



BARBARIK TREASURES



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MIS1009

CREDITS

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Playtesters: Scott Barrie, who helped with a lot of great feedback and comments

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INTRODUCTION

In most fantasy games, a character's reward for deeds of daring do and defeating evil usually comes in two forms: experience and treasure. While experience also applies to games using the **OGL Barbaric System**, the issue of treasure can turn into a far weightier issue.

Gone are the abundant magical items that seem as commonplace in many fantasy settings as stones lining the roads. Gone are the standard treasure listings for monsters that offer Gamemasters a benchmark against which to design and implement their games' monetary rewards. Gone are the wands that shoot fireballs like rain, the rings that allow the wearer to soar like a hawk and the shoes that allow them to move with total silence, stick to walls or leap buildings as effortlessly as walking up a step. Gone are the weapons that burn with holy flame, pierce with unnatural sharpness or knock giants down with a mere touch.

Treasure in a typical **OGL Barbarian** game is usually far more worldly, mundane and common in its nature, forcing a Gamemaster to extract wonder and value from the everyday. Items that would be tossed aside in favor of the nice magical sword sitting atop the monster's horde become appealing for their potential to expand the characters' purse strings.

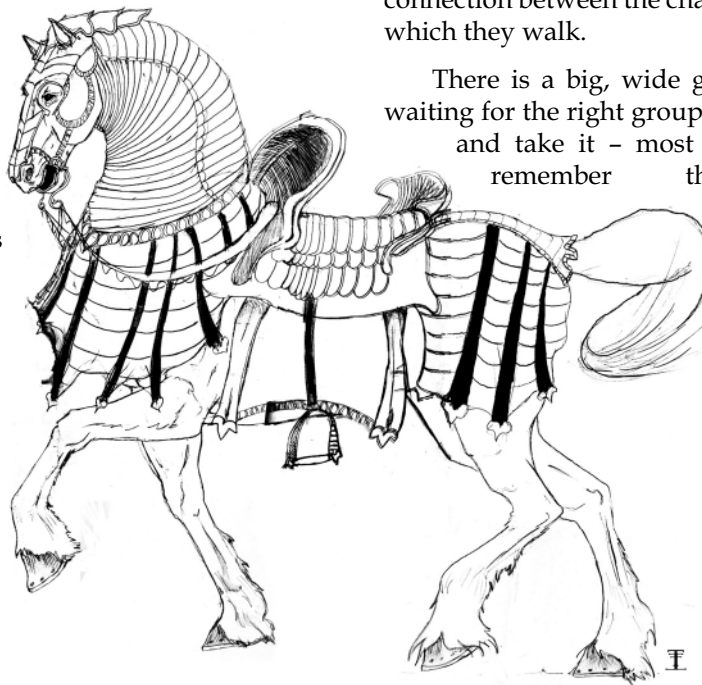
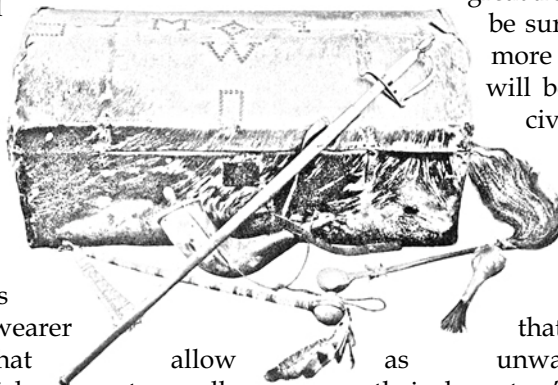
Not to be overlooked, however, is the fact that getting many such treasures to a merchant is also likely to be more difficult. While a single, easily carried magical dagger could net a group of adventurers

thousands of gold coins in any other fantasy game, in a campaign where mundane items are the treasure rather than magical weapons a large quantity or especially exceptional quality is often necessary to make up for the lack of special powers. A bolt of silk or ivory statue is a great treasure in a barbaric campaign, to be sure, but both weigh significantly more than a magical dagger and will be more difficult to get back to civilization to sell.

This difference between a **OGL Barbarian** game and most other fantasy campaigns should open the players' eyes to new possibilities as things that would normally be overlooked or unwanted now become the focus of their characters' reward. Skills such as Appraise, Decipher Script and Knowledge also enter a new (and far more necessary) light if the characters hope to get the most coin for their mundane treasures.

A trick to making normal items seem as valuable and interesting in an **OGL Barbarian** game as magic items are in a typical fantasy setting is to enshroud them in details and history. A mundane item without a story surrounding it is just an object. A mundane item with an interesting story to it becomes a treasure. Once you, as Gamemaster, present an otherwise normal item as something relevant to the setting, the item ceases to be just a prop and becomes something that creates a connection between the characters and the world within which they walk.

There is a big, wide gaming world out there just waiting for the right group of barbarians to come along and take it - most likely at sword point. Just remember that bloodstains reduce value.



SKILLS AND FEATS

NEW AND UPDATED SKILLS

This section contains new skills or skill variations of particular interest to this book's material.

CRAFT (GOLDSMITH)

Despite the name of Craft (Goldsmith), this skill actually covers working with all precious metals. A character possessing this skill knows how to heat, mold, shape and otherwise work precious metals into refined items such as jewelry or weapon ornamentation.

Synergy: If you have 5 or more ranks of Profession (Artist), you gain a +2 bonus on Craft (Goldsmith) checks involving the creation of jewelry and similar ornamentation.

This skill otherwise works the same as other mundane Craft skills.

CRAFT (GEMCUTTING)

Gemcutting is a fine art that requires as much skill as it does patience. A raw gem's value can be dramatically increased by cutting it in an extraordinary fashion, creating an item of such exquisite value as to eclipse what the stone would have otherwise been worth. When using the Craft scale of success and failure (pg 6) with Craft (Gemcutting), do not stop the scale's upward progress at +15. Instead, for every +5 beyond +15 that is rolled, an additional +5d10% is added to the gem's value.

Synergy: If you have 5 or more ranks of Profession (Artist), you gain a +2 bonus on Craft (Gemcutting) checks involving the creation of jewelry and similar ornamentation.

This skill otherwise works the same as other mundane Craft skills.

CRAFT (TAXIDERMISTRY)

A taxidermist uses the entire hide or fur of an animal (in one piece or several segments) and stuffs it to create a display trophy. Although Craft (Taxidermy) covers the techniques needed to give an animal a proper semblance of life by fitting and positioning it, and replacing parts such as the eyes that cannot stave off decay, it does not entail removing the fur or hide to begin with.

Synergy: If you have 5 or more ranks of Profession (Furrier), you gain a +2 bonus on Craft (Taxidermy) checks.

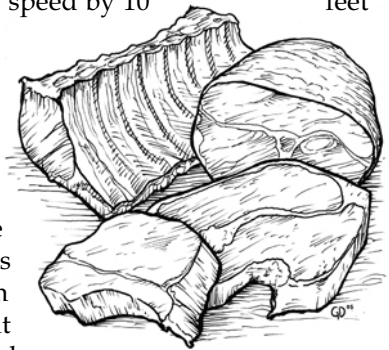
This skill otherwise works the same as other mundane Craft skills.

HANDLE ANIMAL TRICK - BARDING PROFICIENCY (DC 18)

An animal must be trained to use barding armor, otherwise it becomes skittish and nervous under the extra, unfamiliar weight. Such training counts as a trick, as outlined for the Handle Animal skill. Warhorses and other animals similarly bred for war automatically know how to function in barding armor, and therefore do not require a trick be spent on such training. An animal unfamiliar with barding imposes a -2 penalty to Handle Animal, Profession and Ride checks so long as the armor is on, as well as a -2 penalty to its Will saves while also reducing its speed by 10 feet (to a minimum of 5 ft.)

PROFESSION (BUTCHER)

The task of properly butchering an animal to remove the choicest meats without fouling them with a poorly aimed cut is not as easy or as simple as one may think.



This skill is used to butcher the animal and to examine meat for disease and quality. In a pinch, the Profession (Hunter) skill can be used in place of this skill for land- and air-based animals or Profession (Fishermen) for water-based beasts, but both suffer a -2 penalty to butcher the meat and a -4 penalty to recognize quality, disease, etc.

Check: Practicing your trade for others will earn about half your weekly Profession (Butcher) check result in silver pieces. For the DC of a specific check, consult **Table 4-2: Meats** for specific values.

Action: Make a single check for an entire week's work in most cases.

Varies for specific meats. Typically, 2d4+2 rounds are required per pound of the animal to properly remove and butcher its meat, while preparing and preserving it could take days.

Try Again: Varies. An attempt to use a Profession skill to earn a weekly income cannot be retried, as per other Profession skills. No retries are allowed in specific instances either - once the hide is removed from the animal, it cannot be replaced for another attempt.

Untrained: Untrained laborers and assistants (that is, characters without any ranks of Profession) earn an average of 1 sp per day.

PROFESSION (FURRIER)

Furriers remove and prepare furred animal hides for use in other capacities, such as in decorative hangings or clothing. Because of their similarity, Furrier can be used in place of Profession (Tanner) but at a -2 (or greater) penalty. Profession (Hunter) or Craft (Taxidermy) can likewise be used in place of Furrier, but at a -4 (or greater) penalty.



A Profession (Furrier) check determines the condition the animal's fur will be in once removed. A Gamemaster may want to impose a penalty or put a cap on the quality to suit other circumstances. For example, if the animal was incredibly old its fur may be faded and in tufts rather than glossy and full, giving the Gamemaster cause to reduce its value.

Check: Practicing your trade for others will earn about half your weekly Profession (Furrier) check result in silver pieces. For the DC of a specific check, consult **Table 4-1: Furs and Hides** for specific values for a fur of a given type.

Action: Make a single check for an entire week's work in most cases.

Varies for a specific fur. Typically, one round is required per pound of the animal to skin it, while preparing and preserving it could take days.

Try Again: Varies. An attempt to use a Profession skill to earn a weekly income cannot be retried, as per other Profession skills. No retries are allowed in specific instances either – once the fur is removed from the animal, it cannot be replaced for another attempt.

Untrained: Untrained laborers and assistants (that is, characters without any ranks of Profession) earn an average of 1 sp per day.

Synergy: If you have 5 ranks in Profession (Furrier), you get a +2 bonus to all Craft (Taxidermy) checks related to furs removed with this skill.

PROFESSION (TANNER)

Tanners prepare animal hides and are also skilled at skinning them, but does not account for how the hide is used afterward. Because of their similarity, Tanner can be used in place of Profession (Furrier) but at a -2 (or greater) penalty. Profession (Hunter) or Craft (Taxidermy) can likewise be used in place of Tanner, but

at a -4 (or greater) penalty.

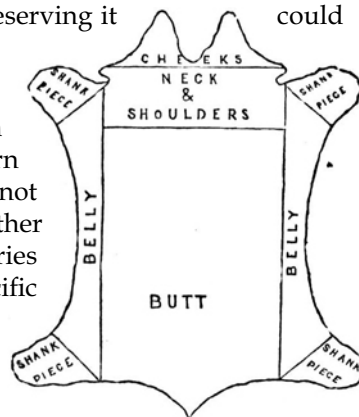
A Profession (Tanner) check determines the condition the animal's hide will be in once removed. A Gamemaster may want to impose a penalty or put a cap on the quality to suit other circumstances. For example, skinning an animal that was just hacked apart in brutal combat will affect its hide's value.

Check: Practicing your trade for others will earn about half your weekly Profession (Tanner) check result in silver pieces. For the DC of a specific check, consult **Table 4-1: Furs and Hides** for specific values for a fur of a given type.

Action: Make a single check for an entire week's work in most cases.

Varies for a specific hide. Typically, one round is required per pound of the animal to skin it, while preparing and preserving it could take days.

Try Again: Varies. An attempt to use a Profession skill to earn a weekly income cannot be retried, as per other Profession skills. No retries are allowed in specific instances either – once the hide is removed from the animal, it cannot be replaced for another attempt.



Untrained: Untrained laborers and assistants (that is, characters without any ranks of Profession) earn an average of 1 sp per day.

Synergy: If you have 5 ranks in Profession (Tanner), you get a +2 bonus to all Craft (Taxidermy) checks related to hides removed with this skill.

SCALING SKILL SUCCESS AND FAILURE

SCALED SUCCESS AND FAILURE FOR SKILL CHECKS

Many of the skills in the OGL Barbarian System are designed to function rather simply – either they work or they do not. There is rarely any middle ground or variance of degree to success or failure. This is not always the best use of what a skill is meant to represent, however, considering many skills provide characters with a way to perform tasks with results that should, logically, have a scale of doing something properly or

inadequately.

Because a scale is used with the skill check's DC as the baseline, the following system can be used for any DC. In fact, if the DC or skill check result is high enough, the Gamemaster can add additional degrees to a scale for any given check if he feels it is appropriate or necessary. The Gamemaster can also choose to alter where the effects of a successful or failed skill check fall on the scale, as suits the circumstances.

This system does not often work for skills that oppose each other. For example, when using a Listen check to notice someone using Move Silently, the listener hears the sneaking character or not for best results. A scale can be applied if it is felt to be appropriate, but a sliding scale of failure in such instances can still give too much away. In this example, the listener could fail his skill check by very little, leading the Gamemaster to tell him he hears "something," but the Gamemaster would then be required to obfuscate to prevent tipping off the listener with too much information. So, if a scaled failure effect may still result in a smart player figuring out about the same thing as a successful skill check, it is best just to use the standard binary system of success or failure.

Some examples of the success or failure skill check system that are relevant to this work follow.

APPRAISE

Although Appraise already has a rule for representing the failed appraisal of simple items, it is incredibly general while the failed appraisal of rarer items exists in the binary state of utter success or failure. Following is an alternative method, using the scaled success and failure system.

Use the following success and failure scale when appraising items.

check result	effect
-10 or less	Estimated value is [(roll 1d6) 1 to 3: too high, 4 to 6: too low] by $2d4 \times 10\%$ of the actual value
-5 to -9	Estimated value is [(roll 1d6) 1 to 3: too high, 4 to 6: too low] by $1d6 \times 10\%$ of the actual value
-1 to -4	Estimated value is [(roll 1d6) 1 to 3: too high, 4 to 6: too low] by $1d4 \times 10\%$ of the actual value
Target DC to +2	Estimated value is correct

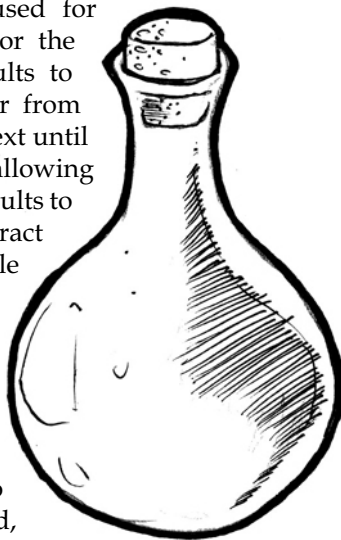
+3 or +4	Estimated value is correct and something is noticed that may allow the character to push the price up by as much as $1d3 \times 10\%$ *
+5 to +9	Estimated value is correct and something is noticed that may allow the character to push the price up by as much as $1d6 \times 10\%$ *
+10 or more	Estimated value is correct and something is noticed that may allow the character to push the price up by as much as $1d10 \times 10\%$ *

* The Gamemaster may require a Bluff or similar skill check to convince the buyer, suffering a -1 penalty per 10% the character is trying to inflate the price by. A DC (25 minus the amount the Appraise check surpassed its DC by) Bluff check is suggested.

CRAFT (ALCHEMY AND ANY MUNDANE)

Normally, a failed Craft check means no progress if the failure is by 4 or less or a loss of materials if the check fails by 5 or more. However, it is odd that a person would spend an entire week working on something without realizing they were not making any progress or were destroying half their materials, as revealed in that week's DC check

Unlike most other success or failure scales, that which is used for the Craft skill allows for the cumulative weekly results to interact with each other from one Craft check to the next until the project is complete, allowing positive and negative results to compliment and counteract each other. A single degree of success (+5) will counter a single degree of failure (-5), for example, leaving a status quo result, but multiple positive or negative degrees do not add together. Instead, use the farthest point up or down the scale that the Craft checks' results have cumulatively indicated.



check result	effect
-15 or less	The item is entirely ruined. All effort and materials used up to that point are worthless.
-10 to -14	Consider the skill check to have met the DC exactly with regards to how much progress was made that week. The work is inferior, though, reducing the item's hardness by 3/4 (minimum of 0 if results in less than 1), hit point by 3/4 (minimum 1), and worth by 2d4 x 10%. Any skill checks, potency DC, attack rolls, damage rolls, etc. with the item are reduced by -4. Three quarters of the materials used in production were wasted and must be replaced.
-5 to -9	Consider the skill check to have met the DC exactly with regards to how much progress was made that week. The work is inferior, though, reducing the item's hardness by 1/2 (minimum of 0 if results in less than 1), hit point by 1/2 (minimum 1), and worth by 1d4 x 10%. Any skill checks, potency DC, attack rolls, damage rolls, etc. with the item are reduced by -2. Half the materials used in production were wasted and must be replaced.
-1 to -4	Consider the skill check to have met the DC exactly with regards to how much progress was made that week. The work is inferior, though, reducing the item's hardness by 1/4 (minimum of 0 if results in less than 1), hit point by 1/4 (minimum 1), and worth by 1d10%. Any skill checks, potency DC, attack rolls, damage rolls, etc. with the item are reduced by -1.
Target DC to +4	The item's progress continues normally, as outlined for a successful result in the Craft skill's description
+5 to +9	Lessens a previous degree of failure by one level or increases the item's worth by 1d10% * if not countering negative results
+10 to +14	Lessens a previous degree of failure by two levels or increases the item's worth by 1d4 x 10% * if not countering negative results
+15 or more	Lessens a previous degree of failure by three levels or increases the item's worth by 1d10 x 10% * if not countering negative results

* Do not count this worth towards the time needed to create the item. This is calculated once the item is complete and ready for use or sale.

CRAFT COMPOUNDING SCALE EXAMPLE

A craftsman with the appropriate Craft skill wants to make a weapon. For the sake of this example, the weapon's value is irrelevant but the DC to make it is 15. At the end of the first week, the craftsman rolls a Craft check of 18. He succeeds at that week's efforts without any other result on the scale. Things are looking good! Next week he fails with a roll of 8 (-5) and the week after that he rolls an abysmal 4 (-10). These two results do not add together to equate a single roll to the effect of a -15 – the current degree of failure is the worst result so far (-10.) Next week he rolls a 22, indicating an increase of the weapon's worth by 10% (+5), but because of the previous poor rolls, the overall effect is instead elevated to a general result of having rolled -5.

This last check also completes the weapon, resulting in a product with half the normal hardness and hit point and a -2 penalty to attack and damage rolls. The weapon cost half again as much in raw materials as it should have despite the final product being worth 1d4 x10% less than a properly crafted weapon of that sort should cost.

DECIPHER SCRIPT

This skill involves two scales: one for the Decipher Script check and another for the Wisdom result necessitated by a failed skill check. The skill check's failure scale provides the Wisdom check's DC.

skill check result	effect
-20 or less	DC 25 Wisdom check
-15 to -19	DC 20 Wisdom check
-10 to -14	DC 15 Wisdom check
-5 to -9	DC 10 Wisdom check
-1 to -4	DC 5 Wisdom check
Target DC to +4	General understanding
+5 to +9	Good understanding
+10 to +14	Excellent understanding
+15 or more	Perfect understanding

wisdom check result	effect
-15 or less	The entire message is misinterpreted
-10 to -14	An important detail is wrong
-1 to -5	A minor detail is wrong
Target DC and Above	Do not draw a false conclusion

KNOWLEDGE (HISTORY)

When applying the scaled success or failure system to Knowledge (History) checks (or just about any Knowledge check, for that matter), greater degrees of success mean knowing increasingly more above and beyond what is held to be common knowledge while failure means increasingly greater degrees of misunderstanding and misinformation. A successful Knowledge (History) check does not always grant the character the truth, however, but only what is widely regarded as the truth. A successful skill check cannot normally account for how the history, as it is known, has been twisted or shaped by lies or misinformation into what is now held to be the accepted truth.

check	knowledge known or misunderstood
-15 or less	As -1 to -14, plus believing that you know an additional, important and rarely known fact that is actually incredibly off the mark misinformation
-10 to -14	As -1 to -9, plus believing that you know an additional, more significant and far less known fact that is actually significant misinformation
-5 to -9	As -1 to -4, plus believing that you know an additional, minor and lesser known fact that is actually worse misinformation
-1 to -4	What you think you know is close to truth (as it is known), but an important fact has been twisted in some way
Target DC to +4	You know the general history
+5 to +9	As DC to +4, plus knowing an additional, minor and lesser known fact
+10 to +14	As DC to +9, plus knowing an additional, more significant and far less known fact
+15 or more	As DC to +14, plus knowing an important and rarely known fact

PROFESSION (BUTCHER), (FURRIER) OR (TANNER) OR CRAFT (TAXIDERMY)

Use the scale of success and failure to determine how well the butcher succeeds at cutting up and preparing the meat. The scale of success or failure accounts for the shape the fur or hide will be in once either the Profession (Furrier) or (Tanner) skill has been used to remove it, as appropriate. The Craft (Taxidermy) scale of success and failure accounts for the final, stuffed trophy. The value is also adjusted based upon the quality of the beast with which one is working, but that should be figured into the base cost before this skill is rolled for.

These amounts are assuming the meat, hide or fur to be of a typical quality to begin with. Steaks taken from

superior cattle should have an increased worth over that of the base price (see **Table 4-2: Meat**) before accounting for this skill's scale of success and failure, for instance.

check result	effect
-10 or less	Ruined and worthless
-5 to -9	Damaged quality. Is still useable, but worth $2d4 \times 10\%$ less.
-1 to -4	Poor quality. Is still useable, but worth $1d4 \times 10\%$ less.
Target DC to +4	Typical quality. Is worth the typical amount.
+5 to +9	Good quality. Is worth $1d4 \times 10\%$ more than is typical.
+10 or more	Excellent quality. Is worth $2d4 \times 10\%$ more than is typical.

