Money and Equipment

Although your character has some impressive abilities and skills, he really isn't going to be effective without the equipment necessary for adventuring. To get this equipment, he needs money. Not only does he need money to outfit himself, but your character also has to cover his living expenses.

Although there are many different types of coins and currencies in the world, all prices and treasures in the AD&D rules are given in standard coinage as well as the local currencies. The standard rate of exchange for each coin is given in Table E1. Table E2 lists the exchange rate for the pure metals by the pound. Local monetary systems of the major governments of the campaign are in an appendix in the back.

The basic coins are the copper piece (cp) and the silver piece (sp). These form the backbone of the monetary system and are the coins most frequently found in the hands of the common folk. Above these two coins is the much rarer gold piece (gp). This coin is seldom found in common use and mainly exists as the standard money of account. This means it is used to measure the value of property and goods. Land values, ship cargoes, gemstones, and penalty bonds (royal court fines) are normally calculated in gold pieces, although payment of such vast sums normally takes other forms. In addition to these coins, there are other unusual metals used in exchange. Principal among these coins are the electrum (ep), platinum pieces (pp) and mithrial, or true silver, a rare magical metal of great value. Lessor metals such as bronze and iron are also used in coinage.

However, remember that not all wealth is measured by coins. Wealth can take many forms--land, livestock, the right to collect taxes or customs, and jewelry are all measures of wealth. Coins have no guaranteed value. A gold piece can buy a lot in a small village but won't go very far in a large city. This makes other forms of wealth, land for instance, all the more valuable. Indeed, many a piece of jewelry is actually a way of carrying one's wealth. Silver armbands can be traded for goods, a golden brooch can buy a cow, etc. In your adventures, wealth and riches may take many different forms.

Furthermore, in your DM's campaign, there may be special situations or considerations to bear in mind. The Kingdom of Gonfli may be at war with the neighboring Principality of Boosk. Patriotic Gonflians might refuse Boosk coins (probably because they think the coins are worthless). Practical Booskites might accept the Gonfli florin at half normal value (so they can melt them down and mint new Boosk drachmas). Of course, both groups would send your character to the local money changer (if there is one), who would cheerfully convert your foreign coins to the local tender. He will, of course, charge a small commission (10-30%) for this service.

Situations such as these can affect the value of any coin. If your characters start flashing about a lot of gold, pumping it into the local economy, merchants will quickly raise prices. As another example, the local lord may commandeer most of the region's horses for his knights, making those left all that much more expensive.

Table E1 -- Standard Exchange Rates

	Exchange Value				
Coin	CP	SP	EP	GP	PP
Copper Piece (cp) =	1	1/5	1/25	1/50	1/500
Silver Piece (sp) =	5	1	1/5	1/10	1/50
Electrum Piece (ep)	25	5	1	1/5	1/25
Gold Piece (gp) =	50	10	5	1	1/5
Platinum Piece (pp) =	500	50	25	5	1

Note that gold pieces are commonly only 12 karat (out of 24 karat) pure gold due to the poor wear qualities of pure gold. Gold is the most Malable and ductile of the metals. A gold cion the size of the quarter could be bent in the hands of a strong person. Hitting against harder and more durable metals in a coin pouch they will suffer great wear, and loss of value.

Table E2 -- Metals by Pound Exchange Rates

1#= X# of	Iron	Bronze	Copper	Silver	Electrum	Gold	Platinum	Mithrial
Iron	1	.33	.16	.03	.003	.052	.0006	.00013
Bronze	3	1	.5	.1	.01	.005	.002	.0004
Copper	6	2	1	.2	.02	.01	.004	.0008
Silver	30	10	5	1	.1	.05	.02	.004
Electrum	300	100	50	10	1	.1	.05	.0083
Gold	600	200	100	20	10	1	.4	.0166
Platinum	1500	500	250	50	25	2.5	1	.04
Mithrial	7230	2410	1205	241	120.5	60.24	24.1	1

Starting Money

All player characters begin with some amount of cash. This nest egg may be your character's life savings. It may be a gift from his parents to start him out in the world. It may be his booty from an army campaign. Perhaps he stumbled across a small treasure chest, whetting his appetite for greater and more dangerous prizes. How he came by his money is not important (although it may be fun to know). You are free to create any explanation you want.

To learn your character's starting funds, roll the dice indicated for his group in Table E3. This is the number of gold pieces your character has to obtain equipment. If you are creating a character starting out at a level above 1st level, check with the DM to see if you can increase your character's funds beyond the amounts given here.

Table E3 -- Initial Character Funds

Character Group	Die Range
Warrior	5d4 x 10 gp
Wizard	4d4 x 10 gp
Rogue	2d6 x 10 gp
Priest *	3d6 x 10 gp
Craft	3d4 x 10 gp

*Priest characters with vows of poverty can use their money only to purchase equipment and goods. Once all purchases are made, the priest character must return all but two or three of his remaining gold pieces to his superiors (since his equipment is supplied by his organization). Priests cannot lend any of their initial funds to other characters.

Equipment Lists

The following lists include much of the equipment your character needs for adventuring. The most basic of these are weapons, armor, clothing, and outfitting gear. The other lists provide goods and services your character may need during the course of his many adventures. While most items are always available, I may add to or delete from these lists depending on the circumstances. What you want may not be available or, may not have been discovered or invented yet! While I will tell you which items are and aren't available, you should ask if you have any doubts.

Many of the uncommon items in these lists are explained in the following pages.

The price given for each item in the lists is its average price, the amount you can expect the item to cost in a normal economy. However, large cities, barren wildernesses, and places with brave adventurers carrying bags full of gold are not normal economies. In these places you may find yourself paying more (very rarely less) than the amount listed. You can also haggle with merchants over prices, although to speed up the game it's recommended that you save this for your important purchases. If you wind up haggling over the cost of every tankard of ale, your character is going to spend more time being a pennypincher than an adventurer!

Table E4 -- Equipment

Clothing	Shoddy	Linen	Cotton	Silk	Wool
Cloth goods					
Bodice	3 cp	2 sp	5 sp	2 gp	--
Breeches	2sp	1 gp	3 gp	5 gp	--
Cap, hat	--	3 cp	1 sp	1 gp	1 gp
Girdle	3 cp	2 sp	5 sp	2 gp	--
Cloak	1 sp	8 sp	15 sp	2 gp	5 gp
Gloves	--	1 gp	1 gp	5 gp	2 gp
Gown, common	4 sp	12 sp	15 sp	2 gp	--
Jacket	8 sp	3 gp	6 gp	8 gp	10 gp
Hose	--	2 gp	5 gp	10 gp	--
Robe					
Common	3 sp	9 sp	5 gp	15 gp	--
Embroidered	--	20 gp	25 gp	50 gp	--
Sash	2 cp	1 sp	3 sp	5 sp	--
Surcoat	--	6 sp	10 sp	15 sp	--
Tabard	--	6 gp	129 gp	15 gp	--
Toga	2 cp	1 sp	2 sp	5 gp	--
Tunic	4 sp	8 sp	10 sp	2 gp	--
Vest	3 sp	6 sp	8 sp	1 gp	1 gp

Leather Goods	
Baldric	3 gp
Belt	3 sp
Bodice	1 gp
Breeches	5 gp
Boots	--
Riding	3 gp
Soft	1 gp
Fur Cloak	50 gp
Girdle	3 gp
Knife sheath	2 cp
Sandals	2 cp
Shoes	1 gp
Sword scabbard	4 gp
Pin	6 gp
Plain brooch	10 gp

Daily Food and Lodging

Ale	
gallon	2 cp
pint	.25 cp
Banquet (per person)	5 gp
Bread	1 cp
Cheese , small wheel (5 #)	2 sp
City rooms (per month)	--
Poor	4 sp
Common	10 gp
Good	20 gp
Rich	100 gp
Coffee (per cup)	5 gp
Wine per bottle/jog	
Poor	1 sp
Common	2 sp
Good	5 sp
Fine	5 gp
Egg or fresh vegetables	.5 cp
Grain and stabling for a horse (daily/week)	1 sp/1 gp
Honey, pint	1 sp
Inn lodging (per day/week)	--
Poor	1 cp/5 cp
Common	5 sp/2 gp
Good	1 gp/5 gp
Rich	5 gp/25 gp
Meat for one meal	3 cp
Meals (per day)	--
Poor	2 cp
Common	1 sp
Good	5 sp
Rich	2 gp
Small beer (per gallon)	1 cp
Tea (per pot)	.25 cp

