



The Dark Eye

Armory
of the Warring
Kingdoms

Combat Technique Daggers

Weapon	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost	Complexity
Druid Dagger	1D6+1	AGI 15	-1/0	short	1 pound	11 inches	60 S	primitive
Boar-catcher	1D6+2	AGI 14	0/-1	short	2 pounds	15 inches	60 S	simple

Combat Technique Impact Weapons

Dike Fork (i)	1D6+2	STR 15	−1/−2	medium	1 pound	23 inches	30 S	complex (2 AP)
Mace (Warring Kingdoms variant)	1D6+4	STR 14	0/−1	medium	3 pounds	23 inches	105 S	simple
Battle-axe (Warring Kingdoms variant)	1D6+4	STR 14	0/−1	medium	3 pounds	39 inches	105 S	simple

Combat Technique Lances

Note: These weapons may be used with Tilt only.

Tournament Lance	1D6+8	–	–	–	6 pounds	118 inches	30 S	simple
War Lance	2D6+6	–	–	–	7.5 pounds	118 inches	100 S	simple

Note: The tournament lance breaks upon inflicting 11+ DP in a single attack.

Combat Technique Polearms

Boar Spear (2H)	1D6+5	AGI/STR 15	0/-1	long	3.5 pounds	78 inches	100 S	simple
Scythe (2H, i)	1D6+3	AGI/STR 16	-2/-1	long	7 pounds	78 inches	40 S	primitive
War Flail (2H)	1D6+4	AGI/STR 15	-1/-1	long	4 pounds	78 inches	50 S	primitive
War Scythe (2H)	1D6+5	AGI/STR 16	-1/-1	long	3.5 pounds	78 inches	60 S	primitive

Combat Technique Shields

Tournament Shield (Warring Kingdoms)	1D6	STR 16	-4/+1	short	7.5 pounds	-	30 S	simple
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Note: Small shield; 25 structure points; for jousting, the tournament shield grants a parry bonus of +2.

	1	2	3	4	5
Combat Technique Swords					

Andergastan Long Sword	1D6+4	AGI/STR 15	0/0	medium	2.5 pounds	39 inches	200 S	simple
Nostrian Long Sword	1D6+4	AGI/STR 15	0/0	medium	1.5 pounds	39 inches	200 S	simple
Stag-Catcher	1D6+2	AGI/STR 14	0/-1	short	2 pounds	23 inches	100 S	simple
Tournament Sword	1D6+1	AGI/STR 16	0/0	medium	1 pound	39 inches	20 S	simple

Note: The tournament sword breaks upon inflicting 7+ DP in a single attack.

Combat Technique Two-Handed Impact Weapons

Punt Axe (2H, i)	1D6+4	STR 13	0/-2	medium	6 pounds	39 inches	40 S	primitive
Woodcutter's Axe (2H, i)	2D6+1	STR 13	0/-4	medium	8 pounds	43 inches	80 S	primitive

Combat Technique Two-Handed Swords

Andergaster / Nostrianer (2H)	2D6+5	STR 14	0/-4	medium	6.5 pounds	78 inches	400 S	complex (3 AP)
Oakhavener / Harmlyner (2H)	2D6+5	STR 14	0/-4	medium	8 pounds	86 inches	440 S	complex (3 AP)
Tournament Great Sword	1D6+3	AGI/STR 16	0/-2	medium	4.5 pounds	62 inches	40 S	simple

Note: The tournament great sword breaks upon inflicting 9+ DP in a single attack.

	S	A	S	S
<i>Combat Technique Bows</i>				

Nostrian Longbow	1D6+8	2 actions	20/120/180	arrows	2 pounds	78 inches	100 S	complex (3 AP)
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Note: Use of the Nostrian longbow requires STR 14+.

Armory of the Warring Kingdoms



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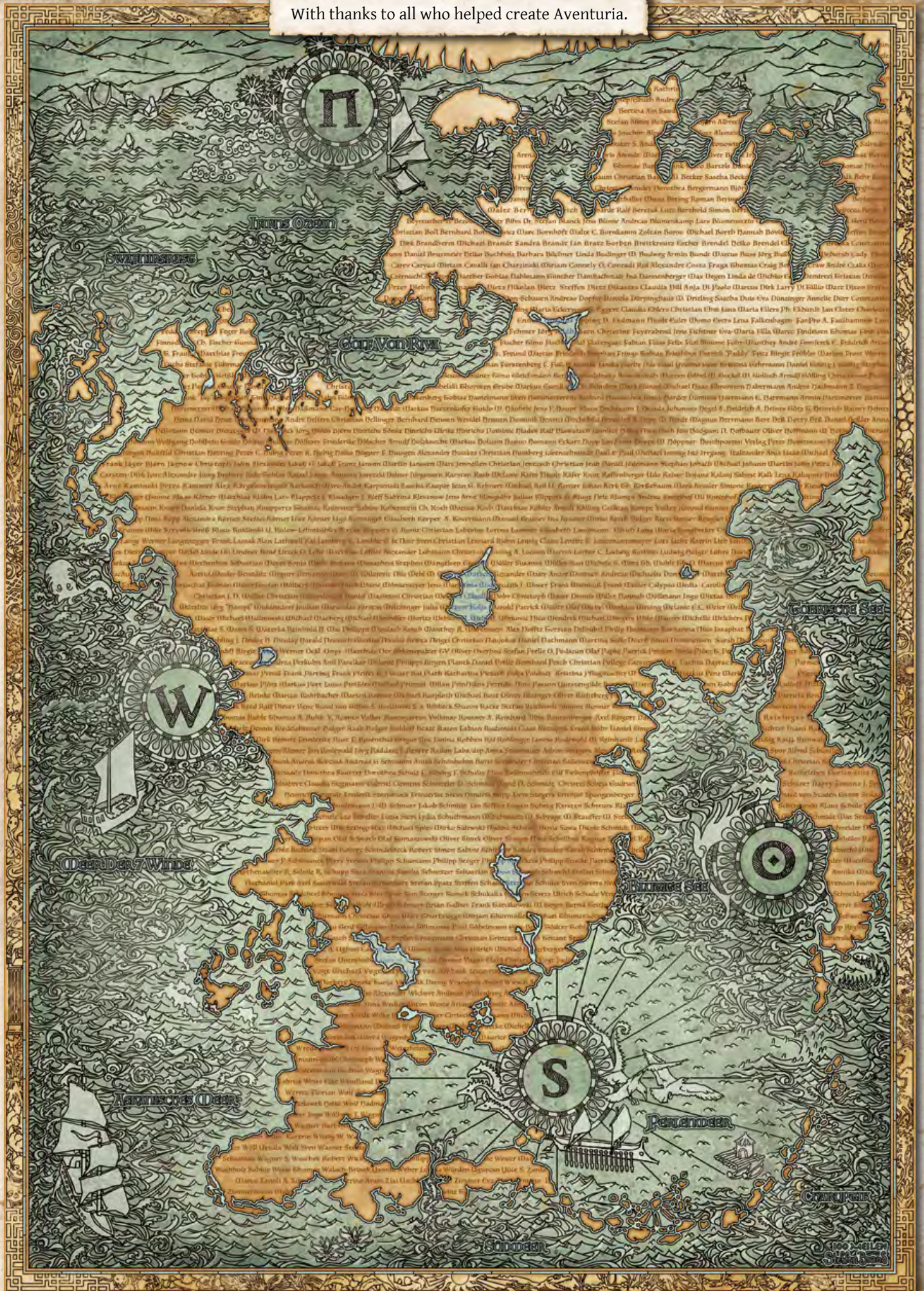


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Foreword

The *Armory of the Warring Kingdoms* presents common weapons, utilitarian items, and special artifacts from Nostria and Andergast. It adds to the flavor of the region but also serves as a shopping catalogue for heroes. As you will see, the book is filled with artwork, as pictures of a weapon or a special item often say more than all the words we could write. Each entry's introductory quote helps paint a clearer picture of the Warring Kingdoms for players and GMs alike. As an added bonus, the last chapter

presents three pre-generated merchant NPCs for the GM's immediate use.

