote, the attacker rolls a single d20, as nothing more than *melee fighting* can be used. There is no advancement, even by the *style: specialty* skill. However, if performed with a sneak attack, the extra d20s are rolled to determine a successful hit. If any attack roll strikes the necessary AC, then the garrote is applied, the victim is restrained and [grappled](#) without a competition, and is immediately in a state of [asphyxiation](#), suffering 1 point of Body damage at the end of each of the victim's combat turn. If the victim is able to free itself on its first action, then no damage is inflicted. However, if still garroted after that point, then the victim also suffers a degree of exhaustion from the experience. If surviving, exhaustion recovers at a rate of one degree for each ten minutes that pass.

**Gladius:** This is a shorter sword being roughly 24 to 30 inches in length. This edged weapon carries enough weight to be a medium-sized weapon for damage purposes, as it is neither [light](#) nor [heavy](#). Further, it can be employed with *parry* and *rebuff*, but it does not have the size or hilt length to be wielded two-handed, yet its hilt is too long to be used for bashing. Even if it is not a crit, when rolling a "natural 20" on an attack with a gladius, there is a chance to maim the opponent, who must roll an [Agility preservation save](#) (DC:6) or suffer the loss of 5 feet of movement as a maim restriction until healed. No matter how many "20s" are rolled, the victim only has to roll the single save. Subsequent "natural 20s" can inflict cumulative movement penalties.

Roll20 API Weapon Special Condition

```
anyRaw=20;{"command":"maimed","save":"AgilityDC6","movement":5}
```

**Gnomish Slinger:** This is a peculiar weapon of gnomish engineering, that looks somewhat like an 18-inch spike with three mechanical vanes that appear like the dart's fletching. While it is not a weapon that can be quickly used, it can become very effective. It requires one full round of preparation, this is not exactly loading but rather positioning the ammo into a location in the mechanism so that it is able to be triggered. The action in the following round is used to lob the device up to 40 feet away. This is not an attack but rather a placement and it must strike soft ground to activate. Once establishing its location, the device will activate and the three arms begin to spin and will continue to spin for the following 12 rounds. On the third round, it will gain its own initiative for attack. Inside the mechanics is an engineered optical sensor that can locate the nearest movement within 15 feet. On its initiative, it will locate the closest target within 15 feet and fire a sling stone on a d20 but has a +1 to hit bonus for being a mechanical device. It will inflict 1 point of blunt damage on a successful hit against the AC. It cannot distinguish friend from foe and will target the closest one. If two or more are equidistant then one is selected at random. If no target is within range, the device will not fire its ammo and wait until its next action. Once three sling bullets have been exhausted, the spinning motion ceases. Additionally, the device can become destroyed or dysfunctional if 6 points of damage is inflicted to it. Lastly, like other thrown weapons and devices, there is a limited number that can be carried at one time without having to use an action to gather more; for these slingers, that number is two.

**Great Axe:** Another [heavy](#) weapon, the great axe is a larger form of the axe; therefore, it cannot be hurled. As a [heavy](#) weapon, it requires two hands to employ, which means no shield can be paired with it. It is a cumbersome weapon, suffering a -2 penalty for initiative. However, since it is a cleaver (or a *style-c*) weapon, it strikes the easier to harm between blunt and edged defenses.>

Roll20 API Weapon Special Condition:

```
anyRaw>=18;{"command":"heavy"}
```

**Halberd:** This is a variant of the glaive; thus, two hands are required and it has all the properties of a [heavy](#) weapon. However, due to its design, the halberd is limited to targets 10 feet away. This means it is an inoperable weapon unless the wielder has the *style: pole-arms* skill to activate the [reach](#) property. The downside is if striking an adjacent hex (5-feet away) then the attack is at disadvantage. This means if starting one's turn in an adjacent hex (5-feet away) from the melee target, the attack would be at disadvantage even if backing up one hex. This could be overcome by moving at least 20 feet away and then returning to strike; however, this would also give the option for a flee attack to be made. Further, it cannot be used for an *impalement* reaction due to its weighted design. However, it does have a different benefit. On any successful hit against an opponent, it has a chance to drag that opponent to the ground as prone. To clarify, multiple successful d20s only yield a single chance to knock the opponent prone. This becomes a Strength [competition save](#) between the two with the weapon-wielder gaining a +2 on the competition roll. Because this weapon is [heavy](#), rolling 18 or higher on the attack dice can force an opponent into disadvantage; if then in addition the



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opponent is knocked prone and uses a reaction to stand-up, the original disadvantage effect still remains.

Roll20 API Weapon Special Condition:

```
anyRaw>=18;{"command":"heavy"}
```

**Hammer:** To the previous question, how is a hammer not like a mace? Visually they are a bit different, but functionally if the cudgel can be used as a range weapon, it is a hammer. Thus, even a club which has been balanced and designed to be hurled is technically a hammer, but a club not balanced for throwing would be a mace. However, one other distinction is a hammer can be wielded one-handed, making the length of its handle less than 24 inches. Hammers have a two item limit when thrown before requiring an action to gather two more from a reserve. Finally, hammers do not have a chance to stun on high rolls as does the mace.

**Hand Crossbow:** The hand crossbow is a smaller version of the crossbow which can be fired with a single hand. Like the larger one, the bolts can only be fired in a liner trajectory. Shots up to 50 feet can be made normally, then up to 80 feet at disadvantage before it becomes ineffective. Besides the limited range, the biggest weakness to this weapon is its reloading, which is cumbersome, requires two hands and a complete round's action to restore ammo. This means it can only be fired every other round and no action other than reloading can be performed in between. However, when firing it a shield may be employed, but not in the interim round. Remember there is a 10-foot movement penalty for dropping and picking up an item. Because of this inconvenience, this weapon is often used as a first action weapon of use, then discarded for a different attack. Bolts can be placed and cocked into the hand crossbow in advance. The duration of this preloading is considered safe up to a half-hour per dice used is skills for the attack; 30 minutes for just *ranged fighting*, an hour if having *style: archery*, and so on. If leaving it cocked for longer than this, it will misfire on any "natural 1" rolled for that first attack. However, if used preloaded, then initiative bonuses are used in the first shot; however, beyond that, the mechanical device is cannot have initiative bonuses calculated. The weapon does gain +1 to hit nonetheless. Like its larger cousin, only 12 bolts can be carried in an encounter before needing to retrieve more from a cache.

Roll20 API Weapon Special Condition:

```
anyRaw>=20;{"command":"immured"}
```

**Jossal:** Nearly three millennia ago, while the dwarves were still using stone weapons and bronze-working had only began, there was a terrac forging process known as stone-smelting. This was a process using volcanic pits of basalt. The dwarves would add granite into the pits, then using carved drains from the pits allow the igneous run-off to cool to become cut and carved into hammers and stone-axes. While this soon led to the kiln, cast iron and the smelting of metals, this early forged rock had superior qualities to sedimentary rock used in earlier weapons, specifically for axes as it "held an edge" better.

While this forging process was abandoned years ago, the gnome engineers have recaptured this lost art using nickel-cobalt casts to forge the smelted stone. This manufactured rock is called *granalt* by the gnomes, but it has quickly become called "gnomite" by those outside of the culture. This material can be used to produce stone weapons that have the same quality, weight and damage and standard iron ones. Being the process is more expensive, no one but the gnomes have adopted this stone-kiln process. However, there is one specialized weapon where *granalt* is required.

This is the jossal (pronounced with "y" sound). At first, the jossal appears similar to the spiked chain; however, it has a much longer rope attached. Further, the rope material is specialized as well, made of a silk-hemp weave, which is affixed to a large metallic central ball-bearing, around which the stone wheel-shaped blade spins. The jossal is expensive, has maintenance concerns and considered by most not to be worth the hassle. However, gnomish engineer-fighters have started using it in greater demand.

It is technically a ranged weapon, but it has the flung property meaning it can be used in close proximity like a melee weapon. Despite this, it is thrown like a lasso and somewhat side-armed, using *ranged fighting* and extending out to its 15-foot length. Because of this whirling and reeling back in, the weapon suffers a -1 delay to initiative. It also requires two hands to employ. However, due to the spinning stone, the weapon inflicts damage like a style-c weapon. As with all ranged weapons, it gains bonuses to hit from Agility; however, proficiency with the weapon grants it special weight damage, even though ranged weapon usually are not permitted this bonus. If the wielder is skilled with *style: hurling* then in addition to the extra d20 die used, the weapon will gain 1 point of weight damage. Should the wielder have *weapon forte* in the jossal, then it acts as heavy weapon-size, granting 2 points of additional damage.

The downside of this weapon is its maintenance cost, which is a standard 12 bits monthly. This covers axle grease and re-strengthening of the rope. Even still, there is still a chance of temporary damage to the jossal. If striking with a "natural 1" (unless having the *chance* skill), the weapon must roll an immediate survival save. If scoring a second "natural 1" the rope breaks, requiring eight-hours to repair. Someone with an *engineering* skill can repair it in two hours. In either case, this counts as active time -- it cannot be repaired while performing other tasks, even traveling.

Roll20 API Weapon Special Condition:

```
anyRaw=1;d20=1;{"command":"word","specialWord":"Broken"}
```

**Long Bow:** Bows are wonderful weapons. The archery weapon has a base range of 120 feet outdoors and 60 feet indoors. Shots outdoors above 120 feet up to 300 are at disadvantage, while those indoors between 60 and 120 feet are at disadvantage. Lastly, it has ammo-use, and 24 arrows are the most that can be fired in an encounter before retrieving another quiver.

Roll20 API Weapon Special Condition:

```
anyRaw>=19;{"command":"immured"}
```

**Longsword:** This is a sword between 24 and 48 inches. It could be curved or straight, single or double-edged. To employ with a shield, the wielder must have *shield-use*, but the shield could be dropped and the weapon used as a two-handed one, gaining the properties of as heavy weapon under the clout property. The longsword suffers a -1 penalty to initiative when wielded one-handed

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and -2 if employed with two. If any or many dice in an attack are “natural 20s” then there is a chance to maim the opponent. The victim must roll an Agility [preservation save](#) (DC:7) or suffer the maim restriction with a penalty of 5 feet of movement. Subsequent “natural 20s” can inflict cumulative movement penalties. Lastly, a longsword can be used with the *parry* skill regardless how it is held, and it can be used with *riposte* so long as it is wielded one-handed.

Roll20 API Weapon Special Condition:

```
anyRaw=20;{"command":"maimed","save":"AgilityDC7","movement":5}
```

**Mace:** As stated above, the Style-B mace is like a hammer except it cannot be hurled. When used with the *style: bludgeoning* skill, it can gain an extra d20 on attack rolls. The weapon requires one hand, but further, it may stun an opponent on a “natural 20” (whether crit or not). In such a case, the victim must make a successful Resilience [preservation save](#) (DC:7) or be stunned until the start of its next turn, during which time all attacks upon the victim are made at advantage.

Roll20 API Weapon Special Condition:

```
anyRaw=20;{"command":"stunned","save":"ResilienceDC7"}
```

**Net:** To wield a net, either *melee fighting* or *ranged fighting* can be used; however, no other skills can aid to give extra dice for an attack. A net will effectively place its victim under a restrained restriction on a successful hit. It can be used against Size Categories from small to large, but tiny creatures can escape and those even bigger are effectively immune to nets. Formless and incorporeal creatures are also immune. Something caught by a net can use its action to make a DC:10 Strength [feat check](#) to free itself, or a non-captured creature can use its action to free a victim on a successful DC:8 Agility feat check. Dealing any edged damage to the net (treated as AC 10) will also free the creature without harming it; however, this will destroy the net. Finally, the net can be used defensively when having the *cloak defense* skill.

**Ranseur:** This is a special pole-arm was designed to dismount riders; however, it can also deliver piercing damage to adjacent opponents or those 10 feet away when coupled with the *style: pole-arms* skill. The dismounting feat cannot be used by just anyone; the wielder must have *weapon forte* specific to the ranseur to use the dismount action. When doing so, only 1d20 is rolled, but on a successful hit, it will force a rider to make a Strength [preservation save](#) (DC:12) to remain in the saddle. Otherwise, the victim is dismounted, sent to the ground and prone. This save is not a reaction but automatically granted to the mounted rider. In all other cases, the ranseur can be used as its properties designate and as a pole-arm, allowing the *impalement* reaction once the [reach](#) property becomes effective.

**Sai:** A sai is a customized weapon designed for *weapon lock*. However, none the normal fighting style skills can enhance attacks with it; therefore, it *style: specialty* is required before one can use it with *weapon forte*. If acquiring the *style: specialty skill* for the sai, no extra d20 is granted to the die pool; however, an extra die is granted for *weapon forte*. Further, despite having the [light](#) property, the sai is an exception to the rule and can be used the *weapon lock* skill to catch an opponent’s weapon. The sai gains a +4 bonus on each d20 used in the attack when declaring an attempt either to lock an opponent’s weapon or to disarm the victim with *weapon disarm*. Also, if used underwater, the sai suffers no penalties. Finally, the sai is similar to the dagger in that it is not designed in a way to be used with *rebuff* but can use *riposte* like a dagger, as explained in the *riposte* skill.

**Shuriken:** The [range](#) weapon, shuriken, is a throwing star with a better range than most hurled weapons. These can be thrown up to 25 feet as a normal attack and over that up to 75 feet at disadvantage. Lastly, up to 12 shuriken can be thrown in an encounter before needing to grab another supply.

**Slings:** These can be used as melee weapons by placing ammo in the pouch and swinging it like a club, giving it a similar attack to a blackjack; however, only *melee fighting* can be used for calculating the dice for attack, and there is no stun option with the sling. Without a *melee fighting* skill, the attack is at disadvantage. When striking in melee, it will deliver blunt damage; however, no ammo will be lost, obviously. When used with [ammo-use](#) at [range](#), ten stones can be loaded without having to retrieve more from another location.

**Spear:** This weapon comes in two varieties, the long spear and the short spear. Gaining *weapon forte* in the spear grants extra dice to both forms in melee, but *style: hurling* would still be required to gain the bonuses when throwing the short spear.

The long spear is from eight to twelve feet long and cannot be hurled; it is sometimes called a pike. However, the benefit of the long spear is not only its [heavy](#) property but also its special [reach](#), which can extend not only to 10 feet but also up to 15 feet (or three hexes) away. Due to its extreme length, it cannot be used in an *impalement* maneuver nor can it strike opponents in adjacent locations; however, unlike the halberd, the long spear can be wielded against opponents 10 feet away even with only the *melee fighting* skill.

The short spear is a pole from four to seven feet long with a piercing point on it. Spears are fought effectively in melee while the *style: pole-arms* skill. The distinction for a short spear is that it can be hurled up to 20 feet as a normal attack whether inside or outside; however, a disadvantaged throw can be made up to 80 feet if launched as a linear throw, but outdoors its maximum range is 120 feet. When coupled with the *shield-use* skill, short spears can be used with a shield, as these weapons have a special exception to the [reach](#) property norms. While short spears make a fine thrown weapon, only four at a time can be carried without the loss of an action to gather more.

Roll20 API Weapon Special Condition, long spear:

```
onHit;{"command":"heavy"}
```

**Spiked Chain:** The covers a great number of weapon names: the chainwhip, ball and chain, rope dart, and kusarigama. While each

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of those is a bit different, they all function as the same type of weapon. These are chains of about three to four feet in length with a heavier instrument at the striking end or perhaps both ends. Based on the type of object on the ends determines the type of damage delivered: either blunt or piercing. Further, due to this weapon's exotic design, one must have *melee fighting* to use it for its feats; otherwise, the untrained user simply uses the chain portions to pummel an adversary with blunt damage. To properly employ the spiked chain, the user whirls it at the side, then strikes with the momentum. Like the sai, none the normal style skills can enhance attacks with it; therefore, it usually only inflicts 1d20 in combat. However, a *style: specialty* skill can be taken to increase to gain +2 to hit of that single d20 attack. This further allows *weapon forte* for the spiked chain to deliver 2d20 with the +2 bonus for each die. Also, when wielding it and using the defense action, it adds +2 to the shield AC, which is stackable atop using a shield with it. Of course *shield-use* is required to employ a shield with the spiked chain. It may also be used with *rebuff* and *riposte* but only in the interim of turns of the defense action. Lastly, this exotic weapon allows for critical hits on scores of “natural 20s” even when only a single die is rolled.

Roll20 API Weapon Special Condition:

```
anyRaw=20;({"command":"crit"})
```

**Staff:** A staff is a blunt pole that is spun and thrust with two hands to strike an opponent. There are two forms of a staff: a full staff and the quarter-staff. If acquiring *weapon forte* in the staff, either version can be used to gain the extra die but only if the required style skill for the fighting technique has been acquired. In other words, a character can have *melee fighting*, *style: bludgeoning* and *weapon forte: staff* but not have the *style: pole-arms* skill. This would mean one would attack with 3d20 using a quarter-staff, but only 1d20 with the long staff.

The long staff is one over seven feet in length. It is typically used like a pole-arm but delivers blunt damage instead. This means when combined with the *style: pole-arms* skill the wielder can strike enemies two hexes away. Additionally, if the *reach* requirements are met, it can be set for charge similar to an *impalement* reaction; however, such a maneuver inflicts only normal damage but also acts as a chance to knock the charging opponent prone as a tripping competition between the two combatants.

The quarter-staff is shorter, from four to six feet in length. It also delivers blunt damage; however, when wielding the quarter-staff, it must use the *style: bludgeoning* to gain any increase in attack dice. Also, the quarter-staff does not have *reach* and can only strike opponents in adjacent hexes (5 feet away). As a final note, either type of staff is capable of using the *parry* skill while wielding.

**Trident:** This weapon is similar to a short spear only even slightly shorter; moreover, it is made entirely from metal with a different shape of piercing head. Due to these details, it can be used with a shield, assuming *shield-use* is known. Also, it does not have the *reach* to be used to gain the extended range in melee from *style: pole-arms*; however, if taking the style skill, this meets the requirement to learn *weapon lock* or to advance to *weapon forte* in the trident to make a 2d20 attack. Additionally, it is too bulky to be thrown effectively unless underwater. When used underwater, it suffers no underwater penalties and does act as a *style-h* weapon with a normal range of 30 feet and maximum range of 60 feet. In either land or water, the trident gains a +2 bonus when used with *weapon lock* and *weapon disarm*. This +2 bonus is complementary and counted above the normal dice bonus explained in skill descriptions.

**Ula:** This is shorter polearm designed specifically by halflings. As small creatures are unable to use *heavy* weapons or those with *reach*, this weapon is considered an improvised weapon for creatures that are not in the small category. However, in all other ways it is used like a *pole-arms*, but it has a rounded or blocked head to deliver blunt damage rather than piercing. Like a normal spear, it can be hurled up to 20 feet as a normal attack whether inside or outside and thrown at disadvantage up to 60 feet if launched as a linear throw. Outdoors it can be lobbed, making its maximum range 90 feet. When coupled with the *shield-use* skill, the ula can be used with a shield. While ulas make a fine thrown weapon, only four at a time can be carried without the loss of an action to gather more. Lastly, the *impalement* reaction can be used once skilled in *style: pole-arms*; however, it will act in a special manner. First, it inflicts the normal amount of attack damage, but it triggers a tripping competition against the attacker. Next, as it does not have *reach*, this reaction occurs at five feet rather than ten feet away. This means the timing of the actions is special as well. The attack and the *impalement* reaction occur simultaneously; neither can be prevented or altered by death, being knocked prone or other special damage that alter the rolling of the action or reaction. Halflings' *chance* skill would obviously still be permitted. However at the end of both calculations, any changes, damage, restrictions or death would apply. Thus, if the tripping portion of *impalement* is successful, the penalty for being prone is not calculated into the attack but does occur as a result.