Household Provisioning

Barrel of pickled fish	3 gp
Butter (per lb.)	2 sp
Coarse sugar (per lb.)	1 gp
Coffee (per lb.)	50 gp
Dry rations (per week)	10 gp
Eggs (per 100)	8 sp
(per two dozen)	2 sp
Figs (per lb.)	3 sp
Firewood (per day)	.5 cp
Herbs (per lb.)	5 cp
Nuts (per lb.)	1 sp
Raisins (per lb.)	2 sp
Rice (per lb.)	2 cp
Salt (per lb.)	1 cp
Salted fish (per 100)	1 gp
Spice (per lb.)	--
Exotic (saffron, clove)	15 gp
Rare (pepper, ginger)	2 gp
Uncommon (cinnamon)	1 gp
Tea (per lb.)	1 sp
Tun of cider (250 gal.)	8 gp
Tun of good wine (250 gal.)	20 gp

Services

Barber, shave & cut	2 cp
Bath	3 cp
Brothel	
Poor	2 sp
Common	2 gp
Good	10 gp
Rich	50+ gp
Clerk (per letter)	2 sp
Doctor, leech, or bleeding	3 gp
Guide, in city (per day)	2 sp
Healer	1+ sp
Lantern or torchbearer (per night)	1 sp
Laundry (by load)	1 cp
Messenger, in city (per message)	1 sp
Minstrel (per performance)	3 gp
Mourner (per funeral)	2 sp
Teamster w/wagon	1 sp/mile

Transport Vehicles

Land	
Carriage	--
Cab	100 gp
Common	150 gp
Landau	200 gp
Coach	
Mail	500 gp
Ornamented	1,000+ gp
Cart	
Pony	25 gp
Dog	20 gp
Ox	15 gp
Chariot	--
Riding	75 gp
War	150 gp
Sedan chair	50 gp
Wagon	
general farm	50 gp
light farm	25 gp
cargo	75 gp
heavy cargo	150 gp
Wheel	3 gp
Canoe	--
Small	30 gp
War50 gp	
Seagoing Ships	--
Longboat (10-20)	500gp
Markian Clipper (220+)	45,000gp
Merchantman, Coaster (50-80)	5,000 gp
Merchantman, Large (130-160)	25,000gp
Merchantman, Small (90-120)	15,000gp
Merchantman, Clipper (170-200)	35,000gp
Warship, Frigate	50,000gp
Warship, Great galley	30,000gp
Warship, Ship of the Line	70,000-150,000gp
Warship, Sloop	30,000
Flying Ships	100,000+ gp
Oar	--
Common	2 gp
Galley	10 gp
River boats	
Barge	500 gp
Flatboat (large raft)	10 gp/100sqft
Keelboat, small (20-40)	600 gp
Keelboat, large (40-60)	1000 gp
Paddlewheel (80-120) (magic powered)	175,000 gp
Sailing boat (50-80)	4,000 gp
Sail	20 gp

Animals

Birds	
Falcon (trained)	1,000 gp
Partridge	5 cp
Peacock	5 sp
Pigeon	1 cp
Pigeon, homing	100 gp
Songbird	10 sp
Swan	5 sp
Camel	50 gp
Cat	
Common	1 sp
Exotic pet (Serval, etc.)	250 gp
Hunting cat (Cheetah, etc.)	5,000 gp
Dog --	
Common	5 sp
Guard	25 gp
Hunting	17 gp
War	20 gp
Donkey or ass	8 gp
Elephant	--
Labor	2000 gp
War	5000 gp
Farmstock	
Hogs	
Boar	10 sp
Sow	8 sp
Pig	3 sp
Cattle	
Bull	10 gp
Cow	5 gp
Calf	5 sp
Ox	7 gp
Water Buffalo	
Bull	35 gp
Cow	30 gp
Calf	10 gp
Ox	30 gp
Sheep	
Ram	14 sp
Ewe	12 sp
Lamb	3 sp
Goats	
Billy	8 sp
Nanny, common	5 sp
Nanny, dairy	9 sp
Kid	5 sp

Chickens		
Rooster		2 cp
Hen		2 cp
Capon		3 cp
Guinea hen		1 cp
Goose (either gender)		5 cp
Duck (either gender)		3 cp
Horse--		
Draft,		
light		50 gp
medium		75 gp
heavy		100 gp
super heavy		200 gp
specialty		200+ gp
War		
Light		150 gp
Medium		225 gp
Heavy		400 gp
Nag		35 gp
Pony		30 gp
Riding		75+ gp
Mule		
Common		50 gp
Draft		75 gp

Tack and Harness

Barding	--	--
Chain	500 gp	70 lbs.
Full plate	2,000 gp	85 lbs.
Full scale	1,000 gp	75 lbs.
Half brigandine	500 gp	45 lbs.
Half padded	100 gp	25 lbs.
Half scale	500 gp	50 lbs.
Leather or padded	150 gp	60 lbs.
Bit and bridle	15 sp	3 lbs.
Cart harness	2 gp	10 lbs.
Halter	5 cp	*
Horseshoes & shoeing	5 sp	5 lbs.
Saddle	--	--
Pack	5 gp	15 lbs.
Riding	25 gp	25 lbs.
War	35 gp	30 lbs.
Saddle bags	--	--
Large	4 gp	8 lbs.
Small	3 gp	5 lbs.
Saddle blanket	3 sp	4 lbs.
Yoke	--	--
Horse	5 gp	15 lbs.
Ox	3 gp	20 lbs.

* These items weigh little individually. Ten of these items weigh one pound.

Miscellaneous Equipment

Backpack	2 gp	2 lbs.
Barrel, small	2 gp	30 lbs.
Basket	--	--
Large	2 sp	1 lbs.
Small	2 cp	*
Bell, small	1 gp	--
Belt pouch	--	--
Large	1 gp	1 lbs.
Small	7 sp	½ lbs.
Block and tackle	5 gp	5 lbs.
Bolt case	1 gp	1 lbs.
Bucket	2 sp	3 lbs.
Chain (per ft.)	--	--
Heavy	4 gp	3 lbs.
Light	3 gp	1 lbs.
Chest	--	--
Large	2 gp	25 lbs.
Small	1 gp	10 lbs.
Cloth (per 10 sq. yds.)	--	--
Shoddy	2 sp	5 lbs.
Linen	10 gp	10 lbs.
Cotton	12 gp	10 lbs.
Silk	50 gp	8 lbs.
Wool	20 gp	20 lbs.
Candle	1 cp	*
Canvas (per sq. yard)	4 sp	1 lbs.
Chalk	1 cp	*
Clock		
Mantel	2,000 gp	5 lbs.
Ship's	5,000 gp	3 lbs.
Hall	3,000+ gp	50 lbs.
Water	1,000 gp	200 lbs.
Watch	7,500 gp	.5 lbs.
Compass		
Common	50 gp	1 lb.
Ship's	100 gp	5 lbs.
Crampons	4 gp	2 lbs.
Fishhook	1 sp	**
Fishing net, 10 ft. sq.	4 gp	5 lbs.
Flint and steel	5 sp	*
Glass bottle	10 gp	*
Grappling hook	8 sp	4 lbs.
Holy item (symbol, water, etc.)		25 gp *
Hourglass	25 gp	1 lbs.
Iron pot	5 sp	2 lbs.
Ladder, 10 ft.	5 cp	20 lbs.
Lantern	--	--
Beacon	150 gp	50 lbs.
Bullseye	12 gp	3 lbs.
Hooded	7 gp	2 lbs.
Lock	--	--
Good	100 gp	1 lbs.
Poor	20 gp	1 lbs.
Magnifying glass	100 gp	*
Map or scroll case	8 sp	½ lbs.
Merchant's scale	2 gp	1 lbs.
Mirror, small metal	10 gp	*
Musical instrument	5-100 gp	½-3 lbs.