We hope you enjoy this book, and we wish your heroes happy shopping!

Daniel Simon Richter,

In the cloudy grayness of a March day in the cradle of Ruhr industry

How to Use this Book • ○

This regional armory describes the weapons and armor typically found in Nostria and Andergast. Each entry includes advantages and disadvantages, for those of you who are using the optional Focus Rules. All Focus Rules presented here are **Level I Focus Rules** that emphasize special qualities. They do not make items better or worse, they just add flair. Of course, you are free to use or ignore Focus Rules as you see fit.

The weapons in this volume use the following stats and format, taken from the *Core Rules*.

DP: Damage Points

P+T: The weapon's Primary Attribute (P) and Damage Threshold (T).

AT/PA Mod: Modifiers for Attack and Parry, respectively.

RE: The weapon's combat Reach.

Weight: Weight, in pounds.

Length: Length, in inches.

Cost: Price, in silverthalers (S)

Note: Special features or qualities

2H: A weapon with this notation requires two hands to wield. It cannot be combined with a shield, a second weapon (for two-weapon combat), or a parrying weapon.

i: This is an *improvised* weapon. The probability for a spectacular botch is slightly larger for such weapons. Therefore, you must make a confirmation roll for botches when you roll a 19+ on Attack or Parry. Moreover, the defender receives a defense bonus of 2 versus improvised weapons.

Complexity: A Level I Focus Rule categorizes weapons and armor into the following complexity levels: *primitive*, *simple*, and *complex*. Primitive items do not require a special application or trade secret to manufacture. Simple products require an application. Complex products require the application Trade Secret. The AP value of trade secrets appears in brackets.

The chapter *Pannier, Cart, and Market Stall* presents some *Rumors* about the example merchants. Heroes in search of information sometimes hear gossip. Rumors are either true (+), false (-), or partly true, partly false (+/-).

• These boxes contain important notes for the game.

The Armory

Weapons

Andergaster

"It was a sight to behold. Our men-at-arms stepped forward with the gigantic blades of their Andergasters raised high. These guys were fearless. Despite the charging knights, they held their ground and sliced at the legs of the horses, bringing the first charge to an abrupt end. Our knights then rushed forward and put the cowardly Nostriacks to flight."

—an Andergastan man-at-arms after a border skirmish, 1039 FB

The Andergaster is a powerful great sword with a length of more than 6 feet. Due to its proportions (it is larger than most people who wield it), burghers sometimes sarcastically refer to it as a "three-handed sword," but its narrow blade is relatively light for its size. Besides having a prominent cross-guard and sometimes a second guard, the hilt often sports gripping rings to protect the hands and improve maneuverability.

This mighty blade was developed out of necessity in the Andergastan highlands, to fight orcs in the isolated mountain passes.

The Nostrian version of this blade was developed by ingenious smiths across the border, where they proudly call it a Nostrianer. There is no record as to which of the two kingdoms first developed the even longer variants of this weapon (the Nostrian *Harmlyner* and the Andergastan *Oakhavener*), which are longer by several inches and feared far and wide.

The Andergaster can inflict gruesome wounds, and both friends and foes avoid those who carry such weapons. Even a destrier stands little chance against such a sword, especially when striking its forelegs at a full gallop. Men-at-arms favor this tactic, which only adds to their terrifying reputation.



Its length commands a true zone of death, which is why it remains popular among *double mercenaries* from Garetia, Almada, and the Horasian Empire. The word *double* here refers to their pay, which is at least twice that of other high-paid men-at-arms.

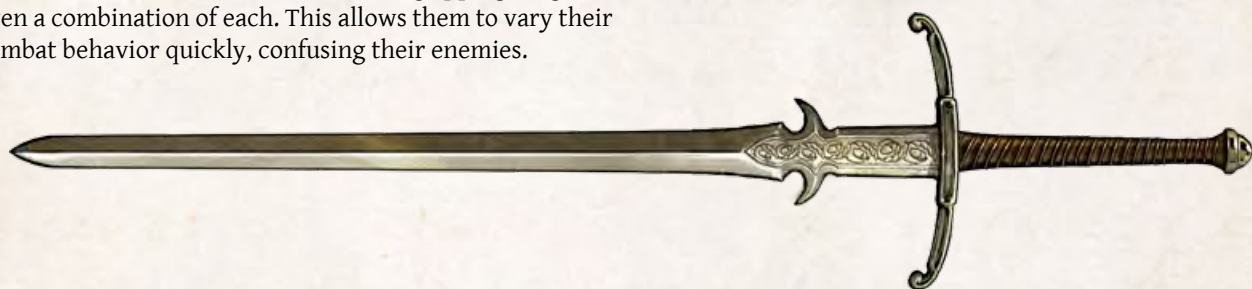
Andergasters are usually forged in the region of Andrafall or the city of Andergast, using ore from the Stone Oak Forest. Correspondingly, the Oakhavener is forged in Oakhaven, and the Harmlyner (Nostria) in Harmlyn. This weapon usually carries no decoration or embellishment, as Andergastan steel is relatively brittle. However, wielders often adorn their cross-guards with colorful or richly embroidered bands, usually in the colors of their employer or their kingdom.

Warriors who are especially proficient with the Andergaster sometimes hold the sword by places other than the hilt, such as the ricasso, the gripping rings, or even a combination of each. This allows them to vary their combat behavior quickly, confusing their enemies.

"The Andergaster is very long. The Harmlyner is even longer. If I didn't know there are female Nostrian soldiers who wield these weapons, I would say that the men there must be compensating for something."
—Mirhiban al'Orhima, Tulamyidian fire mage

"Who has the biggest sword? Let's be honest—all arguments start like this."
—Rowena of the Transweal, Bornish Cat Witch

"You wouldn't laugh if you had seen the double-salaried mercenaries from the Orphan-makers breach an enemy pike wall with these weapons, exposing the enemy's ranks to the cavalry."
—Geron Bladebreaker, double mercenary



Andergaster/Nostrianer Complexity: complex (3 AP)

Name	Combat Technique	DP	P+T	AT/PA-Mod	RE	Weight	Length	Cost
Andergaster / Nostrianer (2H)	Two-Handed Swords	2D6+5	STR 14	0/-4	medium	6.5 pounds	79 inches	400 S

Weapon Advantage: You can attack or parry with the pommel or the cross-guard, instead of the blade. To do so you must announce your intention in advance, and changing your grip takes 1 free action. Such attacks inflict 1D6+3 DP and receive an AT/PA Mod of 0/-2. The other stats do not change.

Weapon Disadvantage: In cramped environments the Andergaster receives AT/PA penalties of -5/-5 instead of -4/-4 (see *Core Rules*, page 238). These additional penalties apply only when making regular attacks with the blade, not when using the weapon advantage.