NEW FEATS

These new feats are of particular relevance to the new material presented in this work.

TABLE 1-1: NEW FEATS

feat	prerequisites
Antiquarian	Appraise 4 ranks, Knowledge (History) 4 ranks
Armor Proficiency (Piecemeal) #	Armor Proficiency (Medium)
Jeweler	Craft (Goldsmith) 4 ranks, Craft (Gemcutting) 4 ranks
Riddle of Steel	Craft (Weaponsmith) 12 ranks
Treasure Hunter	Appraise 4 ranks, Decipher Script 4 ranks, Knowledge (History) 4 ranks

ANTIQUARIAN (GENERAL)

You are knowledgeable of antiques and artifacts.

Prerequisites: Appraise 4 ranks, Knowledge (History) 4 ranks

Benefits: You gain a +4 competence bonus to Appraise and Knowledge (History) checks involving art, artifacts and antiques.

ARMOR PROFICIENCY (PIECEMEAL) (GENERAL, SOLDIER)

Although not needed to wear armor, training in wearing piecemeal armor does make you more comfortable and accustomed to using it.

Prerequisites: Armor Proficiency (Medium)

Benefits: Reduce the armor check penalty by 2, to a maximum benefit of no penalty, while wearing

piecemeal armor.

JEWELER <GENERAL>

You are skilled in creating jewelry, as well as determining its value.

Prerequisites: Craft (Goldsmith) 4 ranks, Craft (Gemcutting) 4 ranks

Benefits: You gain a +4 competence bonus to Appraise checks involving jewelry, and a +2 competence bonus to Craft (Goldsmith) and Craft (Gemcutting) checks.

RIDDLE OF STEEL <GENERAL>

You know the riddle of steel and use that knowledge to create superior bladed weapons.

Requirements: Craft (Weaponsmith) 12 ranks

Benefits: When crafting a weapon with a steel blade, use the following scale of success and failure instead of the scale normally used for Craft skills.

check result	effect
-20 or more	The item is entirely ruined. All effort and materials used up to that point are ruined.
-15 to -19	Consider the skill check to have met the DC exactly with regards to how much progress was made that week. The work is inferior, though, reducing the item's hardness by 3/4 (minimum of 0 if results in less than 1), hit point by 3/4 (minimum 1), and worth by $2d4 \times 10\%$. Any skill checks, potency DC, attack rolls, damage rolls, etc. with the item are reduced by -4. Three quarters of the materials used in production were wasted and must be replaced.
-10 to -14	Consider the skill check to have met the DC exactly with regards to how much progress was made that week. The work is inferior, though, reducing the item's hardness by 1/2 (minimum of 0 if results in less than 1), hit point by 1/2 (minimum 1), and worth by $1d4 \times 10\%$. Any skill checks, potency DC, attack rolls, damage rolls, etc. with the item are reduced by -2. Half the materials used in production were wasted and must be replaced.

-5 to -9

Consider the skill check to have met the DC exactly with regards to how much progress was made that week. The work is inferior, though, reducing the item's hardness by 1/4 (minimum of 0 if results in less than 1), hit point by 1/4 (minimum 1), and worth by $2d10\%$. Any skill checks, potency DC, attack rolls, damage rolls, etc. with the item are reduced by -1.

-1 to -4

Consider the skill check to have met the DC exactly with regards to how much progress was made that week. The work is inferior, though, reducing the item's worth by $1d10\%$.

Target DC to +4

Estimated value is correct; status quo

+5 to +9

Lessens a previous degree of failure by one level; increase the item's worth by $1d4 \times 10\%$ * if not countering negative results

+10 to +14

Lessens a previous degree of failure by two levels; increase the item's worth by $1d10 \times 10\%$ * and gains either a +1 enhancement bonus to attack or damage rolls (choose) if not countering negative results

+15 or more

Lessens a previous degree of failure by three levels; increase the item's worth by $1d10 \times 20\%$ * and gains a +1 enhancement bonus to attack and damage rolls if not countering negative results

* Do not count this worth towards the time needed to create the item. This is calculated once the item is complete and ready for use or sale.

TREASURE HUNTER <GENERAL>

You are well versed in the value and stories related to treasures lost and known, mythical and real.

Prerequisites: Appraise 4 ranks, Decipher Script 4 ranks, Knowledge (History) 4 ranks

Benefits: A successful Appraise check for an item grants you a +4 competence bonus to any Decipher Script or Knowledge (History) checks pertaining to that same item.

In a world where every bear cave is not filled with a horde of coins and magical items, commonplace equipment becomes that much more valuable, if not for the good use it may be put to then for its worth in barter or resale.



MUNDANE GEAR AND GOODS

OPTIONAL RULE - (SUPPLY AND DEMAND)

Costs and values presented in the various charts and tables outlining an item's cost - be that item a hide, weapon, armor, wagon, suit of clothes or just about anything else - are for status quo conditions. They are the baseline conditions without much thought beyond creating a standard of value for everyone. However, any number of factors can change this standard price.

An item's value can vary by how common it is to the region, the size of the community within which it is sold, and the general level of demand. Consult **Table 2-1: Item Value Modifiers** for information on such variables if the Gamemaster wishes to employ this optional rule for making costs and values more realistic.

If an item's value is reduced to -100% or less, the chance of a straight sale is negligible. Most likely something else will have to supplement the deal (such as overwhelming quantities) or else barter is the only recourse.

TRADE GOODS

BEVERAGES

Everyone drinks, be it out of necessity, for recreation or to forget a troubled past. Water, fruit juice or alcohol, every beverage has worth to someone, somewhere.

TABLE 2-1: ITEM VALUE MODIFIERS

condition	cost modifier
Item is ...	
...Everyday	-2d4x10 + 20%
...Very Common	-1d4x10 + 10%
...Common	-2d10 + 10%
...Uncommon	+(-10 + 2d10)%
...Rare	+2d10 + 10%
...Very Rare	+1d4x10 + 10%
...Extremely Rare	+2d4x10 + 20%
...Unheard Of	+4d4x10 + 40%
Demand is...	
...Almost Non-Existent	-2d4x10 + 20%
...Negligible	-1d6x10 + 10%
...Small	-3d10 + 5%

TABLE 2-2: BEVERAGES

goods	cost	weight
Ale/Beer/Mead (Common) (per gallon)	2sp	8 lb
Ale/Beer/Mead (Exotic) (per gallon)	4+ sp	8 lb
Coffee, Ground	1/2	1 lb
Juice (Common) (per gallon)	1/4 sp	8-1/2 lb
Juice (Exotic) (per gallon)	3/4+ sp	8-1/2 lb
Liquor/Liqueur (Common) (per gallon)	8 sp	8-1/2 lb
Liquor/Liqueur (Exotic) (per gallon)	32+ sp	8-1/2 lb
Milk/Cream (per gallon)	1/4	8 lb
Tea Leaves	1/4 sp	1 lb
Water, Fresh (per gallon)	1/4	8-1/2 lb
Wine (Common) (per gallon)	4 sp	8-1/2 lb
Wine (Exotic) (per gallon)	16+ sp	8-1/2 lb

Ale/Beer/Mead: Most nations drink ale, beer or mead and vary their taste, qualities and strength to match the peoples' desires and constitutions.

Coffee, Ground: A popular drink in many specialized shops and high-end inns, taverns and restaurants, coffee is expensive to produce and transport, typically making it available at a premium.

Juice: Most juices are made locally from fruits grown in the region or imported, but there are some that are made using fruits that cannot weather the distance

condition	cost modifier
...Typical	+(-10 + 2d10)%
...Desired	+3d10 + 5%
...Much Sought	+1d6x10 + 10%
...Treasured	+2d4x10 + 20%
...Coveted	+4d4x10 + 20%
Selling in a ...	
...Hamlet	-1d6x10 + 10%
...Village	-1d4x10 + 10%
...Small Town	-2d10 + 10%
...Town	+(-10 + 2d10)%
...Large Town	+2d10 + 10%
...Small City	+1d4x10 + 10%
...City	+1d6x10 + 10%
...Large City	+2d4x10 + 20%

or require a special means of production. Flavor and quality vary by the fruit or vegetable and production techniques used.

Liquor/Liqueur: Few of the dust-on-the-floor inns and alehouses around keep much of this strongly flavored alcohol in store except for the cheapest moonshine.

Milk/Cream: Not all regions are able to accommodate animals that produce milk, making it valuable for its nutrition and the number of dishes that require it for cooking.

Tea Leaves: Tea is one of the most common relaxation beverages, making it a generally safe commodity.

Water, Fresh: Despite how common fresh water is throughout the world, it is not available to everyone, especially in the quantity that may be needed for a business or entire community. This is especially true of naval vessels at sea for long durations with nothing but salt water around them.

Wine: Whether the most vinegary, inebriating of vintages that frequent the cheapest of wine houses or the most expensive and refined appearing in the noble houses, wine is in great demand throughout the world.

COMPONENTS

These trade goods on their own are but parts of a final product that someone else shall make from them. The components are rarely as valuable as what they can be crafted into.

Beads: A common decoration used in jewelry and decoration on clothing, hangings, etc.

Clay: Whether used for art, making tiles, pottery or bricks or some other purpose altogether, high-quality clay is a commonly sought commodity.

Cloth: Made from various animals or plants, cloth can be of various thicknesses, colors, textures and uses.

Dye: Dyes are used to color cloth and similar materials that can (hopefully) retain the color's consistency, this liquid comes in a number of naturally occurring and artificial colors. Dyes of exotic colors and origins cost more and are usually less likely to fade or run.

Gravel: Used by cities on roads and garden paths, and by engineers in building foundation to provide sturdy support that also accommodates drainage, good gravel is not easily found in many regions.

Lumber: Used to build everything from simple utensils to buildings, certain types of wood are more suitable to a specific purpose than others. Exotic woods can add desirable characteristics, such as pleasing colors,

scents or additional strength and durability. Most wood has a Hardness of 5, and 10 to 15 hit points per inch of thickness.

TABLE 2-3: COMPONENTS

GOODS	COST	WEIGHT
Beads (Common)	1/4 sp	1 lb
Beads (Exotic)	1/2+ sp	1 lb
Clay	1/4 sp	2 lb
Cloth (Common) (per bolt)	6 sp	90 lb
Cloth (Exotic) (per bolt)	14+ sp	70 lb
Dye (Common) (per gallon)	20 sp	8-1/2 lb
Dye (Exotic) (per gallon)	80 sp	8-1/2 lb
Gravel	1/4 sp	5 lb
Lumber (Common) (1 cord)	50 sp	650 lb
Lumber (Exotic) (1 cord)	120+ sp	650 lb
Paint, Oil (per gallon)	3/4 sp	10 lb
Pitch (per gallon)	1/2 sp	10 lb
Resin (per gallon)	3/4 sp	10 lb
Sand	1/4 sp	10 lb
Sea Shells (Common)	1/4 sp	1 lb
Sea Shells (Exotic)	3/4+ sp	1 lb
Silk (per bolt)	30 sp	44 lb
Stone (Common)	1/4 sp	20 lb
Stone (Exotic)	1/4+ sp	5 lb

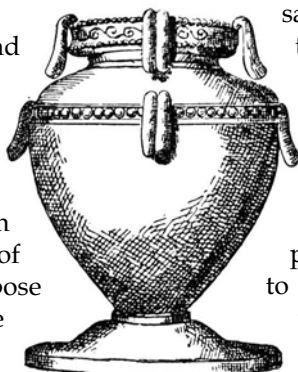
Paint, Oil: This colored liquid is applied to items and structures to alter their color or to canvas to create art.

Pitch: Produced by distilling tar (be it from coal, wood, etc.), this sticky substance is used for waterproofing and caulking. Pitch is flammable and can give a smoky, smelly flame for an extended time.

Resin: This viscous, amber or brownish liquid is derived from a variety of plants and can be used to make inks, varnishes and medicines. It is often sticky, allowing most kinds to be used as glue or caulking.

Sand: Aside from being useful in filling variable weights, such as are used in counterbalances, sand is needed for creating glass. Nobles and the wealthy also enjoy using fine, unmixed sand in the gardens and paths of their estates.

Stone: The largest demand for common and exotic stone comes for building structures. Wealthy nations also pay a premium for large blocks from which to carve statues and sturdy rock that can be used to pave city roads. Most stone has a Hardness of 8, and 15 to 30 hit points per



inch of thickness.

METALS

Used for making many things, not the least of which are weapons and armor, metals are as varied in their commonality and appearance as they are their worth.

All costs and weights are per cubic inch.

TABLE 2-4: METALS

GOODS	COST	WEIGHT
Brass	2 sp	1/3 lb
Bronze	4 sp	1/4 lb
Copper	3-1/4 sp	1/3 lb
Gold	33 gl	2/3 lb
Iron	1 sp	1/4 lb
Platinum	49 gl	1 lb
Silver	33 sp	1/3 lb
Steel	3-1/4 sp	1/4 lb
Tin	1/2 sp	1/3 lb
Zinc	1/4 sp	1/4 lb

Brass: This yellowish alloy is primarily used for coating other metal or wood items as a somewhat protective decoration. It is made from mixing roughly 2 parts copper with 1 part zinc. Brass has a Hardness of 4 and 10 hit point per inch of thickness.

Bronze: A metal that varies from yellowish to olive brown in color, bronze is an alloy made by combining copper with tin and other components. Bronze is used by primitive cultures to make weapons and armor, and is often found in the artifacts of ancient civilizations. It is also an ideal metal with which to make statues. Bronze has a Hardness of 8 and 20 hit point per inch of thickness.

Copper: Yellowish red, this metal is commonly used to make alloys and is often employed to make cheap ornamentation and jewelry. Copper has a Hardness of 5 and 15 hit point per inch of thickness.

Gold: This rare metal is common enough to be used in circulated currency but rare enough to hold great value. It is often used in expensive jewelry and ornamentation. Gold has a Hardness of 2 and 10 hit point per inch of thickness.

Iron: The most widespread of the "common" metals, this silvery-white, lustrous ore is used to make everything from pots to weapons. Iron has a Hardness of 10 and 30 hit point per inch of thickness.

Platinum: Rarer than gold, silver-white platinum is often found mixed with other metals and must be refined into its pure state. Platinum has a Hardness of 3 and 10 hit point per inch of thickness.

Silver: A lustrous, white metal used primarily for jewelry and ornamentation. Its most common use is for the making of silver coins. Silver has a Hardness of 4 and 12 hit point per inch of thickness.

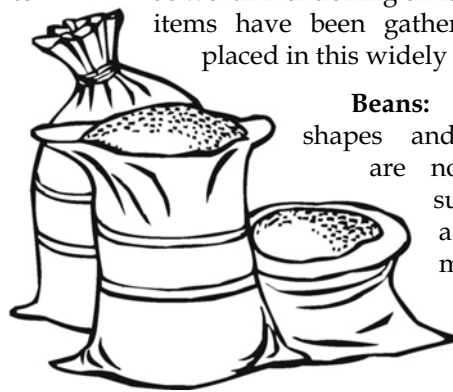
Steel: An alloy made primarily of iron with carbon and several other components mixed in to grant it strength and durability. Steel has a Hardness of 10 and 30 hit point per inch of thickness.

Tin: This relatively cheap, silvery metal is most often used to plate other metals to prevent them from rusting. Tin has a Hardness of 3 and 10 hit point per inch of thickness.

Zinc: Brittle at room temperature, this bluish metal's greatest use is arguably for making brass. Zinc has a Hardness of 1 and 5 hit point per inch of thickness.

MISCELLANEOUS FOODSTUFFS

Not all foods easily fit into a category large enough to be worth mentioning on its own and so such items have been gathered together and placed in this widely defined grouping.



Beans: Of varied sizes, shapes and flavors, beans are normally used to supplement and add bulk to other meals, such as stews.

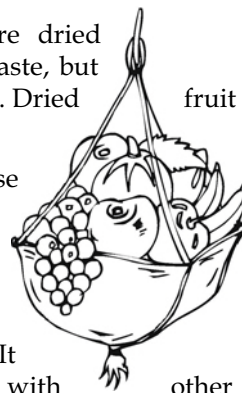
Cocoa: When roasted and ground, the resulting powder can be transformed into chocolate.

Flour: Made by grinding and then sifting wheat or another grain, this fine powder is most commonly used for baking.

Fruit, Dried: Some fruits are dried because they take on a different taste, but typically this is done to preserve it. Dried fruit is common fare for travelers.

Fruit, Fresh: To all but those who can grow their own, fresh fruit tends to be a delicacy.

Honey: This yellowish-brown, sticky and sweet liquid is produced by bees from nectar. It is most often used as a sweetener with other foods.



Lard: The rendered fat of a hog, this white, semi-solid or solid substance is used in cooking, primarily for coating cooking pots and to provide a hot medium within which to cook other foods.

Molasses: Refined from sugar, this brownish sweetener is an expensive luxury in most regions.

Nuts: Whether a hard-shelled, one-seeded fruit or the kernel of such a fruit, nuts are common in most temperate regions and make for a relatively inexpensive supplement to most meals.

TABLE 2-5: MISCELLANEOUS FOOD-STUFFS

goods	cost	weight
Beans (Common)	1/4 sp	3 lb
Beans (Exotic)	1/4+ sp	1 lb
Cheese (Common)	1 sp	1 lb
Cheese (Exotic)	3+ sp	1 lb
Cocoa Beans	1/2 sp	1 lb
Flour	1/4 sp	10 lb
Fruit, Dried (Common)	1/4 sp	5 lb
Fruit, Dried (Exotic)	1/4+ sp	1 lb
Fruit, Fresh (Common)	1/2 sp	5 lb
Fruit, Fresh (Exotic)	1/2+ sp	1 lb
Grain	1/4 sp	30 lb
Honey (per gallon)	1 sp	8 lb
Lard	1/4 sp	10 lb
Molasses (per gallon)	2 sp	8 lb
Nuts (Common)	1/4 sp	10 lb
Nuts (Exotic)	1/4+ sp	1 lb
Oil, Olive (per gallon)	1-1/2 sp	8-1/2 lb
Oil, Vegetable (per gallon)	1/2 sp	8-1/2 lb
Olives	1 sp	5 lb
Seeds/Bulbs (Common)	1/4 sp	10 lb
Seeds/Bulbs (Exotic)	1/4+ sp	3 lb
Tubers	1/4+ sp	15 lb
Vegetables (Common)	1/4 sp	5 lb
Vegetables (Exotic)	1/4+ sp	1 lb
Vinegar (per gallon)	1/4 sp	8-1/2 lb

Oil, Olive: This oil is pressed from olives and is used in cooking and for softening leather.

Oil, Vegetable: A fatty oil produced from plants and used in cooking and for greasing machinery.

Olives: A yellowish-green, tree-borne fruit, olives are eaten in their own right or used to produce oil. While olive trees can grow in a variety of climates, they do best in warm climes of medium precipitation.



Seeds/Bulbs: The means for most plant reproduction, seeds are valued for planting

crops of said plant while others are edible or have other uses in their own right.

Tubers: Largely used to supplement other foods comprising a meal, these are the fleshy, swollen yet edible roots of a plant. Potatoes are amongst the most common edible tuber.

Vegetables: Plants cultivated to make use of their edible parts, be they the stalk, leaf, root or something else.

Vinegar: Both a preservative and condiment, vinegar comes from diluting the acetic acid produced by fermenting beyond the point of creating alcohol.

MISCELLANEOUS SUPPLIES

This category covers the odds and ends.

TABLE 2-6: MISCELLANEOUS SUPPLIES

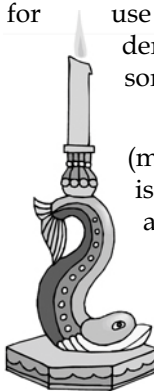
goods	cost	weight
Coal	1/4 sp	20 lb
Hay	2 sp	60 lb (bale)
Incense (Common)	1/2 sp	1/4 lb
Incense (Exotic)	25+ sp	1/4 lb
Ink (per gallon)	128 sp	8-1/2 lb
Perfume (Common) (per gallon)	200 sp	8 lb
Perfume (Exotic) (per gallon)	600+ sp	8 lb
Straw	1/2 sp	40 lb (bale)
Tallow	1/4 sp	5 lb
Tobacco (Common)	20 sp	1 lb
Tobacco (Exotic)	50+ sp	1 lb
Wax	1/2 sp	1 lb

Coal: Formed from fossilized plants, this dark brown or black material is used as fuel and to make steel.

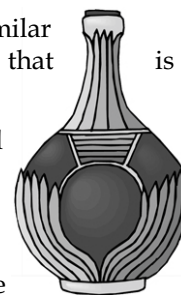
Hay: A grass or similar plant that has been cut and dried, most likely for use as fodder.

Incense: A gum, wood or similar substance (often artificially perfumed) that is aromatic when burned.

Ink: A liquid or paste pigmented for use in writing. Most inks are derived from plants, but some come from animals.



Perfume: This substance (most often a liquid or powder) is naturally or artificially scented to be aromatic.



Straw: The stalks of threshed grain, straw is used in bedding, insulation or stuffing, and as fodder.

Tallow: This hard fat, which comes

from certain animals (especially cows and horses) or from plants, is used as a lubricant, in the making of certain foods, and in making candles.

Tobacco: A tropical plant cultivated for its leaves, which are used to create smoking materials.

Wax: This pliable substance can come from various plants or animals and is normally used in making candles, although it can be melted to harden into a seal.

SPICES

TABLE 2-7: SPICES

GOODS	COST	WEIGHT
Pepper, Ground	1 sp	1 lb
Pepper, Unground	1/2 sp	1 lb
Salt	1/4 sp	5 lb
Spices, Other (Common)	1/4 sp	1 lb
Spices, Other (Exotic)	2+ sp	1 lb
Sugar	2 sp	1 lb

Pepper: This black powder is used to season foods, especially meat that may have spoiled and needs a strong spice to cover the bad taste. Unground pepper is used in cooking and in preparing aromatic decorations.