Oil (per flask)	--	--
Greek fire	10 gp	2 lbs.
Lamp	6 cp	1 lbs.
Paper (per sheet)	2 sp	**
Papyrus (per sheet)	8 cp	**
Parchment (per sheet)	1 gp	**
Perfume (per vial)	50 gp	*
Piton	3 cp	½ lbs.
Quiver	8 sp	1 lbs.
Rope (per 50 ft.)	--	--
Hemp	1 gp	20 lbs.
Silk	10 gp	8 lbs.
Sack	--	--
Large	2 sp	½ lbs.
Small	5 cp	*
Sewing needle	5 sp*	**
Signal whistle	8 sp	*
Signet ring or personal seal	5 gp	*
Soap (per lb.)	5 sp	1 lbs.
Spyglass	1,000 gp	1 lbs.
Tent	--	--
Large	25 gp	20 lbs.
Pavilion	100 gp	50 lbs.
Small	5 gp	10 lbs.
Thieves' picks	30 gp	1 lbs.
Torch	1 cp	1 lbs.
wax (per lb.)	1 gp	1 lbs.
Whetstone	2 cp	1 lbs.
Wineskin	8 sp	1 lbs.
Winter blanket	5 sp	3 lbs.
Writing ink (per vial)	8 gp	*

*These items weigh little individually. Ten of these items weigh one pound.
** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

Table E5 -- Armor *

Brigandine	120 gp	35 lbs.
Chain mail	75 gp	40 lbs.
Field plate	2000 gp	55 lbs.
Full plate	4,000-10,000 gp	60 lbs.
Helmet	--	--
Close	30 gp	10 lbs.
Open	8 gp	5 lbs.
Hide	15 gp	30 lbs.
Leather	5 gp	15 lbs.
Padded	4 gp	10 lbs.
Plate mail	600 gp	50 lbs.
Ring mail	100 gp	30 lbs.
Scale mail	120 gp	40 lbs.
Shield	--	--
Body	10 gp	15 lbs.
Buckler	1 gp	3 lbs.
Medium	7 gp	10 lbs.
Small	3 gp	5 lbs.
Studded leather	20 gp	25 lbs.

* See table 46 for the Armor Class ratings of various armor types.

Table E6 -- Weapons

Item	Cost	Weight
Battle axe	5 gp	7 lbs.
Blowgun	5 gp	2 lbs.
Barbed Dart	1 sp	*
Needle	2 cp	*
Bows & Arrows	--	--
Composite long bow	100 gp	3 lbs.
Composite short bow	75 gp	2 lbs.
Long bow	75 gp	3 lbs.
Short bow	30 gp	2 lbs.
Flight arrow	3sp/12	*
Sheaf arrow	3 sp/6	*
Club	--	3 lbs.
Crossbows & Quarrels	--	--
Light crossbow	35 gp	7 lbs.
Hand crossbow	300 gp	3 lbs.
Heavy crossbow	50 gp	14 lbs.
Light quarrel	1 sp	*
Hand quarrel	1 gp	*
Heavy quarrel	2 sp	*
Dagger or dirk	2 gp	1 lb.
Dart	5 sp	
Firearms	--	--
Long gun	1200 gp	15 lbs.
Pistol	750 gp	5 lbs.
Blunderbuss	1000 gp	15 lbs.
Footman's flail	15 gp	15 lbs.
Footman's mace	8 gp	10 lbs.
Footman's pick	8 gp	6 lbs.
Hand or throwing axe	1 gp	5 lbs.
Harpoon	20 gp	6 lbs.
Horseman's flail	8 gp	5 lbs.
Horseman's mace	5 gp	6 lbs.
Horseman's pick	7 gp	4 lbs.
Javelin	5 sp	2 lbs.
Knife	5 sp	½
Lance	--	--
Light horse lance	6 gp	5 lbs.
Medium horse lance	10 gp	10 lbs.
Heavy horse lance	15 gp	15 lbs.
Jousting lance	20 gp	5 lbs.
Mancatcher	30 gp	8 lbs.
Morning star	10 gp	12 lbs.
Polearm	--	--
Bill	10 gp	8 lbs.
Pike	5 gp	12 lbs.
Glaive	6 gp	8 lbs.
Halberd	10 gp	15 lbs.
Military fork	5 gp	7 lbs.
Quarterstaff	--	4 lbs.
Scourge	1 gp	2 lbs.
Sickle	6 sp	3 lbs.
Sling	5 cp.	*
Sling bullet	1 cp.	½
Sling stone	--	½
Spear	8 sp	5 lbs.
Staff sling	2 sp	2 lbs.

Sword	--	--
Bastard sword	25 gp	4 lbs.
Broad sword	10 gp	3 lbs.
Long sword	15 gp	3 lbs.
Scimitar	15 gp	2 lbs.
Short sword	10 gp	2 lbs.
Two-hand. sword	50 gp	5 lbs.
Trident	15 gp	3 lbs.
Warhammer	2 gp	4 lbs.
Whip	1 sp	2 lbs.

Equipment Descriptions

Not every piece of equipment is described here. The vast majority of things found on the equipment lists need no description, as their functions, forms, and purposes are obvious. Only those items whose use is obscure or appearance is unusual are described below. Specific game effects of equipment are given in the appropriate sections of the rules.

Clothing

Most items of clothing do not require explanation. The possible, and available styles of clothing are infinite, or at least more varied than I can list in this volume. A representative example is all that is given, and an explanation of the various types of cloth.

Keep in mind that cloth in general is expensive. Unless you live in the city, you do not buy cloth by the yard. You and your family harvest, process, spin and weave all your own clothing. No cash outlay is made except for needles and pins. Buttons are carved from local materials, etc. This applies even to the rich, except they have servants do the work. Only in areas where each family cannot have a flax patch is cloth bought. The availability of cloth we enjoy is the direct result of the industrial revolution. Before that time all cloth was hand spun and hand woven. It would take a family a year to spin enough thread for one man's shirt. Leather garments where thus common. It was easier to make leather than cloth.

Once you buy the cloth, you make your own clothing. Again, "off the rack" does not exist. Members of the lower classes do not buy made clothing. The services of the tailor are beyond their means. They buy what cloth they can afford, and make their own clothing.

Most people have only one suit of clothing. The well to do might have a change, and a "Sunday best" outfit. Only the very rich have need for closets or chests to hold clothing. Their servants are dressed in the master's castoffs. Only the filthy rich have livery for servants.

Shoddy: This is the least expensive weave of cloth. It is linen, but a very poor grade of linen. It is however often the only thing the poor can afford. Shoddy is an actual cloth weave from the era of the American Civil War. Once used for Union uniforms, once. It was so bad that the term "shoddy" has come to mean poor quality ever since. Shoddy is poor wearing and thin, it provides no protection from cold, and wicks water quickly. No one that can afford better buys it.

Linen: Linen is the common cloth of the common folk. Linen is made from the stems of the flax plant, and can be a very fine fabric indeed. Due however to the commonness of silk the finer weaves are not usually made. From canvas to handerchiefs are made from linen. The usual climate of the world is such that cotton or silk is more comfortable to wear during most of the year. Linen is hard wearing and will last for years. A necessity in a technology when a year's labor can go into a single shirt.

Cotton: A lighter fabric than linen, it breaths better. Loosely spun it is even warmer. The problem with cotton is the labor intensive nature of the fabric. Harvesting the bolls of cotton, then removing the seeds to prepare it for spinning is work requiring many hands and many hours. While cotton is a more desired fabric than linen, it is twice the cost due to labor alone.

Silk: Silk is the cloth of wealth. While silk is not uncommon it is even more labor intensive than cotton, and requires delicate handling during the weaving process. It is warm in the cold and cool during the hot, and looks great.

Wool: Wool is hard wearing, easy to come by easy to work. Unfortunately it is not well suited to the climate most people live in. While used to outer garments like cloaks, you will not find it in common use as clothing under most circumstances.

Transport

Seagoing vessels: Ships come in a large variety of shapes and sizes. Local variations on the basic forms here will occur. As a general rule any vessel, other than a dedicated warship can carry one quarter of its length in tons of saleable cargo. That is a 100 foot ship could haul 25 tons of cargo. The rest of the ship is occupied by working spaces, quarters for the crew, and provisions (a ship must carry all its own water). Passengers require a ton of cargo space each in terms of space and provisions.

Longboat: A simple row boat in most respects. A long boat usually has a flat stern fitted with a tiller and rudder, and 6 to ten oars for power. Some are fitted with a single mast as well. The given price is for a model in the middle of the size range listed.