Oakhavener / Harmlyner Complexity: complex (3 AP)

Name	Combat Technique	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Oakhavener / Harmlyner (2H)	Two-Handed Swords	2D6+5	STR 14	0/-4	medium	7.5 pounds	86 inches	440 S

Weapon Advantage: Enemies with short or medium weapons receive a penalty of -1 on AT. You can attack or parry with the pommel or the cross-guard. To do so you must announce your intention in advance, and changing your grip takes 1 free action. Such attacks inflict 1D6+3 DP and receive an AT/PA Mod of 0/-2. The other stats do not change.

Weapon Disadvantage: In cramped environments the Oakhavener/Harmlyner receives penalties of AT/PA -6/-6 instead of -4/-4 (see *Core Rules*, page 238). These additional penalties apply only when making regular attacks with the blade, not when using the weapon advantage.

Boar-catcher and Stag-catcher



"Anyone planning to hunt game in the forest should take along a good hunting knife. You need a blade that won't break when an enraged boar surprises you or when Firun's honor demands that you give a wounded animal the finishing blow to end its suffering. The Old Man of the Mountain despises unnecessary cruelty, and other gods, such as Kurim and Orvai, hate it when hunters do not finish their work. I suggest you carry a boar-catcher at all times. The blade is robust enough to defend against most animals and sharp enough to deliver the finishing blow. Its curved shape lets you easily dress game and divide it into portions. An excellent weapon—I would never set foot in the forest without my boar-catcher!"

—Bogumil, huntsmaster of the Andergastan baron of the Orrib Lands, 1039 FB

Boar-catchers have almost completely replaced the traditional hunting knife as the preferred hunting tool in the Warring Kingdoms. This blade, which becomes slender towards the hilt, is quite remarkable. It easily pierces flesh and can even sever tough tendons. The hunters of both Warring Kingdoms use it to section game and dispatch injured quarry. Its 15-inch length, quite long for a dagger, makes it especially suitable for piercing a wounded animal's heart.

The large forests, and the nobility's enthusiasm for the hunt, are the main reasons why the boar-catcher has a reputation as something better than a simple tool. It is the honorable weapon of the conscientious hunter and especially cherished by the nobility as a dress weapon. As such, examples often have filigree wood and horn carvings on the grip, and etchings, engravings, and elaborate inlay work on the blade. Often such a weapon is too fine

for hunting. Many boar-catchers have illustrious names such as unicorn-catcher, orc-stabber, or wyvern-killer. If someone proves himself or herself to be an excellent tracker or beater, a noble may present them with a boar-catcher as a gift. Quite a few destitute farmers have received fine blades in this manner and cared for them zealously before bequeathing them to their descendants.

A variant of this blade, the stag-catcher, is also used as a dress weapon. It is 8 inches longer than the boar-catcher, making it about as long as a short sword, though its blade is far more slender. This weapon is often carried by the mages of Andergast as it falls just short of being prohibited by the *Codex Albyricus*. Pupils learn to use these weapons as young disciples. Class valedictorians receive stag-catchers as graduation gifts.

Both weapons rarely have guards since they are made for hunting, not combat. Like daggers, they can inflict severe wounds, but their size restricts freedom of movement and action of the fighter.



"Boar-catcher? More like rabbit-catcher, if you ask me! Whether on the hunt or in battle, anyone who buys such a weapon must have a death wish. Without a cross-guard, a boar will slash your arms open. I don't even want to think what a sword would do. That thing should be used as a tooth-pick at best!"

—Arbosh son of Angrax, forge dwarf master smith

"As if you would even use a toothpick, with your table manners! I like this weapon. Its shape is very... elvish."

—Layariel Treetopglimt, elven Wyldrinner



Boar-catcher

Complexity: simple

Name	Combat Technique	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Boar-catcher	Daggers	1D6+2	AGI 14	0/-1	short	2 pounds	16 inches	60 S

Weapon Advantage: The boar-catcher inflicts +1 DP when fighting animals of size categories medium and smaller.

Weapon Disadvantage: The maneuver Circumvent (see *Aventuria Compendium*) cannot be performed with the boar-catcher.

Stag-catcher

Complexity: simple

Name	Combat Technique	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Stag-catcher	Swords	1D6+2	AGI/STR 14	0/-1	short	2 pounds	24 inches	100 S

Weapon Advantage: The stag-catcher inflicts +1 DP when fighting animals of size category medium or smaller.

Weapon Disadvantage: The maneuver Circumvent (see *Aventuria Compendium*) cannot be performed with the stag-catcher.

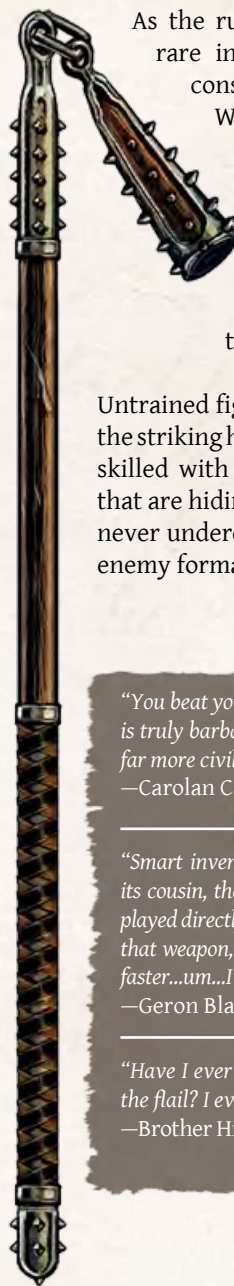
War Flail

"Do not underestimate it just because it's a farmer's weapon! Something made to knock the last kernel of grain from the stalk is more than capable of smashing the gray matter out of the heads of Andergastan scum. In the Wretched War, they had to cut knights out of their armor because the farmers gave them such a thrashing. And at the King's Tournament, more than twenty years ago, one Andergastan made the mistake of boasting he could defeat any enemy. One of the yeomen taught him otherwise—with a threshing flail. His pretty, painted shield didn't help him at all. I said feet shoulder-width apart! You need a firm stance with that thing. And expect a few bruises while you learn to use it properly. If you want to achieve true mastery with the flail, you'd better get used to the idea of going to bed covered in bruises."

—a sergeant from Thurania, 1035 FB

Originally a harvesting tool, the threshing flail quickly developed into a war flail in the Warring Kingdoms. Need is the mother of invention. Farmers drafted into the army when seasons change need a weapon to defend themselves. For want of a real weapon of war, the war flail became the standard farmers' weapon.

A good war flail has a grip that is reinforced with iron bands and wrapped with leather for better handling. The striking head is weighted with iron and covered in studs or sometimes even spikes.



As the rural population is poor, and good metal is rare in the Warring Kingdoms, war flails often consist only of a leather band spiked with nails.

Weapons like the war flail illustrate the rural population's skill with improvisation, for they must make do with what little they own. Rarely does one encounter a smith here who knows how to make such a weapon. Usually the farmers themselves make, repair, and sometimes even sell, this weapon.

Untrained fighters have difficulty predicting the path of the striking head and sometimes injure themselves. Those skilled with flails, on the other hand, can hit enemies that are hiding behind their shields. Commanders should never underestimate the value of a unit of farmers in an enemy formation.