Salt: This colorless or white crystal is most often used in food seasoning and preservation.

Spices: Covering the breadth of common and exotic spices not otherwise specified, most serve purely as food seasoning.

Sugar: A crystal or powder sweetener mainly derived from sugar cane or sugar beets.

ADVENTURING GEAR

Belt, Money: A wide belt that is fitted around the stomach and back with many slips and pouches for concealing money. Up to 40 coins can be worn under regular clothing without giving away its presence (-2 to Spot checks), and up to 75 while giving the appearance of something under the clothing (regular Spot check.) Attempts to cut or pick a money belt suffer a -4 circumstance penalty.

Blinding Dust: A mixture of pepper, dust, ash and similarly potent substances, this powder burns and blinds when thrown into someone's eyes. The target must make a Reflex saving throw (DC set by the thrower's attack roll) to avoid it completely.

A failed saving throw means the target is blinded for 1d6 rounds (cannot see; no parry or dodge bonuses to DV;

moves at half speed; -4 penalty on Search checks, and on most Strength- and Dexterity-based skill checks; all checks and activities that rely on vision – such as reading and Spot checks – automatically fail; all opponents are considered to have total concealment to the blinded character.)

The powder is typically thrown by the handful from a pouch of some sort, while others prefer to saturate balled rags with the concoction so that it may be thrown farther (5 foot range increment, maximum of 25 feet.) Every half pound is good for ten uses

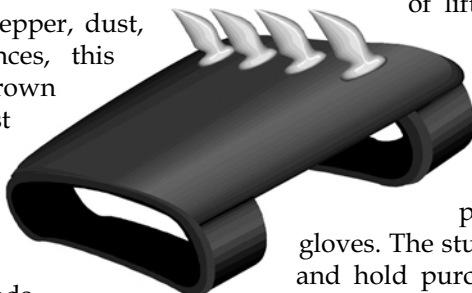
Requires a DC 5 Craft (Alchemy) or Craft (Herbalism) check to make, taking an hour rather than a week.

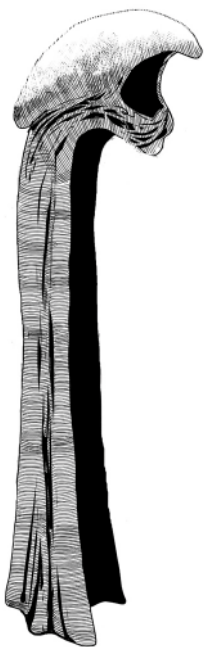
TABLE 2-8: ADVENTURING GEAR

ITEM	COST	WEIGHT
Belt, Money	24 sp	—
Blinding Dust	5 sp	1/2 lb
Block and Tackle		
...100 lb	30 sp	5 lb
...200 lb	60 sp	10 lb
...500 lb	140 sp	25 lb
...1,000 lb	200 sp	50 lb
...2,500 lb	260 sp	100 lb
...5,000 lb	330 sp	200 lb
Climbing Claws	2 sp	1 lb per pair
Cloak, Borderer's	6 sp	2 lb
Covered Firepot	3 sp	8 lb
Pavilion	200 sp	100 lb
Pitch Ball	1 sp	1/4 lb
Signal Flags, Set	65 sp	50 lb
Tent, Desert	20 sp	30 lb
Tent, Lord's	800 sp	250 lb
Tent, Winter	20 sp	40 lb

Block and Tackle: This contained system of rope and pulleys is used to assist in lifting heavy weights. Each type of block and tackle is listed by the maximum weight it can support. Using block and tackle grants the user a +4 circumstance bonus to Strength for the purpose of lifting or a +2 circumstance bonus to everyone helping if more than one person is assisting.

Climbing Claws: An iron band with short, curing metal studs fitted to one side wraps around the palm to the back of this pair of leather gloves. The studs allow the user to more easily find and hold purchase while climbing, granting a +2 circumstance bonus to Climb checks. As a weapon, striking with the flat of the hand causes 1d2 slashing





damage, but only applies half the character's Strength modifier.

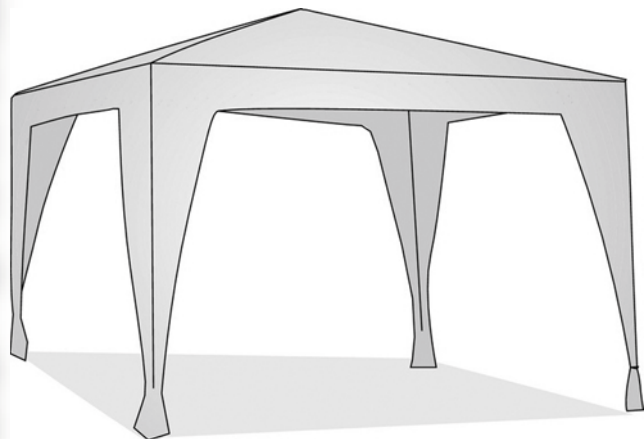
Cloak, Borderer's: This reversible cloak is waterproofed on both sides, one of which is a simple brown while the other comes in any number of camouflage patterns (snow, temperate forest, etc.) for blending into the environment (grants a +2 circumstance bonus to Hide checks.) There is also a



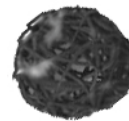
sealable sleeve between the two layers, allowing the cloak to be stuffed with insulation in cold climates to help keep the wearer warm. Most interesting of all is that a number of concealed loops, buttons and straps attached to the camouflaged side allow the cloak to fold up into a satchel.

Covered Firepot: This is a deep, metal brazier with enclosed sides that support paired roofs about eight inches above the brazier's bottom. The bottom, bigger roof has a hole in the middle while the smaller, topmost roof covers this hole. This system allows smoke to escape while containing most of the light. The metal sides conduct and radiate the heat of the fire within (albeit to a much reduced distance), making this firepot ideal for setting camp while radically reducing the chances of revealing the fire's location.

Pavilion: A decorative, large tent intended to enshroud an event, entertainment or place of audience rather than act as living shelter. Roughly 30 people can comfortably mingle and shelter beneath its roof.



Pitch Ball: A fist-sized bundle of flexible sticks and twigs covered in pitch, when lit one of these balls can be rolled towards a desired area to light it as though by a torch. A pitch ball will burn for 1d3 minutes. If thrown as a weapon, a burning pitch ball causes 1d2 fire damage and suffers a -2 penalty to the attack roll.



Signal Flags, Set: A set of symbol-baring flags used to communicate between towers, outposts or ships across great distances. There is a -1 penalty to understand the message per every half mile beyond the first mile, obstacles (including the land's curvature) not withstanding.

Long messages can take a great while to send because of the need to constantly switch flags, although their complexity is extremely limited by the flags' abbreviating symbols.



Tent, Desert: As a regular two-man tent except the entrance has a sealing double layer to keep the sand out. An outer layer can also be extended out from the tent's peek and fastened far from the tent's sides (effectively doubling the space used) to provide shade and reduce the tent's temperature by keeping the inner layer out of direct sunlight.

Tent, Lord's: This massive tent could house fifty people, but it is designed to serve only one. The interior is split into up to five rooms of various sizes by canvas walls with flaps acting as doors (the more ornate tents can have separate door frames and doors added once the tent is assembled.) The walls are typically shaped to form the lord's personal chamber (usually the largest), a reception/meeting room, antechamber, and quarters for the servants, although this varies by necessity, culture and personal taste.

Tent, Winter: Used by the Frigid Northmen and often sold at a nice profit to their southern neighbors, these two-man tents are designed to withstand the rigors of a cold climate. Not only are the sides propped up against snowfalls and harsh winds by a skeleton of flexible wood poles, but there is also a small exterior antechamber with a thick flap at either end to allow movement in and out of the tent without allowing much snow or wind in. The tent itself is covered in several layers of cloth and fur to keep as much warmth inside as possible.

CLASS TOOLS AND SKILL KITS

TABLE 2-9: CLASS TOOLS AND SKILL KITS

item	cost	weight
<i>Animal Training Kit</i>	30 sp	5 lb
<i>Armor Patch Kit</i>	10 sp	3 lb
<i>Camouflage Kit</i>	10 sp	1 lb
<i>Fisherman's Kit</i>	3 sp	2 lb
<i>Furrier's Kit</i>	25 sp	5 lb
<i>Furrier's Kit, Masterwork</i>	150 sp	7 lb
<i>Healing Balm</i>	10 sp	1 lb
<i>Healer's Pitch</i>	10 sp	1 lb
<i>Jeweler's Eye</i>	780 sp	—
<i>Magnifying Glass</i>	200 sp	—
<i>Scale, Merchant's</i>	5 sp	1 lb
<i>Tanner's Kit</i>	15 sp	8 lb
<i>Tanner's Kit, Masterwork</i>	90 sp	11 lb
<i>Tarot Cards</i>	1 sp	1/4 lb

Animal Training Kit: These tools provide all that is needed to more easily train one animal type (horse, bird, dog, etc.) to conduct itself with the desired behavior or perform desired tricks. The kit grants a +2 circumstance bonus to all Handle Animal checks to train a beast of the specified type. A new kit is needed for each type of animal.

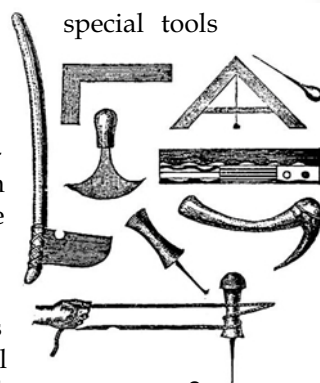
Armor Patch Kit: Purchased for a specific type of armor, this kit provides a +3 circumstance bonus solely for the purpose of repairing that armor type, while only providing a +1 bonus to other types. Each kit is good for 10 repairs of 1 DR worth of damage each.

Camouflage Kit: Consisting of a number of pigmented grease pots, each kit grants a +2 circumstance bonus to Hide checks within the type of environment the kit is designed for. Some environments include night, temperate forest, snow, temperate hills, and mountains. Each application is good for about 8 hours, and each kit is good for 10 uses.

Fisherman's Kit: Consisting of a rudimentary line and pole, bait, lures and small net, this kit provides a +2 circumstance bonus to Survival checks involving fishing or Profession (Fisherman) checks. The bait must be replenished at a cost of 1/4 sp every 10 uses.

Furrier's Kit: This set of is needed to properly remove and prepare a fur. Without these tools, a character has to use improvised tools (-2 penalty on the Profession check), if the job can be done at all.

Furrier's Kit, Masterwork: As furrier's kit, but they are exceptional tools for the job, granting the user a +2 circumstance bonus on the Profession check.



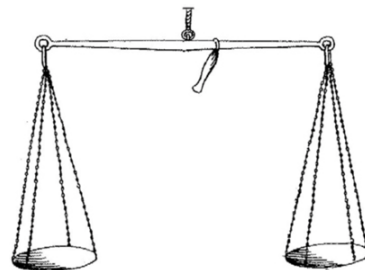
Healer's Balm: A special herbal blend (Craft (Herbalism) DC 20 to make) that allows wounds to heal better, spreading this balm over a wound reduces scarring and allows the character to heal an extra hit point through natural healing after a day's rest. Each application is good for one day, so long as it remains on the wound. The balm is used up after 10 uses.

Healer's Pitch: Although not quite sticky enough to bind most objects, it can seal a bleeding wound. Using healer's pitch takes 1 round regardless of the number of applications used on a single subject and grants a +4 circumstance bonus to Heal checks used to stabilize him. One application's worth of healer's pitch is needed per negative hit point the character has. Each purchase is good for 10 applications.

Jeweler's Eye: This eyepiece allows a much closer look at small objects than even a magnifying glass can provide. It grants a +4 circumstance bonus on Appraise checks involving any item that is small or detailed, such as gems and jewelry.

Magnifying Glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.

Scale, Merchant's: A scale grants a +2 circumstance bonus on Appraise checks involving items that are valued by weight, including anything



made of precious metals.

Tanner's Kit: This set of special tools and liquids is needed to properly remove and prepare an animal hide. Without these tools, a character has to use improvised tools (-2 penalty on the Profession check), if the job can be done at all.

Tanner's Kit, Masterwork: As tanner's kit, but they are exceptional tools for the job, granting the user a +2 circumstance bonus on the Profession check.

Tarot Cards: Used by charlatans and false seers to bilk the curious and superstitious of their money, the 78 cards of this deck bear the various faces and figures of the Tarot. The cards range from the numbered cards (1 to 21) to the joker, death, tower and numerous courtesans and other images.

Making a successful DC 15 Sleight of Hand check grants a +1 circumstance bonus to skill checks concerning conning someone with a false divination.



SHOPS AND BUSINESSES

A proper shop, factory or similar facility intended to provide a craftsman or professional with the proper tools with which to conduct their trade works much like a masterwork tool or skill kit except the bonus granted to the relevant skill is +4.

The following costs consider the facility to be a one-man operation – increase the base cost by 50% per each additional person the facility will accommodate and provide for. Also listed is a base cost in materials that must be paid every month (including for the initial opening) in order to keep the business properly supplied (increase by 50% per person provided for after the first.) Reduce the facility's bonus by 1 per month without purchasing a resupply. Monthly supply costs consider a steady, typical range of operation. Producing high-quality specialized items will



or

increase the costs accordingly.

All costs do not account for the price of land or location.

Architect/Engineer: This shop houses drawing boards and modeling facilities so that the owner can design and plan for the building of structures. *Relevant Skill(s):* Profession (Architect) or Profession (Engineer.)

Alchemist: Volatile chemicals, intricate tubing, kilns, crucibles and the like are all staples of an alchemist's shop. *Relevant Skill(s):* Craft (Alchemy.)

Armorsmithy: Armor is made in this shop using molds, forges, and needle and thread. *Relevant Skill(s):* Craft (Armorer.)

TABLE 2-10: PROFESSIONAL FACILITIES

business	base cost	resupply cost
Architect/Engineer	300 sp	10 sp
Alchemist	1,750 sp	100 sp
Armorsmithy	1,200 sp	300 sp
Bakery	225 sp	10 sp
Blacksmithy	1,100 sp	150 sp
Brewery	200 sp	50 sp
Bowyer	150 sp	20 sp
Butcher	250 sp	35 sp
Carpenter	150 sp	40 sp
Cobbler	100 sp	25 sp
Furrier	150 sp	10 sp
Herbalist	100 sp	10 sp
Jeweler	500 sp	1,000 sp
Seamstress/Clothier	100 sp	15 sp
Sculptor/Artist Studio	100 sp	10 sp
Tannery	230 sp	25 sp
Taxidermist	100 sp	10 sp
Weaponsmithy	1,100 sp	200 sp
Winemaker	1,000 sp	75 sp

Bakery: Large wooden tables, vats of cooking oil, ovens and cooling racks litter such shops. *Relevant Skill(s):* Profession (Baker.)

Blacksmithy: Forges, crucibles, anvils and tools fill this shop where metal is worked into other tools and implements. *Relevant Skill(s):* Craft (Blacksmith.)

Bowyer: Very little is needed for such shops other than tools for shaping the bow and arrows, a place to store the supplies and somewhere to work. *Relevant Skill(s):* Craft (Bowyer.)

Butcher: An ice room and smokehouse are both necessities, as is a place to slaughter the animals to

keep them at their freshest. *Relevant Skill(s)*: Profession (Butcher.)

Carpenter: A large, fenced in place to store wood usually accompanies such shops, while the interior is filled with hand lathes, saws and other tools of the trade. *Relevant Skill(s)*: Craft (Carpentry.) **Cobbler:** Other than a place to work, most of this shop is spared to store supplies and shoes waiting to be fixed. *Relevant Skill(s)*: Craft (Cobbling.)

Furrier: The shop is consumed with workbenches and chemicals for properly preparing and preserving furs. Storage space and a place to work is also reserved if the furs are removed on site. *Relevant Skill(s)*: Profession (Furrier.)

Herbalist: Aside from space to show the wares, special wooden rooms are provided to dry the herbs without allowing them to decay before they are transformed into the final product. *Relevant Skill(s)*: Craft (Herbalism.)

Jeweler: Aside from a place within which to securely store the valuable raw components and finished products, a quite place is necessary for these artisans to work without being disturbed by any customers that may stop by. *Relevant Skill(s)*: Craft (Goldsmith) and Craft (Gemcutting.)

Seamstress/Clothier: The shop stores and displays bolts of cloth so that a customer can choose what they wish their clothing or other sewn goods to be made from,

if they do not wish to purchase any of the pre-made products on display. Aside from the showroom, there is storage and a quite place to work. *Relevant Skill(s)*: Craft (Clothier) and Profession (Seamstress.)

Sculptor/Artist Studio: Of primary importance is a space to work in quiet and storage space for supplies. Many shops display the end product on site, while others sell them directly to the customer on commission or to a specialized shop, such as a museum or gallery. *Relevant Skill(s)*: Craft (Sculpting), Craft (Pottery) and Profession (Artist.)

Tannery: A well ventilated space to work the tanning chemicals upon hides in vats and a place to store them as they dry and allow the chemicals to take are both necessary. *Relevant Skill(s)*: Profession (Tanner.)

Taxidermist: A place to store the artificial components and organic supplies where they will not spoil are both necessary, as is a place to work. Most taxidermists also include a display area or showroom. *Relevant Skill(s)*: Craft (Taxidermy.)

Weaponsmithy: A forge, anvil, crucible, hand lathe and other tools are all necessary to create weapons. *Relevant Skill(s)*: Craft (Weaponsmith.)

Winemaker: Tubs within which to crush the grapes, a distillery and casks within which to store and age the wine. *Relevant Skill(s)*: Craft (Winemaker.)



WEAPONS AND ARMOR

A warrior, barbaric or otherwise, can never have too many options within reach of his fist when battle comes calling.

WEAPON MODIFICATIONS

TABLE 3-1: WEAPON MODIFICATIONS

item	cost	weight
Armor Ruining	x3	Unchanged
Barbed	+50%	Unchanged
Crosspiece	+5 sp	Unchanged
Spiked	+5 sp	Unchanged

Armor Ruining: Intended to foul a massed enemy's armor, especially their shields, this modification can only be added to projected and thrown piercing missile weapons with a metal tip, such as arrows, javelins and spears. The weapon's normal tip is replaced with a softer variation that crumples and expands on impact,

tearing and fouling armor. This reduces damage against creatures by half, but against shields it strikes gains a +4 bonus to damage. This modification also reduces the amount of damage armor needs to suffer before having it's Damage Reduction worsened from 20 points of damage to 10, but only against weapons fitted with the armor ruining modification.

Such missiles are not available to primitive societies and are normally only used en masse where the chance of shields and armor being struck by more than one projectile increases the chance of the enemy being deprived of its protection.

Barbed: A barbed weapon has a serrated edge that doubles the damage caused by the Twist It Deep combat maneuver (see our **OGL Barbarian: The Barbaric Warrior** for details), but at the cost of reducing the weapon's Armor Piercing by -2 (to a minimum of 0.) Only slashing or piercing weapons can benefit from this weapon modification.

TABLE 3-2: SIMPLE WEAPONS

weapon	cost	dam- age	critical	armor piercing	range inc.	hard- ness	hit points	weight	type
Unarmed									
Brass Knuckles *	1 sp	+1	x2	0	—	10	1	1/2 lb	Bludgeoning
Brass Knuckles, Spiked *	2 sp	+1	19-20/x2	0	—	10	1	1/2 lb	Piercing
Elbow *	—	1d3	x2	0	—	—	—	—	Bludgeoning
Gauntlet, Talon †	9 sp	1d6	19-20/x2	2	—	10	1	1 lb	Slashing
Kick *	—	1d4	x2	—	—	—	—	—	Bludgeoning
Knee *	—	1d4	x2	0	—	—	—	—	Bludgeoning
Light									
Bagh Nakh †	5 sp	1d4	x2	1	—	10	1	1 lb	Piercing
Caltrops *	1 sp	1d2	—	1	—	6	1	1/2 lb	Piercing
Hammer	1 sp	1d4	x2	0 **	10 ft.	5	2	1 lb	Bludgeoning
Katar †	3 sp	1d6	x2	1	—	10	1	1 lb	Piercing
Katar Dorlicaneh * †	4 sp	1d6	x2	1	—	10	1	1 lb	Piercing
Katar, Scissoring * †	5 sp	1d6 *	x2	1	—	10	1	1 lb	Piercing
Kukri	3 sp	1d6	x3	2	—	10	1	1 lb	Slashing
Phurba	4 sp	1d4	19-20/x2	3	—	8	1	1 lb	Piercing
Scythe, Hand	2 sp	1d6	19-20/x2	0	—	8	2	1 lb	Slashing
Throwing Blades	1 sp	1d4	x3	1	15 ft.	8	2	1/2 lb	Slashing
Throwing Spikes	2 sp	1d3	18-20/x2	1	5 ft.	4	1	1/8 lb	Piercing

* See the description for special rules

** The Armor Piercing score for all ranged weapons is reduced by 1 per range increment beyond the first

† Finesse weapon

Crosspiece: A four-inch iron bar is added to cross the end of a long hafted piercing weapon, such as a spear, about four to six inches down from the dangerous tip. The crosspiece impedes an animal or foe impaled on the weapon from charging down its length to attack the wielder, as per the "Through the Guts" combat maneuver, increasing the first Will saving throw's DC by +6 (see pg 22.)



Spiked: By adding spikes to a bludgeoning weapon, increase the weapon's damage by +1 and change the damage type to piercing.

SIMPLE WEAPONS

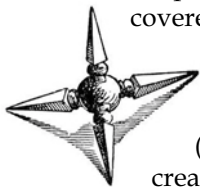
Banh Nakh: Concealed within the hand, with one's fingers through the holes and the claws on the palm side, with the spike pointing upwards past the thumb, the "tiger's claw" creates long, tearing wounds.