Markian Clipper: This ship is the largest of the seagoing merchant ships. It is designed for the long haul to Markia on the other side of the world. It has three square-rigged masts and is over 200 feet in length. Its great size and draft are intended to aid in surviving the rigors of a deep ocean voyage lasting months out of the sight of land.

Merchantman, Coaster: This ship is seen form one end of the world to the other in various forms. Fitted with one or two masts and rigged with square, lanteen, crab, or slatted sails depending on local preference and culture. While a sturdy little ship it is not truly fit to leave the sight of land. Crew is seldom mort than 6.

Merchantman, Small: This cargo ship is a swift and seaworthy trader. It is fitted with two to three masts. This vessel is not economical for long voyages as it cannot carry enough supplies for the crew, and enough cargo for a profitable venture. Crew will number up to 14

Merchantman, Large: The bulk of the over seas trade falls to this class of vessel. It's size means it can carry enough supplies and cargo to make a long voyage of a month or more in relative comfort, and hold cargo enough to make a profit. It is fitted with three masts and is of deep draft. Crew is from 20 to 26 men and boys.

Merchantman, Clipper: The largest of the trading vessels. The common clipper is somewhat smaller and less heavily built than the Markian Clipper. It is also cheaper to build. These ships have three masts, and require a crew of 30 to 36 men and boys. Their large size and deep draft make them unsuitable for short haul voyages. Their expense prevents the ownership by most individual masters. The few that exist are in the hands of trade guilds and consortiums.

Warship, Frigate: The workhorse of the modern navy. Frigates are the cruisers of the Greyhawke seas. They are between 150 to 200 feet long and are armed with 32-42 guns of 18-24 pounds, as well as up to 12 additional guns of smaller size on the spar deck. They have three masts and require crews of 250 to 350 men and boys, to man

the guns and sails. As is the case with all warships, the cost reflects only the ship's structure and rigging, not the cost of the guns. These ships are built very heavily to withstand the punishment of cannon fire.

Warship, Great galley: This is the last of the rowed warships. Eyrie's introduction of cannon to the art of naval warfare drove the delicate and graceful biremes and triremes off the water. Great Galleys are 130 feet long and 20 feet wide. The main power comes from 140 rowers, one man to an oar, but is supplemented by three masts; this combination gives it better speed and handling. Great Galleys are exclusively used for the defense of harbors, inlets and rivers. They can turn quickly and maneuver in areas that a sail only vessel has a great deal of trouble in. Like all galleys, the great galley is a coastal vessel, rarely venturing into open water. It is not seaworthy in heavy storms and waits in port for these to pass. The armament of the Galley is restricted because of the need for the banks of oars where the guns would normally be placed. 4 to 6 large guns, 24 or 36 pounders are placed in a reinforced castle on the bows of the ship facing forward. This and up to four lighter cannon in the stern are the ship's only arms. Most Galleys also are equipped with rams, and carry a large number of marines. The usual tactic is to fire, ram and board. With the need for rowers, sail handlers, marines and officers the crew on a Great Galley can run as high as 500 men and boys.

Warship, Ship of the Line: The largest of the warships. Ships of the Line are divided into 3 "rates" or sizes depending on their number of guns. All ships of the line have two or three gun decks. Only two ships over 100 guns have ever been built.

3rd rate -- 50 to 64 guns
2nd rate -- 66 to 80 guns
1st rate -- 82+ guns

Ships of 80 guns and over will have three gun decks. Lighter armed ships will have two. Ships of the Line carry the following guns on each deck. Lowest deck 36 pounders, second gun deck 24 pounders, top gun deck 18 pounders. Up to 24 additional lighter guns may be carried on the spar deck.

All ships of the line are built heavy, both to carry the weight of their armament and to withstand the punishment from enemy guns. These ships are not fast or maneuverable, "stately" is the best that can be said of them. They have three masts in square rig. Crews number from 400 for the smallest of the ships of the line to a staggering 600 men for the largest vessels. Ships of the Line are from 180 to 250 feet in length.

Warship, Sloop: The Sloop is the lightest ship built for the proposes of carrying guns. A sloop will range from 80 to 120 feet in length, and carry from 18 to 24 guns in the 6 to 18 pound range. Sloops are rigged like the larger vessels with three masts carrying square sails. Sloops do not have a proper gun deck so all guns are carried on the spar deck. Sloops are manned with from 130 to 220 men and boys.

Flying Ships: Flying ships are an innovation that has been rediscovered and they are beginning to be seen once again. Any ship type can be built as a flying ship. Either with the standard hull shape or the newer hulls adapted to ground landings as well as water. A water ship cannot be adapted to become a flying ship, they have to be purpose built for the task. Construction requires that the magic that allows the ship to fly, and tack in the air as if it was on water be built into the vessel from the start. Cost for these vessels is 100,000 gp plus two times the cost of the desired ship type.

Riverboats: The rules for riverboats are a little different than seagoing vessels. Navigable rivers are usually calm wide streams that have neither the weather nor waved of the open sea. A river boat can be lighter built, and carry more cargo. Riverboats also do not need to carry provisions, especially water as the river itself is a usable source of water.

Barge: A barge is nothing more than raft with sides. The bow and stern are usually angled or rounded to aid in passage through the water. Barges are usually nothing more than a means of floating cargo down a river. They move by oar, tow, or polling. Crew lives atop the cargo, and ties up at shore during the night. Because of the sides a barge has much greater displacement than a raft and can carry greater cargo. The general rule for figuring the cargo of a barge is a ton of cargo for each 100 square feet of space and foot of side after the first foot. So a barge 15 feet wide and 80 feet long with sides 2.5 feet deep could carry 18 tons of cargo. Be that one stone for a massive structure, or piled to the sky with bags of goosedown.

Flatboat: A large raft. No amenities, and little cargo space. A flatboat is controlled with ores or poles and must tie up at night. Flatboats are not permanent vessels, they are usually the transportation of need. A cargo to be moved and no other means of moving it. In the case of logs for lumber, the raft and the cargo are one in the same. A flatboat can carry a quarter ton of cargo for each 100 square feet of area. Cargo in this case meaning everything carried including the weight of crew and belongings.

Keelboat: Keelboats are the usual transport on small or shallow rivers. Their primary motive power is poles or ores. As the name suggests a "keelboat" has a keel. That tis it looks like what most people would call a boat. Most have a low cabin that runs the length of the boat and protects the cargo. A narrow walkway to either side provides the space for the crew to pole the boat. Keelboats require large crews for their size due to the need for move up stream. Two pollers per 20 feet off boat. No more than that however or they don't have room to work. Like all river boats keelboats tie up at night.

Paddlewheel: This type of boat is only found in the more civilized areas. The magical propulsion of the vessel accounts for the expense of the thing. In practice they are large barges for the sake of cargo carried. Most have a small cabin on the bow or stern, for crew and pilot as well as the housing for the wheel. Wheels can be either in the middle, the rear or the sides. Paddlewheel boats that carry passengers will usually have a deck canopy over the entire boat. The area taken by the paddles and deck cabins are not counted into the cargo area. A few attempts have been made to have manual powered paddlewheels, the idea was dropped because of the crew required. While a paddlewheel boat could travel at night, they to tie up for safety.

Sailing boat: Sails are only used on wide rivers where the boat has room to tack, or where the prevailing wind is perpendicular to the major direction of the river. Sailing boats made for river use are a little lighter built that similar craft for sea voyages, and have fewer amenities like galleys.

Animals

Birds:

Falcon: A hunting bird used in sport. Very few people use them to live by. A pre-fledged hawk will fetch 250 gp on the market.
Partridge: Food, feeds two
Peacock: Ornamental, or food, feeds 3-4.
Pigeon: Food, feeds one.
Pigeon, homing: For message carrying. You must have a pigeon trained for the location you wish to seed the message to.
Songbird: Ornamental
Swan: Ornamental or food, feeds 6-8
Camels: Mean, nasty, stubborn, vicious, and if any other animal had there sheer stamina, endurance and carrying capacity, everyone of the suckers would be shot. However, there isn't, so they don't.
Cat: Mouser and sometimes pet, the rich may indulge in the more exotic types.
Donkey or ass: A small beast of burden who's manner and capacity are far underrated. A donky or ass can carry 1/2 their weight and pull twice their weight.
Elephant: Elephants in either type are so rare as to be nonexistent. If one could be found they would command ten times the prices listed simple for the rarity.