"You beat your enemy to death with this thing? That is truly barbaric! In my homeland, even the poor are far more civilized."

—Carolán Calavanti, Vinsaltan vagabond



"Smart invention, eh? Threshing flail, war flail, and its cousin, the morning star! The resourceful farmers played directly into the hands of the nobility here. With that weapon, the nobles can beat them to death even faster...um...I mean protect them better, of course."

—Geron Bladebreaker, double mercenary



"Have I ever mentioned that I am quite skilled with the flail? I even threshed grain with it once."

—Brother Hilbert of Auen, Blessed One of Peraine



War Flail

Complexity: primitive

Name	Combat Technique	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
War Flail (2H)	Polearms	1D6+4	AGI/STR 15	-1/-1	long	4 pounds	78 inches	50 S

Weapon Advantage: Shields can use only their simple defense bonus against war flails.

Weapon Disadvantage: Attacks with the war flail must make botch confirmation checks on rolls of 19+. The maneuver Keep at Distance (see *Aventuria Compendium*) cannot be performed with the war flail.

War Lance

"What is more magnificent than the sight of armored knights on destriers as they ready their war lances and charge the enemy lines, hooves thundering and steel flashing? Infantry panics and takes flight when knights draw near. Those who do not flee often die a horrible death. Most battles are decided by heavy cavalry armed with traditional war lances, as called for by knightly virtues. These juggernauts switch to sword and shield only if a melee breaks out."

"Alas, such encounters are rare these days, as relatively few people on either side of a skirmish use war lances. It has been many years since the last great mustering of knights for war...."

—Stanislaus of Tazenmeadow, Andergastan knight, 1040 FB

Even though large areas of the Warring Kingdoms are covered with thick forest, which hinder large battle formations, the tradition of lance-bearing cavalry survives to this day. This may be due to the shared Nostrian and Andergastan enthusiasm for the classic knight's tournament, but also because these areas grow the best wood for crafting lances. Oak, birch, ash, Nostrian maple, and especially the sturdy stone oak are all preferred. Lances made from these trees rarely break, even when employed against plate armor or a dragon's scales.

Many battles begin with a lance attack when the terrain allows, but to any knight of the Warring Kingdoms, a lightly wooded area or even a shallow riverbed is more than sufficient for the purpose.

Even though enemy knights make good targets in skirmishes, the war lance is most frequently employed against common infantry. Even if not immediately deadly, the force of the impact knocks the enemy to the ground, exposing them to the hooves of the cavalry.

This sturdy weapon does have its downside: if handled ineptly against small, dismounted targets, the tip of the lance easily becomes stuck in the ground, and its enormous resilience quickly becomes the knight's doom. Instead of breaking, the lance shifts the unlucky rider out of the saddle. An unhorsed knight, trapped inside heavy armor, is highly vulnerable to enemy combatants.

"I don't care how Lord So-and-So meant it! I'll scratch his eyes out! I'll kill him, the wretched, low-down bastard! He'll be squirming like a worm when I finish with him..."

—Rowena of the Transweal, Bornish Cat Witch



"Hold on a minute, Rowena! I wouldn't mess with a knight of such stature. Imagine him attacking you with one of those war lances his squire just handed to him. Sure, those things are mainly made out of wood, but you shouldn't..."

—Geron Bladebreaker, double mercenary



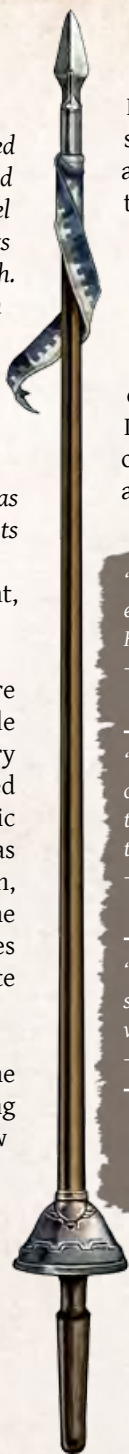
"Wood? You say that lance is made from wood? This slimy bastard has bragged for long enough! Just you watch. In a few moments, this will be my Fighting Stick..."

—Rowena of the Transweal, Bornish Cat Witch



"Oh, no, in Hesinde's name, no! Why are you all just staring? Help me stop her!"

—Mirhiban al'Orhima, Tulamydian fire mage



War Lance

Complexity: simple

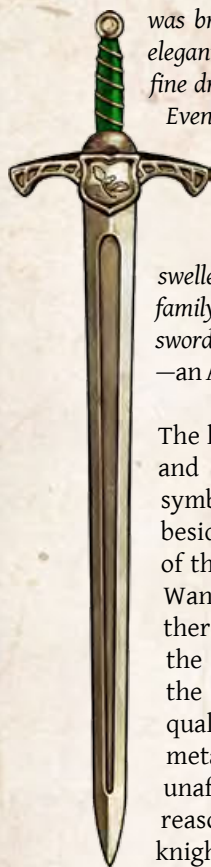
Name	Kampftechnik	TP	L+S	AT/PA Mod	RE	Weight	Length	Cost
War Lance	Lances	2D6+6	—	—	—	7.5 pounds	118 inches	100 S

Note: This weapon can be used for Tilt only.

Weapon Advantage: Anyone hit by a rider with a war lance must immediately make a *Body Control* (Combat Maneuvers) check with a penalty of 1 for every 5 DP inflicted, or suffer the state *prone*.

Weapon Disadvantage: If a war lance is used against a target of size category small or tiny, and the attack fails, the attacker must make a check on *Riding* (Combat Maneuvers) with a penalty of 2. On a failure, the lance sticks in the ground, unhorsing the attacker. As a result, the attacker suffers falling damage, and the lance breaks and may no longer be used.

Long Sword (Warring Kingdoms Variants)



"I stood in awe as I ran my fingers along the blade, which was broader than my hand. The smith had engraved elegant tendril patterns along the ricasso and etched fine drawings of acorns and oak leaves into the metal.

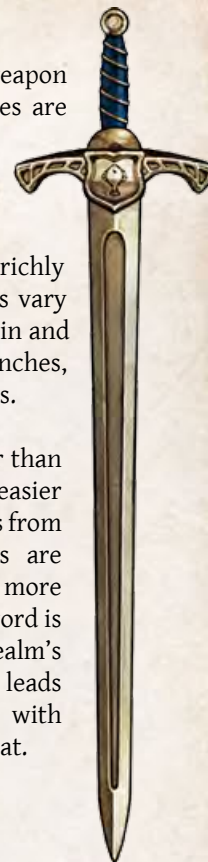
Even though the blade had been in my family for generations, it gleamed as if it had just come from the forge. I could see my face reflected in its surface. I examined the cross-guard, which has the shape of a dragon's claw. My heart swelled with pride when I was chosen to carry our family's heirloom blade. I seek fame and glory, and this sword will help me achieve it."

—an Andergastan knight on the day of his accolade

The long sword is the classic weapon of knights and nobles in the Warring Kingdoms, and a symbol of class and privilege in many countries besides. Common folk may not carry a blade of this length unless they own a Warrior's or a Wandering Sword's Letter, or the equivalent thereof. Such laws are hardly necessary in the Warring Kingdoms, however, because the region's few mines rarely produce high-quality iron ore. This scarcity renders large metal weapons, such as long swords, nearly unaffordable, even for some knights. For that reason, few swords are new. Instead, most knights own heirloom swords passed down from their ancestors. As with armor, the new owner must sometimes modify the weapon, usually by adjusting its length (when swung in a downward arc, the tip of a long sword should not touch the ground). Spotting an inherited blade is often easy, even if the weapon is well-maintained, due to its design.