Brass Knuckles: A series of brass rings forged together to create a ridge of false knuckles, this weapon is supported by a weighted grip that fits into the palm so that the weapon will not come lose or accidentally break the user's own fingers. The listed damage is added to the user's unarmed attack when striking with a closed fist, which can optionally cause lethal damage at a reduced penalty of -2 instead of the usual -4. A spiked variation also exists.



Brass knuckles can also be affixed to a knife, allowing the user to punch with the modified weapon instead of just using the blade.

Caltrops: These small, jack-like spurs are designed to impede pursuit rather than be used as an offensive weapon. Anyone running through an area covered with caltrops must make a DC 15 Reflex save every 5 feet of the area moved through or suffer damage and reduce speed to 1/3 normal (rounded down.) If damaged, the creature continues to suffer damage anew and moves at the reduced rate for every round of movement until a standard action is spent per leg to remove all caltrops.



Scattering twice the normal amount of caltrops in a single 5-foot square increases the Reflex save DC to 20, but any more beyond this has no effect. Wearing metal footwear or horseshoes grants a +2 bonus to the saving throw.

Each purchase provides enough caltrops to cover two 5-foot squares.

Elbow: Elbows require the target and attacker share the same square, which typically necessitates an Attack

of Opportunity or grapple. If used while grappling, an elbow only suffers a -2 penalty to attack instead of the usual -4.

Gauntlet, Talon: This works much like a normal gauntlet except each finger is shaped into a tapering talon that can be used to slash an opponent. When punching or otherwise performing an unarmed attack with the gauntlet that does not use the talons, the user suffers a -1 penalty to the roll and a -2 penalty is suffered by all skill checks that require fine finger work, such as Sleight of Hand.

Hammer: Although meant to be a craftsman's tool, a hammer can serve as a weapon of last resort.

Katar: This weapon is better known as a punching dagger.



Katar Dorlicaneh: The blade is forked, granting a +1 bonus to Parry.

Katar, Scissoring: This variation of the katar has two additional blades that spring free from the central, main blade. This causes an additional +1D6 damage when open.

Kick: Although more powerful than a punch, a kick tends to leave the attacker open. Someone using a kick suffers a -1 penalty to DV until their next action.

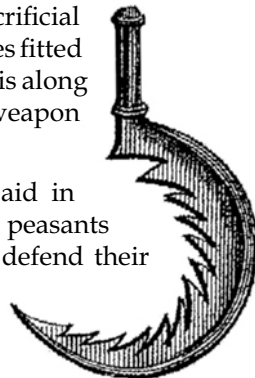
Knee: A knee attack requires the target and attacker share the same square, which typically necessitates an Attack of Opportunity or grapple. If used while grappling, a knee only suffers a -2 penalty to attack instead of the usual -4.

Kukri: With a blade that widens before tapering towards its tip, this forward curving weapon serves as both dagger and hatchet.



Phurba: Primarily a sacrificial dagger, the weapon has four blades fitted together along a shared, center axis along their lengths. This grants the weapon excellent armor piercing ability.

Scythe, Hand: Intended to aid in cutting grass and long crops, peasants have been known to use this to defend their holdings while malicious warriors have also taken the tool up as a weapon by adding



barbs to its blade.

Throwing Blades: Nothing more than plain blades curved for ease of throwing, these weapons are often employed by more primitive cultures for hunting. The blades have no handle, making them dangerous to use as melee weapons. If used in melee combat, each attack requires the wielder to make a (DC 10 + damage caused) Reflex saving throw or suffer 1d3 + 1/2 Strength bonus damage as the blade is pressed into his hand. Wearing metal gauntlets grants a +4 bonus to this saving throw.



Throwing Spikes: These iron spikes come in sets of four and are fitted into a belt or forearm sheath that can easily be concealed beneath one's clothing (-2 to Search and Spot checks.)



MARTIAL WEAPONS

Armor Spikes: Spikes can be added to armor, allowing the wearer to deal extra piercing damage (see **Table 3-2: Martial Weapons**) on a successful grapple attack. The spikes count as a martial weapon and the user suffers a -4 penalty on grapple checks when trying to use them if not proficient. The user can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case. (An attack cannot be made with armor spikes if an attack has already been made with another off-hand weapon, and vice versa.) Small spikes are small studs whereas large armor spikes are about 4 inches long.

Armor spikes increase the armor's weight by 10 lbs for a full suit of large spikes or 2 lbs for small spikes. If added to piecemeal armor instead of a suit, increase the piece's weight by 25% and double its cost rather than applying the cost listed in **Table 3-2: Martial Weapons**.

Backhand: Usually following another fist attack in an attack sequence, a backhand uses the reverse swing of a normal punch. The attacker gains a +1 bonus to attack but suffers a -1 penalty to DV.

Bipennis: This heavy axe has a double-bladed head,

TABLE 3-3: MARTIAL WEAPONS

weapon	cost	damage	critical	armor piercing	range inc.	hard- ness	hit points	weight	type
Unarmed									
<i>Backhand</i> *	—	1d3	x2	—	—	—	—	—	Bludgeoning
<i>Clawed Hand</i> *	—	1d3	x3	—	—	—	—	—	Bludgeoning
<i>Head-butt</i> *	—	1d2	19-20/x3	—	—	—	—	—	Bludgeoning
One-Handed Melee									
<i>Armor Spikes, Small</i> *	+15 sp	1d2	x2	0	—	—	—	Special	Piercing
<i>Armor Spikes, Large</i> *	+50 sp	1d6	x2	1	—	—	—	Special	Piercing
<i>Bipennis</i>	7 sp	1d8	x3	4	—	—	—	3.5 lb	Slashing
<i>Slip Blade</i> †	50 sp	1d4+1	18-20/x3	4	—	8	2	2-1/2 lb	Piercing
Two-Handed Melee									
<i>Club, Giant's</i> *	24 sp	2d8	x2	5	—	10	10	9 lb	
<i>Maul</i> ®	11 sp	2d6	x2	2	—	7	7	10 lb	Bludgeoning
<i>Sword, Weighted</i> *	160 sp	2d8	x3	5	—	10	12	8 lb	Slashing
Ranged									
<i>Hurlbat</i>	3 sp	1d6	19-20/x3	2 **	10 ft.	10	2	1 lb	Slashing

* See the description for special rules

** The Armor Piercing score for all ranged weapons is reduced by 1 per range increment beyond the first

† Finesse weapon

® Reach weapon

allowing for a return attack against an opponent without reversing the blade or one's grip on the weapon's haft.

Clawed Hand: More likely to damage the target's vitals, this attack is more difficult than a standard punch and so suffers a -1 penalty to attack rolls.

Club, Giant's: Nearly 4 feet long, this massive iron club is unwieldy yet devastating. They require someone with a Strength of 14 or higher to employ properly, otherwise a -2 penalty to attack rolls is suffered.

Head-butt: A head-butt requires the target and attacker share the same square, which typically requires an Attack of Opportunity or grapple. If used while grappling, a head-butt does not suffer the usual -4 penalty to attack and, if it scores a critical hit, the target must make a Will save (DC 10 + half the attacker's base attack bonus + Str modifier) or be dazed for one round.

Hurlbat: A slender throwing ax made entirely of metal, even the thin, short have has been sharpened to improve aerodynamics. In melee combat, the weapon suffers a -1 penalty to attack rolls and has a Critical of x2 with no improved threat range.

Maul: This long-handled weapon sports a heavy wooden hammer's head. Normally used to split logs, drive posts and the like, in a pinch it can make a formidable weapon.

Slip Blade: This incredibly thin blade is forged to be far more durable than its fragile appearance indicates

and is a favorite amongst honor duelists.

Sword, Weighted: A massive blade that cuts through armor and foe alike more by sheer weight than the keenness of its edge, the length of a weighted sword's blade has several holes cut in it that are then fitted with dense, flat weights to improve the force of its blow. This makes it more difficult to recover from a stroke, however, imposing a -1 penalty to Initiative when wielding a weighted sword unless the user has a Strength of 18 or more.

EXOTIC WEAPONS

Bola: Three weighted, wooden spheres are connected by a length of chain or cord so that, when thrown, they may make a ranged touch attack against their target. The user must choose to either grapple or trip the target, but such maneuvers only work against Large or smaller targets.

A grapple can only be used to pin an opponent in whole or in part, such as by pinning his arms to his side. Doing so does not provoke an attack of opportunity from the target but will provoke an attack of opportunity for being a ranged attack. This grapple attempt compares the bola user's attack roll versus the target's normal grapple check.

A trip requires a ranged touch attack against the target. Doing so does not provoke an attack of opportunity from the target but will provoke an attack of opportunity for being a ranged attack. A successful



TABLE 3-4: EXOTIC WEAPONS

weapon	cost	damage	critical	armor piercing	range inc.	hard- ness	hit points	weight	type
One-Handed Melee									
Guard Blades, Spike †*	10 sp	1d8	19-20/x2	1	—	7	6	3 lb	Piercing
Guard Blades, Elbow *	10 sp	1d4	x4	2	—	7	6	3 lb	Piercing
Pata *	175 sp	1d10	19-20/x2	3	—	10	5	2-1/2 lb	Slashing
Pit Claw †	2 sp	1d8	19-20/x2	1	—	7	2	1 lb	Slashing
Two-Handed Melee									
Manaxe ®	35 sp	2d10	x4	6	—	7	10	8 lb	Slashing
Ranged									
Bola *	1 sp	1d6	x2	0	10 ft.	4	1	4 lb	Bludgeoning
Chakram *	6 sp	1d8	x3	2 **	10 ft.	10	2	3 lb	Slashing
Footbow *	110 sp	1d12	x3	5 **	150 ft.	5	6	8 lb	Piercing
Arrows (20)	15 sp	—	—	—	—	5	1	10 lb	—

* See the description for special rules

** The Armor Piercing score for all ranged weapons is reduced by 1 per range increment beyond the first

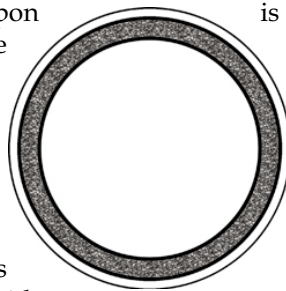
† Finesse weapon

® Reach weapon

attack means the target is tripped and cannot trip the user in return. At a -2 penalty to the attack roll, as a free action the user may simultaneously attempt a grapple against the target's legs using the same attack roll.

Freeing oneself from a bola requires a full round action.

Chakram: A heavy metal ring with sharpened edges, the weapon is thrown at an enemy while putting it into a flat spin for stability. A strong cord or chain can be attached so that it can automatically be pulled back into the user's hand once thrown, requiring a standard action to do so. However, unless the user protects his hand with a metal gauntlet or the like, the user suffers normal damage from the edge while catching the weapon. The cord is typically 30 feet long, imposing a -1 penalty to attack per 10 feet longer. A cord-equipped chakram's range is limited to the cord's length.



Footbow: This bow is so massive and difficult to pull it requires the user to sit, place his feet in stirrups upon the bow to either side of a knock used to cradle the arrow, and use both legs and arms to fire by pulling the string to his upper chest or chin before releasing. Two full round actions are needed to reload the weapon and the user must be immobile, greatly limiting this powerful weapon's uses on a battlefield.

Guard Blades: A leather guard fits around the forearm, encompassing the fist and running down to the elbow. An 8-inch spike protrudes from the fist while a squat, triangular blade extends backwards, away from the elbow. The elbow blade requires the target and attacker share the same square, which typically necessitates an Attack of Opportunity or grapple. If used while grappling, the elbow blade only suffers a -2 penalty to attack instead of the usual -4.

Because the fist is fitted into the leather arm guard, which has no dexterous fingers, the user cannot use that arm for fine manipulation, meaning he cannot use it to hold other weapons or perform most hands-on skills properly (-4 to such skill checks.) However, the arm guard can be used as a shield of sorts. See Table 3-4: Piecemeal Armor for information.

Hardness and hit point are for the entire weapon and not for each blade.

Manaxe: With a haft as tall as a good sized man, this axe not only grants the user extended reach but also better damage. Unfortunately, the awkwardness of wielding such a massive axe, even for those who are

skilled in its use, imposes a -2 penalty to DV any round the wielder attacks with the axe.



Pata: This unusual sword's blade is fixed to the front of a metal shield that fits over the top of the forearm and hand. The hand is fitted beneath this shield with straps and by grasping a bar within the space reserved for the hand. Not only does this prevent the weapon from being disarmed, but it allows the forearm and hand shield to act as a buckler if no attack is made with the blade that round.

Pit Claw: Favored by many pit fighters for its ability to work well in the confines of their small arenas, the claw consists of a simple leather gauntlet or series of leather straps that wrap about the fist. Affixed to the gauntlet/straps are two or three crude metal blades that stretch out from the top of the hand like a pair of claws.



THROUGH THE GUTS (NEW COMBAT MANUEVER)

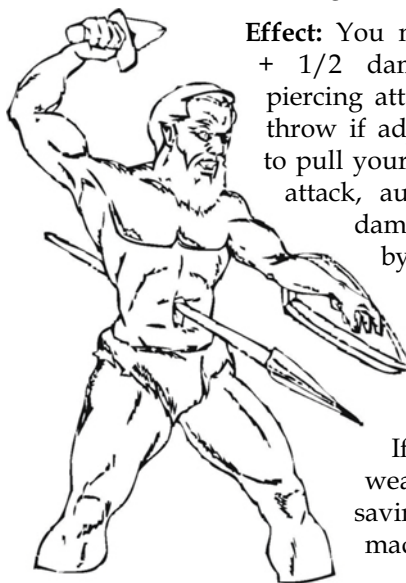
When impaled by a piercing weapon, you climb up the weapon through sheer force of will to attack its wielder.

Prerequisites: Base (no modifiers) Fortitude save +4 and Great Fortitude or the Fearless ability, *or* Intelligence of 2 or lower

Circumstance: You must have just suffered damage from a piercing weapon and must be able to act before the weapon's wielder can withdraw it, move away or attack with it again.

Effect: You must make a (DC 10 + 1/2 damage suffered from piercing attack) Fortitude saving throw if adjacent to the attacker to pull yourself towards him and attack, automatically suffering damage as though struck by another attack from the weapon (only use the weapon's base damage - do not adjust for Strength, feats, etc.)

If impaled upon a reach weapon, an additional saving throw must be made per 5 feet that has



to be traveled until in a square adjacent to the weapon's wielder. Adjust the DC of each subsequent saving throw based upon the additional damage suffered while pulling oneself up the weapon.

Failing the saving throw means you are overcome with pain, and lose your remaining actions and are considered helpless (yes, that means you are vulnerable to a coup de grace) until your turn in the following round and suffer a -2 penalty to your DV during the latter.

If all the necessary saving throws succeed, you are considered to have disarmed your opponent until he spends a standard action removing the weapon from your body (automatically causing the weapon's base damage to you again), and you may make an attack as a standard action, gaining a +2 bonus to your attack roll, doubling your attack's critical threat range and

increasing the critical attack multiplier by +1. These bonuses last for as long as your opponent holds on to the weapon while it is in your body.

So long as you remain impaled, however, the weapon's wielder gains an automatically successful attack on you with that weapon by wrenching it around as a standard action, applying half his Strength bonus at most and no additional damage modifiers. Likewise, you can opt to pull yourself off the spear by reversing your course (making more Fortitude saving throws and suffering automatic damage as you go) or by making a successful disarm against the weapon's wielder with a +4 bonus (you do, after all, have a better grip on his weapons considering it is running through your body) instead of making an attack against him.

THROUGH THE GUTS EXAMPLE

Krogus (Fort save +5) is struck by a guard's war spear (2d4 damage), suffering 6 damage at a distance of 10 feet. In a fit of spite, Krogus decides to pull himself up the spear's haft to attack the guard with his war sword. Krogus rolls a 19 for his first Will saving throw, beating the DC of 13 (base 10 + 3 damage) and moving into the square adjacent to the guard, suffering an additional 4 points of damage for the effort. Krogus must make one more saving throw against a DC of 15 (base 10 + 3 + 2) in order to attack, and fails with a total of 12.

Helpless, Krogus' turn is over and he loses initiative for the next turn. The guard chooses to make his automatic attack, inflicting 5 damage. Krogus attempts another saving throw and beats the DC of 17 (base 10 + 3 + 2 + 2) with a roll of 19! With a smile on his face, Krogus attacks the guard with the benefits gained from succeeding at the Through the Guts combat maneuver.

NEW ARMOR

Hide Armor: The simplest of armors, this jacket is made of uncured animal hides sewn in many overlapping layers.

Quilted Ring Mail: Made in the same fashion as normal quilted armor, quilted ring mail provides extra protection by sewing thick rings of metal to the quilted surface at regular intervals to increase the chance of deflecting a blow.

Skull Cap: A skull cap only covers the forehead or very top of the head, limiting its protection to frontal attacks only. It does, however, grant a +1 bonus to any head-butt attack's damage roll and increase's the DC for targets to resist being dazed by +2.



TABLE 3-5: NEW ARMOR

armor	cost	damage reduction	maximum dex bonus	armor check penalty	sorcery failure	speed (30 feet)	weight
Light Armor							
Hide Jerkin	2 sp	2	+10	-	20%	30 ft	5 lb
Ring Mail, Quilted	60 sp	4	+7	-1	30%	30 ft	20 lb
Heavy Armor							
Ring Mail Quilted and Breastplate	2060 sp	8	+3	-5	95%	25 ft *	40 lb
Ring Mail, Quilted and Brigandine Coat	360 sp	8	+2	-6	95%	25 ft *	50 lb
Ring Mail Quilted and Scale Corset	160 sp	7	+2	-5	90%	25 ft *	45 lb
Ring Mail Quilted and Scale Hauberk	260 sp	8	+1	-7	100%	25 ft *	60 lb
Helmet							
Skull Cap	+10 sp	+1 †	—	—	0%	-	1 lb

† Against attacks from the front only

TABLE 3-6: NEW SHIELDS

armor	cost	shield bonus	armor check penalty	sorcery failure	bash damage	bash ap	critical	weight	type
Buckler, Bladed	10 sp	+2	-2	20%	1d6	1	x2	2 lb	Bludgeoning
Buckler, Hide	1 sp	+1	-1	10%	1d4	0	x2	3/4 lb	Bludgeoning
Shield, Large Bladed	20 sp	+4	-5	15%	1d4	0	x2	8 lb	Bludgeoning
Shield, Large Hide	2 sp	+3	-4	5%	1d3	0	x2	3 lb	Bludgeoning

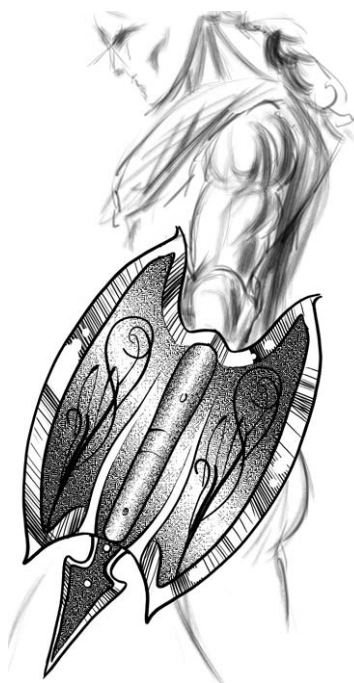
armor	blade damage	blade ap	critical	hardness	hit points	weight	type
Buckler, Bladed	1d4	1	x2	10	4	2 lb	Slashing or Piercing
Shield, Large Bladed	1d8	2	x2	6	10	8 lb	Slashing or Piercing;

Bladed Shields:

The side of the shield has been sharpened to a cutting edge and a pointed bladed added to its tip, over the hand.

Hide Shields:

Made of layers of animal hide stretched over a wooden frame rather than of steel, hide shields are used by primitive cultures that have not yet mastered metalworking or cannot afford to outfit themselves with the superior, metal shields.



Armor Type: Despite wearing piecemeal armor, a character is considered to be unarmored until the armor pieces he is wearing reach a weight greater than 5, above which point he is considered to be wearing light armor. At 20 lbs the character is wearing the equivalent of medium armor and heavy armor once the pieces have a total weight of 40 lbs or more.

Damage Reduction: Combine all Damage Reduction ratings to ascertain the character's final DR.

Maximum Dex Bonus: Instead of listing the maximum bonus itself, the maximum Dex bonus for piecemeal armor is considered to start at +10 and is reduced by the listed modifier(s) combined, depending upon what pieces are worn.

Armor Check Penalty: Combine all penalties to ascertain the character's final armor check penalty.

Sorcery Failure: Combine all penalties to ascertain the character's final armor check penalty. No matter the total, piecemeal armor cannot have a Sorcery Failure percentage higher than 95%.

Speed: Combine the speed penalties, only reducing the speed when the total surpasses a 5-foot benchmark. For instance, a combined speed penalty of -7 would mean that combination of piecemeal armor would have a Speed of 25 feet, whereas a penalty of -12 would have a Speed of 20 feet.

Weight: Combine the weight of all pieces to calculate total weight. The final weight will determine what type of armor the piecemeal suit is considered to be (see previous.)

All information and statistics is per individual piece.



PIECEMEAL ARMOR

Instead of full suits, piecemeal armor is purchased separately and assembled in combinations, as desired. When wearing piecemeal armor, use the following changes to the standard armor rules. The character's anatomy limits the amount and type of pieces worn – no more than two arm pieces, two leg pieces, etc.

The Armor Proficiency (Piecemeal) feat is not necessary to use piecemeal armor. The feat required depends on what type of armor the combined pieces count as (see following for details.)

Because the pieces are not as cohesive or sturdy as a proper suit of armor, each piece can be targeted by a sunder attack, as per a shield. Because of this, each item of piecemeal armor has a Hardness and Hit Point statistic, unlike regular armor.