Farmstock

Pigs: Pigs is pigs. Pigs are kept for meat and hide. They are not as large as is common with modern domestic stock. A large hog weights 150 pounds.
Cattle: Kept for burden, hide, meat and milk. Greyhawken cattle resemble the Brahmin cattle of India rather than the beef or dairy cattle of the modern west. A large bull is 1200 pounds, not the 2000 2500 of an Angus beef. An Ox is a castrated bull used for labor. They can pull more than a horse of equal size, and are cheaper because they are much slower. Most peasant farmers will plow with oxen or a bull rather than a horse.
Water Buffalo: Larger cousin of the cattle. While Water Buffalo can be aggressive, they weight in over a ton each, and have a greater capacity for work. They are not found in arid or semi-arid areas.
Sheep: Kept for wool meat and milk. Sheep are not usable as beasts of burden. Sheep are somewhat delicate, and require good grazing to do well.
Goats: Kept for meat and milk, some varieties will produce wool (angora goat). Goats are the choice when the resources will not support sheep.
Horses, Draft: Let the load fit the horse. Draft Horses run from 750 pound ponies to over a ton and half each for the super heavy. The distinguishing characteristics are the large bones and heavy built bodies, usually to wide to comfortably ride. A draft horse can carry a quarter of its weight or pull its full weight. An example of the specialty draft horse would be the "Marquise Trotter" used in the Eyrian postal system. A horse that can trot quickly for several hours at a time, and is used in teams of six to move the post coaches.
Horse, War: Horses are not by nature aggressive. They have to be trained in that art and manner, hence the cost of the war horse. War horses are similar to the draft breeds, but lighter built for riding rather than pulling. A horse not trained for war will attempt to flee any combat, with or without the rider. Managing the horse, if possible, will take all the rider's skill and strength, leaving none to fight with.
Mule: A cross between a horse mare, and donkey stallion. This beast combines the best attributes of the horse (Intelligence, size), with the best traits of the donkey (common sense, strength). The resulting animal is better than the sum of its parts. However, it is sterile. A mule can carry a third of its weight or pull half again its own weight. Unlike a horse a mule will not willingly enter a hostile or dangerous situation. The creature *does* possess common sense, and uses it. Mules cannot be use in war except as beasts of burden. They will not fight, and will flee if attacked.

Tack and Harness

Barding: A war horse, or any animal trained for combat, is a considerable investment for the average warrior. Therefore, it behooves the owner to see that his mount is as well protected as possible. Other than avoiding risks, the best non-magical protection is horse armor or barding. Barding is simply some type of armor fitted to be worn by the mount. Full barding covers the neck, chest, and body of the beast, while half barding covers the head, neck, chest, and front quarters. Barding can be made from many different materials; stouter types provide increasing protection according to the Armor Class of the construction. All of this, however, is at the expense of increased weight and lowered maneuverability of the mount. Plate barding, for example, is the equivalent of a warrior's field plate and is made of carefully interlocked plates and joints. It provides an Armor Class of 2 to the mount. It weighs at least 80 to 100 pounds at the lightest and thus, a fully equipped war horse with this armor can manage little more than a steady trot at top speed.

Barded animals also require special attention. Care must be taken to prevent chafing and sores. The mount cannot wear the armor indefinitely. It must be removed at night and ideally should not be worn except in preparation for a battle or tournament. Removing horse barding takes 15 minutes for leather and 30 minutes for metal armors. Fitting it on takes twice as long. The weight of barding is carefully distributed to account for the weight of the armor and the rider, so barded animals cannot be used as pack animals! It is normal practice to have a second mount for carrying gear and supplies.

Some animals possess a natural Armor Class already superior to some of the armor types (for example, the horse is AC 7). However, these creatures can still benefit from wearing armor of a quality worse than their natural Armor Class. If the AC of armor is equal to or worse than the AC of the creature, the AC of the creature improves by 1.

For example, a horse has a natural AC of 7. The AC of leather armor is 8, worse than the horse's natural AC. However, if a horse is fitted with leather barding, its AC drops to 6 since it gains the benefit of the additional protection.

In addition to horses and elephants, it may be possible to fit barding on more fantastic mounts. Flying steeds can wear only leather or magical barding. Aquatic creatures cannot wear normal barding although extremely rare magical pieces may exist. Other land creatures can certainly be barded, provided your DM rules that they are sturdy enough to carry the weight of armor and rider.

Saddles: There are three basic saddles--riding, pack, and, war. Riding saddles take many forms, but their basic purpose is to carry a person. Pack saddles are special frames designed to carry supplies and equipment. The only practical limit to how much a well-stowed pack saddle can carry is the carrying ability of the animal. A War Saddle is a heavier version of the riding saddle designed to more firmly hold the rider on the horse. In those cultures where jousting is a part of warfare, the cantle, or back of the saddle, will be raised to prevent the knight from being unhorsed.

Miscellaneous Equipment

Clocks: All clocks are expensive. The manufacture of clocks is exclusively the work of one guild of Gnomes in Phi Chi. They and they alone hold the secret to making the tiny mechanisms work.

Hall Clock: What we would call a "grandfather clock". These large time pieces are never plain, and always made to order. The cases are the finest workmanship, and only the plainest of them tell only the time. Phases of the moon, passing seasons, tide dials, chimes, automata, and moving constellations are all among the options that the master clockmakers can deliver, for a price. The listed 3000 gp will by only the simplest of hall clocks that tells the hour and minute in a good case. A person wishing all the works in a gold or crystal case could spend in excess of 100,000 gp on a single clock.

Mantel clock: This a scaled down version of the Hall clock meant to fit on a mantel or sideboard. Fewer options are available for this kind of clock.

Ship's Clock or chronometer. This version of the clock is priced not for the value of it's fancy work, few if any have any more function than time and day of the week. These clocks are prized for accuracy, and that alone. Finding longitude is a matter of time, and accurate time is a absolute requirement for that purpose. Special treatment makes this clock accurate no matter what changes in temperature or humidity occur. Changes that will easily throw off any other spring wound timepiece. Ship's clocks are usually housed in a brass casing about 8 inches in diameter and 3 inches deep.

Water clock: This is the oldest and least accurate, or movable of the clocks. Any competent engineer can build one. All you need is a steady source of water, and a bit of sweat to make the thing. A water clock is not mobile.

Watch: The latest in the rich gentleman's accouterments. A sure sign that you have truly arrived in the upper classes is the ability to afford this bit of hardware. Watches are crude by today's quartz standards, but a real attention getter in their time and place. A good watch is an oval case a inch thick and 3x2 inches across. It can tell time with minutes and hours. More expensive models can feature days, weeks, even tiny chimes. The Rolex of the line is a gold cased model that is 2 inches round, half as thick and with full second to hour dials on a single shaft. And days and weeks on smaller dials inside the large one. Don't forget the chimes. Such a model will cost 5 times the listed price.

No effort is made to mute the ticking of these tiny masterpieces. Owning one is a matter of pride, and it is rather rude to whip it out all the time. Ergo, the subtle ticking reminds all about that a wealthy man is among them.

Crampons: A specialized item that straps on to boots or shoes for climbing ice

Holy Item: Holy items are small representations of all those things revered by religions--stars, crosses, hammers, rosaries, anointed oils, blessed wine, sacred teachings, and more. Just what constitutes a holy item depends on the campaign your character is in. All holy items have similar effects on undead and other evil creatures, provided they are wielded by a follower of a belief associated with these items. Thus, rules that refer to holy symbols and holy water apply to all similar items, provided these items are specially prepared by the cleric's order.

Because of their special nature, holy items cannot normally be purchased. Different sects tend to protect the symbols of their faith to prevent their misuse or corruption. Therefore such items must be obtained through the auspices of a local congregation. This is not difficult for sincere followers of that faith, although requests for rare or unusual items must always be justified. Nonbelievers are given holy items only if there is a clear and present danger to the faith.