**Vidonoir:** Pronounced VEE-doh-NOH-ir, this orcish weapon is idiomatically translated to “tooth blade.” First, outside of orcish communities, wielding one, even carrying one, creates the same social disadvantages as a jack of plates would. For the aspect of pure combat, this weapon can be employed with multiple fighting styles. When used as an axe, it combines with the *style: cleaving* skill to gain extra dice; however, it does not strike like a typical *style-c* weapon; instead it strikes against the easier between blunt and piercing defenses to inflict piercing damage. Nonetheless, this same weapon can be turned or used with a back-thrashed to use as a slashing weapon, which would gain dice to the attack if combined with the *style: slashing* skill. The skill *weapon forte* can be taken for the weapon, but it could only be used with three dice if all the requirements were met for the style used.



Roll20 API Weapon Special Condition, slashing method:

```
anyRaw=20;({"command":"maimed","save":"AgilityDC5","movement":5})
```

**War Maul:** The war maul is a *heavy* form of hammer with a longer handle. It requires two hands to wield. Due to the *heavy* property, a raw 18 or higher normally places an unshielded opponent at disadvantage, but further for the war maul if that roll successfully strikes the target, then the victim must also roll a Resilience *preservation save* (DC base of 8 plus the attacker's Strength modifier) or become stunned, during which time attacks against the victim are at advantage. The victim recovers from the

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stun restriction on start of its next turn but still suffers from being at disadvantage until the end of its turn. This works in conjunction with *heavy blow*, if acquired, to affect even opponents with shields.

Roll20 API Weapon Special Condition:

```
anyRaw>=18;{"command":"various","inner":{"command":"heavy"},{"command":"stunned","save":"ResilienceDC8","AdjustDC":"strength"}}
```

**Whip:** The whip is a specialized weapon, which does not inflict lethal damage, but offers a lot of special benefits. First, it requires a *melee fighting* skill to operate; otherwise, it is ineffective when used as an improvised weapon. By its design, it has a natural reach of 10 feet (not requiring a skill to extend) and does inflict edged damage; however, this damage does not inflict body points but instead inflicts pain. Further, a whip does not have the tensile strength to penetrate armor; therefore, even the pain-effects cannot be inflicted to a target wearing medium or heavy armor (or monsters with an armor component of its AC is 13 or higher). This pain-effect offers the potential to place a target into a *frightened* restriction until the end of the victim's next turn. When a whip successfully strikes non-immune target, the victim makes a Will *preservation save* (DC:9) or becomes *frightened* due to pain. As a second attack option, the whip offers a tripping option against an opponent up to ten feet away (2 hexes). This requires a success hit against the target's AC and can affect any target regardless of its armor type. The rules of *pushing* govern tripping, and the whip offers a +3 bonus on the competition. This can be very effective when using a flee-attack reaction especially due to the whip's natural reach, allowing those who break from 2 hexes away to be subject to such a reaction. A whip can also be used as a make-shift garrote; however, attacking with it as such suffers a -3 to hit on the attack. Finally, with other advanced skills, the whip can perform even more feats, but it would require a *style: specialty* skill to use such maneuvers as *weapon lock*. The *style: specialty* skill does not add an extra d20 and neither does *weapon forte*. This weapon only ever has 1d20 in its die pool. The whip cannot be used for *parry* or *rebuff*.

## Weapon Special Conditions

Certain weapons have the potential to inflict other effects other than just damage. These are detailed below:

**Crit:** This weapon is an exception to the normal crit rules. It can strike a critical hit even if fewer than 2d20 are used or if acting as a range weapon.

**Heavy:** Due to the weight of the weapon, this condition will place the victim under disadvantage if the score is significant.

**Immured:** This is not exactly the weapon but rather the ammo typically used. When firing arrows or bolts from a bow or crossbow, the damage is initially lower than most melee damage; however, such ammo does have a peculiar specialty that can affect creatures made of flesh. Whenever a raw score is high enough, the projectile doesn't merely graze the target's shoulder or plink a small cut through the armor; instead, the missile lodges itself deep into the target's flesh. This does not deliver any immediate additional damage, but it does create a risk when being extracted. If the "arrow" is pulled out, the victim must perform a Resilience save (DC:8). If the fail saves, the victim bleeds instantly for an additional d3 points. Upon a successful save, the bleeding is only 1 point. Magical removal or extracted by someone with either the skills *medical zoology* or *stitch and wrap*, then the save is assumed to be automatically made. This save is required for each embedded arrow. Should the victim ignore the lodged missile (or magically healed prior to removal), then this will develop a potential infection of *earth rot*. Each additional missile ignored increases the disease's severity roll by +10.

**Maimed:** Weapons with a chance of maiming will reduce the movement rate of its victim should the required save fail.

**Restrained:** Weapons such as bolas have a chance place the victim under the *restrained* condition.

**Stunned:** Weapons with a stunning effect allow the victim to make a specific save against the attack. Certain helmets usually aid towards this save. However, if failing the save, the victim is placed under the *stunned* restriction until the end of its next turn, which further means it will lost the action and movement of that turn.

## Weapon-Usage Matrix

Melee Weapons and Combining Skills									
	No Skill	Melee Fighting	Style: Specialty	Weapon Forte	2-Handed	Heavy Blow	Shield Parry	Rebuff	Riposte
Improvised	d20 <sup>(D)</sup>	1d20	n/a	n/a	n/a	n/a	✓	○	○
Blackjack <sup>(S)</sup>	d20 <sup>(D)</sup>	1d20	2d20	3d20	n/a	n/a	✓	○	○
Chalikar	d20 <sup>(D)</sup>	1d20	n/a	n/a	n/a	n/a	✓	○	○
Garrote	n/a	1d20	n/a	n/a	n/a	n/a	○	○	○
Net	d20 <sup>(D)</sup>	1d20	n/a	n/a	n/a	n/a	⚔	○	○
Sai	d20 <sup>(D)</sup>	1d20	1d20	2d20	n/a	n/a	✓	○	⚔
Sling	d20 <sup>(D)</sup>	1d20	n/a	n/a	n/a	n/a	⚔	○	○
Spiked Chain	d20 <sup>(D)</sup>	1d20	1d20	2d20	n/a	n/a	⚔	○	○
Whip	n/a	1d20	1d20	1d20	Mastery	n/a	⚔	○	○
	No Skill	Melee Fighting	Style: Bludgeoning	Weapon Forte	2-Handed	Heavy Blow	Shield Parry	Rebuff	Riposte

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<b>Bastard Sword<sup>(M)</sup></b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	n/a	+d20	⊗	✓	✓	⊗
<b>Flail<sup>(S)</sup></b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	<b>+d20<sup>(C)</sup></b>	⊗	✓	✓	✓
<b>Hammer</b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	n/a	✓	⊗	✓	✓
<b>Mace<sup>(S)</sup></b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	n/a	✓	⊗	✓	✓
<b>Quarter-staff</b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	n/a	n/a	⊗	✓	✓	✓
<b>War Maul<sup>(S)</sup></b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	n/a	<b>+d20</b>	⊗	✓	✓	⊗
<b>Axe</b>										
	No Skill	Melee Fighting	Style: Cleaving	Weapon Forte	2-Handed	Heavy Blow	Shield Parry	Rebuff	Riposte	
<b>Axe</b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	n/a	✓	⊗	✓	✓
<b>Battle Axe</b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	<b>+d20<sup>(C)</sup></b>	⊗	⊗	✓	⊗
<b>Great Axe</b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	n/a	<b>+d20</b>	⊗	✓	✓	⊗
<b>Vidonoir</b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	n/a	⊗	⊗	✓	⊗
<b>Halberd</b>										
	No Skill	Melee Fighting	Style: Pole-arms	Weapon Forte	2-Handed	Heavy Blow	Shield Parry	Rebuff	Riposte	
<b>Halberd</b>	d20 <sup>(D)</sup>	1d20	<b>1d20(10ft)<sup>(I)</sup></b>	<b>2d20(10ft)<sup>(I)</sup></b>	n/a	<b>+d20</b>	⊗	✓	✓	⊗
<b>Halberd</b>	n/a	n/a	<b>1d20(10ft)</b>	<b>2d20(10ft)</b>	n/a	<b>+d20</b>	⊗	✓	✓	⊗
<b>Ranseur</b>	d20 <sup>(D)</sup>	1d20	<b>1d20(10ft)<sup>(I)</sup></b>	<b>2d20(10ft)<sup>(I)(T)</sup></b>	n/a	n/a	⊗	✓	✓	✓
<b>Long Spear</b>	n/a	1d20(10ft)	<b>1d20(15ft)</b>	<b>2d20(15ft)</b>	n/a	n/a	⊗	✓	✓	✓
<b>Short Spear</b>	d20 <sup>(D)</sup>	1d20	<b>1d20(10ft)<sup>(I)</sup></b>	<b>2d20(10ft)<sup>(I)</sup></b>	n/a	n/a	⊗	✓	✓	✓
<b>Long Staff</b>	d20 <sup>(D)</sup>	1d20	<b>1d20(10ft)<sup>(P)</sup></b>	<b>2d20(10ft)<sup>(P)</sup></b>	n/a	n/a	⊗	✓	✓	✓
<b>Trident</b>	d20 <sup>(D)</sup>	1d20	1d20	2d20	n/a	n/a	⊗	✓	✓	✓
<b>Ula</b>	d20 <sup>(D)</sup>	1d20	<b>1d20<sup>(P)</sup></b>	<b>2d20<sup>(P)</sup></b>	n/a	n/a	⊗	⊗	✓	⊗
<b>Dagger</b>										
	No Skill	Melee Fighting	Style: Slashing	Weapon Forte	2-Handed	Heavy Blow	Shield Parry	Rebuff	Riposte	
<b>Dagger</b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	n/a	✓	⊗	⊗	⊕
<b>Gladius<sup>(M)</sup></b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	n/a	⊗	✓	✓	⊗
<b>Longsword<sup>(M)</sup></b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	<b>+d20<sup>(C)</sup></b>	⊗	✓	✓	✓
<b>Vidonoir</b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	n/a	⊗	⊗	✓	⊗

Range Weapons and Combining Skills											
	No Skill	Ranged Fighting	Style: Archery	Weapon Forte	Focused Shot	Marksmanship	Strength	Bow	Shield	Curved Shot	Targeting
<b>Crossbow</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	-d20	n/a	⊗	⊗	⊗	⊗
<b>Hand Crossbow</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	-d20	n/a	✓	⊗	⊗	⊗
<b>Long Bow</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	-d20	+d20	⊗	⊗	✓	✓
<b>Axe</b>											
	No Skill	Melee Fighting	Style: Hurling	Weapon Forte	Focused Shot	Flung	Ricochet	Shield		Targeting	
<b>Axe</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	✓	✓	⊗		✓	✓
<b>Bolas<sup>(R)</sup></b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	⊗	⊗	⊗		✓	✓
<b>Dagger</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	⊗	✓	✓		✓	✓
<b>Chalikaar</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	✓	✓	✓		✓	✓
<b>Gnomish Slinger</b>	n/a	1d20	n/a	n/a	n/a	⊗	⊗	⊗		⊗	⊗
<b>Hammer</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	✓	✓	⊗		✓	✓
<b>Jossal</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	✓	⊗	⊗		✓	✓
<b>Net<sup>(R)</sup></b>	d20 <sup>(D)</sup>	1d20	2d20	n/a	n/a	✓	⊗	⊗		⊗	⊗
<b>Shuriken</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	⊗	✓	✓		✓	✓
<b>Sling</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	⊗	✓	⊗		✓	✓
<b>Short Spear</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	⊗	⊗	⊗		✓	✓
<b>Ula</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	⊗	⊗	⊗		✓	✓

(C) weapon of clout

(D) at disadvantage

(I) impalement

(M) maim potential

(P) might knock prone

(R) chance to restrain

(S) stun potential

(T) dismount potential

✓ allowed

⊗ prohibited

⊗ with skill








⊕ special conditions

red font indicates potential crits

## Economy

The GM always has things for the party to spend the money on. As a rule, standard equipment should be assumed, unless the world environment dictates otherwise. A simple solution is to have the players pay a “maintenance” fee for keeping equipped. Lump in a food budget and just “invoice” them monthly. A good rule of thumb would be 1 bit per day for food, another 3 bits monthly for basic equipment. Then weapons have a maintenance cost, as do armor and pets. However, starting characters will have a monthly maintenance fee of around 40 to 50 bits. Personalities who are frugal versus spend-thrift, drinks heavily or is from money, then the GM might add an extra monthly charge for his or her habits.

For the successful adventurer, the silver bit is going to be the simplest monetary form to use. Again, there is no need to have the characters count pennies. Adventurers, who are playable, typically are not destitute characters – or at least not for long. The exchange rate is something to consider, but not too deeply. Everything in this manual is listed in silver bits. Of course, there are lesser coin types: copper and iron bits. However, if the players are having to concern themselves with how many coppers go into a gold piece, then it really needs to make sense to the story - or they probably are not being successful enough to maintain their lifestyles and just need to go into ordinary living.

	Exchange Rate						
							
1 Silver Bit	1						
1 Gold Piece	20	1					
1 Platinum Rod	100	5	1				
1 Ruby	300	15	3	1			
1 Sapphire	800	40	8	2	1		
1 Emerald	2000	100	20	6	2	1	
1 Diamond	5000	250	50	16	6	2	1

At the upper end of the exchange table are silver, gold, platinum, and gems. In Enchanted Realms, the exchange is 20 silver bits trade for 1 gold piece. Then 5 gold pieces trade for a single platinum rod. Platinum is only minted in rods about the size of a roll of quarters. It is meant to be a high-end monetary token without needing to carry a lot of coins. Further rubies, sapphires, emeralds and diamonds are standard denominations and exchange easily. A GM may want to add more financial or lapidary flavor, citing that not all gems are the same. But this is a game. There are more events of excitement than spending half the value on the bureaucracy of pricing gemstones. Shortcut things and set a standard, then say on average this is what they all work out to be; there’s the exchange rate. Also, when trading gems for other gems, assume fractions of an exchange will be lost and profit goes to the bank, merchant or lapidary.

While the exchange rate should just be kept simple, unless economy and trade-development are part of the theme of the campaign, collecting the spoils of war should not just be assumed to be top value as if buying new. Thus, the trade-in price is listed on most items. Additionally, the weapons and armors of most monsters will have virtually no value at the marketplace. That does not mean everything from monsters are worthless, but the GM should avoid the PCs becoming hoarders just to make a few bits. Shave a few bits from the monthly maintenance if they get picky, but the GM should keep the system of tracking money simple.

If things are normal items and not special, then the GM should factor upkeep into the maintenance; however, there will be times when restoring items or finding services will important and should be detailed out. The bartering skill is a fun way to role-play those exchanges if desired.

Lastly, when thinking of money, understand that a fantasy, adventurer world will have difference supply-and-demand pressures than our modern one. However, to get a feel for the economy, a guideline is to think about a silver bit equal to about \$10 in 2020 America: a hotel room for \$150 per night is a reasonable price; \$1000 for a quality, properly-bred dog; a low-end weapon for home protection around \$500.

## The Market

Merchants are always around, pushing goods, having connection that others do not. People, not just heroes, will need to purchase things. Whatever the market looks like, whether trading secretly in homes and back alleys or openly in a square, transactions are going to happen.

A few things to consider, some merchants will have brought goods from across the seas, while others may have collected things from local farmers. To quote from the book *Grain Into Gold*: “Just to complicate your life as a game master, things in a marketplace will never really have a price on them. Haggling isn’t expected, it’s required.”

However, as with much of the game economy, there is little reason (unless the players really like that role-playing) to worry about the actual pitching and bargaining. In the end, the prices work out to an average. Even though the out-of-game experience is browsing a price list, the in-game experience for the characters going to market might be an all-day endeavor just to buy a new scabbard.

## Economy

Nonetheless, for ease of the game, below is a standard price list. That list, however, includes price differences when items are locally available versus having to be acquired in a faraway location. This might represent supply and demand, as that is how rare something is; no one else has access to it and it is that far, risky and expensive to acquire it. Or this might also represent the specialty of a product's brand, such as when a master craftsman of functionally the same merchandise is in high popularity or demand. Why some of the more common items would ever be in short supply or highly popular will take a bit of story-telling, but the prices are listed nonetheless.

Usually a price paid will be from the local market; however, if special arrangements have to be made, the price will go up. Likewise, if one is able to buy from the source rather than from merchants, the markup will be removed. Also, if a region experiences a famine, this is a good guideline as to what will happen to food prices, as the supply will be short and if it can be procured it will be at the price as if coming from a distant city. Some might be permanent differences, such as whale oil prices on coastal cities versus landlocked cities.

Lastly, there is a "maintenance" column. As stated above about not tracking every transaction but instead use a monthly-maintenance cost for replacements and upkeep of the necessary equipment. That is what this column represents. Further, in this column there will be an occasional note to identify what is "standard equipment" which that three-silver-bit monthly cost covers. Should a PC want something a little nicer, then he or she will have to purchase it.

## Animals

Item	At Source	Local Market	Nearby City	Distant City	Trade-In	Maintenance
Borgaaz	300 ☉	n/a	n/a	n/a	None	20 ☉
Camel	125 ☉	175 ☉	350 ☉	700 ☉	50 ☉	18 ☉
Chicken, Broiler	5 ¢	7 ¢	1 ☉ 5 ¢	3 ☉	None	None
Canivox	90 ☉	150 ☉	n/a	n/a	30 ☉	5 ☉
Dog, Attack, trained	65 ☉	100 ☉	200 ☉	375 ☉	5 ☉	5 ☉
Dog, Hunting, trained	35 ☉	55 ☉	110 ☉	200 ☉	4 ☉	4 ☉
Elephant	2,000 ☉	3,000 ☉	5,000 ☉	10,000 ☉	850 ☉	50 ☉
Giant Eagles	2,000 ☉	4,000 ☉	6,000 ☉	7,500 ☉	1200 ☉	25 ☉
Goat	5 ☉	7 ☉ 5 ¢	15 ☉	30 ☉	None	None
Gryphon	5,000 ☉	7,500 ☉	10,000 ☉	15,000 ☉	2,000 ☉	100 ☉
Hog	15 ☉	23 ☉	45 ☉	90 ☉	None	None
Horse, Draft	150 ☉	210 ☉	420 ☉	850 ☉	15 ☉	None
Horse, Riding	100 ☉	150 ☉	300 ☉	600 ☉	12 ☉	None
Horse, War	250 ☉	375 ☉	750 ☉	1,500 ☉	25 ☉	None
Lamb	12 ☉	18 ☉	36 ☉	72 ☉	None	None
Lepuus	240 ☉	n/a	n/a	n/a	None	8 ☉
Lizard Steed	110 ☉	160 ☉	320 ☉	700 ☉	35 ☉	6 ☉
Llama	90 ☉	130 ☉	300 ☉	450 ☉	45 ☉	3 ☉
Mule	90 ☉	135 ☉	270 ☉	400 ☉	40 ☉	8 ☉
Osprider	250 ☉	375 ☉	750 ☉	1,500 ☉	35 ☉	175 ☉
Ox	120 ☉	180 ☉	360 ☉	750 ☉	50 ☉	6 ☉
Pony	75 ☉	105 ☉	200 ☉	375 ☉	30 ☉	4 ☉
Rabbit	1 ☉	2 ☉	4 ☉	None	8 ☉	None
Shocker Lizard	85 ☉	125 ☉	n/a ☉	n/a ☉	None	1 ☉
Steer	60 ☉	85 ☉	170 ☉	350 ☉	30 ☉	1 ☉
Stog	25 ☉	35 ☉	70 ☉	100 ☉	None	None
Terrac Riding Goat	85 ☉	130 ☉	250 ☉	400 ☉	40 ☉	3 ☉

**Borgaaz:** Only bred in orkane cultures and rarely sold outside of the bloodline.

**Camel:** These animals are only available in climates which do not have freezing temperatures in the winter.

**Elephant:** Breeders only operate where climates do not have freezing winters. Even then, demand among these are high and the gestation is long, causing backlog requests of up to two years.