Every sword bearer cherishes such a weapon and gives it personal flair. Most blades are named. Cross-guards, hilts, and pommels are often fashioned after their owners' heraldic animal. These prized weapons bear in-lays of wood and horn, and are often richly adorned with gemstones. Cross-guards vary widely, exhibiting anything from a plain and straight form, to dragon wings, oak branches, crashing waves, or the paws of a lioness.

Nostrian long swords are often sleeker than those from Andergast. They are also easier to wield and allow for quicker reactions from horseback. Andergastan long swords are broader and more massive, which puts more force behind a rider's blow. Neither sword is balanced the same way as the Middenrealm's standard long sword, which sometimes leads foreign fighters who are unfamiliar with these blades to make mistakes in combat.



"These swords are simply classic! Light and flexible, or heavy and unyielding... Both are excellent, but in the end, it's a question of personal style."

—Geron Bladebreaker, double mercenary



"It's always a question of style. I shouldn't be surprised that this is also true for weapons!"

—Mirhiban al'Orhima, Tulamydian fire mage



Long Sword, Andergastan

Complexity: simple

Name	Combat Technique	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Andergastan Long Sword	Swords	1D6+4	AGI/STR 15	0/0	medium	2.5 pounds	39 inches	200 S

Weapon Advantage: The Andergastan long sword grants a bonus of +1 DP in mounted combat.

Weapon Disadvantage: After a botch, increase the result of the confirmation roll by 2.

Long Sword, Nostrian

Complexity: simple

Name	Combat Technique	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Nostrian Long Sword	Swords	1D6+4	AGI/STR 15	0/0	medium	1.5 pounds	39 inches	200 S

Weapon Advantage: The Nostrian long sword grants a bonus of +1 DP in mounted combat.

Weapon Disadvantage: After a botch, increase the result of the confirmation roll by 2.

Nostrian Longbow

"A deadly weapon, especially when used by a skilled archer. Imagine how people feel when an entire unit of archers shows up—and they aren't on your side. Soldiers quickly despair when they find themselves without a shield and the skies suddenly darken with arrows. Such situations don't always end badly, but your chances aren't good. And the worse thing is, the archers are too far away to be killed quickly. Even if you charge at them, they have time to calmly nock another arrow and shoot you again."

—an Andergastan man-at-arms after a skirmish on the border

Experts in warfare assume that the Nostrians only developed their feared bows to make up for the disadvantage of having no battle mages in their ranks. And truly, the Nostrian longbow is an impressive weapon that is often as large as the archer who wields it. This bow has an enormous draw force and requires great strength to wield. Mastery is achieved only after years of training, but even an amateur with the longbow can pierce plate armor without difficulty. Thus, a troop of well-trained archers can quickly win a skirmish.

The Nostrian longbow is normally made of yew, ash, elm, or Nostrian maple. Archers customize their nocks with artistic adornment. Grips and arrow rests are often wrapped with leather for support and to facilitate aiming. The Nostrian longbow is also common in Andergast, except Andergastans refer to it only as a longbow.

Due to its enormous length, the weapon cannot be used from horseback and is unsuited for hunting in deep forests. It dominates in battle, however, with both its incredible range and penetrating force.

"They take a long stick, tie a string around it, and then call it a marvel of warfare? I think they've never seen a real Iron Forest crossbow!"

—Arbosh son of Angrax, forge dwarf master smith



"You're only mad because your legs are too short to use one. We'll soon see whose weapon can still shoot after it has been exposed to the dust of the road—or what passes for a road in this neck of the woods..."

—Geron Bladebreaker, double mercenary



Nostrian Longbow Complexity: complex (3 AP)

Name	Combat Technique	DP	RT	RA	Ammunition	Weight	Length	Cost
Nostrian Longbow	Bows	1D6+8	2 actions	20/120/180	Arrows	2 pounds	78 inches	100 S

Note: Use of the Nostrian longbow requires STR 14+.

Weapon Advantage: Even after a successful Shield Parry, the Nostrian longbow pierces the defender's shield and causes damage on a roll of 1-3 on 1D6. In this case, though, the defender adds the simple shield bonus to PRO.

Weapon Disadvantage: Archers using a Nostrian longbow suffer a penalty of 4 in addition to any other modifiers (see Core Rules, page 348) while in forests, which are classified as difficult or bad terrain. The Nostrian longbow cannot be used while mounted.

Boar Spear

"Suddenly it stood before me: the old matriarch! I still remember it's red, glowing eyes and the breath that steamed from its snout. It didn't seem slowed by its many wounds or the baying of the hounds waiting to dash through the underbrush to wrestle it down. It kept its eyes on me, and by Kurim the Hunter, I swear it wanted to kill me. I've never seen such lust for murder in the eyes of a beast!"

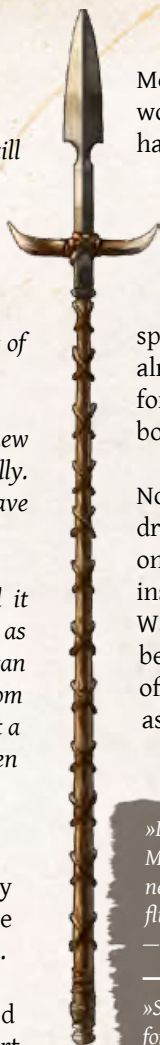
"I thought my hour had come. I wanted to flee, but I knew that running wouldn't save me. Quite the opposite, actually. If I had left my back unprotected, the monster would have quickly finished me off."

"Luckily, I had my boar spear at hand, and I planted it squarely in the beast's ribs. I've never fought anything as strong! How I managed to hold my ground, only the gods can say. I smelled its sharp breath and felt the hot steam from its snout. But Kurim be praised, the handle held the sow at a distance. Take my advice, never forget your boar spear when you go hunting! It may save your life!"

—a beater from the Warring Kingdoms

As its name implies, the boar spear is a short and bulky spear used primarily for hunting wild boar. It is the preferred hunting weapon of the Warring Kingdoms.

The spear is characterized by its broad, arrow-shaped tip and its cross-guard (called a *handle*), set a short distance behind the tip, which prevents the spear from penetrating an animal's body too deeply and becoming stuck. The handle also serves to keep a wounded and angry animal at a distance. Once speared, few creatures can work themselves free of the shaft.



Most handles are made from metal or even the same wood as the shaft, but people like to make custom handles from antlers. The shaft is usually made from sturdy ash or stone oak, reinforced with nails, and wrapped with leather bands for a better grip.

The spear tip is secured to the shaft by a long grommet or steel bands, allowing the weapon to resist a heavy strain. As a hunting tool, the boar spear is usually used only to nail down game that is already injured. Daring are those who use it as a weapon for combat, as, despite its designation as a polearm, the boar spear is very short.

Nobles in the Warring Kingdoms carry boar spears as dress weapons but also enjoy using them while hunting on horseback. Many people pay skilled smiths to inscribe ornaments pleasing unto Firun into the blades. Wave or oak motifs are very popular, as are images of bears, pigs, stags, and other game. Such weapons are often presented as gifts to other nobles or servants who assist with the hunt.