Lanterns: A *hooded lantern* (30-foot radius of light) is a standard lantern with shuttered or hinged sides. It is not directional, as its light is cast equally in all directions. A *bullseye lantern* (60-foot radius of light) has only a single shutter, the other sides being highly polished to reflect the light in a single direction. Both hooded and bullseye lanterns can be carried in one hand. A single flask of oil (one pint) burns for six hours in either.

The *beacon lantern* (240-foot radius of light) is a much larger affair and must be mounted on the prow of a ship, the bed of a wagon, or other large structure. It operates like the bullseye lantern but illuminates to a greater distance. The beacon goes through oil quickly, burning a flask every two hours.

Locks: Locks are anything from primitive affairs to armored and complex mechanisms. All are worked with a key of some manner. Combination locks are unknown at this time. As with most things, there are good, very complex locks as well as bad, easily opened locks.

Magnifying Glass: This simple lens is more an oddity than a useful tool. It does not greatly enhance viewing, especially since many are unevenly ground, creating distortion. It is useful as a substitute for tinder and steel when starting fires. More expensive glasses (ten times price) are accurately ground and will magnify up to 10 times.

Merchant's Scale: This is a small balance and pans along with a suitable assortment of weights. Its main use is to weigh coins--a common method of settling a transaction. Merchants are well aware that coins can be undersized, shaved, or plated. The only sound protection is to check the coins against a set of established weights. It is also needed when using foreign coins to make a purchase or exchange. Of course, merchants are no more noble than anyone else and may use sets of false weights--one set heavier than normal for selling an item (causing the customer to pay more) and another set lighter than usual for buying items (letting the merchant pay less). In well-regulated areas, officials verify the accuracy of weights and measures, but this in itself is no protection. Players may wish to have a scale and weights for their own protection.

Oil: *Greek fire* is a special combination of oil and chemicals that is sticky and difficult to extinguish. These oils are highly flammable and a little dangerous to carry. *Lamp oil* is used for lamps and lanterns. It is not particularly explosive although it can be used to feed an existing blaze.

Piton: A spike made to mushroom at the point. Made for hammering in to the cracks in rock as an aid to mountain climbing.

Spyglass: Like the magnifying glass, the spyglass is more of an oddity than a useful item. Objects viewed through it are a little closer, although not much. For better results magical items are preferred. The spyglass gives from two to three times magnification. Good spyglasses and even functional telescopes can be had at higher prices.

Thieves' Picks: This is a small collection of tools useful to burglars. The kit includes one or more skeleton keys, long metal picks, a long-nosed clamp, a small hand saw, and a small wedge and hammer. These combined with some common tools (such as a crowbar) make up most of the special equipment a thief needs to perform his trade.

Armor

You are going to want your player character to buy armor, if he is allowed to use any. Armor is the easiest and cheapest way to improve your character's chance of surviving the more violent dangers of the adventuring life. Clearly, the better the armor the character possesses, the less likely he is to be hurt. Armor protection is measured by Armor Class (AC), a number rating; the lower the Armor Class number, the better the protection. Table M1 lists the values for all the types of armor found in the equipment lists.

There is some controversy historically over the different types of armor, all known or suspected types are not included here. I have chosen those types of armor I feel fit my setting.

Brigandine: This armor is made from metal plates sewn or riveted to a layer of canvas or leather and protected by an outer layer of cloth or leather. It is rather stiff and does not provide adequate protection to the joints where the metal plates must be spaced widely or left off. It is the poor man's plate

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

Field plate armor: This is the most common version of full plate armor, consisting of shaped and fitted metal plates riveted and interlocked to cover the entire body. It includes gauntlets, boots, and a visored helmet. A thick layer of padding must be worn underneath. However, the weight of the suit is well-distributed over the whole body. Such armor hampers movement only slightly. Aside from its expense, the main disadvantages are the lack of ventilation and the time required to put it on and take it off (see the "Getting Into and Out of Armor" section). Each suit of field plate must be individually fitted to its owner by a master armorer, although captured pieces can be resized to fit the new owner (unless such is patently absurd, such as a human trying to resize a halfling's armor).

Full Plate: This is the impressive, high Gothic-style armor of the Late Middle Ages and Renaissance. It is perfectly forged and fitted. All the plates are interlocking and carefully angled to deflect blows. The surfaces are normally highly ornamented with etching and inlaid metals. Each suit must be carefully custom-fitted to the owner and there is only a 20% chance that a captured suit can be refitted to a new owner of approximately the same size. The metal plates are backed by padding and chain mail. The weight is well-distributed. The armor is hot, slow to don, and extremely expensive. Due to these factors, it tends to be used more for parades and triumphs than actual combat.

Hide: This is armor prepared from the extremely thick hide of a creature (such as an elephant) or from multiple layers of regular leather. It is stiff and hard to move in.

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

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

Plate mail: This armor is a combination of chain or brigandine with metal plates (cuirass, epaulettes, elbow guards, gauntlets, tasets, and greaves) covering vital areas. The weight is distributed over the whole body and the whole thing is held together by buckles and straps. This is the most common form of heavy armor.

Ring mail: This armor is an early (and less effective) form of chain mail in which metal rings are sewn directly to a leather backing instead of being interlaced. (Historians still debate whether this armor ever existed.)

Scale mail: This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish.

Shields: All shields improve a character's Armor Class by 1 or more against a specified number of attacks. A shield is useful only to protect the front and flanks of the user. Attacks from the rear or rear flanks cannot be blocked by a shield (exception: a shield slung across the back does help defend against rear attacks). The reference to the size of the shield is relative to the size of the character. Thus, a human's small shield would have all the effects of a medium shield when used by a gnome.

A *buckler* (or target) is a very small shield that fastens on the forearm. It can be worn by crossbowmen and archers with no hindrance. Its small size enables it to protect against only one attack per melee round (of the user's choice), improving the character's Armor Class by 1 against that attack.

A *small shield* is carried on the forearm and gripped with the hand. Its light weight permits the user to carry other items in that hand (although he cannot use weapons). It can be used to protect against two frontal attacks of the user's choice.

The *medium shield* is carried in the same manner as the small shield. Its weight prevents the character from using his shield hand for other purposes. With a medium shield, a character can protect against any frontal or flank attacks.

The *body shield* is a massive shield reaching nearly from chin to toe. It must be firmly fastened to the forearm and the shield hand must grip it at all times. It provides a great deal of protection, improving the Armor Class of the character by 1 against melee attacks and by 2 against missile attacks, for attacks from the front or front flank sides. It is very heavy; the DM may wish to use the optional encumbrance system if he allows this shield.

Studded leather: This armor is made from leather (not hardened as with normal leather armor) reinforced with close-set metal rivets. In some ways it is very similar to brigandine, although the spacing between each metal piece is greater.

In addition to the types of armor listed above, there are special armors prepared from rare or exotic materials. There usually are not avaible on the market in an regural fashion, and are very costly.

Armor Sizes

The equipment list reflects the price of a suit of armor (including an appropriate helmet) made for any normal player character race. Although a halfling is much smaller than a human and needs a smaller suit, there is no less skill invoveld in making it. Thus, the armor for a halfling is as expensive as that for a human. The Iron is not a deciding fact in the cost. Plate armor for an orge would not cost a great deal more than similar armor for a human. Mail armor would due tothe increase in the time required to make it. Armor for nonstandard sizes and shapes may cost significantly more and must be custom-made.

When armor is found during the course of an adventure, the players should note the creature who wore the armor previously. While a human-sized character might be able to wear the armor of a gnoll, it will do little good for a halfling. Likewise, the armor of a giant is of little use to anyone.

Armor size also affects the weight of the armor, if the optional encumbrance system is used. The weights listed on the table are for human-sized (Medium) armors. Small armor weighs half the amount listed, while large armor weighs 50% more.

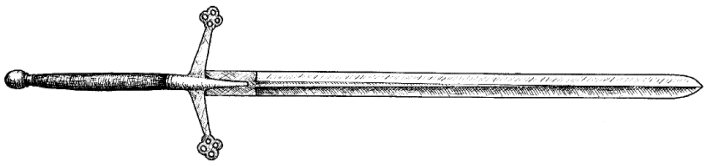
Getting Into and Out of Armor

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

The time required to don armor depends on its make. Those armors that are a single piece--leather tunics, robes, chain mail--take one round (two for metal items) to don with slight assistance. Without aid, the time is doubled. Armor that is made of separate pieces require 1d6 + 4 rounds, again with assistance. Without help, the time required is tripled. In all cases, the times given assume that the proper undergarments and padding are also worn.