**Goat:** If a goat is slaughtered, it will produce roughly 40 pounds of meat, but butchering costs run around 8 bits.

**Gryphon:** Breeders are very rare, and when they are available, often there is a backlog of requests from one to three years. At least half down will be required for purchasing one.

**Hog:** If a hog is slaughtered, it will produce roughly 200 pounds of meat, but the expense for the butcher will be 20 bits or about 1 copper per pound.

**Lamb:** If a lamb is slaughtered, it will produce roughly 50 pounds of meat, but will costs around 10 bits to butcher.

**Lepuus:** These creatures breed in the wild, but to date, only wood elves have been successful at domesticating them.

**Shocker Lizard:** Sold in a small wooden box and only on the black market. These are viewed socially as an assassin's tool to render victims helpless.

## Economy

Steer: At the cost of 80 bits for butchering, a steer will produce about 600 pounds of beef.

Stog: These weird amphibians will live only about 3 months in a captive environment. They are not common in open markets, but can be found among thieves guilds and other black markets.

## Apothecary

Most major cities will have an apothecary for medical supplies and potions; however, these businesses rely heavily on local resources. It is possible to get semi-common items from a nearby city, but if something is unavailable in the area, then it is rare for such things to be shipped from afar. Further, supplies on hand are not guaranteed and may take some time to fill. There are many other potions and alchemical solutions available in the world. The ones listed here are known well enough to have a chance of being in a local store.



## Economy

Item	Quality	Store	Nearby City	On-Hand	Days to Fill	Potency
Acid Splash (1 use)	Fine	75 ☉	150☉	2d6-3	2d4-5	3 months
Anointing Spirits (1 dose)	High	50 ☉	75 ☉	2d4-3	2d6-5	3 months
Bardwear (1 use)	Fine	30 ☉	60 ☉	2d6-3	2d4-5	1 month
Belladonna (1 tablespoon)	Common	1 ☉	2 ☉	2d4-3	d6-2	6 months
Bonfire Blend (1 use)	Fine	50 ☉	75 ☉	2d6-3	2d4-5	1 month
Chakra Dram (1 dose)	Fine	75 ☉	125 ☉	2d4-3	d4-2	2 months
Chromis Slime (1 dose)	High	400 ☉	650 ☉	d8-7	6d10	3 months
Coma Draught (1 dose)	Fine	75 ☉	125 ☉	2d6-3	2d4-5	3 months
Concealer Salve (1 dose)	Fine	200 ☉	450 ☉	d6-3	3d12-5	3 months
Drakus Flower (1 dose)	High	400 ☉	650 ☉	d8-7	6d10	3 months
Dried Ephedra (1 dose)	High	150 ☉	250 ☉	d4-2	3d10	3 months
Emetic Sap (1 drachm)	Fine	3 ¢	6 ¢	3d10-5	d6-2	1 month
Ent-Draught (1 oz)	Fine	25 ☉	40 ☉	d8-3	2d8-4	1 year
Ethyl Alcohol (1 pint)	Fine	1 ☉	2 ☉	2d6-4	d12-5	1 year
Explosive Oil (1 flask)	Fine	25 ☉	50 ☉	3d4-3	d6	6 months
Fennel Silk (1 dose)	High	150 ☉	250 ☉	d4-2	3d10	3 months
Firebreather's Oil (1 use)	High	5 ☉	10 ☉	2d8-2	d3	1 year
Frankincense (1 tablespoon)	Common	2 ☉	3 ☉	2d4-3	d6-2	6 months
Healing Salve (1 dose)	High	100 ☉	175 ☉	1d4-3	2d6-5	6 months
Hemlock (1 tablespoon)	Fine	12 ☉	25 ☉	d4-2	2d6-5	6 months
Holy Water (1 dose)	High	50 ☉	75 ☉	1d4-3	2d6-5	3 months
Iocane Powder (1 tablespoon)	Common	8 ☉	16 ☉	2d4-3	d6-2	6 months
Iodine solution (1 pint)	Fine	7 ¢	1 ☉ 5 ¢	2d4-3	d6-2	6 months
Invigoration Potion (1 dose)	High	50 ☉	75 ☉	2d4-3	2d6-5	3 months
Jaffray (1 tablespoon)	Common	4 ☉	7 ☉	2d4-3	d6-2	6 months
Lady-Luck Fungus (1 tablespoon)	Common	5 ☉	10 ☉	2d4-3	d6-2	6 months
Laishaberries (1 tablespoon)	Fine	12 ☉	25 ☉	1d4-2	2d6-5	6 months
Laumspur (1 tablespoon)	Common	4 ☉	7 ☉	2d4-3	d6-2	6 months
Lekhan Oil (1 dose)	High	150 ☉	275 ☉	1d4-3	3d6-5	1 month
Lungwort (1 tablespoon)	Fine	10 ☉	20 ☉	1d4-2	2d6-5	6 months
Maiden's Heart (1 tablespoon)	Common	4 ☉	7 ☉	2d4-3	d6-2	6 months
Mana Cake (1 dose)	High	150 ☉	275 ☉	1d4-3	3d6-5	1 month
Mandrake Berry (1 dose)	High	75 ☉	125 ☉	d6-4	3d6	2 weeks
Maruera (1 tablespoon)	Fine	12 ☉	25 ☉	1d4-2	2d6-5	6 months
Moly (1 tablespoon)	Common	5 ☉	10 ☉	2d4-3	d6-2	6 months
Myrrh (1 oz)	Fine	3 ☉	6 ☉	4d4-6	3d6-5	6 months
Olive Oil (1 gallon)	Common	1 ☉	2 ☉	6d10-9	d6-2	6 months
Oil of Flame Suppression	High	20☉	45 ☉	6d10-9	d6-2	3 months
Panacea (1 dose)	High	400 ☉	750 ☉	d4-3	d6-4	6 months
Pattran (1 tablespoon)	Common	3 ☉	5 ☉	2d4-3	d6-2	6 months
Poison, deathbane (1 dose)	High	125☉	200 ☉	1d4-3	2d6-4	1 year
Poison, nightvine (1 dose)	High	100☉	175 ☉	1d4-3	2d6-4	1 year
Poison, tears of doubt (1 dose)	High	160☉	250 ☉	1d6-5	3d6-7	1 year
Poison, venomooze (1 dose)	High	150☉	225 ☉	1d4-3	2d6-4	1 year
Potion of Flowering (1 dose)	Fine	60 ☉	100 ☉	2d4-3	d4-2	1 month
Preservation Powder (1 dose)	Fine	400 ☉	750 ☉	d4-3	3d4-3	5 years
Quicksilver (1 oz)	Fine	2 ☉	3 ☉	d8-4	2d6-4	1 year
Realgar (1 oz)	Fine	10 ☉	15 ☉	d8-3	2d6-4	1 year
Red Mercury (1 oz)	Fine	30 ☉	50 ☉	d8-4	3d6-5	1 year
Rose Oil (1 pint)	Common	2 ☉	4 ☉	4d10-7	d6-2	6 months
Slow-fall Draught (1 dose)	Fine	90 ☉	150 ☉	d6-4	d4-2	2 weeks
Smelling Salts (1 use)	Fine	25 ☉	30 ☉	d8-4	2d6-4	1 year
Somantox (1 use)	High	175 ☉	250☉	d4-3	2d6-8	2 months
Sorcerer's Oil (1 use)	High	250 ☉	500☉	d4-3	2d6-8	2 months
Sternopowder (1 bulb)	High	100 ☉	200☉	d8-5	3d4+5	1 year
Subsistence Cube (1 use)	High	75 ☉	125 ☉	2d6-3	2d4-5	1 month
Sun Oil (1 use)	Fine	30 ☉	60 ☉	d8-4	2d6-4	3 months
Thick Smoke (1 globe)	Fine	90 ☉	150 ☉	d6-3	3d4-4	3 months
Venus Flora (1 tablespoon)	Common	3 ☉	5 ☉	2d4-3	d6-2	6 months
Wyrmtongue (1 dose)	High	1,000 ☉	2,000 ☉	d12-11	8d10	3 months
Urea, Dried (1 oz)	Fine	3 ☉	5 ☉	2d4-3	d4-2	1 year
Wizard Glue (1 use)	High	75 ☉	150 ☉	d6-3	3d4-5	20 years
Ylang-ylang Oil (1 pint)	Common	2 ☉	4 ☉	4d10-7	d6-2	6 months

**On-Hand:** This is a calculation to know how many are currently available. If the die-formula is zero or negative, it will take time to get more. Most likely, this will be priced as a nearby-city expense.

## Economy

**Days to Fill:** When more are ordered than are locally available, then this is a formula to determine the number of days for the apothecary to acquire. If the time is zero or negative, then it is in a local storehouse but not immediately available in the store.

**Potency:** Potions and medicinal items will not last forever. This is a time that the ingredient or item is potent. After this time, it will expire and may not work.

**Acid Splash:** This is a glass globe filled with an acidic solution. It can be thrown at a target from up to 20 feet to inflict d4 point of corrosive (alchemical) damage to the Body. To strike it must hit the opponent's AC or it can be smashed like a touch-attack; however, in the latter case it will also splash upon the wielder. If thrown, then standard "throwing an item" rules apply for applicable skills. The globe will remain potent for 3 months after its creation.

**Anointing Spirits:** This blessed concoction is designed to be splashed on a target and allows the recipient to choose to be at advantage (or neutralize disadvantage) on any one roll for one instance of the recipient's choice within the next hour. Its viability is about one month.

**Bardwear:** This is a gelatin bead about two inches in diameter. When someone breaks the bead, places his or her face and upper body in the resulting colored smoke, and thinks about the kind of cosmetic treatment he or she desires, it will be instantly accomplished. One person per bead, cosmetic effect only (not an actual disguise).

**Bonfire Blend:** This mixture can be poured on a bundle of leaves and sticks, prepared for a campfire to start a small fire within 4d10 seconds. If it is poured or impacts something not combustible, it will ignite only 10% of the time. Therefore, it can technically be thrown to inflict a point of fire damage, but it must strike the target's AC and still will not take effect for the 4d10 seconds after impact - and then only 10% of the time. Thus, it is an ineffective weapon but a possible one. The shelf life for this liquid is only one month.

**Chakra Dram:** Unlike the more popular salves, this potion is imbibed. However, it has a bit of a gamble and randomness to it, which accounts for its popularity and price being lower. It will heal any type of damage, including necrotic, poison and smite. It may also heal Mind and Spirit, but it could be detrimental to those scores as well. The recipient rolls straight 2d20 against DC:8; for each successful roll, 2 Body points are restored for a potential of four points. Then a d20 roll (DC:8) is rolled for Mind, as is a d20 (DC:8) for Spirit. For Mind and Spirit, if the rolls are successful, then those scores are also healed by d2 points; however, if failing for Mind or Spirit, then a point is lost. Further, this amber liquid only lasts for around 2 months.

**Chromis Slime:** An emulgent used by alchemists.

**Coma Draught:** This potion remains potent for three months. When imbibed, one sleeps twice as effectively for four hours, heals and recovers as if eight hours had passed. It effectively allows for a long rest in only four hours. However, it is very difficult to wake someone under its effects and requires inflicting a point of Body damage to do so during the sleep. There is a psychological component to this, requiring the imbiber to know and understand what will happen for the effects to manifest; therefore, it cannot be used on unwilling or unsuspecting victims.

**Concealer Salve:** A thick, creamy-oily concoction, which may be in virtually any type of container. If a quantity is used to cover a scar, within a few days the scar will slough off and the skin will appear to be exactly like the skin around it.

**Drakus Flower:** An emulgent used by alchemists.

**Dried Ephedra:** An emulgent used by alchemists.

**Ent-Draught:** The sap from a duskwood tree.

**Explosive Oil:** This is combustible mixture of oil and alcohol which has a flash point that results in a fiery explosion. Molotov cocktails are the method of deliver for this oil when used as a weapon. If holding an open flame, such as a torch or candle, and also prepared with wicks, then one can light and hurl in the same action. To attack, one rolls a d20 as range, hurling the 8oz flask at the target successfully striking the target based on their AC. If missing the target, the use the rules of friendly fire to determine if anyone else was struck. Even if missing everyone, consider the terrain for combustibility. If successfully striking the target, the victim suffers d4 points of fire damage, plus must make an Agility preservation save using a DC at 20 minus the AC. If failing, the oil continues to burn over the victim, which will inflict d2 additional points of fire damage at the end of each of the victim's turns. An inflamed victim can use a full action to stop, drop and roll to extinguish the flames; however, it requires an Agility feat save (DC:6) to be successful. Moreover, to throw a Molotov cocktail of explosive oil, only three can be carried on one's person safely; however, a pile could be placed at one's feet, causing a loss of 2 points of initiative to reach down to get one for the action. Keeping them in a metal box at one's feet and closing the lid between throws is also possible; however, that comes at the sacrifice being able to throw every other round, with the action in between being used for closing and securing the box. All of that said, if the attacker suffers any fire damage or is exposed to a fiery effect while being in possession of these cocktails, then each explodes upon the owner.

**Fennel Silk:** An emulgent used by alchemists.

**Firebreather Oil:** This is a form of paraffin, similar to kerosene, that is used by performers, held in their mouths and spit into a flame for a pyrotechnic effect. It is stronger than lamp oil with a lower flash point. This means it could be used as a weapon in some cases, although it is not very reliable. If one uses it to attack, spitting a mouthful past an open flame (such as a candle, tindertwig, or torch) to ignite it, then it could harm a target 5 feet away (or in an adjacent hex). This is different than standard rules for "throwing an item." One rolls a d20 as range and must strike an AC10, regardless of the target's actual AC. If rolling a natural 1, then the attacker accidentally inhales or swallows some of the fuel, leaving the attacker nauseated (as the restriction) until the start of his or her next turn. If successfully striking the target, the victim then makes a Resilience preservation save with the DC being 20 minus the true AC value. If the DC becomes less than 2, remember than a natural 1 always fails. If failing the save, the target suffers d3 points of Body damage due to fire.

**Healing Salve:** This pasty mud is applied to wounds and instantly restores 2d4 Body points, even if the recipient is in negative values. However, it can only heal physical wounds, not those caused by necrotic, poison or smite. The muddy substance only stays usable for about six months.

**Holy Water:** The blessed waters become a holy weapon against undead and some fiends. The vial is thrown and allows d20s to be rolled for successful striking with *ranged fighting* and *hurling*; however, the smiting damage is limited to a d4 regardless of the number of dice used; those are only for determining success. The shelf-life of Holy Water is approximately a month.

**Invigoration Potion:** Similar to a healing salve, when drinking this holy mixture, the imbiber gains d4 points of Spirit without exceeding the maximum score. This cannot be used cumulatively on the same target in the same day. The potion will become unusable after one month of its creation.

## Economy

**Lekhan Oil:** When rubbing this oil on an object or creature, the sounds emanating from the subject are greatly dissipated. While not perfect silence, a person shouting would be at the volume of a whisper. If used in conjunction with a sneak attack or perhaps *backstab*, this would cause a -2 to the target's Perception roll. Rubbing the oil requires an action during combat. The oil remains viable for about 2 months.

**Mana Cake:** This thin bread flake is placed on the tongue and absorbed into the system. It restores 1 point of Mind, which cannot exceed the maximum score. However, another cake cannot be consumed again by the same recipient before a long rest; if doing so, the cake is useless.

**Mandrake Berry:** An emulgent used by alchemists.

**Oil of Flame Suppression:** This is the oil used to treat a Bishop Robe to add the bonus to Fire AC. It must be used during the fashioning of a leather armor. However, it can also be used with an action to extinguish a combusted person or item.

**Panacea:** An imbibed solution more potent than a healing salve. When consumed, Panacea instantly heals from 3d4 Body points, 3d4 Mind points, and 3d4 Spirit points. Further, if 9 points or higher for all three attributes occur, then the panacea will also remove any disease infecting the guzzler. Panacea has a long shelf-life compared to other potions, remaining usable for around 6 months.

**Poisons:** Use of poison against members of society is illegal; however, as there are legitimate uses for ranchers and big game hunters, these can be found at times on the open market. For more details, see the [Poisons](#) section.

**Potion of Flowering:** This simple green solution causes a flower grow, blossom, a seed pod open, or a leaf bud bloom at a magically fast rate. A small shoot can become a full flower in only 24 hours. However, it will only work on non-monstrous plants. It will remain potent for 30 days after the mixture is created.

**Preservation Powder:** While this could be used as a very expensive salt to preserve food, its more useful purpose is to drop into liquid potions and mix with cream salves to ensure that the mixed concoction will remain unchanged and protected from exposure of time. Doing this will allow the shelf-life of an alchemical substance to become triple its normal time. However, it is ineffective on the same potion twice. It could also be used to preserve exotic ingredients so that they will not deteriorate, such as the heart of a cyclops or moon-spider eye.

**Slow-Fall Draught:** This potion is consumed, allowing a slow and safe fall up to 50 feet to occur during the next ten minutes. When falling, it is too late to imbibe; however, it can be used as a safe transport for jumping from heights or short-term protection for climbing something specific. While in the vial and unused, this potion will remain practical for two weeks.

**Smelling Salts:** This mixture is created and dried out into a sealed package. When used on an unconscious creature (by restriction or Body score zero), it will instantly revive the being. This does not affect health, merely causes the recipient to awaken. Further, it will not work on a creature with negative Body points. Smelling salts have a nice longevity, lasting up to a year.

**Somantox:** This acts as an anti-venom procedure when applied directly to the wound sight, requiring an action to use. It will only neutralize poisons that required a body save and only those that are delivered by injury.

**Sorcerer's Oil:** This solution can be combined with the casting of several sorcery axioms for greater effect. If it is at the ready, such as on the belt, it can be used in the same action as casting the spell. The various adjustments occur as follow:

- *Burning Hands:* This delivers d4+2 points of fire damage
- *Fire Dart:* Gains +3 on the "to hit" attack roll.
- *Fire Blast:* Increases the blast from 15-ft to 20-ft radius (37 hexes).

**Stemopowder:** Sometimes referred to as a sneeze-slug. This is a power, wrapped in a tissue paper. It can be thrown using the standard "throwing an item" rules, or it can be launched from a sling or similar mechanical device. If striking an opponent's AC, the victim must make a Resilience save (DC:14) or suffer a sneezing fit. The sneezing will last until the victim's next turn. This will not hamper physical melee attacks; however, ranged attacks will be made at disadvantage. Further, if concentration for magic use was being performed, it is instantly disrupted. Additionally, fey magickery and sorcery are unavailable for use during the stemutation. Divine incantations can be performed; however, they must be cast as if using the "silent prayers" method. Lastly, anything requiring precise speaking will require a Muse save (DC:9). **Subsistence Cube:** This is a small sugar cube. When consumed, it allows recipient to go without food, water, and sleep for 48 hours. However, the body must safely recover from the subsistence effect before consuming another one. If a person consumes a second one within a week's span, the effect lasts for half the time, but immediately inflicts one degree of exhaustion. If taken yet again, the time continues to halve and exhaustion degrees increase. A full week per cube consumed must pass before the recursion stops and it the cube can be safely used again. That said, this is also known as a potion drug of abuse for recreation in social circles that can afford it.