TABLE 3-7: PIECEMEAL ARMOR

armor	cost	damage reduc- tion	maxi- mum dex bonus	armor check penalty	sorcery failure	hard- ness	hit points	speed (30 feet)	weight
Arm									
Bracer, Brass	1/2 sp	1	-0	-0	1%	8	4	-0 ft	1/2 lb
Bracer, Iron	1 sp	1	-0	-0	1%	10	4	-0 ft	1/2 lb
Bracer, Leather	1/4 sp	1	-0	-0	1%	2	2	-0 ft	—
Bracer, Steel	2 sp	1	-0	-0	2%	10	5	-0 ft	1/2 lb
Guard Blades	10 sp	+2 to Parry	-1	-0	10%	6	10	-0 ft	3 lb
Shoulder/Arm									
Arm Guard, Bone	1 sp	1	-0	-0	2%	5	6	-0 ft	1/2 lb
Arm Guard, Brass	4 sp	1	-1	-0	4%	8	8	-0 ft	2-1/2 lb
Arm Guard, Iron	8 sp	1	-1	-0	4%	10	8	-0 ft	2 lb
Arm Guard, Leather	2 sp	1	-0	-0	2%	2	4	-0 ft	1/2 lb
Arm Guard, Steel	15 sp	1	-1	-0	5%	10	10	-0 ft	2 lb
Leg									
Leg Guard, Bone	1 sp	1	-0	-2	4%	5	10	-1.25 ft	2-1/2 lb
Leg Guard, Brass	10 sp	1	-1	-2	8%	8	12	-1.25 ft	10 lb
Leg Guard, Iron	75 sp	1	-1	-2	8%	10	12	-1.25 ft	8 lb
Leg Guard, Leather	2 sp	1	-0	-2	5%	2	6	-1.25 ft	2-1/2 lb
Leg Guard, Steel	100 sp	1	-1	-2	10%	10	15	-1.25 ft	8 lb
Shin Guard, Bone	1 sp	1	-0	-1	2%	5	6	-1.25 ft	1 lb
Shin Guard, Brass	5 sp	1	-0	-1	4%	8	8	-1.25 ft	4 lb
Shin Guard, Iron	40 sp	1	-0	-1	4%	10	8	-1.25 ft	3 lb
Shin Guard, Leather	1 sp	1	-0	-1	2%	2	4	-1.25 ft	1 lb
Shin Guard, Steel	50 sp	1	-0	-1	5%	10	10	-1.25 ft	3 lb
Torso									
Breastplate, Bone	5 sp	3	-4	-4	40%	5	16	-2.5 ft	15 lb
Breastplate, Brass	200 sp	4	-6	-4	60%	8	20	-5 ft	24 lb
Breastplate, Iron	1,800 sp	5	-6	-4	60%	10	25	-5 ft	20 lb
Breastplate, Leather	6 sp	2	-4	-1	30%	2	10	-2.5 ft	4 lb
Breastplate, Steel	2,000 sp	6	-6	-4	70%	10	30	-5 ft	20 lb

Arm Guard: A plate or molding that wraps around and is strapped to the shoulder and arm. Arm guards are made from various materials, but those of bone only have a Sorcery Failure of 1% when casting spells of the Necromancy sorcery style.

Bracer: Made of various materials, a bracer is a piece of armor that fits from the wrist down much of the forearm. Bracers cannot be worn with an arm guard.



Breastplate: Normally worn with a quilted doublet underneath for comfort and to prevent chafing, a breastplate covers most of the torso without overly restricting movement or slowing the fighter. Breastplates are made from various materials, but those of bone only have a Sorcery Failure of 10% when casting spells of the Necromancy sorcery style.

Guard Blades: This acts like a shield and provides a parry bonus rather than Damage Reduction. The Armor Check penalty worsens to -4 for any tasks requiring extensive use of the hands. See the Exotic Weapons section for more information.

Leg Guard: A plate or molding that is strapped to the entire leg. Leg guards are made from various materials, but those of bone only have a Sorcery Failure of 2% when casting spells of the Necromancy sorcery style.

Shin Guard: A plate or molding that is strapped to the shin. Shin guards are made from various materials, but those of bone only have a Sorcery Failure of 1% when casting spells of the Necromancy sorcery style.



BARDING ARMOR

Barding armor is designed to be worn by animals, typically a mounted horse, and comes in two variations: full and half suits. A full suit covers the animal's head, neck, breast, torso and rump whereas a half suit covers the head, neck, breast and forward section of the torso.

An animal without the barding proficiency Handle Animal trick (pg 3) suffers a -2 penalty to Handle Animal, Profession and Ride checks so long as the armor is on, as well as a -2 penalty to its Will saves while also reducing its speed by 10 feet (to a minimum of 5 ft.)

Barding armor listed in **Table 3-8: Barding Armor** is for Large creatures. For each size category bigger than Large, increase the armor's weight and cost by 50%. For each size category smaller than Large, decrease the armor's weight and cost by 25%.

The armor's Damage Reduction adds to the mount's natural DR, if any.

Removing and fitting barding takes five times as long as the figures

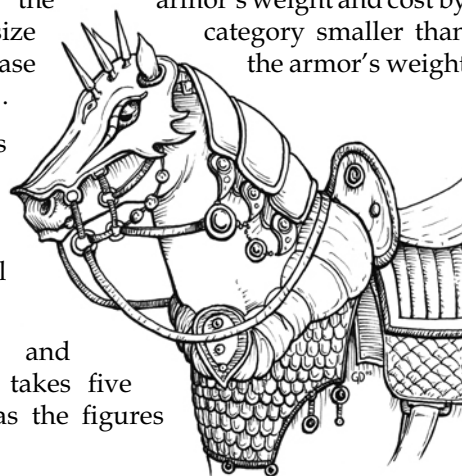
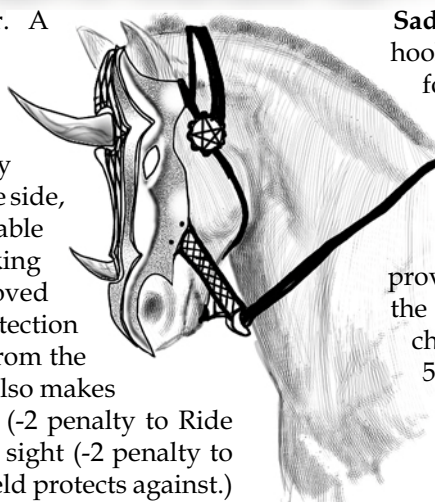
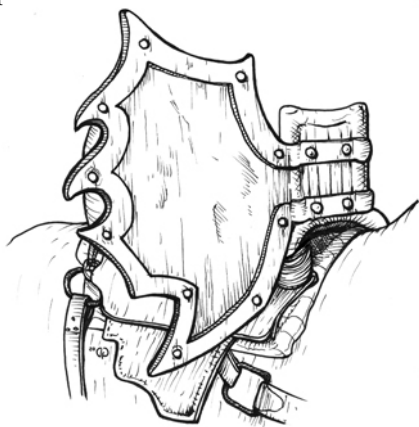


TABLE 3-8: BARDING ARMOR

armor	cost	dam. red.	max dex bonus	armor check penalty	~~~~~speed~~~~~				weight
					40 ft	50 ft	60 ft	70 ft	
Light Barding									
Leather	80 sp	+4	+6	-1	40 ft	50 ft	60 ft	70 ft	10 lb
Leather, Half	40 sp	+2	+7	—	40 ft	50 ft	60 ft	70 ft	5 lb
Mail, Half	1,600 sp	+3	+4	-3	40 ft	50 ft	60 ft	70 ft	40 lb
Quilted	180 sp	+3	+7	—	40 ft	50 ft	60 ft	70 ft	4 lb
Quilted, Half	90 sp	+1	+9	—	40 ft	50 ft	60 ft	70 ft	2 lb
Medium Barding									
Brigandine	1,200 sp	+6	+2	-5	30 ft	35 ft	40 ft	55 ft	60 lb
Brigandine, Half	600 sp	+3	+3	-4	30 ft	35 ft	40 ft	55 ft	30 lb
Mail	3,200 sp	+6	+3	-4	30 ft	35 ft	40 ft	55 ft	70 lb
Scale, Half	400 sp	+3	+2	-4	30 ft	35 ft	40 ft	55 ft	35 lb
Heavy Barding ¹									
Half Mail and Leather	1,680 sp	+6	+3	-5	30 ft	35 ft	40 ft	55 ft	50 lb
Half Mail and Quilted	1,780	+5	+4	-4	30 ft	35 ft	40 ft	55 ft	42 lb
Half Mail and Brigandine	2,800 sp	+7	+1	-6	30 ft	35 ft	40 ft	55 ft	100 lb
Half Mail and Scale	2,400 sp	+9	+0	-7	30 ft	35 ft	40 ft	55 ft	120 lb
Half Plate and Leather	13,080 sp	+8	+2	-7	30 ft	35 ft	40 ft	55 ft	65 lb

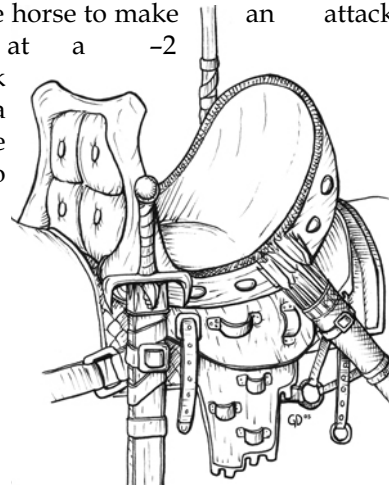
given on Table: Donning Armor. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

Saddle, Shield: This heavy saddle has an iron plate affixed to one side, providing the rider with an immovable shield opposite his preferred attacking arm. The shield cannot be moved (meaning it only provides protection against attacks from that side and from the direction the mount is facing), and also makes controlling the beast more difficult (-2 penalty to Ride checks) and impedes a clear line of sight (-2 penalty to Spot checks in the directions the shield protects against.) The saddle's shield has a hardness of 10 and 15 hit points.



Saddle, War: This heavy saddle has several hooks, cradles, mountings and leather straps for securing weapons within easy reach. Up to two quivers of arrows, a long hafted weapon (such as a spear), two swords or axes, and five smaller weapons (such as hatchets) can be so mounted. The high, thick saddle construction also provides some protection but makes guiding the mount more difficult (-2 penalty to Ride checks.) The saddle has a hardness of 5 and 5 hit points.

Warhorn: Fitted atop a steed's head with leather straps, this horn (1d8 Piercing damage, 19-20/x2) allows the horse to make an attack with its head at a -2 penalty to the attack roll. If used during a charge, increase the horn's threat range to 17-20.



armor	cost	dam. red.	max dex bonus	armor check penalty	~~~~~speed~~~~~				weight
					40 ft	50 ft	60 ft	70 ft	
Half Plate and Quilted	13,180 sp	+7	+4	-6	30 ft	35 ft	40 ft	55 ft	57 lb
Half Plate and Brigandine	14,200 sp	+9	+0	-8	30 ft	35 ft	40 ft	55 ft	115 lb
Half Plate and Mail	16,200 sp	+9	+1	-7	30 ft	35 ft	40 ft	55 ft	125 lb
Half Plate and Scale	13,800 sp	+9	+0	-9	30 ft	35 ft	40 ft	55 ft	135 lb
Half Scale and Leather	480 sp	+7	+0	-7	30 ft	35 ft	40 ft	55 ft	45 lb
Half Scale and Quilted	580 sp	+6	+1	-6	30 ft	35 ft	40 ft	55 ft	37 lb
Half Scale and Brigandine	1,600 sp	+8	+0	-8	30 ft	35 ft	40 ft	55 ft	95 lb
Half Scale and Mail	3,600 sp	+9	+0	-9	30 ft	35 ft	40 ft	55 ft	105 lb
Plate	26,000 sp	+10	+2	-6	30 ft	35 ft	40 ft	55 ft	110 sp
Plate, Half	13,000 sp	+5	+2	-5	30 ft	35 ft	40 ft	55 ft	55 sp
Scale	800 sp	+6	+1	-6	30 ft	35 ft	40 ft	55 ft	80 lb
Miscellaneous									
Saddle, Shield	150 sp *	+4	—	—	—	—	—	—	45 lb
Saddle, War	110 sp *	+1	—	—	—	—	—	—	30 lb
Warhorn	55 sp	+1	—	—	—	—	—	—	8 lb

¹ A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple
^{*} The bonus applies to the rider, not the mount

ATLANTEAN WEAPONS AND ARMOR

When Atlantis sunk beneath the waves, some of its citizens fled to other lands while burial sites and colonies that survived continued on or were overwhelmed by other forces. This, along with centuries of Atlantean ships sinking due to war, piracy and any number of other causes in areas since raised into land masses, has left sites where Atlantean artifacts may be uncovered. Extremely rare, kings have been known to war just to get their hands on a piece of long-dead Atlantis, especially for its priceless weapons and armor.

ATLANTIS' LOST WEAPONS

Barbarians though they have been, the people of Atlantis had not only learned the riddle of steel, but had added to its puzzle with knowledge uniquely their own. Forged of a steel alloy of unknown properties using techniques forever lost to time, Atlantean weapons

possess incomparable qualities and have a barbaric elegance about them that should immediately betray their superiority even if their true origins remain a mystery.

Atlantean steel is proofed against rust (it's immune), takes incredible punishment without need for sharpening, and grants an enhancement bonus of +1 to attack rolls, +2 to damage rolls and +3 to Armor Piercing for slashing and piercing weapons. The weapons also have double their normal Hardness and triple the usual hit



TABLE 3-9: ATLANTEAN SIMPLE WEAPONS

weapon	cost	damage	critical	armor piercing	range inc.	hard- ness	hit points	weight	type
Light Melee									
<i>Bagh Nakh</i> †	250 sp	1d4+2	x2	4	—	20	3	3/4 lb	Piercing
<i>Dagger</i> †	250 sp	1d4+2	19-20/x2	4 **	10 ft	20	3	3/4 lb	Piercing
<i>Hammer</i>	250 sp	1d4+2	x2	0 **	10 ft.	10	6	3/4 lb	Bludgeoning
<i>Hatchet</i> †	250 sp	1d6+2	x3	4 **	10 ft	10	6	1-1/2 lb	Slashing
<i>Katar</i> †	250 sp	1d6+2	x2	4	—	20	3	3/4 lb	Piercing
<i>Katar Dorlicaneh</i> †*	250 sp	1d6+2	x2	4	—	20	3	3/4 lb	Piercing
<i>Katar, Scissoring</i> †*	250 sp	1d6+2 *	x2	4	—	20	3	3/4 lb	Piercing
<i>Knife</i> †	250 sp	1d4+2	x2	3	10 ft	16	3	3/4 lb	Slashing
<i>Kukri</i>	250 sp	1d6+2	x3	5	—	20	3	3/4 lb	Slashing
<i>Phurba</i>	250 sp	1d4+2	19-20/x2	6	—	16	3	3/4 lb	Piercing
<i>Stiletto</i> †		1d4+2	X4	4	—	16	3	1/4 lb	Piercing
One-Handed Melee									
<i>Mace, Heavy</i>	250 sp	1d10+2	x2	4	—	14	15	3 lb	Bludgeoning
<i>Mace, Light</i>	250 sp	1d8+2	x2	2	—	14	9	1-3/4 lb	Bludgeoning
<i>Spear, Hunting</i>	250 sp	1d8+2	x2	4**	10 ft	10	12	1-3/4 lb	Piercing
Two-Handed Melee									
<i>Spear, War</i> ®	250 sp	2d4+2	x3	5	—	14	12	3-3/4 lb	Piercing
Ranged									
<i>Hunting Arrows</i> (20)	250 sp	1d8+2	x2	4**	50 ft	10	1	2-1/4 lb	Piercing
<i>Javelin</i>	250 sp	1d8+2	x2	4**	30 ft	10	15	1-3/4 lb	Piercing

† Finesse weapon

® Reach weapon

** The Armor Piercing score for all ranged weapons is reduced by 1 per range increment beyond the first

TABLE 3-10: ATLANTÉAN MARTIAL WEAPONS

weapon	cost	damage	critical	armor piercing	range inc.	hard- ness	hit points	weight	type
Light Melee									
Axe †	250 sp	1d8+2	x3	4 **	10 ft	10	9	1-1/2 lb	Slashing
Pommel	*	1d4+2	x2	1	—	*	*	*	Bludgeoning
Poniard †	250 sp	1d6+2	19-20/x2	4 **	5 ft	20	6	3/4 lb	Piercing
Sword, Short †	1250 sp	1d8+2	19-20/x2	4	—	20	9	1 lb	Slashing or Piercing
One-Handed Melee									
Armor Spikes, Small *	+375 sp	1d2	x2	0	—	—	—	Special	Piercing
Armor Spikes, Large *	+1250 sp	1d6	x2	1	—	—	—	Special	Piercing
Battleaxe	250 sp	1d10+2	x3	7	—	14	15	2-1/4 lb	Slashing
Bipennis	250 sp	1d8	x3	4	—	—	—	3.5 lb	Slashing
Broadsword*	3125 sp	1d10+2	19-20/x2	6	—	20	15	1-3/4 lb	Slashing
Cutlass	1250 sp	1d10+2	19-20/x2	5	—	16	15	1-3/4 lb	Slashing
Scimitar	1875 sp	1d8+2	19-20/x2	5	—	20	15	1-3/4 lb	Slashing
Slip Blade †	1250 sp	1d4+2	18-20/x3	4	—	8	2	2-1/2 lb	Piercing
Sword, Arming †	2500 sp	1d10+2	19-20/x2	5	—	20	12	1-3/4 lb	Slashing or Piercing
Warhammer	250 sp	1d6+2	x3	7	—	14	12	3 lb	Bludgeoning or Piercing
Two-Handed Melee									
Bardiche	250 sp	2d10+2	x3	8	—	14	30	5-1/4 lb	Slashing
Bill *	250 sp	2d8+2	x3	9	—	14	30	4-1/2 lb	Slashing or Piercing
Club, Giant's *	600 sp	2d8	x2	5	—	10	10	9 lb	Bludgeoning
Pike *®	250 sp	2d6+2	x3	5	—	10	24	7-1/2 lb	Piercing
Pollaxe *	250 sp	2d6+2	x3	11	—	14	30	5-1/4 lb	Slashing or Piercing
Sword, War *	3750 sp	1d12+2	19-20/x2	6	—	20	24	3 lb	Slashing or Piercing
Sword, Weighted *	160 sp	2d8	x3	5	—	10	12	8 lb	Slashing
Ranged									
Arbalest Bolts (10)	375 sp	2d8+2	x2	9 **	70 ft	10	3	1-1/2 lb	Piercing
Crossbow Bolts (10)	250 sp	2d6+2	x2	7 **	60 ft	10	3	3/4 lb	Piercing
Hurlbat	250 sp	1d6+2	19-20/x3	5 **	10 ft.	20	6	3/4 lb	Slashing
Sling Bullets (10)	250 sp	1d8+2	x3	1 **	40 ft	—	—	3-3/4 lb	Bludgeoning

† Finesse weapon

® Reach weapon

* See the weapon description for special rules

** The Armor Piercing score for all ranged weapons is reduced by 1 per range increment beyond the first

TABLE 3-11: ATLANTÉAN EXOTIC WEAPONS

weapon	cost	damage	critical	armor piercing	range inc.	hard- ness	hit points	weight	type
One-Handed Melee									
Guard Blades, Spike †*	250 sp	1d8+2	19-20/x2	4	—	14	18	2-1/4 lb	Piercing
Guard Blades, Elbow *	250 sp	1d4+2	x4	5	—	14	18	2-1/4 lb	Piercing
Pata *	4375 sp	1d10+2	19-20/x2	6	—	20	15	1-3/4 lb	Slashing
Pit Claw †	250 sp	1d8+2	19-20/x2	4	—	14	6	3/4 lb	Slashing
Sabre	3125 sp	1d10+2	18-20/x2	7	—	10	24	3 lb	Piercing
Sword, War *	3750 sp	1d12+2	19-20/x2	8	—	20	24	3 lb	Slashing
Two-Handed Melee									
Greatsword	5000 sp	2d10+2	19-20/x2	7	—	20	30	4-1/2 lb	Slashing or Piercing
Tulwar	3750 sp	2d8+2	18-20/x2	6	—	20	30	4-1/2 lb	Slashing

† Finesse weapon

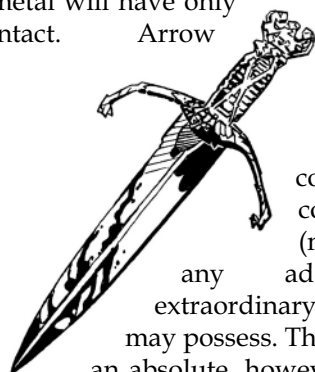
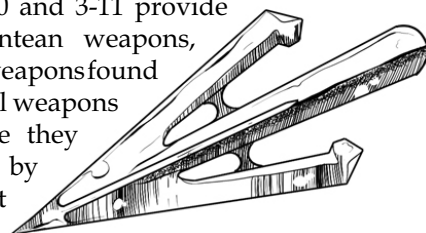
® Reach weapon

* See the weapon description for special rules

** The Armor Piercing score for all ranged weapons is reduced by 1 per range increment beyond the first

points while weighing three-quarters normal. It is also possible that an Atlantean weapon will possess further extraordinary qualities; roll on **Table 3-12: Atlantean Weapon Qualities** when such weapons are discovered.

Tables 3-9, 3-10 and 3-11 provide statistics for Atlantean weapons, including the new weapons found in this book. Several weapons are absent because they were developed by races of man that did not exist during Atlantis' age or because they are of a material that would not likely have survived into the present, such as leather and wood. Even what little is found in sealed tombs are rendered useless because they have either petrified or dried out to the point of uselessness as anything other than collectibles. This means that remaining weapons with parts other than metal will have only those steel components intact. Arrow shafts, axe hafts and the like will be long decayed, requiring replacing.