Sometimes characters need to get into armor in a hurry and thus, they dress hastily. This assumes that some buckles aren't fastened, seatings adjusted, etc. Single suits can be hastily donned in one round at the cost of 1 worse AC (though never worse than 8). Thus, a fighter could hastily pull on his brigandine jack (AC 6) and charge into a fray with an AC of 7. Hastily donning piece armor (plate mail for example) improves the character's AC by 1 (from a base of 10) for every round spent dressing. A fighter could choose to spend three rounds fitting on parts of his plate mail, giving him an AC of 7, before going into battle.

Removing armor is a much quicker matter. Most can be shed in a single round. Piece armor (particularly full plate) requires 1d4 + 1 rounds. However, if the character is willing to cut straps and bend pins, such armors can be removed in half the time (roll 1d4 + 1, divide by 2, then round fractions up).



Creatures with Natural Armor Classes

Some creatures possess a natural Armor Class already superior to some of the armor types (for example, a Centaur is AC 7). However, these creatures can still benefit from wearing armor of a quality worse than their natural Armor Class. If the AC of armor is equal to or worse than the AC of the creature, the AC of the creature improves by 1.

For example, a Centaur has a natural AC of 7. The AC of leather armor is 8, worse than the Centaur's natural AC. However, if a Centaur wears leather armor, his AC drops to 6 since he gains the benefit of the additional protection.

Weapons

The Weapons (Table E6) lists the price and weight of each item.

Bows: Bows come in various shapes and sizes. The power of a bow is measured by its pull. The greater the pull, the more Strength needed to work the bow. Thus, it is possible for characters to have bows that grant them damage bonuses for high Strength (it is assumed the character has chosen a bow that has a greater pull). Likewise, characters with low Strengths suffer their usual penalties when using a bow (they are forced to use weaker bows or simply cannot draw back as far). The pull of a bow seldom prevents a character from using the weapon, only from gaining the full effect. The true test of a character's Strength comes in stringing a bow--the bow of a strong hero may simply be unstringable by a lesser man (as was Odysseus's).

Heavier pull bows are not normally any more expensive than standard bows. The exceptions to this are those bows that enable the fighter to gain bonuses for exceptional Strength (18/01 or greater). These bows must be custom crafted and cost three to five times the normal price. These bows are also difficult to string or use effectively for those without exceptional Strength. These characters must roll a successful bend bars/lift gates roll to string or use such weapons (again, think of the test of the suitors in Odysseus's household).

Arrows for long bows of all types are divided between lightweight flight arrows and heavier sheaf arrows. Flight arrows have longer ranges and are normally used in hunting. Sheaf arrows have a stronger metal head but a reduced range. They are often used in times of war.

Crossbow: Strength bonuses or penalties do not apply to crossbows, since these are purely mechanical devices. The hand crossbow is easily held in one hand and cocked with the other. The light crossbow, also called latches, must be braced against an object to be cocked with a lever mounted on the stock. The heavy crossbow, also called arbalest, has a powerful pull and must be cocked with a cranequin (a simple winch or lever) that comes with the weapon. One foot is places in a stirrup at the end of the crossbow while the cranequin is worked. All crossbows fire quarrels or bolts and the correct size must be used with each weapon.

Firearms: All locally made firearms are of the early form of the type, almost as dangerous to its user as it is to the target. To use such a weapon also requires a supply of gunpowder and lend shot in the proper size. These items are not commonly available. Possession of a bullet mold, lead and a fire can supply bullets however. The weapons have only one attack before reloading, and reloading can only be managed if the character is not attacked while loading.

When using native firearms there is always a chance the weapon misfires, A "flash in the pan". The weapon must be reprimed, cocked and tried again. This will cost a round.

Firearms have three different means of being fired.

Matchlock: A simple level like the trigger of a crossbow controls a clamp that holds a slow match, a chemically treated cord that burns slowly. When the match touches the primer the gun will fire. Matchlocks will misfire on a 1-4 on the attack roll. Rain will put out the match as well. The prices listed is for a matchlock gun.

Wheellock: A spring driven wheel of steel rotates against a piece of pyrite, the same manner in which modern lighters work. Sparks from the pyrite ignite the primer, or so it is hoped. Misfire on a 1-3 on the attack roll. The mechanism is very delicate, and any failed save vs crushing blow will break it. The save is 15. This lock requires an additional round loading to wind the wheel. A wheellock will add 50% to the price of any listed gun.

Flintlock: The simplest and most reliable lock, also the rarest. A flint held in the jaw of the lock strikes the steel plate and sparks the primer. Misfire on a 1-2 on the attack roll. Abuse will require a save vs crushing blow, the save is 11. A flintlock will add 30% to the price of any gun, if it is available.

Long Guns: Most of these are in a form commonly called an arquebus. A three to three and a half foot gun what weights 15 to 17 pounds. Aiming the weapon requires a forked stick to support the weight of the gun while aiming. Any one of the three locks can be found on them. Most are highly decorated with inlays and gilding.

Rifle: The rarest of guns due to the expensive manufacturing process. Accurate to twice the range, and five times the price in either pistol or long gun. Either match or flint lock.

Pistols: These guns are smaller than the arbebus, but no less trouble. Weighting between 4 to 7 pounds. The heavy barrel is counter balanced by a large ball on the grip. Once fired, the gun can be used as a mace if needed. Pistols are found either as wheel or flintlocks. Pistols are often sold in sets (double price plus) They are always decorated to the extreme. Use as a mace requires the lock save with every successful hit.

Blunderbuss: A bell shaped muzzle is the distinguishing characteristic of this weapon. It was meant to spray small lead shot all over an area. In practice anything considered a useful projectile was used, broken glass, nails, small coins etc. A blunderbuss comes in any one of the three lock styles.

The damage caused by all firearms is never modified for a high Strength score.

Lance: The different lances are rated according to size and sturdiness. Each type can be used only if the rider is on the same type of horse or a greater one. Furthermore, the heavy and jousting lances require that the rider is firmly in a saddle and using stirrups. The jousting lance is a heavy horse lance modified for use in tournaments, in which the desire is not to kill the opponent. The end of the lance is fitted with a special blunted tip intended to lessen the chance of wounds. Of course, good intentions often go awry, so there is still a chance of injury during a joust.

Mancatcher: This item is a highly specialized type of polearm designed to capture without killing a victim. It consists of a long pole with a spring-loaded set of sharpened jaws at the end. The victim is caught between the arms, which then snap shut. The mancatcher is effective only on man-sized creatures. The target is always treated as AC 10, modified for Dexterity. If a hit is scored, the character is caught. The caught victim loses all shield and Dexterity bonuses and can be pushed and pulled about. This causes an automatic 1d2 points of damage per round and gives a 25% chance of pulling the victim to the ground. The victim can escape on a successful bend bars/lift gates roll, although this results in 1d2 points more damage. A common tactic is to use the weapon to pull horsemen off their mounts, then pin them to the ground.

Polearms: A popular group of weapons during the ancient and Medieval periods were the polearms. Their length was a distinct advantage and, for the peasant, they were a relatively easy weapon to make. Thus, there came to be an abundance of polearms of different sizes and shapes. Due to their numbers, there is no standard system for naming polearms. The names used here might possibly be applied to other weapons elsewhere. I have reduced the sheer number and confusion of the pole arms to five basic types. This is a game, not a tresis on mediveal infantry weapons.

Because of their length, all polearms are infantry weapons and require two hands to use. They are almost always the weapon of the common peasant and soldier, who, lacking a horse and heavy armor, needs some weapon to keep the enemy's knights at bay. Thus, most polearms are intended to be used in close-packed formations that present a forest of sharp points and wicked blades to any knight foolish enough to charge.

Bill: This a modifaction of the pruning hook. A downward faceing hook sharped in the inside of the hook. It was as usfull for "pruning" horesmen as it was for trees. This blade shape was often combied with a pike head or a back spike.

Glaive: One of the most basic polearms, the glaive is a single-edged blade mounted on a five to seven foot long shaft. Very efficient in the hands of a skilled warrior, it is relatively easy to make and use. Normally the blade turns outward to increase the cutting area until it almost resembles a cleaver or axe. The Japanese naganata is one from of this weapon.