**Sun Oil:** When poured on an object or person, the item or recipient will radiate bright light for 30 feet and another 10 feet of dim light beyond that. The brilliance lasts for ten hours. When applying the oil, if the employer does not have *foul-play* or another skill that allows poison-use, then there might be a spill beneath the application. To see, an Agility save (DC:6) is made. If failing, then beneath where it was applied will also glow for the next ten hours. Attempts to split this to two separate objects by "accidental spill" will result in an automatic spillage to the ground (or inert object) and the duration of the intended application will only last for four hours.

**Thick Smoke:** Encased in a glass globe is this navy-colored liquid can be thrown with "close-enough" accuracy up to 20 feet, where upon the sphere will burst and release the smoke in a 10-ft diameter (or one hex surrounded by six adjacent ones). This is an area of effect and does not use standard "throwing an item" rules. The smoke will linger in that area for 1 minute (6 combat rounds). All creatures relying on sight, including darkvision, cannot see into, out of, or within that area. The mixture stays potent for 3 months.

**Wizard Glue:** this is creation of a bond that will hold one relatively flat substance to another: a picture to a wall, a mirror to a door, a rug to the floor, a light fixture to a ceiling, etc. The glue is quite strong but it can only support 20 pounds per vial up to a maximum of 5 vials (or 100 lbs). Brittle items, like a mirror, would break if they were forced from the wall when held by this glue. Body weight converts to support weight if a living thing is held in/by the glue. *Disrupt magic* can neutralize the bond. The area to be closed/held cannot exceed 20 square feet per dose. Doors can be glued shut, as well as chests, etc. But once the bond is broken the glue no longer adheres. A brute force action can break the bond but it will act as DC:21, but each additional application used to the same surface will add +1.

**Wymtongue:** An emulgent used by alchemists.

## Economy

### Armor

In the previous section were the standard leather and iron armors with listed armor class values. However, there are better forging materials and higher skilled creators who can offer better than standard wares. Anything superior will unlikely be in the market and will be arranged directly with the smith. It is also possible that no products of such high-quality are even available, but if they are, the list below gives an idea of the economy for such things.

## Economy

Item	Quality	AC	At Smith	Local Market	Trade-In	Maintenance
Padded Armor	Good	11	25 ☉	35 ☉	10 ☉	None
Leather Armor	Good	11	50 ☉	65 ☉	15 ☉	2 ☉
Bishop Robe	Good	11*	75 ☉	† 250 ☉	None	3 ☉
Goluka Armor	Superior	11*	400 ☉	500 ☉	200 ☉	None
Archbishop Robe	Superior	11*	300 ☉	† 750 ☉	None	2 ☉
Studded Leather	Good	12	100 ☉	150 ☉	40 ☉	3 ☉
Brigandine Armor	Good	12*	155 ☉	205 ☉	60 ☉	5 ☉
Brigandine Armor, Steel Plates	Superior	13*	675 ☉	805 ☉	130 ☉	7 ☉
Heavy-Padded	Good	13*	130 ☉	150 ☉	90 ☉	1 ☉
Iron-skin Leather	Superior	13	1,000 ☉	1,200 ☉	700 ☉	15 ☉
Elfin Hauberk	Superior	13*	n/a	† 3,900 ☉	† 2,200 ☉	5 ☉
Jack of Plates	Common	13	n/a	30 ☉	None	4 ☉
Chain Shirt	Fine	14	170 ☉	225 ☉	80 ☉	6 ☉
Chain Shirt, Steel	Superior	15	870 ☉	1,030 ☉	195 ☉	8 ☉
Chain Shirt, Electrum	Extraordinary	15	Unprofitable	6,600 ☉	4,100 ☉	12 ☉
Chain Shirt, Orichalcum	Extraordinary	15	Unprofitable	8,700 ☉	5,600 ☉	10 ☉
Lamellar Armor	Fine	14*	305 ☉	380 ☉	145 ☉	8 ☉
Lamellar Armor, Steel	Superior	15*	1,375 ☉	1,610 ☉	325 ☉	10 ☉
Ring Mail	Fine	15	234 ☉	300 ☉	120 ☉	6 ☉
Ring Mail, Steel	Superior	16	1,320 ☉	1,545 ☉	325 ☉	10 ☉
Dark Ring	Superior	15*	800 ☉	1,200 ☉	500 ☉	8 ☉
Breastplate	Fine	15	310 ☉	385 ☉	155 ☉	5 ☉
Breastplate, Steel	Fine	16	1,760 ☉	2,050 ☉	435 ☉	12 ☉
Breastplate, Meteore	Extraordinary	17	38,100 ☉	44,000 ☉	30,300 ☉	60 ☉
Dwarven Scale	Fine	15*	475 ☉	575 ☉	245 ☉	10 ☉
Dwarven Scale, Steel	Superior	16*	2,150 ☉	2,500 ☉	540 ☉	12 ☉
Brigantine Chain	Fine	16	400 ☉	485 ☉	190 ☉	15 ☉
Chain Mail	Fine	16	340 ☉	420 ☉	185 ☉	5 ☉
Chain Mail, Steel	Superior	17	2,025 ☉	2,355 ☉	520 ☉	15 ☉
Splint Mail	Fine	17	425 ☉	515 ☉	225 ☉	10 ☉
Splint Mail, Steel	Superior	18	2,535 ☉	2,945 ☉	650 ☉	20 ☉
Plate Mail	Fine	18	500 ☉	600 ☉	200 ☉	12 ☉
Plate Mail, Steel	Superior	19	3,000 ☉	3,500 ☉	865 ☉	25 ☉
<b>Shield</b>						
Shield	Fine	+2	95 ☉	135 ☉	70 ☉	3 ☉
Shield, Stonewood	Superior	+3	500 ☉	600 ☉	300 ☉	None
Shield, Orichalcum	Extraordinary	+3	6,600 ☉	7,700 ☉	5,300 ☉	15 ☉
<b>Helmet</b>						
Leather Cap	Good	n/a	8 ☉	15 ☉	n/a	1 ☉
Bronze Galea	Fine	n/a	30 ☉	50 ☉	10 ☉	2 ☉
Bascinet	Fine	n/a	50 ☉	100 ☉	20 ☉	3 ☉
<b>Barding</b>						
Leather	Dog	12	60 ☉	75 ☉	15 ☉	1 ☉
	Goat, Terrac	12	80 ☉	100 ☉	20 ☉	1 ☉
	Horse	12	125 ☉	180 ☉	45 ☉	2 ☉
	Lepuus	12	100 ☉	120 ☉	25 ☉	1 ☉
	Llama	12	90 ☉	115 ☉	20 ☉	1 ☉
	Mule	12	80 ☉	100 ☉	20 ☉	1 ☉
	Oxen	12	150 ☉	200 ☉	50 ☉	2 ☉
	Timber Elk	12	100 ☉	140 ☉	35 ☉	2 ☉
Chain	Elephant	15	800 ☉	1200 ☉	225 ☉	8 ☉
	Horse	15	350 ☉	500 ☉	90 ☉	5 ☉
	Lizard Steed	15	450 ☉	700 ☉	100 ☉	5 ☉
	Oxen	15	450 ☉	700 ☉	80 ☉	5 ☉
	Timber Elk	15	250 ☉	400 ☉	65 ☉	5 ☉
Plate	Elephant	18	2000 ☉	3000 ☉	500 ☉	20 ☉
	Horse, Draft	18	800 ☉	1200 ☉	200 ☉	10 ☉

\* Better armor class against certain types of damage

† Almost never sold in the open market; this is a black market price.

## Arms & Weapons

## Economy

Item	Quality	At Smith	Local Market	Trade-In	Maintenance	Note
Axe	Fine	45 ☉	75 ☉	35 ☉	2 ☉	
Axe, Electrum	Extraordinary	2,100 ☉	2,500 ☉	1,700 ☉	5 ☉	+1 to hit silver weapon
Axe, Silvered	Enhanced	190 ☉	250 ☉	185 ☉	4 ☉	silver weapon
Axe, Steel	Superior	400 ☉	485 ☉	180 ☉	2 ☉	+1 to hit normal weapon
Bastard Sword	Fine	95 ☉	135 ☉	75 ☉	6 ☉	
Bastard Sword, Electrum	Extraordinary	5,400 ☉	6,300 ☉	4,300 ☉	12 ☉	+1 to hit silver weapon
Bastard Sword, Silvered	Enhanced	235 ☉	300 ☉	225 ☉	8 ☉	silver weapon
Bastard Sword, Steel	Superior	975 ☉	1,150 ☉	470 ☉	8 ☉	+1 to hit normal weapon
Battle Axe	Fine	65 ☉	100 ☉	50 ☉	4 ☉	
Battle Axe, Electrum	Extraordinary	3,400 ☉	4,000 ☉	2,600 ☉	8 ☉	+1 to hit silver weapon;
Battle Axe, Silvered	Enhanced	205 ☉	270 ☉	200 ☉	5 ☉	silver weapon
Battle Axe, Steel	Superior	620 ☉	740 ☉	290 ☉	4 ☉	+1 to hit normal weapon
Blackjack	Good	8 ☉	n/a	n/a	None	potential stun attack
Bolas	Good	n/a	25 ☉	8 ☉	1 ☉	chance to restrain
Chalikar	Good	n/a	75 ☉	15 ☉	1 ☉	neck protection
Crossbow	Fine	125 ☉	175 ☉	75 ☉	8 ☉	
Bolts (12)	Fine	5 ☉	8 ☉	None	1 ☉	
Bolts, Silvered (12)	Enhanced	155 ☉	180 ☉	None	15 ☉	silver weapon
Bolts, Steel (12)	Superior	54 ☉	65 ☉	None	5 ☉	+1 to hit normal weapon
Dagger	Fine	30 ☉	60 ☉	25 ☉	1 ☉	
Dagger, Electrum	Extraordinary	1,300 ☉	1,600 ☉	1,000 ☉	3 ☉	+1 to hit silver weapon;
Dagger, Silvered	Enhanced	175 ☉	230 ☉	175 ☉	3 ☉	silver weapon
Dagger, Steel	Superior	250 ☉	315 ☉	110 ☉	3 ☉	+1 to hit normal weapon
Flail	Fine	60 ☉	95 ☉	45 ☉	3 ☉	
Flail, Electrum	Extraordinary	3,000 ☉	3,500 ☉	2,300 ☉	8 ☉	+1 to hit silver weapon;
Flail, Silvered	Enhanced	200 ☉	260 ☉	195 ☉	5 ☉	silver weapon
Flail, Steel	Superior	545 ☉	655 ☉	255 ☉	5 ☉	+1 to hit normal weapon
Garrote	Superior	25 ☉	n/a	n/a	None	
Gladius	Fine	55 ☉	90 ☉	45 ☉	2 ☉	
Gladius, Electrum	Extraordinary	2,900 ☉	3,400 ☉	2,300 ☉	8 ☉	+1 to hit silver weapon;
Gladius, Silver	Enhanced	200 ☉	260 ☉	195 ☉	6 ☉	silver weapon
Gladius, Steel	Superior	530 ☉	635 ☉	255 ☉	6 ☉	+1 to hit normal weapon
Glaive	Fine	55 ☉	90 ☉	45 ☉	4 ☉	
Glaive, Electrum	Extraordinary	2,600 ☉	3,100 ☉	2,000 ☉	6 ☉	+1 to hit silver weapon
Glaive, Silvered	Enhanced	200 ☉	260 ☉	195 ☉	6 ☉	silver weapon
Glaive, Steel	Superior	475 ☉	575 ☉	220 ☉	6 ☉	+1 to hit normal weapon
Gnomish Slinger	Fine	120 ☉	200 ☉	100 ☉	8 ☉	
Great Axe	Fine	85 ☉	125 ☉	70 ☉	6 ☉	
Great Axe, Electrum	Quality	4,800 ☉	5,600 ☉	3,800 ☉	12 ☉	+1 to hit silver weapon
Great Axe, Silvered	Enhanced	225 ☉	290 ☉	220 ☉	8 ☉	silver weapon
Great Axe, Steel	Superior	865 ☉	1,020 ☉	415 ☉	8 ☉	+1 to hit normal weapon
Halberd	Fine	70 ☉	105 ☉	55 ☉	6 ☉	
Halberd, Silvered	Enhanced	215 ☉	280 ☉	205 ☉	7 ☉	silver weapon
Halberd, Steel	Superior	695 ☉	825 ☉	325 ☉	7 ☉	+1 to hit normal weapon
Hammer	Fine	45 ☉	75 ☉	35 ☉	1 ☉	
Hammer, Meteor	Extraordinary	7,100 ☉	8,200 ☉	5,700 ☉	25 ☉	
Hammer, Orichalcum	Extraordinary	3,000 ☉	3,500 ☉	2,400 ☉	20 ☉	
Hammer, Silvered	Enhanced	190 ☉	250 ☉	185 ☉	4 ☉	silver weapon
Hammer, Steel	Superior	415 ☉	505 ☉	190 ☉	4 ☉	+1 to hit normal weapon
Hand Crossbow	Fine	150 ☉	200 ☉	75 ☉	8 ☉	
Jossal	Fine	120 ☉	175 ☉	50 ☉	12 ☉	Unique hurling weapon
Long Bow	Fine	100 ☉	125 ☉	50 ☉	6 ☉	
Arrows (12)	Fine	4 ☉	7 ☉	None	1 ☉	
Arrows, Daintwood (12)	Superior	9 ☉	16 ☉	None	2 ☉	20% greater distances
Arrows, Silvered (12)	Enhanced	150 ☉	180 ☉	None	15 ☉	silver weapon
Arrows, Steel (12)	Superior	44 ☉	54 ☉	None	4 ☉	+1 to hit normal weapon
Long Spear	Fine	40 ☉	75 ☉	35 ☉	1 ☉	
Long Spear, Silvered	Enhanced	215 ☉	275 ☉	185 ☉	3 ☉	silver weapon
Long Spear, Steel	Superior	375 ☉	460 ☉	75 ☉	3 ☉	+1 to hit normal weapon
Longsword	Fine	75 ☉	110 ☉	60 ☉	3 ☉	
Longsword, Electrum	Extraordinary	3,700 ☉	4,300 ☉	3,500 ☉	10 ☉	+1 to hit silver weapon
Longsword, Meteor	Extraordinary	12,150 ☉	14,000 ☉	10,000 ☉	20 ☉	+2 to hit magic weapon
Longsword, Silvered	Enhanced	220 ☉	280 ☉	210 ☉	8 ☉	silver weapon
Longsword, Steel	Superior	760 ☉	900 ☉	360 ☉	8 ☉	+1 to hit normal weapon
Mace	Fine	40 ☉	70 ☉	32 ☉	1 ☉	
Mace, Electrum	Extraordinary	1,900 ☉	2,300 ☉	1,500 ☉	4 ☉	+1 to hit silver weapon

## Economy

Mace, Silvered	Enhanced	185 ☉	240 ☉	180 ☉	3 ☉	<i>silver weapon</i>
Mace, Steel	Superior	365 ☉	445 ☉	165 ☉	3 ☉	+1 to hit normal weapon
Net	Common	n/a	15 ☉	None	None	
Ranseur	Fine	60 ☉	95 ☉	45 ☉	3 ☉	
Ranseur, Silvered	Enhanced	200 ☉	260 ☉	195 ☉	5 ☉	<i>silver weapon</i>
Ranseur, Steel	Superior	555 ☉	665 ☉	255 ☉	5 ☉	+1 to hit normal weapon
Sai	Fine	30 ☉	60 ☉	25 ☉	1 ☉	
Sai, Silvered	Enhanced	180 ☉	240 ☉	175 ☉	3 ☉	<i>silver weapon</i>
Sai, Steel	Superior	270 ☉	340 ☉	120 ☉	3 ☉	+1 to hit normal weapon
Short Spear	Fine	30 ☉	60 ☉	25 ☉	1 ☉	
Short Spear, Electrum	Extraordinary	1,300 ☉	1,600 ☉	1,000 ☉	8 ☉	+1 to hit silver weapon
Short Spear, Silvered	Enhanced	205 ☉	265 ☉	175 ☉	3 ☉	<i>silver weapon</i>
Short Spear, Steel	Superior	240 ☉	305 ☉	45 ☉	3 ☉	+1 to hit normal weapon
Shuriken (1)	Fine	5 ☉	10 ☉	4 ☉	None	
Shuriken, Silvered (1)	Enhanced	40 ☉	60 ☉	40 ☉	2 ☉	<i>silver weapon</i>
Shuriken, Steel (1)	Superior	53 ☉	68 ☉	27 ☉	2 ☉	+1 to hit normal weapon
Sling	Fine	n/a	8 ☉	None	None	
Spiked Chain	Good	20 ☉	30 ☉	8 ☉	2 ☉	
Staff	Fine	15 ☉	20 ☉	None	None	
Strength Bow	Superior	1,000 ☉	1,500 ☉	500 ☉	10 ☉	
Trident	Fine	55 ☉	90 ☉	45 ☉	1 ☉	
Trident, Silvered	Enhanced	200 ☉	260 ☉	195 ☉	5 ☉	<i>silver weapon</i>
Trident, Steel	Superior	540 ☉	650 ☉	255 ☉	6 ☉	+1 to hit normal weapon
Ula	Fine	15 ☉	25 ☉	5 ☉	1 ☉	
War Maul	Fine	90 ☉	125 ☉	70 ☉	4 ☉	
War Maul, Electrum	Quality	5,000 ☉	5,800 ☉	3,900 ☉	10 ☉	+1 to hit silver weapon
War Maul, Meteore	Extraordinary	14,500 ☉	16,750 ☉	12,000 ☉	25 ☉	+2 to hit magic weapon
War Maul, Silvered	Enhanced	230 ☉	290 ☉	220 ☉	6 ☉	<i>silver weapon</i>
War Maul, Steel	Superior	905 ☉	1,070 ☉	435 ☉	8 ☉	+1 to hit normal weapon
Whip, Leather	Fine	n/a	10 ☉	None	None	

## Church

Imbued and infused items can be sold via the church. Not all churches and temples will sell to the public. Some other allow their wares to be available for the faithful. The GM can give more details as to which allow things to become available; however, if the church down regulate sales, then occasionally the same items may be found in black markets at higher prices; also the days remaining for black market items are usually fewer than 15 (3d6 days rolled by GM).