An Atlantean weapon costs twenty-five times the cost of the base weapon (minimum of 250 sp), plus any additional costs for any extraordinary weapon qualities the item may possess. This cost should not be seen as an absolute, however. Rather than a standard

cost exhibited by a typical merchant, they are meant to represent a general sense of value relative to the costs of standard equipment, but they can vary drastically depending upon the personal worth to the buyer. Collectors, for instance, would likely pay far more for an Atlantean artifact.

ATLANTÉAN WEAPON EXTRAORDINARY QUALITIES

When introducing an Atlantean weapon, roll on the following table to see if it was forged with any special qualities. Each quality increases the weapon's value by the listed amount.

At the Gamemaster's discretion, these extraordinary qualities can be added to regular weapons by increasing the Craft DC by +10 (or more) per quality to be added.

DEVASTATING

The weapon gains a +1 enhancement bonus to its critical multiplier. *Cost: +35,000 sp*

EXCEPTIONAL BALANCE

Superior balance makes the weapon exceptionally easy to command, granting an additional +1 enhancement bonus to attack rolls. *Cost: +20,000 sp.*

IMPROVED FLIGHT

Exquisite craftsmanship and weight distribution allows the weapon to travel greater distances when

thrown or fired from a projectile weapon, such as a bow. Increase the range increment by +10 ft for weapons with range increments of 50 ft or less or by +25 ft for weapons with increments of greater than 50 ft. *Cost: +30,000 sp.*

TABLE 3-12: ATLANTIAN WEAPON QUALITIES

ROLL %	quality
35-35	None
36-40	Devastating *
41-45	Penetrating *
46-50	Keen*
51-60	Weighted *
61-70	Improved Flight **
71-75	Exceptional Balance *
76-80	Weapon Catcher *
81-90	Lightweight
91-95	Roll for two qualities, re-rolling further rolls of 91 or higher
96-99	Roll for three qualities, re-rolling further rolls of 91 or higher
00	Roll for four qualities, re-rolling further rolls of 91 or higher

* If rolled more than once, compound the benefits

** Ranged and thrown weapons only; re-roll if strictly a melee weapon

KEEN

Such weapons are unbelievably sharp, doubling the weapon's normal critical threat range. *Cost: +20,000 sp.*

LIGHTWEIGHT

Even for Atlantean craftsmanship, this weapon is incredibly light. Instead of weighing 3/4 normal, the Atlantean weapon weighs half normal. This is not without a cost, though. The weapon suffers a -2 penalty to damage (in other words, it causes normal damage for a weapon of its type.) *Cost: +10,000 sp.*

PENETRATING

The weapon gains a +1 enhancement bonus to its Armor Piercing. This is in addition to the +3 bonus Atlantean weapons already receive. *Cost: +15,000 sp.*

WEAPON CATCHER

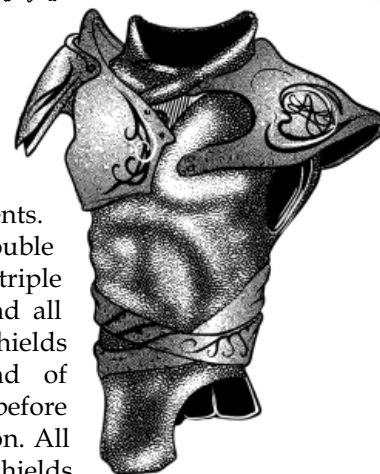
The weapon is designed in such a way that wielding it to parry grants a +1 enhancement Parry bonus. *Cost: +5,000 sp.*

WEIGHTED

Using techniques such as weight insertions or additional layering of steel grants the weapon a +1 enhancement bonus to damage but increases the weight back to the normal weight for weapons of that type.

Each weighted quality added to the weapon beyond the first increases the weight by an additional one-quarter of the weapon type's normal weight. *Cost: +15,000 sp.*

ATLANTIS' LOST ARMOR



Atlantean steel is proofed against rust (it's immune) and has an increased DR over their more mundane equivalents. The shields also have double their normal Hardness, triple the usual hit points, and all Atlantean armor and shields must suffer 30 instead of 20 points of damage before losing Damage Reduction. All Atlantean armor and shields weigh three-quarters normal, and decreases the Armor Check Penalty by 1 while increasing the Maximum Dex Bonus by +1. It is also possible that an Atlantean armor or shield will possess further extraordinary qualities; roll on **Table 3-14: Atlantean Armor Qualities** when such armor is discovered.

Table 3-13 provides statistics for Atlantean armor, but some are absent because they are made of materials that would not have survived into the present. Of those made from mixed materials, only the Atlantean steel components will remain usable, requiring (often extensive and expensive) repairs to make the armor effective again.

An article of Atlantean armor costs twenty-five times the cost of the base armor (minimum of 1000 sp), plus any additional costs for any extraordinary armor qualities the item may possess.

ATLANTIAN ARMOR EXTRAORDINARY QUALITIES

When introducing Atlantean armor, roll on the following table to see if it was forged with any special qualities. Each quality increases the armor's value by the listed amount.

At the Gamemaster's discretion, these extraordinary qualities can be added to regular armor by increasing the Craft DC by +10 (or more) per quality to be added.

COLD RESISTANT

The armor is specially treated to resist cold. The armor absorbs the first 10 points of cold damage per attack the wearer would normally take. *Cost: +180,000 sp.*

TABLE 3-13: ATLANTÉAN ARMOR

armor	cost	damage reduction	maximum dex bonus	armor check penalty	sorcery failure	speed (30 ft.)	weight
Light Armor							
<i>Mail Shirt</i>	10000 sp	6	+5	-2	55%	30 ft	15 lbs
Medium Armor							
<i>Brigandine Coat</i>	7500 sp	7	+3	-4	65%	25 ft	23 lbs
<i>Scale Corselet</i>	2500 sp	6	+4	-3	68%	25 ft	19 lbs
<i>Mail Hauberk</i>	20000 sp	7	+4	-3	72%	25 ft	27 lbs
<i>Breastplate</i>	50000 sp	7	+5	-3	65%	25 ft	15 lbs
Heavy Armor							
<i>Mail Hauberk and Breastplate</i>	70000 sp	10	+2	-7	85%	25 ft*	42 lbs
<i>Mail Hauberk and Brigandine Coat</i>	27500 sp	10	+1	-8	85%	25 ft*	49 lbs
<i>Mail Hauberk and Scale Corselet</i>	22500 sp	9	+1	-7	81%	25 ft*	45 lbs
<i>Mail Hauberk and Scale Hauberk</i>	25000 sp	10	+1	-9	90%	25 ft*	57 lbs
<i>Mail Shirt and Breastplate</i>	60000 sp	9	+3	-6	77%	25 ft*	30 lbs
<i>Mail Shirt and Brigandine Coat</i>	17500 sp	9	+2	-7	77%	25 ft*	38 lbs
<i>Mail Shirt and Scale Corselet</i>	12500 sp	8	+2	-6	72%	25 ft*	34 lbs
<i>Mail Shirt and Scale Hauberk</i>	15000 sp	9	+1	-8	90%	25 ft*	45 lbs
<i>Plate Armor</i>	162500 sp	11	+3	-5	85%	25 ft*	42 lbs
<i>Scale Hauberk</i>	5000 sp	7	+2	-5	81%	25 ft*	30 lbs
Helmets							
<i>Steel Cap</i>	+1000 sp	+2	—	—	9%	—	2-1/4 lbs
<i>Great Helm</i>	+8750 sp	+3	—	-1*	18%	—	5-1/4 lbs
<i>Visored Helm</i>	+11250 sp	+2/+3	—	-/-1	18%	—	3-3/4 lbs

FIRE RESISTANT

The armor is specially treated to resist flame. The armor absorbs the first 10 points of fire damage per attack the wearer would normally take. *Cost:* +180,000 sp.

LIGHTWEIGHT

Even for Atlantean craftsmanship, this armor is incredibly light. Instead of weighing 3/4 armor of the type's normal weight, it weighs half the original amount. Increase the Maximum Dex Bonus by +1 and reduce the Armor Check Penalty by 1, although DR suffers a -1 penalty. *Cost:* +15,000 sp.

REINFORCED

At the cost of an additional +5% Sorcery Failure and Armor Check Penalty increase of -1, the armor gains an additional +1 bonus to its Damage Reduction. *Cost:* +10,000 sp.

STURDY

The armor must suffer 40 damage before reducing its Damage Reduction value by 1d4 instead of the usual 20 damage. *Cost:* +35,000 sp.

TABLE 3-14: ATLANTÉAN ARMOR QUALITIES

roll %	quality
01-40	None
41-45	Fire Resistant *
46-55	Reinforced *
56-60	Cold Resistant *
61-70	Sturdy
71-90	Lightweight
91-95	Roll for two qualities, re-rolling further rolls of or higher
96-00	Roll for three qualities, re-rolling further rolls of or higher

* If rolled more than once, compound the benefits

REPAIRING ATLANTEAN WEAPONS AND ARMOR

For the sake of repairs, consider the Craft DC for the item to be 50% higher than that of a normal version, +2 per extraordinary quality it possesses. For example, an Atlantean (+8) broadsword (DC 15) with the keen (+2) and lightweight (+2) extraordinary qualities would have a repair DC of 27. Repair costs are 10 times normal.

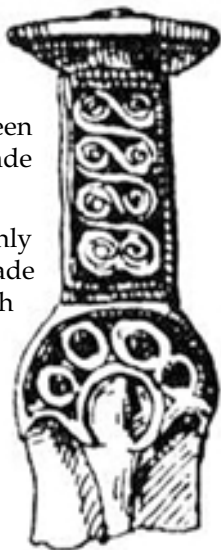
WEAPONS AND ARMOR AS TREASURE

Exquisitely crafted weapons or armor, especially those of bygone ages, hold great worth for collectors and warriors alike.

BROKEN BLADE OF HORGEN ROMDENSON THE RED AND BLOODY

Crafted in the style of the Frigid Northmen, this broadsword consists of two broken components that have been separated from each other: the blade and the hilt.

The hilt lacks a guard and only the short base of the original blade remains attached. Engraved with fine gold work and fitted with four fire opals per side, the hilt is a valuable treasure even without being able to function properly as a weapon. The blade has been snapped off in a single piece and stands out because of the intricate runes and dragon-oriented pictographs engraved down the length of its fuller.



entire

Note: In its current state, what little blade remains on the hilt acts as a dagger. If the hilt is fitted with an entirely new blade, or the blade to a new hilt, the sword behaves as a regular broadsword. If the original blade is fitted to the original hilt, the broadsword has a +1 enhancement bonus to both attack and damage rolls.

Appraise DC: 18 for the blade; 18 for the hilt; 22 for both reunited in a single sword

Value: 10,000 sp for the hilt alone; 25,000 sp for the blade alone; 60,000 sp for both reunited in a single sword

Knowledge (History) Scale

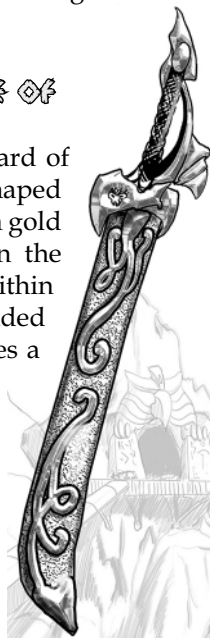
check knowledge known OR misunderstood

- | | |
|--------------------|---|
| 7 or less | As 8 to 21, plus believing the sword was broken the moment Horgen was slain, proving that it was a demonic gift tied to his soul in order to grant him great power. |
| 8 to 12 | As 13 to 21, plus believing Horgen was hunted by sea devils for his crimes and slain in a mighty sea battle. |
| 13 to 17 | As 18 to 21, plus believing Horgen took Frigid Northmen to sell as slaves in the south, cutting deep inland and killing thousands to do so. |
| 18 to 21 | The sword was made and wielded by the famed Northern Hillman pirate, Horgen Romdenson, who used it in raids against the Frigid Northmen. |
| Target DC 22 to 26 | The sword was made and wielded by the famed Frigid Northman sea devil, Horgen Romdenson the Red and Bloody, to cut a swath of destruction along the western coasts a little over two centuries ago. |
| 27 to 31 | As 22 to 26, plus knowing the sword was broken at the moment of Horgen's death. |
| 32 to 36 | As 22 to 31, plus knowing Horgen died facing a Wildman chieftain who had the blade and hilt taken in different directions. |
| 37 or more | As 22 to 36, plus knowing the chieftain claimed to have cursed the northman's spirit to torment in Hell until such time as the blade and hilt were reforged into one sword. |

CUTLASS OF THE LOST TEMPLE OF GRAY

The main guard and finger guard of this wondrous cutlass are both shaped from separate pieces of an unknown gold crystal that sparkles and shines in the light more than gold itself. It rests within a gilded wood scabbard surrounded by tin and a leather skin that creates a watertight seal against the blade's guard while it is sheathed.

Note: The cutlass has a Hardness of 12 and 8 hit points, and a +1 enhancement bonus to



damage.

Appraise DC: 20 for the sword; 18 for the scabbard

Value: 18,500 sp for the sword; 1,800 for the scabbard

Knowledge (History) Scale

check	knowledge known or misunderstood
9 or less	As 10 to 23, plus believing the cutlass is a key to a conspiracy to undo the world that is as old as mankind.
10 to 14	As 15 to 23, plus believing the monks were plotting to overthrow the world and so the cutlass is likely a great tool of evil.
15 to 19	As 20 to 23, plus believing the Temple of the Gray is in one of the eastern mountain ranges.
20 to 23	The cutlass and sheath were crafted by an ancient king to be watched by the mysterious monks of the nigh-forgotten Temple of the Gray.
Target DC 24 to 28	The cutlass and sheath were crafted by the mysterious monks of the nigh-forgotten Temple of Gray, rumored to be lost deep in one of the central mountain ranges.
29 to 33	As 24 to 28, plus knowing the monks were said to be guarding against a day when a "Great Evil" would reawaken from a long slumber.
34 to 38	As 24 to 33, plus knowing the cutlass is supposedly the only weapon capable of harming the Great Evil.
39 or more	As 24 to 38, plus knowing the Great Evil sleeps in a dreaming city in the ocean, under the water.

EQUESTRIAN ARMOR OF KING EUPHILUS I

A suit of half plate and scale barding, gold coins and various gems have been added as ornamentation. This expensively decorated barding even has thinly cut rubies in place to act as crimson protection for the horse's eyes.

Appraise DC: 22

Value: 122,000 sp

Knowledge (History) Scale

check	knowledge known or misunderstood
5 or less	As 6 to 19, plus believing the horse's spirit is said to stalk the land, looking for the armor.

6 to 10	As 11 to 19, plus believing the armor was stolen and replaced with a fake, finally causing the mighty steed to die in battle.
11 to 15	As 16 to 19, plus believing the steed, King Euphilus, was never defeated in battle while wearing the armor.
16 to 19	King Euphilus was the mighty war horse for which the armor was made.
Target DC 20 to 24	King Euphilus I ruled one of the first civilizations that would evolve into the Feudal Kingdoms.
25 to 29	As 20 to 24, plus knowing King Euphilus was a peerless rider and knew more about horseflesh than most men ever learn about anything in the totality of their lifespan.
30 to 34	As 20 to 29, plus knowing that King Euphilus was quite mad and would speak to his horses as though they were his closest companions and could answer him, thus his reason for spending so much on their protection.
35 or more	As 20 to 34, plus knowing King Euphilus was buried mounted upon the horse he was riding when slain. His grave has since been lost, but the suit of armor the horse is supposed to wear makes this armor seem a trinket by comparison.

UNKAR THE HEAD-SPLITTER

Possessing a wooden haft and engraved, steel blade, this axe appears well cared for even though it has obviously seen much use. A bronze spike rises from its tip.

Note: The axe has a four inch bronze spike atop its haft, allowing it to make a 1d4/x2 piercing attack.

Appraise DC: 20

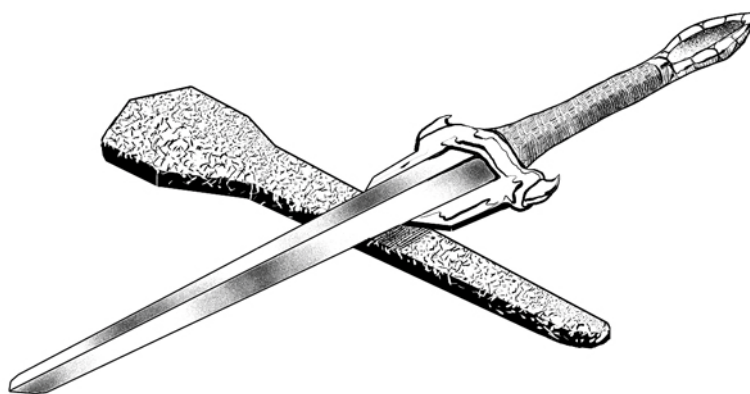
Value: 12,400 sp

Knowledge (History) Scale



check	knowledge known or misunderstood
3 or less	As 4 to 17, plus believing Unkar was blessed by the Atlantean gods and now watches over the Northern Hillmen, who are descended from such gods' chosen people.
4 to 8	As 9 to 17, plus believing Unkar was found in an Atlantean tomb deep within the Northern Hillmen's homeland, from which they have stolen many artifacts.
9 to 12	As 13 to 17, plus believing the Northern Hillmen did not create the axe, but either found or stole it.
13 to 17	Unkar is an infamous throughout the Feudal Kingdoms as a weapon of the Northern Hillmen.

Target DC 18 to 22	Unkar is an infamous throughout the Feudal Kingdoms as a weapon of the Frigid Northmen.
23 to 27	As 18 to 22, plus knowing Unkar has been used by Frigid Northmen war chiefs for generations during raids into the southern lands, especially the Feudal Kingdoms.
28 to 32	As 18 to 27, plus knowing Unkar was forged by the war chief, Donrim Flamehair, to exact revenge upon the southern soldiers that slaughtered his village.
33 or more	As 18 to 32, plus knowing Donrim Flamehair demanded that Unkar pass through the generations, from one war chief to the next, until all the south has been pillaged or destroyed.



ARTIFACTS AND MISCELLANEOUS ITEMS

BESTIAL TREASURES

Whether an animal is killed for its fur, meat, teeth or something else entirely, the money one can make from the remains is limited only by the beast's quality, the skill of those who are exploiting the carcass and the ability to get the results to a receptive market.

PELTS, HIDES AND FURS

An animal's pelt, hide or fur can be worth a good deal of money, depending upon its condition



and the beast of origin. When skinning an animal, make a Profession (Furrier) check if the hide has to be removed with the fur intact or use Profession (Tanner) for beasts without significant fur or if the fur is of no consequence to the end result.

This merely determines the value of the hide or fur itself and does not account for the final product that may be created from the material. To create such items, skills such as Profession (Cobbler), Profession (Seamstress) and Profession (Tanner) are needed, as appropriate to both the material and the final product to be made.

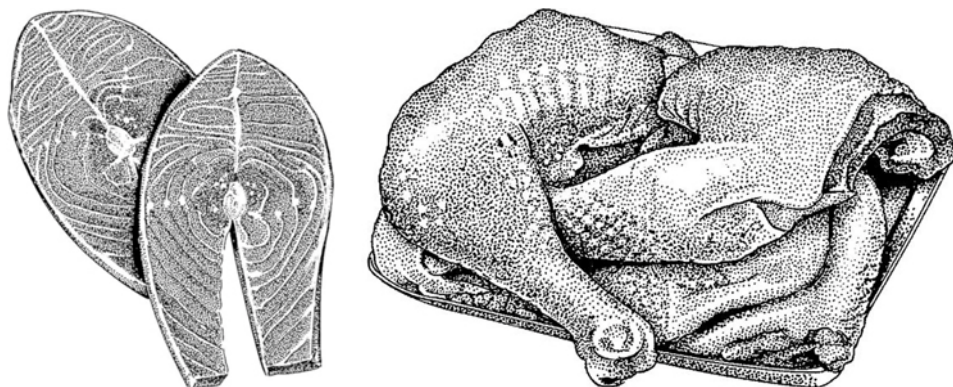
TABLE 4-1: FURS AND HIDES

~~~~~quality & average worth (in sp)~~~~~						
animal	skill & dc	damaged	poor	typical	good	excellent
Alligator	Tanner 20	4	6	8	10	12
Ape	Furrier 18	4	6	8	10	12
Ape, Grey	Furrier 20	8	12	16	20	24
Badger	Furrier 15	1/2	3/4	1	1-1/4	1-1/2
Badger, Great	Furrier 15	1	1-1/2	2	2-1/2	3
Bear	Furrier 15	3	4-3/4	6	7-1/2	9
Beaver	Furrier 15	3	4-3/4	6	7-1/2	9
Boar	Furrier 15	1/2	3/4	1	1-1/4	1-1/2
Camel	Tanner 15	1/2	3/4	1	1-1/4	1-1/2
Cattle	Tanner 15	Barter	1/4	1/2	3/4	1
Cheetah	Furrier 18	6	9	12	15	18
Chinchilla	Furrier 18	2	3	4	5	6
Crocodile	Tanner 20	6	9	12	15	18
Deer	Furrier 18	1/2	3/4	1	1-1/4	1-1/2
Dog	Furrier 15	Barter	Barter	1/4	1/4	1/2
Elephant	Tanner 20	6	9	12	15	18
Fox	Furrier 18	4	6	8	10	12
Horse	Tanner 15	1	1-1/2	2	2-1/2	3
Hyena	Furrier 15	1/2	3/4	1	1-1/4	1-1/2
Jaguar	Furrier 20	4	6	8	10	12
Lamb	Tanner 15	1/2	3/4	1	1-1/4	1-1/2
Lamb (wool)	Furrier 15	1/2	3/4	1	1-1/4	1-1/2
Leopard	Furrier 18	4	6	8	10	12
Lion	Furrier 15	2	3	4	5	6

## BUTCHER'S SHOP

An animal's meat also holds value, if one can keep it fresh long enough to sell. Most of the following values are based on a typical selection of meat from the animal, but if you want to be more specific concerning some portions of the beast over others, feel free to adjust the value up or down accordingly.

The skill with which the animal's meat is butchered is important to its final value. Not only does the butcher remove inedible (or less favorable) parts of the beast, but he also ensures the meat will not be ruined by an unskilled cut into the stomach or the like. The DC for butchering a specific type of animal, as well as the value for the resulting cuts of meat, is presented in **Table 4-2: Meats**.