»Die Sau auf Abstand halten? Wo ist das Problem? Mit ein bisschen Kraft im Arm hältst du jeden Gegner auf Distanz – so weit das verdammte Ding eben fliegt.«

—Tjalva Garheltdottir, Premier Hetja



»So eine Saufeder wirft man doch nicht! Das wird dieser formidablen Waffe einfach nicht gerecht. Aber wenn du deinen Gegner damit erstmal festgenagelt hast, dann ist so schnell kein Entkommen mehr. Der Knebel ist außerdem äußerst nützlich. Ich hab mal gesehen, wie jemand einem Ork das Ding kurzerhand ins Gesicht gerammt hat. War kein schöner Anblick. Wirklich nicht.«

—Geron Waisenmacher, Doppelsöldner



»Ich kann alles werfen, notfalls auch die ganze Saul! Das wohl!«

—Tjalva Garheltdottir, Premier Hetja



Boar Spear

Complexity: simple

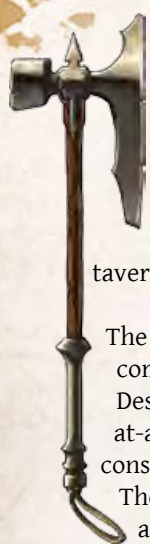
Name	Combat Technique	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
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Boar Spear (2H)	Polearms	1D6+5	AGI/STR 15	0/–1	long	3.5 pounds	78 inches	100 S
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Weapon Advantage: Those pinned by someone using a boar spear and the special maneuver Nail Down must make a *Feat of Strength* check with a penalty of 2 and take +2 DP per combat round to escape (see *Aventuria Compendium*).

Weapon Disadvantage: In close combat, the boar spear's Reach is medium, not long. In mounted combat, however, its Reach is still long.

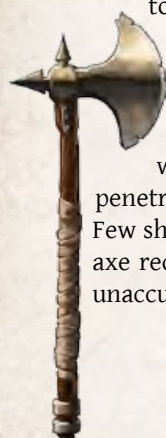
Battle-axe (Warring Kingdoms Variant)



"My shield rang when the axe blow hit, and splinters flew in all directions. I thought, 'If he keeps at it like that, soon there won't be much left of my shield—or of my arm.' Then, after two, three more blows, the guy slowed down! The axe was probably too heavy for him. I simply hit him over the head with my mace, and Crack! That was the end!"

—a Nostrian woman-at-arms, overheard in a tavern in Oldhagen

The battle-axe and the mace are two of the most common weapons in the Warring Kingdoms. Despite class differences, both knights and men-at-arms favor the battle-axe because the weapon consists largely of wood, which is inexpensive. The haft is usually made from ash or stone oak and wrapped with leather for a better grip. A sharp, highly polished, metal axe blade is fitted to the 3' haft by two steel bands for greater stability. A sharp horn or hammer head provides the necessary counterweight for the blade. As an impact weapon, it concentrates its damage in a smaller area, while the long haft helps generate greater penetrating force compared to other battle-axes. Few shields can withstand it. However, the battle-axe requires more endurance to wield, and those unaccustomed to its heft quickly grow winded.



"Heavy and bulky, just the way I like it. They know how to make axes, by Swafnir!"

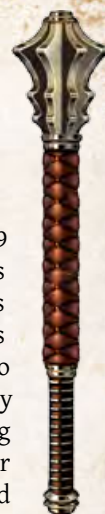
—Tjalva Garheltdottir, Hetja from Prem

Mace

(Warring Kingdoms Variant)

"Give me a mace, and bones I'll break!"

—a man-at-arms from the forests of Andergast, when asked about a recent battle



A mace usually consists of a wooden haft about 29 inches long, plus a steel cap with serrated blades or sharp projections. Where the battle-axe cuts and chops, the mace smashes and batters. It is basically an evolution of the club that is easy to use and relatively inexpensive, as weapon-quality iron ore is a rare commodity in the Warring Kingdoms. Knights and men-at-arms alike favor the mace and the battle-axe. As a one-handed weapon, it is ideal for use from horseback, which increases the force of its blows and snaps bones even when the defender wears chainmail or a gambeson. On the other hand, maces require strength to wield. Unless the fight ends quickly, the mace fighter soon runs out of breath.

Most maces are unadorned, but some heads are cleverly designed to resemble the horns of a bull or the antlers of a stag.

"Not really the best craftsmanship ever produced. But what worked in the past cannot be bad these days—in that respect, at least, I agree with these humans."

—Arbosh son of Angrax, forge dwarf master smith



Battle-axe (Warring Kingdoms Variant)

Complexity: simple

Name	Combat Technique	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Battle-axe	Impact Weapons	1D6+4	STR 14	0/-1	medium	3 pounds	39 inches	105 S

Weapon Advantage: Attacks using the maneuver Shield-Splitter receive a bonus of 1 (see *Core Rules*, page 250).

Weapon Disadvantage: After confirming a botch, the attacker suffers one level of *Stupor*.

Mace (Warring Kingdoms Variant)

Complexity: simple

Name	Combat Technique	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Mace	Impact Weapons	1D6+4	STR 14	0/-1	medium	3 pounds	23 inches	105 S

Weapon Advantage: If used from a mount, the mace receives a bonus of +1 DP.

Weapon Disadvantage: After a confirmed botch on an attack the wielder receives 1 level *Stupor*.

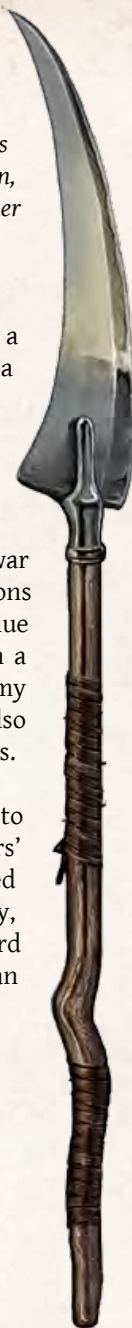
War Scythe

"Don't underestimate the farmers, my boy. Their weapons may look like rickety farming tools, but in battle formation, their scythes look like a wall of blades through which neither knight nor horse may pass unharmed."

—an Andergastan knight to his squire

The war scythe, also known as the farmer's spear, is a product of the ingenuity of the inhabitants of Nostria and Andergast. This weapon is nothing more than the advancement of the common harvesting tool. With a few simple steps, the rectangular blade of the scythe is easily removed and fitted as an extension of the shaft. The simplicity of this alteration, which does not require a blacksmith, explains the war scythe's widespread use among the rural populations of the Warring Kingdoms. The weapon's true value shines through in mass combat. When deployed in a formation known as a scythe wall, territorial army units more easily repel attacks. The scythe wall also grants advantages when charging the enemy en mass.

Due to its simple construction, the war scythe is easy to repair and cheap to procure, making it a landholders' weapon of choice when arming units of drafted farmers. The weapon is not particularly sturdy, however, and many break after delivering a hard blow, leaving the surprised farmer suddenly facing an opponent while armed only with a stick.



"Imitate the farmer. Turn the blade around!"
—Brother Hilbert, Blessed One of Peraine



"I'd hate to be the poor sod sent into battle with one of these weapons! It is, and always will be, a refashioned farming tool. Just imagine your blade flying away in the midst of battle. Where's your scythe wall then? If the high and mighty nobles send their farmers off to war on a regular basis, they should at least give them real weapons and real training!"