## Economy

Item	Quality	At Church	Black Market
Acclimate Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
Anti-venom Trinket	Superior	2,000 ☉ + 20 ☉ per day remaining	5,000 ☉ + 50 ☉ per day remaining
Banner Trinket	Superior	1,800 ☉ + 20 ☉ per day remaining	4,000 ☉ + 50 ☉ per day remaining
Bless Meal Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Blood Lust Trinket	Superior	2,000 ☉ + 20 ☉ per day remaining	5,000 ☉ + 50 ☉ per day remaining
Bolt Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Branding Smite Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
Bread Crumbs Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Burden Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Chain of Eyes Trinket	Superior	700 ☉ + 5 ☉ per day remaining	1,800 ☉ + 10 ☉ per day remaining
Create Flame Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Damage Ward Trinket	Superior	700 ☉ + 5 ☉ per day remaining	1,800 ☉ + 10 ☉ per day remaining
Darkvision Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
Decompose Ward Trinket	High	700 ☉ + 5 ☉ per day remaining	1,800 ☉ + 10 ☉ per day remaining
Detect Magic Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Discern Language Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Downpour Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
Favor Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Fog of War Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Gentle Repose Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Grace Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Guard Spirit Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
Infusion of (Fire/Ice/Lightning) Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Lift Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Mask Spirit Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Mystic Prayer Beads (per bead)	Superior	250 ☉	300 ☉
Perceive Insanity Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Poison Ward Trinket	Superior	1,800 ☉ + 20 ☉ per day remaining	4,000 ☉ + 50 ☉ per day remaining
Protective Tattoos Service	High	3,000 ☉	Unknown
Re-preserve Trinket	High	700 ☉ + 5 ☉ per day remaining	1,800 ☉ + 10 ☉ per day remaining
Resist (Fire/Ice/Lightning) Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Reveal Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
River Eyes Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
Showers Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Spineless Trinket	Superior	1,800 ☉ + 20 ☉ per day remaining	4,000 ☉ + 50 ☉ per day remaining
Spirit Sight Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
Sustenance Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Thick Air Trinket	Superior	1,800 ☉ + 20 ☉ per day remaining	4,000 ☉ + 50 ☉ per day remaining
Thicket Trinket	Superior	700 ☉ + 5 ☉ per day remaining	1,800 ☉ + 10 ☉ per day remaining
Torch Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Water Breathing Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
Weapon of Doubt Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
Sustenance Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Weapon of Nonsense Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining

## Clothing



## Economy

Item	Quality	At Source	Local Market	Nearby City	Distant City	Maintenance
Belt, leather iron buckle	Common	1 ☉	1 ☉ 5 ¢	3 ☉	6 ☉	With Standard
Boots, leather	Common	10 ☉	15 ☉	30 ☉	60 ☉	With Standard
Boots, Dress, leather	Fine	45 ☉	60 ☉	120 ☉	250 ☉	5 ¢
Breeches, linen	Common	1 ☉	2 ☉	4 ☉	8 ☉	
Breeches, silk	Fine	25 ☉	40 ☉	80 ☉	150 ☉	1 ☉
Breeches, thick cotton	Fine	3 ☉	5 ☉	10 ☉	20 ☉	
Breeches, thin cotton	Fine	2 ☉	4 ☉	8 ☉	15 ☉	
Breeches, wool	Good	6 ☉	10 ☉	20 ☉	40 ☉	
Button, ivory	Fine	6 ☉	9 ☉	18 ☉	36 ☉	
Button, wood	Common	3 ¢	5 ¢	1 ☉	1 ☉ 5 ¢	
Cape, linen	Good	10 ☉	15 ☉	30 ☉	60 ☉	
Cape, thick cotton	Good	11 ☉	16 ☉	30 ☉	60 ☉	
Cape, thin cotton	Common	8 ☉	12 ☉	25 ☉	50 ☉	
Cloak, heavy wool	Fine	20 ☉	30 ☉	60 ☉	120 ☉	
Cloak, wool	Good	11 ☉	16 ☉	30 ☉	60 ☉	
Coat, beaver fur	Fine	90 ☉	135 ☉	270 ☉	540 ☉	5 ¢
Coat, goose-down	Common	12 ☉	18 ☉	35 ☉	70 ☉	
Coat, leather	Good	35 ☉	50 ☉	100 ☉	200 ☉	5 ¢
Coat, leather	Fine	50 ☉	70 ☉	130 ☉	250 ☉	5 ¢
Coat, fox fur	Fine	150 ☉	225 ☉	450 ☉	900 ☉	1 ☉
Coat, lynx fur	Fine	180 ☉	270 ☉	550 ☉	1000 ☉	2 ☉
Coat, rabbit fur	Good	55 ☉	75 ☉	150 ☉	300 ☉	5 ¢
Collar, leather	Good	8 ¢	1 ☉ 2 ¢	2 ☉ 5 ¢	4 ☉ 5 ¢	
Dress, linen	Common	3 ☉	5 ☉	10 ☉	20 ☉	
Dress, linen	Good	7 ☉	10 ☉	20 ☉	40 ☉	
Dress, Fancy, linen	Good	60 ☉	90 ☉	180 ☉	350 ☉	1 ☉
Dress, Fancy, silk	Fine	150 ☉	225 ☉	450 ☉	900 ☉	2 ☉
Dress, thick cotton	Good	9 ☉	15 ☉	30 ☉	60 ☉	
Dress, thin cotton	Common	6 ☉	8 ☉	15 ☉	30 ☉	
Dress, wool	Good	2 ☉	4 ☉	8 ☉	15 ☉	
Gloves, leather	Common	4 ☉	7 ☉	15 ☉	30 ☉	
Gloves, wool	Common	1 ☉	2 ☉ 5 ¢	4 ☉	10 ☉	With Standard
Handkerchief, linen per sq-inch	Common	6 ¢	9 ¢	1 ☉ 6 ¢	4 ☉	
Handkerchief, linen per sq-inch	Good	9 ¢	1 ☉ 5 ¢	3 ☉	6 ☉	
Hat, beaver fur	Fine	9 ☉	15 ☉	30 ☉	60 ☉	
Hat, rabbit fur	Good	6 ☉	9 ☉	18 ☉	35 ☉	
Hat, Fancy, beaver fur	Fine	18 ☉	30 ☉	60 ☉	125 ☉	
Hat, wool	Common	1 ☉	2 ☉	3 ☉	5 ☉	
Jacket, leather (formalwear)	Fine	90 ☉	135 ☉	260 ☉	525 ☉	
Jacket, linen (formalwear)	Good	38 ☉	55 ☉	110 ☉	200 ☉	
Jacket, silk (formalwear)	Fine	150 ☉	250 ☉	500 ☉	1000 ☉	1 ☉
Jacket, thick cotton (formalwear)	Fine	70 ☉	110 ☉	200 ☉	350 ☉	5 ¢
Jacket, thin cotton (formalwear)	Fine	50 ☉	75 ☉	150 ☉	300 ☉	5 ¢
Jacket, wool (formalwear)	Good	32 ☉	48 ☉	95 ☉	180 ☉	
Mittens, wool	Common	5 ¢	8 ¢	2 ☉	4 ☉	
Sandals, leather	Common	3 ☉	5 ☉	10 ☉	20 ☉	
Sandals, wool	Common	2 ☉	3 ☉	6 ☉	12 ☉	
Scarf, silk	Fine	18 ☉	30 ☉	60 ☉	120 ☉	
Scarf, wool	Common	2 ☉ 5 ¢	4 ☉ 3 ¢	8 ☉	15 ☉	With Standard
Shirt, linen	Common	6 ☉	8 ☉	16 ☉	32 ☉	
Shirt, silk	Fine	40 ☉	60 ☉	120 ☉	240 ☉	1 ☉
Shirt, Gamboissed, thick cotton	Fine	10 ☉	15 ☉	30 ☉	60 ☉	
Shirt, thin cotton	Good	7 ☉	11 ☉	22 ☉	45 ☉	
Shirt, wool	Common	5 ☉	8 ☉	16 ☉	32 ☉	With Standard
Shirt, Gamboissed, wool	Good	8 ☉	12 ☉	24 ☉	48 ☉	
Shoes, leather	Good	7 ☉	11 ☉	20 ☉	40 ☉	
Shoes, Dress, leather	Fine	30 ☉	45 ☉	90 ☉	180 ☉	
“Soft Shoes”	Fine	40 ☉	60 ☉	125 ☉	250 ☉	

“Soft Shoes”: Specially made shoes of gnomish invention, having a wider outline and cushioned-padding for a sole. These look a bit like small snow shoes. Because of their design, anyone wearing them suffer -10 feet from base movement; however, they grant a special bonus on stealthy movement. Of the dice used to set the DC, any “natural 1” rolled become a value as if a “2” had been rolled.

## Crime

## Economy

While not exactly things to purchase, there are fines for certain crimes. Below is an average expense if convicted.

Crime	Fine	Jail Time
Assault, Minor	250 Ⓞ	or 6 months
Assault, Major	1,000 Ⓞ	and 3 years
Disturbing the Peace	50 Ⓞ	
Drunk and Disorderly	25 Ⓞ	and 1 day (Drunk Tank)
Murder		Death
Theft, Armed/Mugging	2,500 Ⓞ	or 5 years
Theft, By Confidence	500 Ⓞ	
Theft, Petty (under 50 bits)	250 Ⓞ	or 6 months
Theft, Grand	500 Ⓞ	and 2 years
Vandalism, Minor	100 Ⓞ	or 3 months
Vandalism, Major	2,000 Ⓞ	and 1 year

**Assault:** This is an attack upon a reasonably defenseless person. Challenged and accepted duels are not considered legal assault.

## Exotic

Often adventurers find “strange” treasures. They return to metropolitan areas to see for what they can sell things. This often requires a merchant or a fence depending on the nature of the item. Therefore, if the roles are reversed and the adventurers wish to buy something they’ve heard has made its way into the market, then the mark-up is typically 20% for the merchant’s efforts in the arrangement. Depending on the item, a GM might spin up an adventure around the sale as different parties might be interested in acquiring, stealing or killing for it. On the flip side, some are esoteric, meaning there might not be any interest for the object.

Item	Selling	Buying
Acid Ant Gland	25 Ⓞ	30 Ⓞ
Anzû Feather	50 Ⓞ	60 Ⓞ
Basilisk Egg	25 Ⓞ	30 Ⓞ
Bugbear Skull	8 Ⓞ	10 Ⓞ
Center Eye of Eye Horror	1,600 Ⓞ	2000 Ⓞ
Cyclops Heart	75 Ⓞ	100 Ⓞ
Doppleganger Hide	4 Ⓞ	5 Ⓞ
Harpy Feather	40 Ⓞ	50 Ⓞ
Hippogryph Egg	200 Ⓞ	250 Ⓞ
Hydra Liver	170 Ⓞ	200 Ⓞ
Moon-spider Eye	75 Ⓞ	100 Ⓞ
Octopus Ink Sack	2 Ⓞ	3 Ⓞ
Popobawa Eyeball	75 Ⓞ	100 Ⓞ
Pseudodragon Stinger	4 Ⓞ	5 Ⓞ
Rakshasa Blood	1,250 Ⓞ	1,500 Ⓞ
Strix Egg	15 Ⓞ	20 Ⓞ
Unicorn Horn	15 Ⓞ	20 Ⓞ

**Cyclops Heart:** The mystical quality only lasts four hours after removal unless magically preserved.

**Moon-spider Eye:** The eye will rot after three days.

## Food

Item	Quality	At Source	Local Market	Nearby City	Distant City	Maintenance
Ale (1 gal)	Good	8 ¢	1 Ⓞ 1 ¢	2 Ⓞ 1 ¢	3 Ⓞ 9 ¢	
Almonds (1 lb)	Good	5 ¢	8 ¢	1 Ⓞ 5 ¢	2 Ⓞ 8 ¢	
Applejack (1 pint)	Good	2 Ⓞ	3 Ⓞ	6 Ⓞ	12 Ⓞ	
Apples (1 bushel)	Common	3 Ⓞ 6 ¢	4 Ⓞ 4 ¢	8 Ⓞ 6 ¢	15 Ⓞ	
Apples (1 lb)	Common	¾ ¢	1 ¢	2 ¢	4 ¢	
Beef (1 lb)	Good	5 ¢	7 ¢	1 Ⓞ 3 ¢	2 Ⓞ 6 ¢	
Beef, Corned (1 lb)	Good	1 Ⓞ 2 ¢	1 Ⓞ 6 ¢	3 Ⓞ 1 ¢	6 Ⓞ	
Beef, Salted (1 lb)	Good	2 Ⓞ	3 Ⓞ	6 Ⓞ	12 Ⓞ	
Beef, Sausage (1 lb)	Good	5 ¢	7 ¢	1 Ⓞ 3 ¢	2 Ⓞ 6 ¢	
Beer (1 gal)	Good	1 Ⓞ 4 ¢	2 Ⓞ 1 ¢	4 Ⓞ 1 ¢	8 Ⓞ	
Beets, Pickled (1 lb)	Good	2 Ⓞ	3 Ⓞ	6 Ⓞ	12 Ⓞ	
Bread, Rye (8 oz)	Common	4 ¢	5 ¢	1 Ⓞ	2 Ⓞ	
Bread, Wheat (8 oz)	Good	5 ¢	6 ¢	1 Ⓞ 1 ¢	2 Ⓞ 2 ¢	

## Economy

Butter, Salted (1 lb)	Good	1 Ⓞ 2 ¢	1 Ⓞ 8 ¢	3 Ⓞ 5 ¢	7 Ⓞ
Caviar (1 oz)	Good	5 Ⓞ	8 Ⓞ	15 Ⓞ	30 Ⓞ
Cheese (1 lb)	Good	1 Ⓞ 2 ¢	1 Ⓞ 5 ¢	2 Ⓞ 8 ¢	5 Ⓞ 3 ¢
Chevon (1 lb)	Good	4 ¢	7 ¢	1 Ⓞ 3 ¢	2 Ⓞ 6 ¢
Chicken (1 lb)	Common	2 ¢	3 ¢	6 ¢	1 Ⓞ
Cider, Hard (1 gal)	Good	3 Ⓞ 2 ¢	4 Ⓞ 2 ¢	8 Ⓞ 5 ¢	17 Ⓞ
Cider, Sweet (1 gal)	Good	2 Ⓞ	2 Ⓞ 6 ¢	5 Ⓞ	9 Ⓞ
Clams, In Shell (8 lbs)	Good	4 ¢	6 ¢	1 Ⓞ 2 ¢	2 Ⓞ 4 ¢
Clams, In Shell (1 lb)	Good	½ ¢	1 ¢	2 ¢	4 ¢
Cockles (dozen)	Good	4 ¢	7 ¢	1 Ⓞ 1 ¢	3 Ⓞ
Cloves (1 lb)	Good	5 Ⓞ	7 Ⓞ 5 ¢	15 Ⓞ	30 Ⓞ
Corn Meal (1 lb)	Common	2 ¢	6 ¢	1 Ⓞ 2 ¢	2 Ⓞ 4 ¢
Corn, Feed (1 bushel)	Common	4 Ⓞ 2 ¢	5 Ⓞ 2 ¢	10 Ⓞ 3 ¢	20 Ⓞ
Corn, Feed (1 lb)	Common	¾ ¢	1 ¢	2 ¢	4 ¢
Crab Legs	Good	3 ¢	5 ¢	7 ¢	1 Ⓞ 3 ¢
Duck (1 lb)	Good	3 ¢	5 ¢	7 ¢	1 Ⓞ 3 ¢
Eggs, Chicken (1 dozen)	Common	6 ¢	8 ¢	1 Ⓞ 4 ¢	Spoiled
Eel, Fresh (1 lb)	Good	3 ¢	5 ¢	9 ¢	Spoiled
Figs, Dried (1 lb)	Common	8 ¢	1 Ⓞ	2 Ⓞ	4 Ⓞ
Fish, Fresh (5 lbs)	Good	1 Ⓞ	1 Ⓞ 3 ¢	2 Ⓞ 8 ¢	Spoiled
Fish, Fresh (1 lb)	Good	2 ¢	3 ¢	7 ¢	Spoiled
Fish, Salted (1 lb)	Good	8 ¢	1 Ⓞ 1 ¢	2 Ⓞ	4 Ⓞ
Flour, Rye (1 lb)	Common	3 ¢	4 ¢	8 ¢	1 Ⓞ 5 ¢
Flour, Wheat (1 lb)	Common	5 ¢	6 ¢	1 Ⓞ 1 ¢	2 Ⓞ 1 ¢
Ginger (1 lb)	Good	1 Ⓞ 5 ¢	2 Ⓞ 3 ¢	4 Ⓞ 5 ¢	9 Ⓞ
Grain, Barley (10 lbs)	Good	2 Ⓞ 7 ¢	3 Ⓞ 4 ¢	6 Ⓞ 7 ¢	14 Ⓞ
Grain, Wheat (1 lb)	Common	3 ¢	4 ¢	7 ¢	1 Ⓞ 5 ¢
Grapes (1 bushel)	Good	7 Ⓞ 2 ¢	9 Ⓞ 5 ¢	19 Ⓞ	40 Ⓞ
Grapes (1 lb)	Good	2 ¢	3 ¢	4 ¢	9 ¢
Ham, Sugar Cured (12 lbs)	Good	12 Ⓞ 5 ¢	18 Ⓞ 9 ¢	37 Ⓞ 5 ¢	75 Ⓞ
Hay (1 ton)	Common	25 Ⓞ	30 Ⓞ	60 Ⓞ	Spoiled
Honey (8 oz)	Good	1 Ⓞ	1 Ⓞ 5 ¢	3 Ⓞ	6 Ⓞ
Lobster	Good	5 ¢	8 ¢	1 Ⓞ	2 Ⓞ
Milk, In-Season (1 gal)	Common	¾ ¢	1 ¢	2 ¢	Spoiled
Milk, Out-of-Season (1 gal)	Good	3 ¢	4 ¢	8 ¢	Spoiled
Molasses, black strap (1 gal)	Good	6 Ⓞ	9 Ⓞ	18 Ⓞ	36 Ⓞ
Molasses, sweet (1 gal)	Good	4 Ⓞ	6 Ⓞ	12 Ⓞ	24 Ⓞ
Mustard, seed (1 lb)	Good	5 ¢	8 ¢	1 Ⓞ 5 ¢	3 Ⓞ
Mutton (1 lb)	Good	4 ¢	6 ¢	1 Ⓞ 2 ¢	2 Ⓞ 5 ¢
Oatmeal (1 lb)	Common	3 ¢	4 ¢	8 ¢	1 Ⓞ 5 ¢
Olive Oil (1 gal)	Good	7 Ⓞ	10 Ⓞ 3 ¢	21 Ⓞ	40 Ⓞ
Olives, Pickled (1 lb)	Good	6 Ⓞ	9 Ⓞ	16 Ⓞ	32 Ⓞ
Pepper, black (1 lb)	Good	6 Ⓞ	9 Ⓞ	18 Ⓞ	36 Ⓞ
Pickles, Malt Vinegar (1 lb)	Good	2 Ⓞ	3 Ⓞ	6 Ⓞ	12 Ⓞ
Pickles, Wine Vinegar (1 lb)	Good	5 Ⓞ	8 Ⓞ	1 Ⓞ 5 ¢	30 Ⓞ
Pork (1 lb)	Common	2½ ¢	3 Ⓞ	6 Ⓞ	13 Ⓞ
Port, Salted (1 lb)	Common	1 Ⓞ	1 Ⓞ 3 ¢	2 Ⓞ 5 ¢	5 Ⓞ
Raisins (1 lb)	Good	7 ¢	1 Ⓞ	2 Ⓞ	4 Ⓞ
Ration, Dairy Cow (1 day, 18 lbs)	Hay	2½ ¢	3 ¢	5 ¢	1 Ⓞ
Ration, Horse (1 day, 20 lbs)	Oats	1¼ Ⓞ	2 Ⓞ	5 Ⓞ	10 Ⓞ
Ration, Ox (1 day, 36 lbs)	Hay	4 ¢	6 ¢	1 Ⓞ 1 ¢	2 Ⓞ
Ration, Sow (1 day, 6 lbs)	Corn	4 ¢	6 ¢	1 Ⓞ 1 ¢	2 Ⓞ
Ration, Warhorse (1 day, 25 lbs)	Oats and Hay	3 Ⓞ	5 Ⓞ	10 Ⓞ	20 Ⓞ
Rations, Military Person (1 day)	Hardtack, Pork	1 Ⓞ	1 Ⓞ 3 ¢	3 Ⓞ	5 Ⓞ
Rum (1 gal)	Common	4 Ⓞ	7 Ⓞ	15 Ⓞ	30 Ⓞ
Rum (1 gal)	Fine	6 Ⓞ	10 Ⓞ	18 Ⓞ	35 Ⓞ
Salt, Rock (1 lb)	Good	3 ¢	4 ¢	7 ¢	1 Ⓞ 3 ¢
Salt, Rock, refined (1 lb)	Good	5 ¢	8 ¢	1 Ⓞ 5 ¢	3 Ⓞ
Salt, Sea, raw (1 lb)	Good	2 ¢	3 ¢	6 ¢	1 Ⓞ 2 ¢
Salt, Sea, refined (1 lb)	Good	4½ ¢	7 ¢	1 Ⓞ 4 ¢	2 Ⓞ 8 ¢
Salt, Spring, raw (1 lb)	Good	5 ¢	8 ¢	1 Ⓞ 5 ¢	3 Ⓞ
Shrimp, Whole, raw (1 lb)	Good	4 ¢	7 ¢	1 Ⓞ 5 ¢	3 Ⓞ
Strawberry jam (1 lb)	Common	1½ ¢	2 ¢	4 ¢	8 ¢
Sugar (1 lb)	Good	1 Ⓞ	1 Ⓞ 5 ¢	3 Ⓞ	6 Ⓞ
Sugar, refined (1 lb)	Good	1 Ⓞ 5 ¢	2 Ⓞ 3 ¢	4 Ⓞ 5 ¢	9 Ⓞ
Turkey (1 lb)	Good	2½ ¢	4 ¢	8 ¢	1 Ⓞ 5 ¢
Venison (1 lb)	Good	3 ¢	5 ¢	1 Ⓞ	2 Ⓞ