~~~~~quality & average worth (in sp)~~~~~						
animal	skill & dc	damaged	poor	typical	good	excellent
Lion, Mountain	Furrier 18	3	4-3/4	6	7-1/2	9
Lynx	Furrier 20	3	4-3/4	6	7-1/2	9
Mink	Furrier 20	6	9	12	15	18
Mule	Tanner 15	1/2	3/4	1	1-1/4	1-1/2
Otter	Furrier 15	3	4-3/4	6	7-1/2	9
Rabbit	Furrier 15	Barter	Barter	1/4	1/4	1/2
Sabre-Tooth	Furrier 18	4	6-1/2	9	11-1/2	14
Sable	Furrier 20	10	15	20	25	30
Seal (furred)	Furrier 18	6	9	12	15	18
Sheep	Tanner 15	Barter	1/4	1/2	1/2	3/4
Sheep (wool)	Furrier 15	Barter	1/4	1/2	1/2	3/4
Skunk	Furrier 15	Barter	Barter	1/4	1/4	1/2
Snake (Small)	Tanner 15	Barter	1/4	1/2	1/2	3/4
Snake (Medium)	Tanner 18	1/2	3/4	1	1-1/4	1-1/2
Snake (Large+)	Tanner 20	1-1/2	2-1/4	3	3-3/4	4-1/2
Snake, Ghost	Tanner 25	250	375	500	625	750
Snake, Son of Set	Tanner 20	150	225	300	375	450
Snake, Son of Set (Greater)	Tanner 25	250	375	500	625	750
Snake, Son of Set (Lesser)	Tanner 18	75	112	150	188	225
Tiger	Furrier 20	300	450	600	750	900
Wolf	Furrier 15	1/2	3/4	1	1-1/4	1-1/2

TABLE 4-2: MEATS

animal	profession (butcher) dc	~~~~~quality & average worth (in sp) per lb~~~~~				
		damaged	poor	typical	good	excellent
Alligator	20	1	1-1/2	2	2-1/2	3
Ape	20	1	1-1/2	2	2-1/2	3
Ape, Grey	20	2	3	4	5	6
Bear	15	Barter	1/4	1/2	3/4	1
Beaver	15	Barter	1/4	1/2	3/4	1
Boar	10	Barter	1/4	1/2	3/4	1
Camel	18	1/2	3/4	1	1-1/4	1-1/2
Cattle/Oxen	15	Barter	1/4	1/2	3/4	1
Chicken	12	Barter	Barter	1/4	1/4	1/2
Chicken Eggs, 1 dozen	—	Barter	Barter	1/4	1/4	1/2
Crocodile	20	1	1-1/2	2	2-1/2	3
Deer	18	Barter	1/4	1/2	3/4	1
Dog	12	Barter	Barter	Barter	1/4	1/4
Elephant	15	2	3	4	5	6
Fox	15	Barter	Barter	Barter	1/4	1/4
Goat	12	Barter	1/4	1/2	3/4	1
Horse	12	Barter	Barter	1/4	1/4	1/2
Predatory Cat (lion, etc.)	15	1/2	3/4	1	1-1/4	1-1/2
Hyena	12	Barter	Barter	Barter	1/4	1/4
Lamb	18	1/2	3/4	1	1-1/4	1-1/2
Moose	15	Barter	1/4	1/2	3/4	1
Mule	12	Barter	Barter	Barter	1/4	1/4
Otter	15	Barter	Barter	Barter	1/4	1/4
Pheasant/Quail	15	1	1-1/2	2	2-1/2	3
Pig	12	Barter	1/4	1/2	1/2	3/4
Rabbit	12	Barter	Barter	1/4	1/4	1/2
Rat	10	Barter	Barter	Barter	Barter	1/4
Salmon	12	Barter	Barter	1/4	1/4	1/2
Seagull/Pigeon	12	Barter	Barter	Barter	Barter	1/4
Seal	18	6	9	12	15	18
Shark	15	1	1-1/2	2	2-1/2	3
Sheep	15	Barter	1/4	1/2	1/2	3/4
Snake (Small)	18	Barter	1/4	1/2	1/2	3/4
Snake (Medium)	15	1/2	3/4	1	1-1/4	1-1/2
Snake (Large+)	12	2	3	4	5	6
Snake, Ghost	12	6	9	12	15	18
Snake, Son of Set (Any)	15	4	6	8	10	12
Squirrel	10	Barter	Barter	Barter	Barter	1/4
Trout	12	Barter	Barter	Barter	1/4	1/4
Tuna	12	1/2	3/4	1	1-1/4	1-1/2
Turkey	12	Barter	Barter	Barter	1/4	1/4
Whale	20	1	1-1/2	2	2-1/2	3
Wolf	12	1/2	3/4	1	1-1/4	1-1/2