—Geron Bladebreaker, double mercenary



"I've seen nobles wet themselves before battle. Even the best weapon couldn't help them. But even a brittle stick is a deadly weapon in the hands of someone who is brave, by Swafnir!"

—Tjalva Garheltottir, Hetja from Prem



♦ To receive this bonus, all the fighters must conduct the Charge in the same CR!

War Scythe

Complexity: primitive

Name	Combat Technique	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
War Scythe (2H)	Polearms	1D6+5	AGI/STR 16	-1/-1	long	3.5 pounds	78 inches	60 S
Weapon Advantage: Two or more fighters armed with war scythes may form a <i>scythe wall</i> . Participants must face the same direction and stay within 1.6 feet of their neighbor. Scythe walls theoretically have no upper limit on number of participants. Participants gain a PA bonus of +1. When performing the maneuver Charge en mass, they lose the PA bonus but gain +1 DP with the war scythe (see <i>Core Rules</i> , page 246).								
Weapon Disadvantage: Whenever the war scythe causes 10+ DP in one blow, roll 1D6: on a 1, the blade falls off, leaving only a wooden staff (same stats as a club). Re-attaching the blade requires a check on <i>Metalworking (Blacksmith)</i> with a bonus of 3 (5 minutes, any number of attempts).								

Tournament Equipment

"Perhaps the greatest items an artisan will ever be asked to create are the tournament pieces for a distinguished baron. A fine suit of armor bearing the lord's coat of arms, whether discreet and subdued on the shoulder plate or emblazoned in bold colors on the cuirass. A heraldic shield that a champion can proudly hang on the challenge board. A tournament sword or great sword, blunted for fair play. An artfully decorated tournament lance painted in the knight's colors. Besides virtue, honor, and a well-trained steed, these are the hallmarks of a knight of class and distinction."

—Wolorion of Kolburg, Grand Tournament Marshal of Andergast, modern

Tournament Lance

The tournament lance is similar to the war lance except that it is designed to break easily when striking shield or armor. Instead of a lethal point, the tournament lance has a blunt tip in the shape of a ball, plate, or a pronged *coronal* designed to knock an opponent from the saddle without causing severe injury. Owners usually paint tournament lances in their heraldic colors and suspend colorful pennants from the weapon's handle or tip.

Tournament Armor

Tournament armor is usually plate armor: heavy, bulky, and specifically built for fighting from horseback. Due to its weight, someone wearing it on foot has great difficulty standing up, let alone

fighting. Tournament armor is often a gorgeous, well-crafted heirloom. Jousting helmets, for instance, often have magnificently crafted visors and helmet decoration displaying the heraldic animal of either the wearer's House or that of the Royal family. Helmets with stag antlers (Nostria) or bull's horns (Andergast) are not uncommon. Tournament armor is very expensive, especially in the Warring Kingdoms, where high quality iron ore is rare. As a result, the noble families of the Warring Kingdoms treat these items as prized heirlooms, preserve them with great care, and wear them with great pride. Some suits of armor are many centuries old.



"Tournament armor is expensive, but be that as it may, a knight would be foolish to try to cut corners here. Good workmanship saves lives. Don't spend time worrying about the repair costs... 'Buy cheap, die soon' is what I always say! To get started, find a skilled smith, by which I mean one of my people, of course!"
—Arbosh son of Angrax, forge dwarf master smith



Tournament Lance							Complexity: simple	
Name	Combat Technique	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Tournament Lance	Lances	1D6+8	–	–1/–	–	6 pounds	118 inches	30 S

Note: This weapon can be used for Tilt only.
The tournament lance breaks upon causing 11+ DP in a single attack.

Weapon Advantage: None

Weapon Disadvantage: None

Tournament Armor					Complexity: complex (5 AP)	
Type	Protection	Encumbrance (Level)	Additional Penalties		Weight	Cost
Tournament Armor	8	5	–		80 pounds	3,000+ S

Note: While mounted, reduce ENC of tournament armor by 2 instead of 1. On foot, characters wearing tournament armor cannot move faster than ½ their MOV.

Armor Advantage: A check on Etiquette (Manners) in order to challenge an opponent for a duel receives a bonus of 1 for the CHA part of the check if the hero wears tournament armor.

Armor Disadvantage: Mounting a horse requires assistance (another person or a winch) and takes at least 10 CR. Also, checks on Perception (Search or Spot) involving hearing or sight receive a penalty of 2.

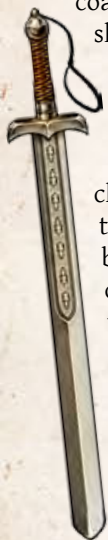


"By the time you finish forging, I'll be too old to hold a sword! One day I hope to own such a fine suit of armor, if only to have fun knocking around those high and mighty Sir Knights... Yes, one day..."
—Geron Bladebreaker, double mercenary

Tournament Shield

The wooden tournament shield is slightly smaller than a normal shield and is made for use on horseback. It attaches to the arm with two simple leather straps on its back.

Owners often paint their coat of arms on these shields, to identify themselves during the tournament. Contestants hang this shield on the challenge board at the side of the field before each event, and challenge each other by touching a weapon to their intended opponent's shield.



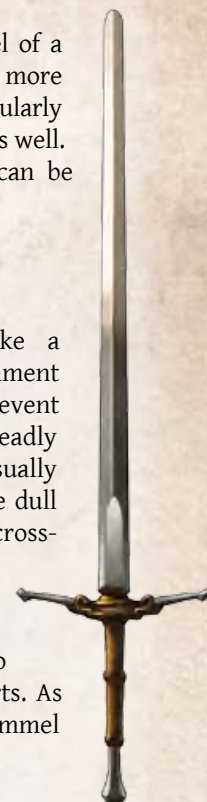
Tournament Sword

A tournament sword looks much like a regular long sword, but its blade is usually a bit shorter and its blade and tip are blunt, which reduces the chance of serious injury during tournament combat.

Owners typically decorate only the pommel of a tournament sword because the blades break more easily than those of battle swords. Some particularly affluent nobles decorate their cross-guards as well. Decorated hilts that survive one contest can be quickly fitted to a new tournament blade.

Tournament Great Sword

The tournament great sword looks like a normal great sword, but as with a tournament sword, its tip and edges are blunted to prevent tournament combat from becoming a deadly spectacle. Parrying tines or hooks are usually prohibited. Instead, these swords may have dull bars (called *handles*) or leather straps on cross-guards, allowing competitors to use the same maneuvers they would use with a great sword made for the battlefield. Tournament great swords are more prone to break than are their battle-ready counterparts. As a result, contestants decorate only their pommel and cross-guards, if anything.



"These things take time. It's not my fault that you large folk are so short-lived."
—Arbosh son of Angrax, forge dwarf master smith



Tournament Shield of the Warring Kingdoms

Complexity: simple

Name	Combat Technique	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Tournament Shield	Shields	1D6	STR 16	-4/+1	short	7.5 pounds	–	30 S

Note: 25 structure points; counts as a small shield; grants a +2 Parry bonus during jousts.

Weapon Advantage: None

Weapon Disadvantage: None

Tournament Sword

Complexity: simple

Name	Combat Technique	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Tournament Sword	Swords	1D6+1	AGI/STR 16	0/0	medium	2 pounds	39 inches	20 S

Note: The tournament sword breaks upon inflicting 7+ DP in a single attack.