## Economy

Item	Quality	6 Ⓞ	9 Ⓞ	2 Ⓞ	4 Ⓞ
Venison, Dried (1 lb)	Good	6 Ⓞ	9 Ⓞ	2 Ⓞ	4 Ⓞ
Vinegar, Cider (1 gal)	Good	3 Ⓞ 5 ¢	5 Ⓞ 2 ¢	10 Ⓞ 5 ¢	21 Ⓞ
Vinegar, Malt (1 gal)	Common	9 ¢	1 Ⓞ 3 ¢	2 Ⓞ 6 ¢	5 Ⓞ
Vinegar, Wine (1 gal)	Good	5 Ⓞ	7 Ⓞ 5 ¢	15 Ⓞ	30 Ⓞ
Wine (1 gal)	Good	5 Ⓞ 4 ¢	7 Ⓞ 1 ¢	14 Ⓞ 3 ¢	30 Ⓞ
Wine (1 gal)	Fine	9 Ⓞ	15 Ⓞ	30 Ⓞ	60 Ⓞ

## Furnishings

Item	Quality	At Source	Local Market	Nearby City	Distant City	Maintenance
Bed, Child	Common	10 Ⓞ	16 Ⓞ	30 Ⓞ	60 Ⓞ	
Bed, Full	Common	20 Ⓞ	30 Ⓞ	50 Ⓞ	100 Ⓞ	
Bed, Queen-Sized	Good	60 Ⓞ	70 Ⓞ	180 Ⓞ	350 Ⓞ	
Blanket, Wool	Good	3 Ⓞ	5 Ⓞ	9 Ⓞ	16 Ⓞ	With Standard
Bookshelf (7ft x 3ft x 1ft)	Good	40 Ⓞ	50 Ⓞ	100 Ⓞ	180 Ⓞ	
Caldron, Iron (2 gal)	Good	8 Ⓞ	12 Ⓞ	15 Ⓞ	25 Ⓞ	
Caldron, Iron (4 gal)	Good	11 Ⓞ	17 Ⓞ	30 Ⓞ	50 Ⓞ	
Hour glass, clear	Fine	15 Ⓞ	22 Ⓞ 5 ¢	45 Ⓞ	90 Ⓞ	
Desk, Writing, mahogany	Fine	225 Ⓞ	340 Ⓞ	680 Ⓞ	1360 Ⓞ	
Dice, lead (pair)	Good	5 ¢	8 ¢	1 Ⓞ 5 ¢	3 Ⓞ	
Hunting Horn, brass	Good	10 Ⓞ	15 Ⓞ	30 Ⓞ	60 Ⓞ	
Hunting Horn, ram's horn	Good	4 Ⓞ	6 Ⓞ	12 Ⓞ	20 Ⓞ	
Ink, Black (1 oz)	Good	1 Ⓞ	1 Ⓞ 5 ¢	3 Ⓞ	6 Ⓞ	
Lamp, Oil, brass	Good	5 Ⓞ	7 Ⓞ 5 ¢	15 Ⓞ	30 Ⓞ	
Lock, Standard, iron	Good	6 Ⓞ	9 Ⓞ	18 Ⓞ	35 Ⓞ	
Lock, Advanced, steel	Good	15 Ⓞ	22 Ⓞ 5 ¢	45 Ⓞ	90 Ⓞ	
Mirror, polished brass (3in-diam)	Good	1 Ⓞ 2 ¢	1 Ⓞ 8 ¢	3 Ⓞ 6 ¢	7 Ⓞ 2 ¢	
Mirror, silvered (4in-diam, handle)	Fine	20 Ⓞ	25 Ⓞ	50 Ⓞ	100 Ⓞ	
Pillow, linen, goose-down	Good	1 Ⓞ 2 ¢	2 Ⓞ	4 Ⓞ	8 Ⓞ	
Razor, Straight, steel	Fine	22 Ⓞ	35 Ⓞ	50 Ⓞ	70 Ⓞ	
Rug, bearskin	Good	8 Ⓞ	15 Ⓞ	30 Ⓞ	60 Ⓞ	
Table, wood (15in x 40in, 18in tall)	Good	25 Ⓞ	40 Ⓞ	75 Ⓞ	150 Ⓞ	
Table, Dining, oak (8ft x 3ft)	Good	50 Ⓞ	75 Ⓞ	150 Ⓞ	300 Ⓞ	
Table, Pedestal, wood (1ft-diam)	Good	6 Ⓞ	10 Ⓞ	20 Ⓞ	35 Ⓞ	
Tent, 1-Person, canvas	Good	5 Ⓞ	10 Ⓞ	20 Ⓞ	30 Ⓞ	2 ¢
Wardrobe (8ft x 3ft x 2ft)	Fine	60 Ⓞ	90 Ⓞ	150 Ⓞ	300 Ⓞ	

## Magic

The items listed here are by no means considered to be in stock or available. However, these are items that might be found in a local market and the price of what one might expect to pay to acquire such pieces. Typically, these will be sold on unofficial markets or even by a thieves' guild.

## Economy

Item	Quality	Local Market
Antibug Carving	High	500 ☉
Axiom Purchase, 1 Mind Point	n/a	200 ☉
Axiom Purchase, 2 Mind Point	n/a	500 ☉
Axiom Purchase, 3 Mind Point	n/a	1,000 ☉
Axiom Purchase, 4 Mind Point	n/a	2,000 ☉
Axiom Purchase, 5 Mind Point	n/a	3,000 ☉
Axiom Purchase, 6 Mind Point	n/a	4,000 ☉
Baking Stone	High	1,500 ☉
Belt of Vigor	High	4,000 ☉
Bird Chain	High	750 ☉
Black Cigar	High	200 ☉
Black Scarab	High	500 ☉
Blindfold of Etherealness	High	10,000 ☉
Boots of Freedom	High	7,000 ☉
Cheater's Coin	High	8,000 ☉
Dose of Dispatch	High	250 ☉
Eclipsed Fire	High	2,000 ☉
Elixir of Bravery	High	200 ☉
Equestrian Saddle	High	1,250 ☉
Everbreath	High	175 ☉
Everburning Lamp	High	1,500 ☉
Flat Canvas	High	3,500 ☉
Fork of Alarm	High	500 ☉
Grapple of Climbing	High	2,000 ☉
Hotpan	High	500 ☉
Ink Pin	High	12,500 ☉
Insulated Bottle	High	500 ☉
Invisible Paint	High	300 ☉
Junk Drawer	High	8,000 ☉
Lady's Fan	High	500 ☉
Mirror of Light	High	4,000 ☉
Portable Seat	High	600 ☉
Potion of Gallantry	High	300 ☉
Powder of No-Frosting	High	200 ☉
Purse of Silence	High	1,500 ☉
Quenchthimble	High	1,200 ☉
Quill of Truth	High	4,000 ☉
Runebrush	High	500 ☉
Shield from Hate	High	Varies ☉
Sleep Smoke	High	175 ☉
Smoke of Restraint	High	350 ☉
Solution of Shock	High	150 ☉
Sternopowder (1 bulb)	High	100 ☉
Strength Snuff	High	150 ☉
Stitch Needle	High	500 ☉
Sweeper	High	500 ☉
Tepid Blanket	High	750 ☉
Thick Smoke	High	100 ☉
Twig of Animals	High	200 ☉
Valet Figurine	High	1,000 ☉
Webbed Gloves of Dew	High	4,000 ☉
Wolfsbane Solution	High	500 ☉
Zombie Key	High	1,500 ☉

**Antibug Carving:** An intricately carved mahogany miniature bed in a bag of woven string. When placed underneath a bed, it drives away all bedbugs and mosquitoes.

**Axiom Purchase:** When acquiring a new axiom, it must be purchased in karma to have the ability to birth the spell. However, the economic factor of buying it from someone is still a component. These are the standard market prices to learn a spell from a neutral party.

**Baking Stone:** A flat oval stone, about half an inch thick and four inches long. When placed against the skin of a living being, the stone becomes very warm. Moreover, this stone is able to remove the frozenness of a *cone-of-cold* victim. Using an action to hold it against the victim, the thawing will become complete by the start of the user's next turn.

**Belt of Vigor:** A mystic belt, when worn, permits its possessor to roll any body feat save with advantage.

**Bird Chain:** This is a very small flexible strip of metal. When placed around the leg of a bird, its magic prevents the bird from getting out of the building it occupies, except when carried out by someone. The band is too small to fit any bird larger than a hawk or a macaw.

## Economy

**Black Cigar:** This smoke requires a specific action to light if performed in a circumstance tracking time specifically. However, this is often done inconspicuously as part of a normal social behavior. Twenty seconds after beginning to smoke the cigar (or on the smoker's turn 2 rounds after lighting), the cigar creates a 15-foot radius cloud of smoke, spreading from the smoker. Yet, most importantly, the chemicals of the cigar allow the smoker to see through visual blockage while all others in the cloud act as though blinded. It will even block darkvision. The duration of the smoke will remain for 3 combat-rounds. This rolled product can remain unsmoked for a year and remain effective. After one lighting once, it can still be smoked, but will not produce the same effect.

**Black Scarab:** Anyone with this person on his or her person will not be bitten or stung by common insects.

**Blindfold of Etherealness:** When worn, one can strike non-corporeal creatures as if they had physical form; the downside is that the wearer cannot see.

**Boots of Freedom:** These bestow immunity from claustrophobia to the wearer. Further, they allow free movement, meaning the wearer cannot be affected by spells such as *windstorm* or *immobilize*.

**Cheater's Coin:** This token will give whatever result the owner wishes. Although it is usually a coin, some forms come in the shape of dice.

**Dose of Dispatch:** This liquid is swallowed on an action and allows the guzzler to increase in speed. His or her base movement increases by 6 hexes. Additionally, attack speed increases, allowing an additional d20 attack, whether melee or range, but items, spells and divine abilities are not increased. Also, the 5d20 rule cannot be overcome. However, this increased speed does not come with an increased perception to operate with the enhanced velocity, and thus, takes on a penalty of -3 per strike. While sitting in the vial, waiting to be consumed, this mixture remains potent for about 2 months.

**Eclipsed Fire:** This small onyx carving can be thrown down to become a campfire; however, its flames are black and translucent, meaning that it cannot be seen in visible light. Those with darkvision will be able to note the blaze, however. Things that are combusted from magical fire are ignited by normal, visible fire.

**Elixir of Bravery:** This powerful potion grants the imbiber +4 on all spirit preservation, feat and competition saves against fear effects. This bonus lasts 12 combat rounds. The shelf life for this lilac liquid lasts for around 3 months.

**Equestrian Saddle:** This magic saddle enables a novice rider to use a horse at top speed with no movement penalty. Of course, this assumes the rider is in control of his own faculties.

**Everburning Lamp:** This appears as an ordinary oil lamp. This lamp, however, needs no oil in order to burn indefinitely; however, it must be manually lit and snuffed.

**Everbreath:** This gas is contained in a corked vial, but when inhaled, the breather can hold his or her breath for 20 minutes. This protects him from alchemical and magical gases as if he were a creature that does not breathe, and further the chemical permits travel underwater. The viability of the gas in the vial lasts for 4 months.

**Flat Canvas:** This is a canvas stretched on an ordinary artist's frame. The canvas can magically take on the dimensional space which allows up to 30 cubic feet of material to be placed in it, provided that no single object is more than five feet long. This container offers no reduction in the weight of the materials carried, however. It can be removed from the frame for easier carrying, but that effort requires rough two minutes. Nothing can be entered or removed unless the canvas is stretched over a frame. Should the canvas become cut or torn, then all the contents spill out and the item is ruined.

**Fork of Alarm:** These are two metal tuning forks four inches long each. When one fork is struck, the sound is reproduced from the other fork, provided they are no more than three miles apart.

**Grapple of Climbing:** This hook grants +4 to roll against any Climbing Difficulty.

**Hotpan:** A round, iron 9-inch pan which will automatically heat anything placed therein to frying temperature.

**Ink Pin:** This item looks very much like a standard quill with the exception that it has a needle at the end of it. When piercing any single instrument of writing: a scroll, a book, etc., the quill will steal and hold all the words from it. This can later be transferred to another blank page or book. This will work against both magical and non-magical writings. To transfer a magical writing, the time of transference is equivalent to the duration of the original work. For non-magical works, one hour per page is required to reconstruct it. Either way, the transference requires the hand of the one who stole the writing.

**Insulated Bottle:** A dark green glass bottle, about the size of a half-gallon milk carton, with a screw top. Any liquid placed in the bottle will maintain its current temperature indefinitely while inside.

**Invisible Paint:** This topical solution can be splashed or poured on a subject. Performed as an action, it will spread and completely cover a medium-sized being at the start of the pourer's next turn. This makes the target completely invisible for the next 2 minutes (12 rounds). Moreover, as this is a chemical process, the affected being can attack and remain invisible; thus attacks from and against the target acts as if under the "invisibility" restriction for the duration. The effectiveness of the paint remains valid for 2 months after its creation.

**Junk Drawer:** A wooden drawer, about 12 by 18 by 9 inches high, which may be inserted into a suitable desk, wall, etc. When anyone who opens the drawer speaks the name of an object inside it, the object pops up at the front of the drawer, within easy reach. If several similar objects, such as sheets of paper, are placed in the drawer, the person placing them may speak a word which becomes the code word for one particular object in the group. The drawer's magic works only when it is in a proper receptacle of the correct size. This kind of item has obvious uses in a kitchen or closet, but could also be useful to a thief. It will not work in extremes of heat or cold, however.

**Lady's Fan:** With a command word, the fan will continue to move in the same pattern it was moving in just before the word was spoken; typically, to continue to fan the user while one attends to other things.

**Mirror of Light:** This covered mirror comes with a small chain attached. When swung overhead as an action the mirror absorbs ambient light, resulting in a 20 sphere of darkness, lasting 30 seconds, which slowly becomes equalized by the ambient light over following next 30 seconds. Later, the mirror can be uncovered to allow the light back out again. It can hold up to 1 minute (or 6 rounds) of light. Further, special properties of light are preserved, such

## Economy

as moonlight can induce lycanthropy.

Portable Seat: A carved miniature wooden chair, which upon command will expand to a full-size chair.

Potion of Gallantry: This potion, when consumed, will add a d20 to combat, including martial arts and pole-arms. It works with any style of fighting; however, it cannot exceed 5d10 rule. The duration of the effect is only 1 minute (6 rounds).

Powder of No-Frosting: Sprinkling this blue powder over a recipient, the target receives the power of resistance to cold. A person gains 50° Fahrenheit to cold temperatures that would inflict harm or exhaustion. The shelf-life of this powder is longer than most, persisting for nearly one year.

Purse of Silence: A leather drawstring purse about the size of a small fist. Whether it is full of coins or holds only a few, no noise emanates from the purse.

Quenchthimble: This is a bronze miniature bucket. If the thimble is brandished at a fire, as though water were being thrown from it, the fire acts as though a normal bucket of water had been thrown on it. It will also extinguish Greek fire. The bucket can be used repeatedly on the fire; however, it will only produce an effect as an action.

Quill of Truth: This is a gold-colored metal pen with a replaceable quill tip. Only statements believed to be true by the writer can be written with this pen.

Runebrush: A rune-covered brush of dragon-bone and animal bristles. The brush will begin to groom the hair of the speaker.

Shield from Hate: This is a quality of enchantment added to peculiar shield or armor, forged from orichalcum or more valuable metal. This enchantment provides a special protection from a particular type of creature; sometimes it is orcs; other times it is undead; and in some cases, it protects from very specific types such as female minotaur born in the Black Badlands. Whatever the specific, when it attacks the enchantment causes grants +1 to the AC against this type.

Sleep Smoke: This is a small gray nugget enclosed in a glass globe. It can be thrown with “close-enough” accuracy up to 20 feet, where upon the globe will burst and release the smoke in a 5-ft diameter or one hex. The smoke will linger in that area for 30 seconds (or 3 combat rounds). A creature in that location, capable of being affected by sleep, will roll a mind preservation save (DC:8). Failing the save, the being will have its mind score reduced by 1 point as well as becoming unconscious for 1 round. Remaining in the smoke does not create a cumulative effect for those failing the save, but those making the save and remaining in it must continue to roll preservation saves while remaining in the area. The globed smoke will remain potent for about 2 months after creation.

Smoke of Restraint: This greenish fluid is encased in a glass globe, which can be hurled with “close-enough” accuracy up to 20 feet, where upon the sphere will burst and release a green smoke in a 5-ft diameter (or one hex), which typically indicates a single target, but the GM may allow exceptions. Within an instant of the impact, the smoke will attack creature(s) in the area by solidifying around them in a greenish goop. This acts as a grappling attack as if the smoke has a body score of 6 (d12+3) and is immune to any environmental conditions for size; however, rain (normal or magical) does present a -2 penalty against the smoke's roll. The alchemical hold will last for 3 rounds if the victim is not able to escape. The mixture stays potent for 3 months.

Solution of Shock: When consumed, the imbiber gains an electrical shock to his or her touch passing through any weaponry used as if under the effects of an infusion of lightning invocation. It is also possible to merely touch someone (touch-based attack), forcing the target to make a body preservation save (DC:10) or suffer 1 point of lightning damage. With this potion, no reaction is required to deliver the shock after the successful touch. The potency of this liquid lasts for around 3 months.

Stemopowder: Sometimes referred to as a sneeze-slug. This is a power, wrapped in a tissue paper. It can be thrown using the standard “throwing an item” rules, or it can be launched from a sling or similar mechanical device. If striking an opponent's AC, the victim must make a Resilience save (DC:14) or suffer a sneezing fit. The sneezing will last until the victim's next turn. This will not hamper physical melee attacks; however, ranged attacks will be made at disadvantage. Further, if concentration for magic use was being performed, it is instantly disrupted. Additionally, fey magickery and sorcery are unavailable for use during the stemutation. Divine incantations can be performed; however, they must be cast as if using the “silent prayers” method. Lastly, anything requiring precise speaking will require a Muse save (DC:9). Strength Snuff: Snorting this powder will grant the consumer great strength. All body preservations, feats, competitions and bonuses to hit act as if one had a body modifier of +3. On the character sheet if the actual mod is lower than 3 then make up the difference in the extra-mod box. This is above and beyond any values gained in that box from protections, etc. However, any strength or body buffs from other magical devices will not combine. If that character has +3 or greater as a body modifier, then the snuff does not do anything.