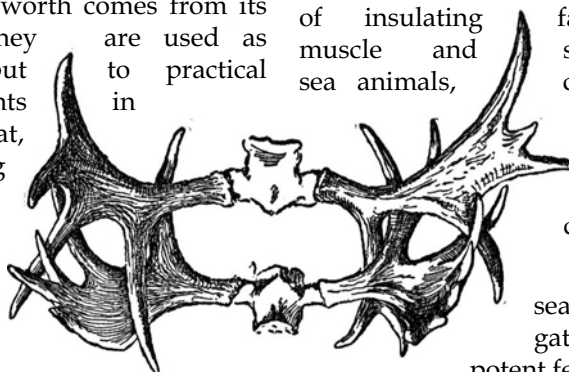
TABLE 4-3: ANIMAL ODDS AND ENDS

~~~~~quality & average worth (in sp)~~~~~					
item	damaged	poor	typical	good	excellent
Alligator/Crocodile Teeth/Jaw	1	1-1/2	2	2-1/2	3
Alligator/Crocodile Skull	1	1-1/2	2	2-1/2	3
Ape Teeth (set)	1	1-1/2	2	2-1/2	3
Bear Claw (each)	1	1-1/2	2	2-1/2	3
Bear Teeth (set)	Barter	1/4	1/2	3/4	1
Boar Tusk (each)	Barter	1/4	1/2	3/4	1
Chicken Feathers (per lb)	Barter	1/4	1/2	3/4	1
Chicken Feet (dozen)	Barter	Barter	Barter	1/4	1/4
Crow Feathers (per lb)	Barter	Barter	1/4	1/4	1/2
Deer Antlers	Barter	1/4	1/2	3/4	1
Eagle/Hawk Feathers (per lb)	Barter	Barter	Barter	1/4	1/4
Elephant Tusk (each)	20	30	40	50	60
Fox Tail	Barter	Barter	Barter	1/4	1/4
Guano (per lb)	Barter	Barter	Barter	1/4	1/4
Predatory Feline Skull	1/2	3/4	1	1-1/4	1-1/2
Moose Antlers	1/2	3/4	1	1-1/4	1-1/2
Rabbit's Foot	Barter	Barter	1/4	1/4	1/2
Rhinoceros Horn	10	15	20	25	30
Sabre-Tooth Tiger Tusk (each)	10	15	20	25	30
Seal Blubber (per lb)	6	9	12	15	18
Shark Teeth/Jaw (set)	1	1-1/2	2	2-1/2	3
Skunk Tail	Barter	Barter	Barter	1/4	1/4
Snake Skull (Small)	Barter	1/4	1/2	1/2	3/4
Snake Skull (Medium)	1/2	3/4	1	1-1/4	1-1/2
Snake Skull (Large+)	2	3	4	5	6
Snake, Ghost Skull	6	9	12	15	18
Snake, Son of Set Skull (Any)	4	6	8	10	12
Whale Blubber	2	3	4	5	6
Whale Jaw	2	3	4	5	6
Wolf Teeth (set)	1/2	3/4	1	1-1/4	1-1/2

## ANIMAL ODDS AND ENDS

Not all of a dead animal's worth comes from its meat, hide or fur. Whether they are trophies, decorations or actually put use on their own or as ingredients other items, an animal's excess fat, feathers, teeth and bones (among other things) may be of worth to someone.

**Antlers:** Irregardless of the animal they come from, antlers are most often used in fetishes



or wall decorations.

of insulating muscle and sea animals,

**Blubber:** This thick layer fat, which is found between the skin of whales and some other can be refined into oil.

**Bones:** Various bones, especially skulls, are used by primitive cultures in decorations or to create fetishes.

**Guano:** Derived from bat or sea bird dung, guano is normally gathered in caves and used as a potent fertilizer.

**Horns:** Hollowed and otherwise modified, an animal's horn can act as a hunting horn, drinking cup, decoration and so on.

**Teeth:** Teeth are commonly used by warriors, hunters and primitive people as decorations and jewelry in place of beads.



**Tusks:** Whether used as a simple decoration, article or component of jewelry, modified into a weapon's haft or hilt, or used for something else entirely, tusks are often difficult to obtain as they tend to belong to predators or large beasts.

## STUFFED ANIMALS

To keep things simple, a stuffed animal's value is 2d4 + 2 times what its fur or hide alone is worth. Employing quality items to supplement the base materials of the animal itself, such as using gems in place of glass eyes, increases this value accordingly. The Craft (Taxidermy) DC needed to successfully stuff an animal is equal to the Profession (Furrier) or Profession (Tanner) DC needed to remove the hide or fur +5.

## GEMS AND ART

Gems are a universal currency – all cultures recognize their value and so they are of great worth to far-wandering adventurers and wide-ranging merchants. They are less likely to devalue with economic trends, as will minted currency, and their value depends more on rarity and the quality of their cut than personal taste.

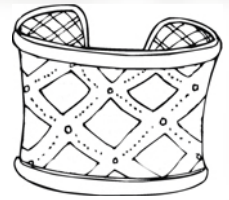
Art, on the other hand, has a more subjective value. While the piece's origins and age certainly affect its value, there remains the notable factor of aesthetic appeal. Collectors, for example, will likely place less value on a piece of art if it clashes with the rest of their collection or if they do not plan on displaying it at all.

Both gems and art rely upon specialized merchants in order to get full value. While some shopkeepers may be willing to take a diamond in exchange for a flagon of ale, others may not because they do not have the means to secure, exchange or verify the gem's authenticity, and it is a rare weaponsmith who will accept a painting in exchange for a new sword. Although jewelers and art dealers will offer a price lower than the item's actual value (how else are they to make a profit?), the fact that they know what they are doing means the seller is far more likely to get a fair price (taking for granted the dealer or jeweler is honest.)



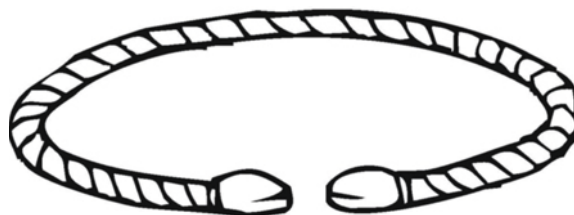
**TABLE 4-4: GEMS**

value	average	examples
2d10 x 10 sp	110 sp	Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye turquoise; freshwater (irregular) pearl
4d4 x 50 sp	500 sp	Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon; crystal of Thule
4d8 x 50 sp	900 sp	Amber; amethyst; chrysoberyl; coral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red spinel, red-brown or deep green spinel; tourmaline
2d8 x 500 sp	4,500 sp	Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz; Set's jade
4d8 x 500 sp	9,000 sp	Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby; Lemurian diamond
2d8 x 5000 sp	45,000 sp	Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth



**TABLE 4-5: ART OBJECTS**

value	average	examples
5d10 x 20 sp	550 sp	Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet
6d6 x 50 sp	1,050 sp	Cloth of gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems
2d6 x 500 sp	3,500 sp	Large well-done wool tapestry; brass mug with jade inlays
2d10 x 500 sp	5,500 sp	Silver comb with moonstones; silver-plated steel broadsword with jet jewel in hilt
4d6 x 500 sp	7,000 sp	Carved harp of exotic wood with ivory inlay and zircon gems; solid gold idol (10 lb.)
6d6 x 500 sp	10,500 sp	Gold wolf comb with red garnet eye; gold and topaz bottle stopper cork; ceremonial silver dagger with a star ruby in the pommel
4d6 x 1000 sp	14,000 sp	Eyepatch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting
5d6 x 1000 sp	17,500 sp	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain
2d4 x 5000 sp	25,000 sp	Embroidered and bejeweled glove; jeweled anklet
2d6 x 5000 sp	35,000 sp	Golden circlet with four aquamarines; a string of small pink pearls (necklace)
4d4 x 5000 sp	50,000 sp	Jeweled gold crown; jeweled electrum ring
4d6 x 5000 sp	70,000 sp	Gold and ruby ring; gold cup set with emeralds



# MUNDANE ARTIFACTS AND LOST ITEMS OF WORTH

Within this chapter are found unique artifacts and examples of interesting items that are worth seeking out for use, collecting or sale. Aside from including an Appraise DC and value, the items are accompanied by a Knowledge (History) scale using the new optional scale of success and failure rules presented in this work. Points from the item's history are represented in the success portion of the scale, while examples of increasing degrees of misinformation are found in the failure portion.

Both the history and the misinformation can be used as springboards to entire adventures. Always remember that the funny thing about history is that it has a way of getting twisted and turned about, so even the most successful Knowledge (History) check will only represent the history that people know of and may not be the real or full truth. This gives the Gamemaster plenty of room to tweak an item to suit his needs and add historical "facts" of his own.

## ARTWORK

### AZWEN THE FOUL ENSNARED

When all six pieces of this dismembered alabaster statue are rejoined, it is of a wizened man bent in agony, entwined with what appears to be a monstrous centipede twice as tall as he and bearing the face of a woman in ecstasy.

**Appraise DC:** 20 per piece; 25 as a whole statue

**Value:** 4,000 sp per arm; 7,500 sp per leg; 10,000 sp for the torso; 2,200 sp for the head; 120,000 sp for the entire statue.

#### Knowledge (History) Scale

check	knowledge known or misunderstood
7 or less	As 8 to 21, plus believing Azwen shall ascend to godhood if he ever assembles all the statue's parts.
8 to 12	As 13 to 21, plus believing that the statue's fracturing has caused Azwen to wander the land as a vengeful revenant.
13 to 17	As 18 to 21, plus believing Azwen had the statue created to house his soul beyond death.

18 to 21	Believing Azwen was the first ruler of Lemuria.
Target DC 22 to 26	Azwen the Foul was a powerful sorcerer that rose to power in Lemuria but extended his reach beyond that kingdom's boundaries.
27 to 31	As 22 to 26, plus knowing Azwen lived an unnaturally long life before he disappeared.
32 to 36	As 22 to 31, plus knowing legend has it that Azwen was imprisoned in the statue.
37 or more	As 2 to 36, plus knowing the legend further speaks of Azwen's resurrection should the statue's pieces every be reunited.

### KING AT REST

This is a magnificently detailed oil painting of a grand and heroic king standing at ease upon a hill, overlooking the peaceful kingdom in the background. The work is four feet high and nearly two feet wide.

**Appraise DC:** 25

**Value:** 38,000 sp

#### Knowledge (History) Scale

check	knowledge known or misunderstood
9 or less	As 10 to 23, plus believing the ruins of the city the ancient king is portrayed as leaving holds great wealth but is cursed, which is why the Northern Hillmen have not reclaimed it as their lost capital.
10 to 14	As 15 to 23, plus believing the king is taking one last look upon civilization before heading off for a life of barbarism. The city he is looking on now lays in ruins.
15 to 19	As 20 to 23, plus believing it was the depicted king who led the Northern Hillmen into the wilds.
20 to 23	The painting depicts the only king the Northern Hillmen ever knew.
Target DC 24 to 28	The painting is of King Marik, an ancient ruler of Atlantis centuries before it was swallowed by the water.

- 29 to 33 As 24 to 28, plus knowing King Marik was actually a ruthless warmonger.
- 34 to 38 As 24 to 33, plus knowing the painting was made soon before Marik slaughtered an entire foe's populace.
- 39 or more As 24 to 38, plus knowing the final act of the ruler of Marik's enemy was supposedly to curse Marik's soul to be forever trapped within the painting and see only peace for all eternity.

### NORTHERN BLOOD WOLF

An ancient statuette of unknown crystal, this wolf figure is a little under 6 inches long and weighs about 1 lb. Formed from a single flawless piece of light blue crystal, any light passing through the wolf is inexplicably cast as an amazing blood red.

The statue has a Hardness of 30 and 10 hit points.



Appraise DC: 19

Value: 1,200 sp

### Knowledge (History) Scale

check	knowledge known or misunderstood
5 or less	As 6 to 19, plus believing if the statue is ever broken, the forgotten god will escape to wreak havoc upon mankind (and let wolves rule?)
6 to 10	As 11 to 19, plus believing the forgotten god is imprisoned in the statue.
11 to 15	As 16 to 19, plus believing the deceased race worshipped a forgotten god whose totem was the wolf.
16 to 19	The statuette was created by a deceased race.
Target DC 20 to 24	The statuette once belonged to a tribe of Frigid Northmen.
25 to 29	As 20 to 24, plus knowing and was fashioned from a mysterious rock by an expert gemsmith and artist.

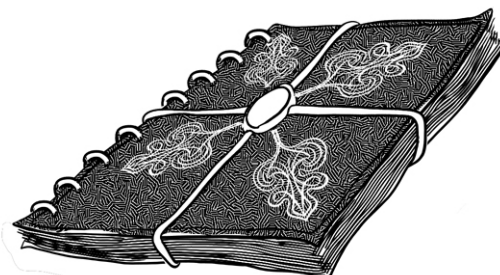
- 30 to 34 As 20 to 29, plus knowing the gemsmith was the legendary artist, Golsh the Grim and Grey.
- 35 or more As 20 to 34, plus knowing the mysterious rock Golsh shaped the statuette from fell from the sky during a rain of fire.

## BOOKS AND LORE

### NI'GRUM'S FOLIOS

Written in red ink upon faded vellum, the folios of this work are bound together with bone rings and tied closed with leather strings. The pages are well worn and weathered with age, and the writing is in an abrasive, sharp script accompanied with anatomy diagrams (among other things) of odd, unnatural creatures. Only one copy is known to exist.

**Note:** If used to aid in any Knowledge check concerning the creatures therein, the reader gains a +4 enhancement bonus to the check if the relevant section is studied for at least 2d4 days.



Appraise DC: 22

Value: 262,000 sp

### Decipher Script Scale

check	effect
5 or less	DC 25 Wisdom check *
6 to 10	DC 20 Wisdom check *
11 to 15	DC 15 Wisdom check *
16 to 20	DC 10 Wisdom check *
21 to 24	DC 5 Wisdom check *
Target DC 25 to 29	General understanding
30 to 34	Good understanding
35 to 39	Excellent understanding
40 or more	Perfect understanding

* See pg 6 for the Decipher Script Wisdom check scale

## Knowledge (History) Scale

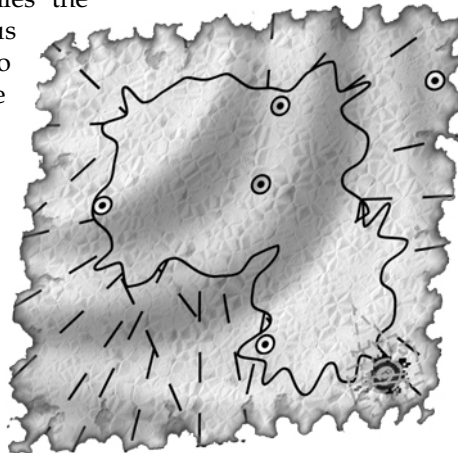
check	knowledge known OR misunderstood
5 or less	As 6 to 19, plus believing Ni'grum was actually an order or department of scholars rather than a single man.
6 to 10	As 11 to 19, plus believing Ni'grum served the Lemurian court.
11 to 15	As 16 to 19, plus believing Ni'grum was a healer of great skill.
16 to 19	Believes the ink to be animal blood and the information within to concern extinct creatures of the Atlantean age.
Target DC 20 to 24	The "vellum" is actually human skin and the ink human blood. The folios detail the anatomy and behaviors of various demons and are written in Demonic.
25 to 29	As 20 to 24, plus knowing the author, Ni'grum, was a renowned demonologist that died before the flood that destroyed Atlantis.
30 to 34	As 20 to 29, plus knowing Ni'grum was from the mysterious land of Mu.
35 or more	As 20 to 34, plus knowing Ni'grum was believed to be half demon.

## LEMURIAN SAILMASTER CHARTS

Found in ancient ruins, rare collections and the forgotten archives of the world's oldest surviving caches of the written word, these sailing charts were used by Lemuria's sailmasters to cross the seas in pursuit of empire and trade. The charts indicate everything from ports and outposts to dangers in the sea lanes, such as reefs and shoals.

These scarce maps are so amazingly detailed and precise that anyone using them to navigate gains a +4 circumstance bonus to all checks to do so. Unfortunately, the fact that they portray a world that was changed by the face of a deluge currently makes them useless as sailing charts and denies the user this bonus when trying to navigate the modern seas.

Just because the face of the world has changed, though, does not preclude their usefulness to a treasure



hunter who could find a shared point of reference between the Old World and New, allowing him to possibly find the lost cities and ports if they remain on land.

Appraise DC: 22

Value: 1d10 x 200 sp

## Knowledge (Geography) Scale

check	knowledge known OR misunderstood
11 or less	As 12 to 25, plus mistakenly believing to have triangulated a point of reference in the New World.
12 to 16	As 17 to 25, plus mistakenly believing to have found a similar point of reference in the New World.
17 to 21	As 22 to 25, plus mistakenly believing to have identified a familiar point of reference in the Old World.
22 to 25	Mistakenly believe to have vaguely identified a familiar point of reference in the Old World.
Target DC 26 to 30	The approximate point in Atlantean history the map was created in can be discerned (give or take a decade.)
31 to 35	As 26 to 30, plus noticing a vaguely familiar point of reference in the Old World.
36 to 40	As 26 to 35, plus identifying a familiar point of reference in the Old World.
41 or more	As 26 to 40, plus noting a similarity to a point of reference in the New World.

## TABLET OF TARTHON-AMON UK

Columns of pictographs and hieroglyphs line the front of this clay tablet measuring approximately 3 feet by 3 feet by 4 inches thick. All the pictographs are engraved and were once filled with a multitude of colored paints, but most of the latter has since chipped off and fallen away.



Appraise DC: 17

Value: 9,200 sp

## Decipher Script Scale

check	effect
0 or less	DC 25 Wisdom check *
1 to 5	DC 20 Wisdom check *
6 to 10	DC 15 Wisdom check *
11 to 15	DC 10 Wisdom check *
16 to 19	DC 5 Wisdom check *
Target DC 20 to 24	General understanding
25 to 29	Good understanding
30 to 34	Excellent understanding
35 or more	Perfect understanding

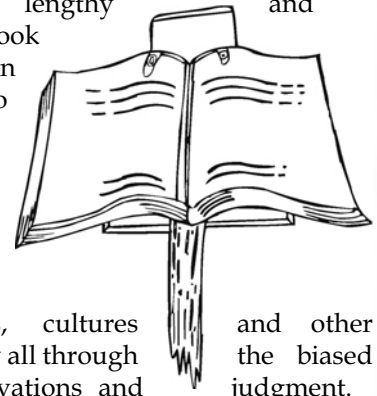
* See pg 6 for the Decipher Script Wisdom check scale

## Knowledge (History) Scale

check	knowledge known or misunderstood
7 or less	As 8 to 21, plus believing if the tablet is ever returned to the seal, Tarthon-Amon Uk will be reborn.
8 to 12	As 13 to 21, plus believing the rite had to do with resurrecting the necromancer, but failed because it was removed from the tomb's seals by the necromancer's enemies.
13 to 17	As 18 to 21, plus believing the tablet details a dark, sorcerous rite Tarthon-Amon Uk devised.
18 to 21	The tablet was created by the infamous and evil Serpent Theocracy necromancer, Tarthon-Amon Uk.
Target DC 22 to 26	The tablet was part of the seal from the tomb of the infamous and evil Serpent Theocracy necromancer, Tarthon-Amon Uk.
27 to 31	As 22 to 26, plus knowing the tablet's portion of the seal was taken by the necromancer's followers and surviving apprentices.
32 to 36	As 22 to 31, plus knowing that without the tablet in its rightful place with the rest of the seal, Tarthon-Amon Uk's mummified remains are supposedly free to roam the land.
37 or more	As 22 to 36, plus knowing that almost everyone who has ever sought out Tarthon-Amon Uk's tomb have never returned, although the stories told by the few crazed survivors, between their raving gibbering, speak of cruel, red eyes staring out at them from darkness.

## TALES OF THE GROWTH AND SPREAD OF THE NATIONS AND TYPES OF MAN: A PERSONAL OBSERVATION THROUGH THE EYES OF THE WANDERING LEARNED

The two hundred and twenty-two vellum pages of this rather lengthy and ostentatiously labeled book are fitted between thin iron covers bolted to leather binding. Written in the first person with a very personal and opinionated style, the author details the races of man, and their governments, nations, cultures and other characteristics of society all through the biased judgment.



Appraise DC: 15

Value: 425 sp

## Decipher Script Scale

check	effect
5 or less	DC 25 Wisdom check *
6 to 10	DC 20 Wisdom check *
11 to 15	DC 15 Wisdom check *
16 to 20	DC 10 Wisdom check *
21 to 24	DC 5 Wisdom check *
Target DC 25 to 29	General understanding
30 to 34	Good understanding
35 to 39	Excellent understanding
40 or more	Perfect understanding

* See pg 6 for the Decipher Script Wisdom check scale

## Knowledge (History) Scale

Check	Knowledge Known or Misunderstood
3 or less	As 4 to 18, plus believing the writers made up most of the book based on commonly known tales and stereotypes rather than experiencing the world.
4 to 10	As 11 to 18, plus believing the book was produced enough to be considered common.
11 to 13	As 14 to 18, plus believing the writers were all women pretending to be men.
14 to 18	The book was written by more than one person.

Target DC 18 to 22	The book was written by the famed traveler and scribe of the Serpent Theocracy, Emek Aphid, nearly two hundred years ago.
23 to 27	As 18 to 22, plus knowing only fifty copies of the book were made.
28 to 32	As 18 to 27, plus knowing only thirty copies are known to survive.
33 or more	As 18C to 32, plus knowing Emek Aphid employed agents to gather information instead of doing all the work himself, as he implies in the book.

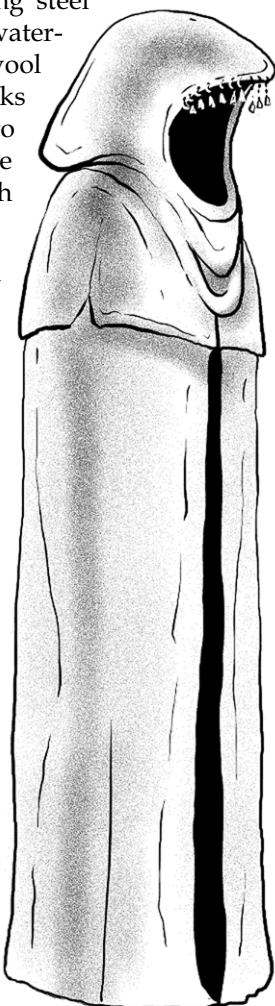
## CLOTHING

### CLOAK OF THULE

Made of fine, interlocking steel scales nested between two water-proof layers of finely spun wool cloth, these extremely rare cloaks have somehow managed to survive into the present. The cloth is often interwoven with gilded stitching.

The cloak is considered winter clothing and absorbs the first 5 points of cold damage from any attack and the metal layer provides minimal protection against attack (Damage Reduction 1, Maximum Dex Bonus +10, no armor check penalty, sorcery failure or effect on speed.) The cloak weighs about 5 lb.

The technique for making these cloaks is lost to time, and anyone attempting to replicate them must first disassemble one (ruining it) and make both a DC 30 Profession (Seamstress) and DC 35 Craft (Armorer) check after 1d4 weeks of intense study. Failure means another attempt may be made only if another cloak of Thule is acquired and taken apart. If the cloak's mysteries are uncovered, a DC 25 Craft (Seamstress) check is needed to sew each of the cloth layers while a DC 30 Craft (Armorer) check is needed to make the inner layer of metal scales. A DC 15 Profession (Seamstress) check is needed to fit them altogether.



Appraise DC: 22

**Value:** 105,000 sp (For the Craft checks: 2,000 sp for each cloth layer and 4,5000 sp for the metal layer)

### Knowledge (History) Scale

check	knowledge known or misunderstood
7 or less	As 8 to 21, believing the escaped Atlantean slaves were once Atlantis' masters.
8 to 12	As 13 to 21, plus believing the escaped Atlantean slaves were the ones who taught the Atlanteans to forge their weapons
13 to 17	As 18 to 21, plus believing the people from which the secret was stolen were escaped slaves of Atlantis.
18 to 21	The Thules stole the secrets of making these cloaks from a nearby, more primitive people whose origins are unknown.
Target DC 22 to 26	Once common amongst ranking Thules, most of these cloaks are now found only in ancient tombs and the rare heirloom that has passed down amongst the Frigid Northmen.
27 to 31	As 22 to 26, plus knowing the Thule, Gregen Zofrenson, is said to have designed, forged and sewn the first of these wondrous cloaks.
32 to 36	As 22 to 31, plus knowing Gregen Zofrenson first cloak is supposed to provide better protection against cold than the cloaks that followed.
37 or more	As 22 to 36, plus knowing Gregen Zofrenson gave the first cloak to his wife who sold it to a mighty king upon her husband's death and that this original cloak is supposedly buried with the king in the high northlands.

### HEDROD'S BUCKLE

Roughly six inches wide and an inch and a half tall, this wrought iron belt buckle is gilded with gold etching and trim. A demonic face grins from the center with smooth, polished red garnets for eyes.

Appraise DC: 19

**Value:** 8,400 sp



## Knowledge (History) Scale

check	knowledge known OR misunderstood
7 or less	As 12 to 21, plus believing hedrod are half as big as elephants.
12 to 8	As 17 to 21, plus believing hedrod eat human flesh.
17 to 13	As 18 to 21, plus believing hedrod are hairy lizards.
21 to 18	The buckle is a representation of the hedrod, a monstrous species of the south.
Target DC 22 to 26	The buckle is a representation of the powerful demon, Hedrod.
27 to 31	As 22 to 26, plus knowing the buckle was crafted by the Frigid Northmen.
32 to 36	As 22 to 31, plus knowing Hedrod walked the frozen wastes, subverting human settlements and forcing them to follow and sacrifice to him.
37 or more	As 22 to 36, plus knowing Hedrod was defeated by a rare collaboration between the Frigid Northmen and the Northern Hillmen.

## JEWELRY AND CURRENCY

### ATLANTSEAN AND THULISH CURRENCY

Atlantis and Thule may have long since disappeared, but some of their coins remain in extremely limited circulation, mainly because several small caches have been found in ancient ruins and shipwrecks raised by the geographic upheavals of long ago.

**Appraise DC:** 15

**Value:** 1d4+2 times normal value

### Knowledge (History) Scale

check	knowledge known OR misunderstood
0 or less	As 1 to 14, plus mistaking the civilization to which the coin belonged.
5 to 1	As 6 to 14, plus mistaking the number of coins minted at the same time.
10 to 6	As 11 to 14, plus mistaking the year it was minted in
14 to 11	Mistaking the coin's original value.



Target DC 15 to 19

Know what value the coin held in the society that created it.

20 to 24

As 15 to 19, plus knowing when the coin was minted.

24 to 29

As 15 to 24, plus knowing where the coin was minted.

30 or more

As 15 to 29, plus knowing roughly how many coins of that type were minted at the same time.

### EYE OF SET

This massive diamond is roughly two inches long, a little over one inch wide and about half an inch thick. Its cuts are flawless, as is its interior.



**Appraise DC:** 18

**Value:** 250,000 sp

### Knowledge (History) Scale

check	knowledge known OR misunderstood
5 or less	As 6 to 19, plus believing the cult of demonic elephant worshippers made another eye that is a ruby of equal size to the diamond, but it has been lost for over 1,000 years.
6 to 10	As 11 to 19, plus believing the cult worshipped demonic elephants in the days of Atlantis.
11 to 15	As 16 to 19, plus believing the gem used to belong to an ancient cult of elephant worshippers, but has since been appropriated into the Cult of Set.
16 to 19	The Eye of Set is believed to somehow act as a gateway that will allow Set to enter the mortal world.
Target DC 20 to 24	The Eye of Set is believed to have been left in the world of men by Set so that he can use it to watch his faithful carry out his will.
25 to 29	As 20 to 24, plus the diamond is older than the Age of Atlantis and has been lost numerous times, but always returning to the priesthood of Set eventually.
30 to 34	As 20 to 29, plus knowing that if the diamond is placed within the lost Icon of Set upon the anniversary of the Serpent Theocracy's foundation while the moon is at its zenith it is said that the supplicant can gaze upon the true face of Set and bath in his glory.

35 or more As 20 to 34, plus awareness that the Icon of Set is said to be lost in the mountains north of the Serpent Theocracy, deep in a cave where enemies of Set's cult hid it long ago.

### PHARAOH'S SCARAB

A small adornment roughly two inches long and about the same width, this ornament is flat on one side so that it can rest flush against a wall while the side facing outwards is nearly half an inch of solid gold at its thickest. Highlights are rendered in blue and green paint, while the wings' feathers alternate between the gold and red paint.



Appraise DC: 20

Value: 42,000 to 56,000 sp

#### Knowledge (History) Scale

check	knowledge known OR misunderstood
5 or less	As 6 to 19, plus believing sealing the scarabs in gold and mounting them allows the pharaoh to draw upon the souls of the sacrifices for strength.
6 to 10	As 11 to 19, plus believing the scarabs are ravenous flesh eaters and that citizens are stolen in the night and sacrificed to create each golden ornament.
11 to 15	As 16 to 19, plus believing the pharaoh species of scarab is a select breed only allowed to exist in the pharaoh's palace.
16 to 19	Of various designs and ages, these ornaments are named for the so-called pharaoh species of scarab that is coated in gold to give the ornament their shape.
Target DC 20 to 24	Of various designs and ages, these ornaments have been created by each pharaoh to decorate his palaces and tomb, with each adding his own distinct design to that of his predecessors.
25 to 29	As 20 to 24, plus knowing each scarab's completion requires the sacrificing of a slave.
30 to 34	As 20 to 29, plus knowing the slave's soul is believed trapped in the scarab to serve the pharaoh in the next life.
35 or more	As 20 to 34, plus knowing that destroying a scarab will not free the soul said to be trapped within, but shall condemn it to Hell instead.

### SERPENT CROWN

This gold crown is formed from eight intertwining serpents, the heads of which rise up at regular intervals to face outward. The gold scales are outlined and underscored with platinum and small rubies rest in each head's sockets in place of eyes.



There are plenty of common folk stories and legends surrounding the lost crown, enough so that most people will recognize it on site, especially wherever the dark touch of Set's faithful hold sway.

Appraise DC: 20

Value: 1,380,000 sp

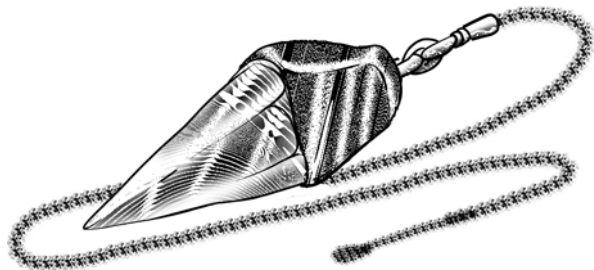
#### Knowledge (History) Scale

check	knowledge known OR misunderstood
3 or less	As 4 to 17, plus believing that, given the right circumstances, Set can manifest by possessing the wearer's body.
4 to 8	As 7 to 17, plus believing the wearer can hear Set's thoughts in his mind.
7 to 13	As 14 to 17, plus believing the crown allows Set to see into the realm of mortals through the wearer's eyes.
14 to 17	The crown was Set's and somehow found its way to the realm of mortals.
Target DC 18 to 22	Said to be a gift from Set Himself, anyone possessing the Serpent Crown can claim the right of pharaoh and ruler of the Serpent Theocracy.
23 to 27	As 18 to 22, plus knowing that the right of rule requires the Serpent Crown be presented within the High Temple of Set for the claim to be legitimate.
28 to 32	As 18 to 27, plus knowing the crown must be presented within the temple at midnight during the summer solstice.
33 or more	As 18 to 32, plus knowing Set has claimed the wearer's soul for his own as the cost of becoming pharaoh.

### SHANKRA'S TOOTH

This 3-inch long, roughly cut gem of unknown origin somewhat resembling a tooth or fang is mounted in an unworked gold nugget affixed to a fine silver chain. The gem appears to be clear from a distance, but the closer one gets the more one notices that it actually

contains shifting colors that move to match the gem's motion and relation to any light source. An extremely close inspection shows lines of color to move within the gem, always seeming to flee wherever the observer concentrates his attention.



**Appraise DC:** 30

**Value:** 76,000 sp

#### Knowledge (History) Scale

Check	Knowledge Known or Misunderstood
11 or less	As 12 to 25, plus believing the demon from which the tooth was taken continues to hunt for it, having vowed vengeance and death upon anyone who possesses it.
12 to 16	As 17 to 25, plus believing Shankra's Tooth is just that: a tooth stolen from a demon Shankra encountered during his absence.
17 to 21	As 22 to 25, plus believing Shankra brought the gem to the ruler after a long absence of five years, an absence of which he refused to speak.
22 to 25	The necklace was created for one of the first kings of an ancient kingdom that once ruled the central lands by a wizard, Shankra.
Target DC 26 to 30	The necklace was created for a long dead emperor or king named Shankra of a land to the east and was made from an unknown stone found in the northern mountains.
31 to 35	As 26 to 30, plus knowing the mysterious stone was buried hundreds of feet beneath the surface and was revealed by a terrible earthquake that killed thousands.
36 to 40	As 26 to 35, plus knowing Shankra claimed the necklace brought him good luck and ensured his victory in battle.
41 or more	As 26 to 40, plus knowing that, despite Shankra's attempts to keep other pieces of the gemstone from being used by anyone but him, other pieces of jewelry were made from it.

## ODDS AND ENDS

These treasures do not easily fit into any of the other, more distinct categories, so they have all been grouped together for your convenience.

### CAIRN FETISH

Some cairn fetishes are the stillborn body of a swaddled child mummified by the cold or an engraved totem or obelisk. They have little worth beyond their historical significance to collectors or their spiritual importance to the Northern Hillmen or Frigid Northmen who placed them in the cairn.

**Appraise DC:** 12

**Value:** 4d10 sp



#### Knowledge (History) Scale

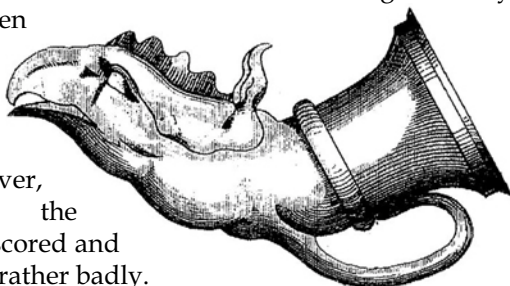
check	knowledge known or misunderstood
0 or less	As -1 to 14, plus believing a spirit whose fetishes are disturbed will return from Valhalla to wreak vengeance.
1 to 5	As -1 to 14, plus believing the cairn fetishes are cursed to bring doom to anyone who removes them from their resting place.
6 to 10	As -1 to 14, plus believing cairn fetishes are placed as guardians.
11 to 14	The cultures of the frozen northlands use cairns to bury their dead because they believe their tiered, rocky slopes will act as steps for their spirit to reach Valhalla.
Target DC 15 to 19	The cultures of the frozen northlands use cairns to bury most of their dead because ice and snow makes the earth impenetrable to digging much of the year.
20 to 24	As 15 to 19, plus knowing a stillborn or otherwise aborted child would be kept frozen for months until such time as someone died so that it could be placed in the cairn.
25 to 29	As 15 to 24, plus knowing the fetish was meant to act as a servant and companion in Valhalla alongside the dead.

30 or more As 5 to 29, plus knowing the Northern Hillmen and Frigid Northmen have gone so far as to make war with nations that have stolen fetishes from their cairns.

### HORN OF RAGNAROK

The horn is shaped like a gilded phoenix facing towards the user so that one must blow through the fiery bird's open mouth.

The bell-like horn flare is of polished silver, although the years have scored and scratched it rather badly.



If blown, the horn produces a base, steady thrum that reverberates with resounding force for a great distance.

**Appraise DC: 24**

**Value: 32,000 sp**

#### Knowledge (History) Scale

check	knowledge known OR misunderstood
5 or less	As 16 to 19, plus believing the horn has since been adopted by the tribe of Wildmen who stole it as a powerful fetish.
6 to 10	As 11 to 19, plus believing the horn was stolen by the Wildmen to the southwest during a raid into the Northern Hillmen's territory.
11 to 15	As 16 to 19, plus believing the horn is mean to signal times of contemplation and spiritual reflection when the Northern Hillmen still prayed to their gods.
16 to 19	The horn was created by the Northern Hillmen some centuries ago.
Target DC 20 to 24	The horn was created by the Frigid Northmen some centuries ago.
25 to 29	As 20 to 24, plus knowing that legends state that if the horn is blown from the highest point in the Frigid North, Valhalla shall open its gates and Ragnarok will begin.
30 to 34	As 20 to 29 plus knowing legends state the one blowing the horn will be granted god-like strength and power.
35 or more	As 20 to 34, plus knowing legends state the one blowing the horn is given such power as is needed to fight in Ragnarok.

### LEMURIAN TAROT

Containing 100 cards instead of the usual 78, each of the deck's cards are carved from a thin ivory panel that has been polished to a high sheen.

**Note:** Making a successful Knowledge (Arcana) check with these cards as a full-round action grants a +2 circumstance bonus to any Knowledge (Arcana) checks used in the casting and operations of a spell from the Divination sorcery style. The skill check to use the Tarot has the same DC as the spell's skill check.

**Appraise DC: 22**

**Value: 34,750 sp**

#### Knowledge (History) Scale

check	knowledge known OR misunderstood
2 or less	As 3 to 16, plus believing orienting the entire Tarot deck in the right order, in the right combination of rows and columns, will once again unleash the magic they were once the key to.
3 to 7	As 8 to 16, plus believing the Tarot was initially part of a much more potent, deplorable magic now lost.
8 to 12	As 13 to 16, plus believing the Lemurians designed the first Tarot.
13 to 16	The Lemurians used the Tarot in much the same way as the modern Tarot is used: primarily as a tool for conning others.
Target DC 17 to 21	The highly-mystical Lemurians used the cards as a serious tool to predict everything from the weather to a person's health to wars.
22 to 26	As 17 to 21, plus knowing the Tarot allowed the Lemurians to foresee the disaster that would reshape the world and partially prepare for it in some unknown fashion that did not allow their nation to escape its ultimate fate.
27 to 31	As 17 to 26, plus knowing the Lemurians stole the original Tarot from an island nation far to the east.
32 or more	As 17 to 31, plus knowing the nation the Lemurians stole the Tarot from was utterly destroyed in an explosive blast that scoured the land and made it uninhabitable. Legend has it that even though the Tarot revealed their fate, they were unable to escape it.



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