Halberd: After the pike and the bill, this was one of the most popular weapons of the Middle Ages. Fixed on a shaft five to six feet long is a large axe blade, angled for maximum impact. The end of the blade tapers to a long spear point or pike. On the back is a hook for attacking armor or dismounting riders. Originally intended to defeat cavalry, it is not tremendously successful in that role since it lacks the reach of the pike and needs considerable room to swing. It found new life against blocks of pikemen. Should the advance of the main attack stall, halberdiers issue out of the formation and attack the flanks of the enemy. The pikemen with their overlong weapons are nearly defenseless in such close combat.

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

Pike: Essentially this is a long spear 12 to 20 feet long ending in a spike point of tapered spear head. Since the pike stuck out in front, the men could be packed side-by-side in dense formations, and several rows of men could fight. The longer the pike the more rows could be added to the formation. Large blocks of pikemen made formidable troops. However, once the pikemen where engaged in close combat, they normally dropped their clumsy pikes and fought hand-to-hand with short swords.

Scourge: This wicked weapon is a short whip with several thongs or tails. Each thong is studded with metal barbs, resulting in a terrible lash. It is sometimes used as an instrument of execution.

Sword: The sword has been the basic weapon of war since the invention of bronze allowed blades longer than a few inches to be made, and be hard enough to hold an edge. The sword is the weapon of legend, Excaliber, Balmung, Sting, and others catch the fancy of everyone.

Bastard: This sword also called the "hand-and-a-half sword is longer than a long sowrd, but considablly shorter than a two handed sowrd. Similar in weight to the long sword it has a longer hilt. It can be used one or two-handed. The damage rateing for this weapon assumes that a two handed grip is employed when possible. If a shield is used the sword does normal long sword damage. If it is used two-handed, your character cannot employ a shield.

Broad Sword: This is the chopping sowrd of the family. A broad (as would be expected) blade, up to three inches wide at the hilt, tapering gently to a rounded point. The sword is ment to be used with the shield. A standard infantry weapon.

Long Sword: This is the weapon of the Knight. Long swords have slightly greater reach than broad swords. The can be used to thrust as well as cut. Long swords are thinner across the blade than the broad sword as well.

Scimtar: This stands in for all the vast virity of the singled edged sword. Used with one hand and with a slight curve to the blade. A vicious weapon from horseback. The calvary saber developed from this weapon.

Short Sword: Short swords have blades under 18 inches in length. They are usually board as a broad sword for their length. An ideal close in weapon for stabing. It is less effective on the cut. The Roman gladius is considered the best experssion of this sword.

Two-handed Sword: These weapon has seen many forms, from the Sottish claymore to the flambage of the Liencaster's. In the right hands a formatable weapon. Using this sword is a specialty in itself.

Encumbrance

A natural desire is to have your character own one of everything. Thus equipped, your character could just reach into his pack and pull out any item he wants whenever he needs it. Sadly, there are limits to how much your character, his horse, his mule, his elephant, or his whatever can carry. These limits are determined by *encumbrance.*

Encumbrance is measured in pounds. To calculate encumbrance, simply total the pounds of gear carried by the creature or character. Add five pounds for clothing, if any is worn. This total is then compared to the carrying capacity of the creature to determine the effects. In general, the more weight carried, the slower the movement and the worse the character is at fighting. The character's Encumbrances Maximum is easily figured. Multiply the character's Weight Allowance number (Table A1) by the character's weight. This gives the maximum weight your character can carry before becomeing encumbered. Your character cannot lift more than the Maximum Press number (figured in the same manner). Half way between the Weight Allowence and the Maximum Press is Maximum Encumberance. The most your character can carry and still move.

A human weighting 180 pounds, and having a strength of 14 will have a Weight Allowance of 99 pounds. And a Maximum Press of 252. This will render a Maximum encumberance of 175 pounds. This character cannot carry more than 175 pounds and move. Cacluated out this character's encumbrance would look like this.

Unencumbered	up to 99 lbs.
1/4 encumbered	100 to 118 lbs.
1/2 encumbered	119 to 137 lbs.
3/4 encumbered	138 to 156 lbs.
Fully Encumbered	157 to 175 lbs.

In reality the character's movement is not going to be a full 12 until that 100th pound is added where upon it drops to 9. The character's ability to move will gradually be decreased untill they cannot move. However, I don't want to calculate, and record, 12 steps of encumbrance, and I assume you don't want to either.

I cannot possibly compute this in a table for every chaacter. In any case these rules seldom come into effect. I am not a bear for encumbrance. However, be sensable about it. No, you cannot add the 100 pound idol of gold to you pack and assume it will not affect you. If I ask you to calaclate your character's encumbrance, it is a sure sign I think you are confusing your character with a pack mule.

Effects of Encumbrance

Encumbrance has two basic effects. First, it reduces your character's movement rate. If encumbrance categories are used, Unencumbered has no effect on movement, Light reduces the movement rate by 1/3 (round fractions down), Moderate reduces it by ½, Heavy reduces it by 2/3, and Severe lowers the movement rate to 1. The movement rate determines how far your character can move in a round, turn, hour, and day. As his movement rate gets lower, your character moves slower and slower. Flying characters that use wings, cannot fly if over half encumbred.

Encumbrance also reduces your character's combat abilities. If encumbrance reduces your character to 1/2 of his normal movement rate, he suffers a -1 penalty to his attack roll. If he is reduced to 1/3 or less of his normal movement rate, the attack penalty is -2 and there is an additional AC penalty of +1. If your character's movement is reduced to 1, the attack roll penalty is -4 and the AC penalty is +3. Clearly, the wise thing for a heavily encumbered character to do is to quickly drop most of his gear before entering battle.

Encumbrance and Mounts

Table E7 lists the maximum amount an animal can carry and maintain its normal movement rate. Animals can be loaded greater than this, up to a maximum of twice their normal load. However, this causes a drop in the animal's movement rate (as indicated by the column headings). When calculating a mount's load, be sure to include the weight of the rider!

The values listed in Table E9 for standard-sized items. It is certainly possible for sacks, chests, and backpacks to be larger or smaller than the sizes listed. The weight capacity, however, lists the maximum weight the item can carry, regardless of size. Beyond this point, the material used to construct the item will fail, sooner or later. The volume gives the length, width, and height or depth of the item. Items that exceed the capacity of a container cannot be stored in it.

Since all player characters are adventurers, it is assumed they know the best methods for packing and stowing equipment. Blankets are rolled into bedrolls, small items are carefully arranged, rope is properly coiled, weapons are slung in the most comfortable manner, etc. While small items can be easily stuffed into a pack, large bulky things may encumber more than their actual weight would indicate. The DM has the right to rule that an object is more encumbering than it actually appears.

Table E8 -- Carrying Capacities of Animals

Mount	Load Carried	Load Pulled
Camel	.20	--
Dog	.25	.75
Donkey	.5	1.5
Elephant	.2	--
Horse, draft	.25	1
Horse, riding	.25	.8
Horse, war	.3	--
Mule	.3	1.5
Ox	.2	2

Aside from knowing the weight limits, your character needs to have ways to hold all his gear. The capacities of different containers are given in Table M5.

Table E9 -- Stowage Capacity

Item	Weight Cap.	Volume
Backpack	50 lbs.	3'×2'×1'
Basket, large	20 lbs.	2'×2'×2'
Basket, small	10 lbs.	1'×1'×1'
Belt pouch, large	8 lbs.	6"×8"×2"
Belt pouch, small	5 lbs.	4"×6"×2"
Chest, large	100 lbs.	3'×2'×2'
Chest, small	40 lbs.	2'×1'×1'
Sack, large	30 lbs.	2'×2'×1'
Sack, small	15 lbs.	1'×1'×8"
Saddle bags, large	30 lbs.	18"×1'×6"
Saddle bags, small	20 lbs.	1'×1'×6"

Magical Armor and Encumbrance

One of the special properties of magical armor is its effect on encumbrance. Although magical armor appears to weigh as much as normal armor, the weight of magical armor applies only toward the weight limit of the character. It does not apply when determining the effects of encumbrance on movement and combat. In essence, the armor appears to weigh as much as normal armor but does not restrict or hamper the character.