Stitch Needle: An ordinary-looking needle, but it will continue to sew a stitch on a straight line until ordered to stop.

Sweeper: This is a normal-looking straw broom. Upon the utterance of the proper command word, it will sweep out the room it occupies. It does not operate outdoors. It will attempt to sweep out all unprocessed organic material such as dirt, leaves, and living and dead animals and insects, even humans. The broom can be commanded to stop.

Tepid Blanket: This blanket automatically maintains a comfortable temperature for anyone sleeping under it. It cannot maintain a temperature difference of more than 30 degrees, however, from the ambient atmosphere. Moreover, it cannot preserve the controlled temperature if it is moving or wrapped around a being who is moving.

Thick Smoke: Encased in a glass globe is this navy-colored liquid can be thrown with “close-enough” accuracy up to 20 feet, where upon the sphere will burst and release the smoke in a 10-ft diameter (or one hex surrounded by six adjacent ones). The smoke will linger in that area for 1 minute (6 combat rounds). All creatures relying on sight, including darkvision, cannot see into, out of, or within that area. The mixture stays potent for 3 months.

Twig of Animals: Soaking sticks in this solution for two weeks results in this unappetizing treat that when chewed up and eaten grants the consumer the ability to speak with animals. Animals are not typically very smart and have their own perspective which is often limited to food and survival; however, information about recent passersby, weather or even the location of certain general places can be learned. Communication is possible for ten minutes. An uneaten twig will remain viable for 3 months.

Valet Figurine: A small totem which can cast a *valet* cantrip spell once per hour.

## Economy

**Webbed Gloves of Dew:** The wearer of these gloves ring can treat air as if it had the consistency of water. The effected can “fly” by swimming through the air; however, under the effects air is too thick to breath. Even water-breathing spells will not overcome this; thus, asphyxiation rules apply when worn too long. Further, other water penalties apply for combat while these are worn.

**Wolfsbane Solution:** This concoction can be consumed by someone cursed by lycanthropy in hopes of preventing transformation. It can be imbibed, but also, it can be weaponized as an injury poison to use against werewolves to reverse their transformation. If striking a changed lycanthrope, the beast makes a body preservation-save (DC: 14) or reverts back to a normal form. The solution is difficult to make, expensive and lasts only 1 month after its creation.

**Zombie Key:** This mystical item can unlock any mechanical lock, but it cannot be removed until the mechanism is returned to its original state and relocked.

## Musical

Item	Quality	At Source	Local Market	Nearby City	Distant City	Maintenance
Bagpipes	Good	28 ☉	42 ☉	84 ☉	168 ☉	2 ¢
Cello	Fine	55 ☉	75 ☉	150 ☉	300 ☉	5 ¢
Cittern (Lute Family)	Good	30 ☉	60 ☉	100 ☉	200 ☉	3 ¢
Clarinet (Woodwind)	Good	40 ☉	65 ☉	125 ☉	250 ☉	4 ¢
Cornet, brass	Good	35 ☉	55 ☉	115 ☉	225 ☉	4 ¢
Drum, wood and skin (10in-diam)	Good	18 ☉	27 ☉	54 ☉	108 ☉	1 ¢
Flute, brass	Good	32 ☉	48 ☉	96 ☉	192 ☉	3 ¢
Gittern (Lute Family)	Fine	65 ☉	100 ☉	200 ☉	375 ☉	8 ¢
Harp	Fine	75 ☉	135 ☉	275 ☉	500 ☉	8 ¢
Harpsichord	Fine	90 ☉	135 ☉	270 ☉	600 ☉	1 ☉
Hurdy-Gurdy	Fine	65 ☉	110 ☉	200 ☉	350 ☉	8 ¢
Lute	Fine	60 ☉	90 ☉	180 ☉	360 ☉	6 ¢
Lyre, wood (8-string)	Fine	45 ☉	70 ☉	135 ☉	270 ☉	5 ¢
Oboe (Woodwind)	Good	45 ☉	70 ☉	140 ☉	275 ☉	4 ¢
Pan Flute, wooden	Good	16 ☉	24 ☉	48 ☉	96 ☉	
Pipe Organ	Fine	160 ☉	225 ☉	450 ☉	900 ☉	1 ☉ 5 ¢
Slide Trumpet	Good	50 ☉	80 ☉	150 ☉	300 ☉	6 ¢
Trumpet, brass	Good	40 ☉	60 ☉	120 ☉	250 ☉	4 ¢
Viola	Fine	45 ☉	65 ☉	130 ☉	275 ☉	5 ¢
Xylophone	Fine	60 ☉	100 ☉	200 ☉	350 ☉	1 ☉

## Real Estate

Item	Quality	At Source	Local Market	Money Down	50-yr Month	Maintenance
Bungalow, 300 sq-ft	Common	2400 ☉	2640 ☉	500 ☉	24 ☉	9 ☉
Casita, 500 sq-ft	Good	4200 ☉	4620 ☉	1200 ☉	56 ☉	10 ☉
Cottage, 1000 sq-ft	Good	9000 ☉	9900 ☉	3000 ☉	100 ☉	12 ☉
Townhome, 1500 sq-ft	Fine	14,000 ☉	15,400 ☉	4500 ☉	175 ☉	15 ☉
Villa, 2000 sq-ft	Fine	19,200 ☉	21,120 ☉	8000 ☉	225 ☉	18 ☉
Chateau, 2500 sq-ft	Fine	25,000 ☉	27,500 ☉	12,000 ☉	250 ☉	24 ☉
Mansion, 3000 sq-ft	Fine	30,000 ☉	33,000 ☉	15,000 ☉	300 ☉	30 ☉
Manor, 5000 sq-ft	Fine	55,000 ☉	60,500 ☉	30,000 ☉	500 ☉	60 ☉
Land, Farming (1 acre)	Good	300 ☉	330 ☉	n/a	n/a	
Land, Estate (1 acre)	Fine	500 ☉	550 ☉	n/a	n/a	
Rental, Bungalow 300 sq-ft	Common	20 ☉	30 ☉	n/a	n/a	
Rental, Casita, 500 sq-ft	Good	30 ☉	45 ☉	n/a	n/a	
Rental, Cottage, 1000 sq-ft	Good	60 ☉	75 ☉	n/a	n/a	
Rental, Townhome, 1500 sq-ft	Fine	90 ☉	120 ☉	n/a	n/a	
Boarding Room (1 month)	Common	35 ☉	n/a	n/a	n/a	2-occ
Boarding Room Private (1 month)	Good	60 ☉	n/a	n/a	n/a	Single occ

Purchasing property is a difficult thing. Interest rates are around 2% monthly with a third to half collateral for loans. Even then, mortgages rarely run under 50 years. Even when someone is willing to buy an entire lot or home in cash, the seller will typically add a 5-year mortgage for the final 10% to ensure it is being used for the purpose stated in the contract. More than one legal battle has ensued over breach of contract, not because of failure of payment, but failure of declared intent, whereby damages often reach close to the amount paid to date, sometimes more.

While there are no real estate agents per se, it is not uncommon to have a pitchman or bank representative for the owner, as owners are often away and unable to manage the sale. Further, one quick note on the sale of a manor: if purchasing one, a minimum of 5 acres will be included.



## Economy

Also, concerning boarding rooms. There are basically two forms. The first is a double occupancy where each pay around 35 bits per month. The other is a single room, which obviously costs more. Traveling priests, when no temple is available, and other types often use boarding when having business in a location for a few weeks or even perhaps a few years. However, this is a considered short-term rental agreement. Most other agreements are for long-term or life rental of a homestead.

## Services

Item	At Source	Local Market	Shortage	Strike
Anti-Venom (incantation)	250 ☉	n/a	n/a	n/a
Banquet (per person)	10 ☉	12 ☉	24 ☉	48 ☉
Burial, Ceremony	10 ☉	n/a	n/a	n/a
Burial, Headstone	15 ☉	n/a	50 ☉	n/a
Burial, Unmarked Grave	2 ☉	n/a	n/a	n/a
Casting, Sorcery, One-Time (1-point)	50 ☉	n/a	n/a	n/a
Casting, Sorcery, One-Time (2-point)	125 ☉	n/a	n/a	n/a
Casting, Sorcery, One-Time (3-point)	250 ☉	n/a	n/a	n/a
Casting, Sorcery, One-Time (4-point)	400 ☉	n/a	n/a	n/a
Casting, Sorcery, One-Time (5-point)	600 ☉	n/a	n/a	n/a
Casting, Sorcery, One-Time (6-point)	1,000 ☉	n/a	n/a	n/a
Cartage, Land (per barrel per day)	2 ☉	3 ☉	6 ☉	12 ☉
Court Lawyer (per day)	5 ☉	n/a	n/a	n/a
Fortune-Telling, (1 reading)	2 ☉	3 ☉	6 ☉	12 ☉
Carriage Service (per mile)	5 ¢	7 ¢	2 ☉	4 ☉
Discern Language (per page)	25 ☉	n/a	60 ☉	120 ☉
Exorcism	1,000 ☉	n/a	n/a	n/a
Free Curse	500 ☉	n/a	n/a	n/a
Gentle Repose (per corpse)	100 ☉	n/a	n/a	n/a
Invocation, Generic, One-Time (per Spirit Point)	50 ☉	<i>Use for divine power casting if not listed by specific spell</i>		
Labor, General (per day)	2 ☉	n/a	n/a	n/a
Labor, Brick Layer (per day)	2 ☉ 5 ¢	n/a	n/a	n/a
Labor, Masonry (per day)	3 ☉ 8 ¢	n/a	n/a	n/a
Legal Contract	6 ☉	n/a	n/a	n/a
Legal Deed	8 ☉	n/a	n/a	n/a
Lodging, Common (each)	1 ☉	1 ☉ 5 ¢	4 ☉	8 ☉
Lodging, Double Occupancy (each)	2 ☉ 8 ¢	4 ☉ 2 ¢	9 ☉	18 ☉
Lodging, Quad Occupancy (each)	2 ☉ 2 ¢	3 ☉ 3 ¢	7 ☉	14 ☉
Lodging, Religious Hostel (single)	2 ☉	3 ☉	6 ☉	12 ☉
Magical Detection (per item)	100 ☉	n/a	250 ☉	500 ☉
Marriage, Ceremony (Simple)	20 ☉	n/a	n/a	n/a
Messenger (per mile)	1 ¢	2 ¢	3 ¢	6 ¢
Metalworking, Iron (per day)	5 ☉	n/a	n/a	n/a
Metalworking, Steel/Silver (per day)	8 ☉	n/a	n/a	n/a
Metalworking, Enchanted Ore (per day)	35 ☉	n/a	n/a	n/a
Necrosayance (per question)	100 ☉	n/a	n/a	n/a
Remove Disease (incantation)	300 ☉	n/a	n/a	n/a
Scribe (per hour)	2 ☉	3 ☉	6 ☉	12 ☉
Sculpt Incantation (per 10 cu ft)	100 ☉	n/a	n/a	n/a
Shipping, Sea (per barrel per day)	1 ☉ 5 ¢	2 ☉ 3 ¢	5 ☉	10 ☉
Shoeing, Horse (4 shoes)	18 ☉	30 ☉	60 ☉	120 ☉
Stabling, with feed (per day)	8 ¢	1 ☉	2 ☉	4 ☉
Street Prostitute	n/a	5 ☉	20 ☉	50 ☉
Translator (per day)	2 ☉	4 ☉	10 ☉	20 ☉
Travel, By Coach (per day)	10 ☉	15 ☉	30 ☉	60 ☉
Travel, By Ship (per day)	12 ☉	18 ☉	36 ☉	75 ☉
Treat Body (per casting)	50 ☉	n/a	n/a	n/a
Valet (per day)	7 ¢	1 ☉	2 ☉	4 ☉

Services should rarely be acquired outside the local market, unless managed under special circumstances controlled by the GM. Perhaps one of the player's characters is a fortune-teller. However, churches and lawyers would likely be treated as "at source".

Moreover, it simply makes no sense to go to another city to get services for a different location. However, there may be a worker shortage, which would force up the price. It is also possible there could be a great fear to perform the service from a perceived curse or perhaps some sort of organized strike where those performing the service might be endangered by threat of reputation or even physical harm.

Further, the difference between purchasing through the local market and hiring someone directly is exactly that description. Quite

## Economy

often, if a resident of the area, payments will be directly to the source. However, if a visitor to another city, using an agent to plan for services is not uncommon.

**Lodging:** Various businesses and taverns offer lodging to travelers. Many will have a common room where every sleeps. Typically, there is not a bed for anyone bur rather various furnishings and floor space. To acquire a private room, a double occupancy or four-person room can be provided; however, these are less common and not all inns will have them. If not paying for all occupancy slots, there is a high probability, the inn will lodge a stranger to fill the extra bed and collect funds.

**Religious Hostel:** These are private rooms offered by churches and temples. These have limited availability and are typically offered to those of the faith first. Often a traveling priest or monk will be staying in an area for a few weeks but will require privacy. This can be found at the hostel of his or her faith. Occasionally, a mission will require months of extended stay. In these cases, the expense might be offset by bartering some simple services in exchange. This would usually include acting as a desk agent for part of the time or perhaps cleaning and cooking at the church.

**Shoeing, Horse:** When shoeing a horse, it permits the beast of burden to carry an additional 100 pounds of burden. However, there are also small risks of damaging the beast. These are explained under the *farrier* skill.

## Storage

Item	Quality	At Source	Local Market	Nearby City	Distant City	Maintenance
Backpack, leather (1¼ cu feet)	Good	5 Ⓞ	8 Ⓞ	15 Ⓞ	30 Ⓞ	With Standard
Backpack, leather (3½ cu feet)	Good	7 Ⓞ	10 Ⓞ	20 Ⓞ	30 Ⓞ	
Backpack, oiled leather (1¼ cu feet)	Fine	8 Ⓞ	12 Ⓞ	24 Ⓞ	45 Ⓞ	
Backpack, suede (2¾ cu feet)	Fine	10 Ⓞ	15 Ⓞ	30 Ⓞ	60 Ⓞ	
Bag, buckskin (1½ cu feet)	Good	3 Ⓞ	5 Ⓞ 7 ¢	10 Ⓞ	15 Ⓞ	
Bag, hemp canvas (1½ cu feet)	Common	2 Ⓞ	3 Ⓞ 5 ¢	5 Ⓞ	8 Ⓞ	
Barrel, cedar (15 gal)	Good	4 Ⓞ	8 Ⓞ	15 Ⓞ	20 Ⓞ	
Barrel, oak (15 gal)	Good	5 Ⓞ	10 Ⓞ	20 Ⓞ	30 Ⓞ	
Barrel, pine (15 gal)	Common	4 Ⓞ	6 Ⓞ	12 Ⓞ	20 Ⓞ	
Barrel, oak (20 gal)	Good	7 Ⓞ	12 Ⓞ	24 Ⓞ	40 Ⓞ	
Barrel, oak (40 gal)	Good	8 Ⓞ	15 Ⓞ	30 Ⓞ	50 Ⓞ	
Basket, ash-wicker (½ cu foot)	Good	2 Ⓞ	3 Ⓞ	5 Ⓞ	10 Ⓞ	
Basket, bamboo-plaited (1 cu foot)	Good	5 Ⓞ	7 Ⓞ	15 Ⓞ	30 Ⓞ	
Basket, oak-plaited (1¼ cu foot)	Good	3 Ⓞ □ □	5 Ⓞ 5 ¢	10 Ⓞ	20 Ⓞ	
Basket, straw-plaited (200 cu in)	Common	1 Ⓞ	2 Ⓞ	4 Ⓞ	8 Ⓞ	
Basket, willow-wicker (¼ cu foot)	Common	2 Ⓞ 4 ¢	4 Ⓞ	7 Ⓞ	12 Ⓞ	
Basket, wool-coiled (3 quarts dry)	Good	5 Ⓞ	7 Ⓞ	12 Ⓞ	20 Ⓞ	
Basket, wool-coiled (6 gal. dry)	Good	15 Ⓞ	20 Ⓞ	40 Ⓞ	75 Ⓞ	
Bottle, clear glass, quart	Fine	8 ¢	1 Ⓞ 5 ¢	3 Ⓞ	6 Ⓞ	
Bottle, green glass, quart	Good	4 ¢	6 ¢	1 Ⓞ 2 ¢	2 Ⓞ 4 ¢	With Standard
Canteen, wood cork-stopper (quart)	Good	2 Ⓞ	3 Ⓞ	6 Ⓞ	12 Ⓞ	
Coin purse, canvas	Common	3 ¢	5 ¢	1 Ⓞ	2 Ⓞ	With Standard
Coin purse, suede	Good	4 ¢	6 ¢	1 Ⓞ 2 ¢	1 Ⓞ 4 ¢	
Coin purse, felt-covered	Fine	1 Ⓞ	1 Ⓞ 5 ¢	3 Ⓞ	6 Ⓞ	
Jug, stoneware (1 gal)	Good	1 Ⓞ	3 Ⓞ	5 Ⓞ	8 Ⓞ	
Pot, earthenware (1 gal)	Common	5 ¢	9 ¢	2 Ⓞ	3 Ⓞ 5 ¢	
Pot, porcelain (1 gal)	Fine	1 Ⓞ 5 ¢	2 Ⓞ 2 ¢	4 Ⓞ	7 Ⓞ	
Pot, stoneware (1 gal)	Good	1 Ⓞ	1 Ⓞ 8 ¢	3 Ⓞ 5 ¢	6 Ⓞ	
Quiver, leather	Good	2 Ⓞ 5 ¢	3 Ⓞ 8 ¢	7 Ⓞ 5 ¢	15 Ⓞ	
Saddlebags, leather (6 gal dry)	Good	10 Ⓞ	15 Ⓞ	30 Ⓞ	60 Ⓞ	
Scabbard, Longsword, leather	Good	5 Ⓞ	7 Ⓞ 8 ¢	15 Ⓞ	30 Ⓞ	
Sheathe, Dagger, leather	Good	2 Ⓞ	3 Ⓞ	6 Ⓞ	12 Ⓞ	
Waterskin (1 gal)	Common	2 Ⓞ	3 Ⓞ	5 Ⓞ	8 Ⓞ	With Standard

## Substance

Item	Quality	At Source	Local Market	Nearby City	Distant City	Maintenance
Adamantine, Ore (1 lb)	Ore	5,000 Ⓞ 250 gold	n/a	n/a	n/a	
Algidum (1 lb)	Ore	4,000 Ⓞ 200 gold	n/a	n/a	n/a	
Ambergris (1 oz)	Good	45 Ⓞ	65 Ⓞ	125 Ⓞ	250 Ⓞ	
Amethyst (1 carat)	Fine	25 Ⓞ	40 Ⓞ	60 Ⓞ	80 Ⓞ	
Beeswax (5 lb)	Good	1 Ⓞ 5 ¢	2 Ⓞ 5 ¢	4 Ⓞ	6 Ⓞ	
Brass (1 lb)	Alloy	n/a	25 Ⓞ	n/a	n/a	
Brick (9in x 5in x 3 in)	Good	½ ¢	¾ ¢	1½ ¢	3 ¢	
Brimstone, Powder (1 oz)	Good	1 Ⓞ	2 Ⓞ	4 Ⓞ	8 Ⓞ	

## Economy

Bronze (1 lb)	Alloy	n/a	20 Ⓞ	n/a	n/a
Buckskin (1 sq yard)	Good	4 Ⓞ	6 Ⓞ	12 Ⓞ	24 Ⓞ
Coal, Heating (1 ton)	Common	15 Ⓞ	23 Ⓞ	38 Ⓞ	60 Ⓞ
Coal, Smithing (500 lbs)	Good	7 Ⓞ	11 Ⓞ	18 Ⓞ	30 Ⓞ
Copper, Ore (1 lb)	Ore	30 Ⓞ	50 Ⓞ	n/a	n/a
Down, Goose (1 lb)	Common	1 Ⓞ	1 Ⓞ 5 ¢	3 Ⓞ	5 Ⓞ
Electrum (1 lb)	Ore	400 Ⓞ	500 Ⓞ	n/a	n/a
Explosive Oil (1 flask)	High	6 Ⓞ	10 Ⓞ	20	40
Firebreather's Oil (1 flask)	High	3 Ⓞ	5 Ⓞ	10	20
Firewood (cord)	Common	10 Ⓞ	12 Ⓞ 3 ¢	22 Ⓞ	33 Ⓞ
Firewood (per day)	Common	1½ ¢	2 ¢	5 ¢	9 ¢
Fleece (1 lb)	Common	2 Ⓞ	2 Ⓞ 4 ¢	5 Ⓞ	10 Ⓞ
Gold, Ore (1 lb)	Ore	1,800 Ⓞ 90 gold	2000 Ⓞ 100 gold	n/a	n/a
Hide, Cow (1 sq yard)	Common	¾ Ⓞ	1 Ⓞ	2 Ⓞ	4 Ⓞ
Hide, Lamb (1 sq yard)	Common	1 Ⓞ 2 ¢	1 Ⓞ 8 ¢	3 Ⓞ 6 ¢	7 Ⓞ 2 ¢
Hide, Horse (1 sq yard)	Good	4 Ⓞ	6 Ⓞ	12 Ⓞ	24 Ⓞ
Iron, Ore (1 lb)	Ore	5 Ⓞ	n/a	n/a	n/a
Ivory, Elephant (1 pound)	Good	90 Ⓞ	150 Ⓞ	300 Ⓞ	600 Ⓞ
Lambskin (1 sq yard)	Good	7 Ⓞ	11 Ⓞ	21 Ⓞ	42 Ⓞ
Lead, Ore (1 lb)	Ore	3 Ⓞ	n/a	n/a	n/a
Leather, Cow (1 sq yard)	Good	4 Ⓞ 8 ¢	6 Ⓞ 6 ¢	13 Ⓞ	26 Ⓞ
Leather, Cow (full hide)	Good	20 Ⓞ	26 Ⓞ 6 ¢	54 Ⓞ	110 Ⓞ
Lumber (200 board ft)	Good	15 Ⓞ	23 Ⓞ	45 Ⓞ	90 Ⓞ
Magnesium, (1 oz)	Good	8 Ⓞ	15 Ⓞ	30 Ⓞ	60 Ⓞ
Meteore, Ore (1 lb)	Ore	800 Ⓞ 40 gold	n/a	n/a	n/a
Mythril, Ore (1 lb)	Ore	4,500 Ⓞ 225 gold	n/a	n/a	n/a
Oil, hemp seed (1 gal)	Fine	3 Ⓞ	5 Ⓞ	8 Ⓞ	15 Ⓞ
Oil, linseed (1 gal)	Fine	2 Ⓞ	4 Ⓞ	6 Ⓞ	10 Ⓞ
Oil, whale (1 gal)	Good	1 Ⓞ	2 Ⓞ	4 Ⓞ	8 Ⓞ
Oil, whale (1 gal)	Fine	2 Ⓞ	3 Ⓞ	6 Ⓞ	12 Ⓞ
Papyrus (1 ft x 1 ft)	Good	6 ¢	9 ¢	1 Ⓞ 8 ¢	3 Ⓞ 6 ¢
Parchment, lambskin (1 ft x 1 ft)	Good	1 Ⓞ	1 Ⓞ 5 ¢	3 Ⓞ	6 Ⓞ
Pearl, Baroque	Good	22 Ⓞ	33 Ⓞ	66 Ⓞ	140 Ⓞ
Pearl, Button (6mm)	Fine	190 Ⓞ	285 Ⓞ	570 Ⓞ	1,140 Ⓞ
Pearl, Round (6mm)	Fine	500 Ⓞ	750 Ⓞ	n/a	n/a
Pearlash (1 lb)	Good	4 Ⓞ	6 Ⓞ	12 Ⓞ	24 Ⓞ
Pelt, Beaver	Good	4 Ⓞ 5 ¢	6 Ⓞ	12 Ⓞ	24 Ⓞ
Pelt, Fox	Good	5 Ⓞ	7 Ⓞ 5 ¢	15 Ⓞ	30 Ⓞ
Pelt, Mink	Good	8 ¢	1 Ⓞ	2 Ⓞ	4 Ⓞ
Pelt, Rabbit	Good	5 ¢	6 ¢	1 Ⓞ 2 ¢	2 Ⓞ 5 ¢
Phosphorus, Powder (1 oz)	Good	2 Ⓞ	3 Ⓞ	6 Ⓞ	12 Ⓞ
Pigskin (1 sq yard)	Good	3 Ⓞ	4 Ⓞ	8 Ⓞ	16 Ⓞ
Platinum, Ore	Ore	320 Ⓞ	400 Ⓞ	n/a	n/a
Quicksilver (1 oz)	Fine	2 Ⓞ	3 Ⓞ	6 Ⓞ	10 Ⓞ
Rope, Cotton (50 ft)	150lb-Rating	6 Ⓞ	10 Ⓞ	20 Ⓞ	40 Ⓞ
Rope, Hemp (50 ft)	250lb-Rating	12 Ⓞ	18 Ⓞ	35 Ⓞ	70 Ⓞ
Rope, Hemp Double-Thick (50 ft)	900lb-Rating	35 Ⓞ	50 Ⓞ	100 Ⓞ	200 Ⓞ
Rope, Silk (50 ft)	500lb-Rating	15 Ⓞ	25 Ⓞ	50 Ⓞ	90 Ⓞ
Rope Ladder, Cotton (20 ft)	225lb-Rating	7 Ⓞ	12 Ⓞ	24 Ⓞ	28 Ⓞ
Rope Ladder, Hemp (20 ft)	375lb-Rating	10 Ⓞ	15 Ⓞ	30 Ⓞ	60 Ⓞ
Rope Ladder, Silk (20 ft)	750lb-Rating	12 Ⓞ	18 Ⓞ	35 Ⓞ	70 Ⓞ
Seed, Tobacco (oz per 4 acres)	Good	60 Ⓞ	90 Ⓞ	180 Ⓞ	360 Ⓞ
Silver, Ore (1 lb)	Ore	300 Ⓞ 15 gold	400 Ⓞ 20 gold	n/a	n/a
Soap, Hard (1 lb)	Good	8 ¢	1 Ⓞ 2 ¢	2 Ⓞ 5 ¢	5 Ⓞ
Steel, Alloy (1 lb)	Alloy	n/a	20 Ⓞ	n/a	n/a
Tin, Ore (1 lb)	Ore	10 Ⓞ	n/a	n/a	n/a
Tobacco, Chewing	Common	1 Ⓞ	1 Ⓞ 5 ¢	3 Ⓞ	5 Ⓞ
Tobacco, Smoking	Good	1 Ⓞ 3 ¢	1 Ⓞ 9 ¢	4 Ⓞ	8 Ⓞ
Zinc, Ore (1 lb)	Ore	15 Ⓞ	n/a	n/a	n/a

**Adamantine:** The sparse pitch-black ore is very heavy and offers amazing protection in armors. Some consider this a metal while others a stone. The truth is it is a little of each. Adamantine can only be smelted with special tools and skills. Further, one cannot use standard forging methods to work with this particular substance, as it also grows in a crystalline structure which has to be controlled properly during any forging using *cold metallurgy*. This obsidian-colored mineral is found deep in the earth, often close to volcanic sources. When raw adamantine is mined, usually only small deposits are found.

## Economy

**Algidum:** This is a very peculiar metal that cannot be forged in fire, but rather requires the rare skill of *cold-metallurgy* to fashion.

**Brass:** Adding zinc to the smelting process of copper will produce brass. This alloy is used in decorative finishing, locking mechanisms, even the mechanics of crossbows. There have been applications for brass in plumbing and plating for musical instruments. In agriculture, brass has been used for gears and bearings in some of the more sophisticated engineering.

**Bronze:** This is an alloy, but not naturally occurring. It is created by the melting copper and tin together. It is highly resistant to corrosion, especially that of water and sea salt. Further, bronze may offer a shielding to psionic and other mental attacks. It is not mined by manufactured.

**Copper:** This metal has several purposes. It can be mixed with zinc to create brass. It can also be combined with tin to produce bronze. One of the most common uses for copper is to press it into coins. By weight, 500 coins equal one pound of copper.

**Gold:** While silver may set the currency standard, gold is probably the most recognized of all the previous metals. Gold coins are the heaviest of all coins, due to both their size and density. Stacking 100 gold coins on a scale will equate to one pound. It is sold from mines 3.5 million bits per ton or around 1800 per pound. The exchange rate is 1 gold coin equals 20 silver bits equals 200 coppers. However, by weight one pound of gold equals about 5 pounds of silver equals nearly 40 pounds of copper.

**Electrum:** This naturally occurring greenish metal is not uncommon to find; however, it exists in less abundance than platinum. In Enchanted Realms, it should not be confused with the real-world alloy of gold and silver. It is rare and thus occasionally people have used it as a coin because it tends to smelt well with other metals.

**Iron:** This is the core metal of most weapon-making. However, iron offers much more than the art of war. Many tools, such as sickles and ploys are made from iron, which allow for growing food in tougher soils. Further, picks and drills make use of iron, permitted salts and other minerals to be extracted from the earth in ways not possible with bronze or stone. Combined with charcoal and quenched by various cooling techniques, iron can be forged into a steel alloy. Mined in bulk, iron sells for around 10,000 bits per ton.

**Lead:** This soft and heavy metal is sometimes used in armors and shields, but it is the least effective of the metals for this purpose. However, lead has a fairly low melting point, making it a wonderful ore to use a welding joints. Its value is a little less than iron, fetching 6000 bits per ton. Also, remember that *plumbum* is denser than iron. A cubic inch of lead will weigh just under half a pound, but a cubic inch of iron only 4 ounces.

**Meteorite:** A very rare metal with limited uses. Primarily weapons and armors are its chief purpose, which still makes it a rather coveted ore to have. It is a natural alloy arriving in chunks of metal fallen from the skies, which may be why it has been called by other names, such as Thunder-Metal and Sky-Ore. Of course, not every meteorite contains the special ore. In fact, only around 1 in 20 that do reach the ground consist of this special metal. The average rock contains between 3 and 30 pounds; however, major craters of several tons have been discovered. Its rarity both increases and decreases its value, as there really is not enough to establish a solid trade commodity. Combined with its limited use, a generally agreed value has been placed around 800 silver bits per pound.

**Mythril:** This is a quite unusual ore, in all sorts of environments – sometimes when a geological formation of ore would not seem to make sense. Mythril deposits have been discovered in other mines, but also in swamps and arctic terrains. Its properties make it very durable, but also very light. In fact, a cubic foot of mythril weight around 150 pounds, compared to about 500 pounds of iron occupying the same volume. As such, it often requires less material; however, it will take up around three times the physical space by weight. The current exchange for this ore is 4500 bits per pound.

**Platinum:** A platinum rod weighs one-fourth of a pound. This means that by weight, platinum is not much more valuable than silver. This fact confuses a lot of people considering how the exchange rate works. Perhaps money-crafters of the past made a mistake by offering the rod of platinum. However, the mining price of platinum is set about 320 silver bits per pound.

**Silver:** This is the metal used as the standard for currency exchange. When minted into coins, they are flat discs with a hole in the center. A silver bit's outer circumference is close to that of a US Dime. However, due to its missing center, it requires around 400 bits to make a pound of silver.

**Tin:** As a light metal, tin is an excellent addition to other metals to create alloy variants in the smelting process.

**Zinc:** A less-often-considered metal in the fantasy world, but a very important one for many of the productions of the world. It is also a quiet profit-maker, as it is sold for more than iron and can rival copper from time to time in some markets. Zinc is priced at 30,000 silver bits per ton.

As final note on substances, there are several not listed here which have additional properties and a hyper-normal nature. Among these are duskwood, orichalcum, scarletite, stonewood, and others. Further details about these materials can be found in the Game Master section.

## Tools

## Economy

Item	Quality	At Source	Local Market	Nearby City	Distant City	Maintenance
Abacus	Fine	6 ☉	9 ☉	18 ☉	36 ☉	
Auger Drill, manual	Good	15 ☉	23 ☉	45 ☉	90 ☉	1 ☉
Book, Parchment, leather (24-pg)	Good	30 ☉	45 ☉	90 ☉	180 ☉	
Cage, Rabbit Trap	Good	16 ☉	24 ☉	48 ☉	96 ☉	
Calligraphy Pens	Fine	8 ☉	12 ☉	24 ☉	48 ☉	
Chisel, wood and iron	Good	2 ☉	3 ☉	6 ☉	12 ☉	
Fishing Pole, with line	Good	1 ☉ 2 ¢	1 ☉ 8 ¢	3 ☉ 5 ¢	7 ☉	
Grappling Hook, iron	Good	4 ☉	6 ☉	12 ☉	24 ☉	
Grappling Hook, steel	Superior	56 ☉	75 ☉	150 ☉	300 ☉	
Hoe, wood and iron	Common	1 ☉	1 ☉ 5 ¢	3 ☉	6 ☉	
Jewelers Tools	Fine	30 ☉	45 ☉	90 ☉	180 ☉	2 ☉
Lawn Mower, manual	Fine	60 ☉	90 ☉	180 ☉	360 ☉	1 ☉
Lock Picks, steel	Fine	18 ☉	30 ☉	60 ☉	120 ☉	1 ☉
Magnifying glass (3in-diam)	Fine	12 ☉	18 ☉	36 ☉	72 ☉	
Manacles (Iron)	Good	15 ☉	20 ☉	40 ☉	80 ☉	
Medical Kit	Superior	40 ☉	65 ☉	100 ☉	150 ☉	8 ☉
Pick, Mining, steel	Good	20 ☉	30 ☉	60 ☉	120 ☉	
Pitchfork, iron	Common	3 ☉	5 ☉	10 ☉	20 ☉	
Plow, Iron/Wood	Good	18 ☉	27 ☉	52 ☉	90 ☉	
Plow, Steel	Fine	190 ☉	240 ☉	450 ☉	750 ☉	1 ☉
Quill (qty 3)	Good	¾ ¢	1 ¢	2 ¢	4 ¢	
Scale, Balance, bronze, 3in-disks	Fine	30 ☉	45 ☉	90 ☉	180 ☉	1 ☉
Scissors, iron	Good	6 ☉	9 ☉	18 ☉	36 ☉	
Shears, iron	Good	7 ☉	11 ☉	22 ☉	44 ☉	
Shears, steel	Fine	45 ☉	60 ☉	120 ☉	240 ☉	
Shovel, wood and iron	Good	4 ☉	6 ☉	12 ☉	20 ☉	
Sickle, iron	Good	5 ☉	9 ☉	15 ☉	30 ☉	
Signet Ring, brass	Fine	10 ☉	15 ☉	30 ☉	60 ☉	
Spyglass, brass	Fine	22 ☉	35 ☉	70 ☉	140 ☉	
Torch, wood tallow	Common	2 ¢	3 ¢	5 ¢	1 ☉	With Standard
Torch, wood wax	Good	4 ¢	6 ¢	1 ☉	2 ☉	
Whetstone	Good	8 ¢	1 ☉	2 ☉	4 ☉	
Wound Kit	Fine	20 ☉	30 ☉	50 ☉	100 ☉	1 ☉

**Lawnmower:** This is a simple mechanical device, taking advantage of brass bearings, engineering, and other advancements in machinery to spin rotating blades as a person pushes it from behind. It will effectively cut a clear path in grass and other flora.

**Medical Kit:** This is a leather pouch containing cautery tools, cupping vessels, herbs, forceps, mild narcotics, stitching and tubes. While maintenance keeps this fully stocked, if spending significant time away from civilization, no more than 14 treatments can be performed.

**Plows:** In both iron and steel varieties, the plow is hooked up to horses or oxen, used to cut furrows in the soil. The steel plow will work terrains that are rougher and have more difficult soil.

**Wound Kit:** This is a canvas bag containing bandages, ointment syringes and splints.

## Transportation

## Economy

Item	Quality	At Source	Local Market	Maintenance	Capacity
Carriage, 2-axle	Fine	300 ☉	500 ☉	8 ☉	4,000 lbs up to 4 humans
Cart, Mule, wooden 1-axle	Common	30 ☉	45 ☉	4 ☉ annually	800 lbs
Cart, Mule, wooden, 2-axles	Good	40 ☉	60 ☉	6 ☉ annually	1,500 lbs
Cart, Push, wooden, 1-axle	Common	25 ☉	38 ☉	2 ☉ annually	300 lbs
Chariot, 1-axle	Fine	500 ☉	800 ☉	8 ☉	2,000 lbs 1 - 2 humans
Clockwork Vehicle	Superior	Custom	n/a	Special	Custom
Dog Sled	Good	40 ☉	60 ☉	1 ☉	600 lbs
Necro-Tank	Fine	Custom	n/a	Special	Custom
Keelboat	Good	2,000 ☉	3,000 ☉	20 ☉	5 tons up to 6 passengers
Rowboat	Good	30 ☉	50 ☉	8 ☉	250 lbs 1 - 3 humans
Sail, Brigantine	Superior	15,000 ☉	22,500 ☉	110 ☉	100 tons
Sail, Caravel	Fine	7,500 ☉	10,000 ☉	65 ☉	30 tons
Sail, Clipper	Superior	25,000 ☉	35,000 ☉	140 ☉	150 tons
Sail, Cog	Fine	3,000 ☉	4,000 ☉	25 ☉	10 tons
Sail, Galleon	Superior	50,000 ☉	75,000 ☉	180 ☉	250 tons
Wagon, Cargo, wooden, canvas	Good	500 ☉	750 ☉	5 ☉	8,000 lbs up to 10 humans

**Clockworks:** These are gnomish engineering with various designs; perhaps one-person "insect walkers" or tread-based delicate wagons. They are as scarce as magic carpets and such magical transports. However, with *engineering* or a specially-trained skill, anyone can operate one.

**Keelboat:** This is basically a 40-foot rowboat, manned by 8 to 16 oarsmen. These can carry up to six passengers beyond the crew. One travels an average of 1 MPH.

**Necro-Tank:** This is vehicle which uses undead to power it. Perhaps it is a keelboat with skeletal oarsman or it could be a large carriage with zombies enclosed in the wheels that push it forward, slowly but without the need for fuel. This is all good until the undead has to be replaced.

**Rowboat:** This vehicle can move at an average speed of 1½ MPH. Rowing can occur for a number of hours equal to one's Strength score.

**Sailing ships:** Such vessels average speed of 2½ MPH; however, with a proper crew and favorable conditions speed up to 3 MPH can be maintained.