Weapon Advantage: None

Weapon Disadvantage: None

Tournament Great Sword

Complexity: simple

Name	Combat Technique	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Tournament Great Sword	Great Swords	1D6+3	AGI/STR 16	0/-2	medium	5 pounds	62 inches	40 S

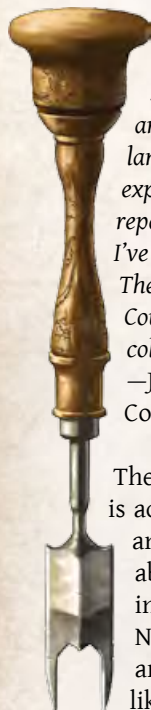
Note: The tournament great sword breaks when it inflicts 9+ DP in a single attack.

Weapon Advantage: None

Weapon Disadvantage: None

Tools

The Dike Fork



"People in the Warring Kingdoms invent strange items, especially in Nostria. Dike forks are one such example. They are actually just tools, but they are also a symbol of yeomen along the coast. To claim land, one need only stick a dike fork in a dike like an explorer planting a flag, and then keep the dike in good repair. How outrageous! Land belongs to the nobility! I've seen some yeomen wield these things as weapons. Their skill is impressive, but must I recommend that the Counts of Ilmenstone add a dike fork to their weapons collection? Or will that make me look like a fool?"

—Joost Pershoff, vassal to the Bornlandish Counts of Ilmenstone, modern

The dike fork, predominantly found in Nostria, is actually a tool designed for the construction and maintenance of dikes and dams. It is about 3 feet long, of which approximately 27 inches is wooden handle made of stone oak or Nostrian maple. The end of the handle is broad and thick, while the iron tip is a flat, spade-like blade with two pointed tines. The tines are

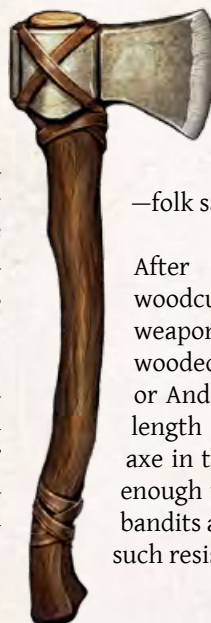
usually blunt, but since many yeomen of the coast and the Lakelands use the dike fork as an improvised weapon, they often sharpen the edges of the blade and the tines.

As a tool, laborers use dike forks to cut slabs of turf and affix reed mats to the dikes, protecting them from erosion by wind, rain, or tides. During construction, workers cover the dike's foundational layers of dirt and turf with reed mats, which they then anchor to the base of the dike with coarsely braided ropes. The dike fork's tines help push the

ropes deep into the ground. As an improvised weapon, a sharpened dike fork with longer tines serves as a short spear or a thrusting weapon, and the broad end of the dike fork's handle (generally used to apply one's body weight to pushing the blade) makes a good club. However, the broad handle is unbalanced, requiring the wielder to use both hands.

"Did you know that the yeomen spend their winter evenings decorating their dike forks with carvings of local myths and legends? Scholars first learned about certain sea monsters and river spirits only because they saw them carved on a yeoman's dike fork."

—Brother Hilbert of Auen, Blessed One of Peraine



The Woodcutter's Axe

"Wooden log or Nostriack, it doesn't make a difference. Yer only have to hit 'em hard, and both will break."

—folk saying from Andergast

After the threshing flail and scythe, the woodcutter's axe is one of the most common weapons in the Warring Kingdoms. In this heavily wooded region, it is the first thing that a Nostrian or Andergastan grabs for defense. With a handle length of more than 3 feet, just the sight of an axe in the hands of a brawny woodcutter is often enough to set a cocky goblin to flight. Quite a few bandits also have second thoughts when faced with such resistance.

Dike Fork

Complexity: complex (2 AP)

Name	Combat Technique	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
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Dike Fork (i) Impact Weapons 1D6+2 STR 15 -1/-2 medium 1 pound 23 inches 30 S

Weapon Advantage: Both the handle and the blade serve as weapons. The blade inflicts 1D6+1 DP. Chain armor has -2 PRO vs. the blade/tines of a dike fork.

Weapon Disadvantage: Anyone making a successful PA with the dike fork suffers a penalty of 2 to their dike fork AT until the end of the next CR due to the weapon's poor balance.

Woodcutter's Axe

Complexity: simple

Name	Combat Technique	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
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Woodcutter's Axe (2H, i) Two-Handed Impact Weapons 2D6+1 STR 13 0/-4 medium 8 pounds 43 inches 80 S

Weapon Advantage: Inflicts +2 DP vs. plants in general, +4 DP vs. wooden objects.

Weapon Disadvantage: Inflicts -2 DP vs. targets with PRO 5+.

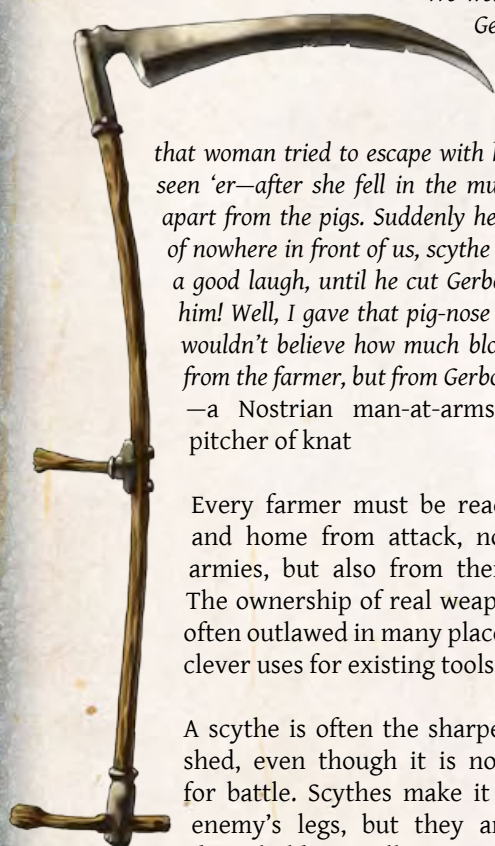
The woodcutter's axe is especially effective vs. relatively slow, plant-like creatures such as marwolds and treants, but it is less effective vs. heavily armored targets.

must summon forces quickly, though, scythes are often the only weapon available to the draftees. Given time to prepare, farmers generally prefer to refashion their scythes into much more dangerous war scythes.



"By Angrosh's beard, of course it is an axe. But calling it a weapon is going too far! Even a heavily armored enemy can jump out of the way of one of these things."
—Arbosh son of Angrax, forge dwarf master smith

Scythe



"We went up to that farm and Gerbo set a torch to the roof. The thatch went up like kindling!

I remember how that woman tried to escape with her pigs. You should've seen 'er—after she fell in the mud you couldn't tell 'er apart from the pigs. Suddenly her husband appears out of nowhere in front of us, scythe raised high! We all had a good laugh, until he cut Gerbo's feet out from under him! Well, I gave that pig-nose a taste of my axe. You wouldn't believe how much blood there was—not just from the farmer, but from Gerbo, too."

—a Nostrian man-at-arms, while downing a pitcher of knat

Every farmer must be ready to defend hearth and home from attack, not just from foreign armies, but also from their own feudal lords. The ownership of real weapons is expensive and often outlawed in many places, requiring new and clever uses for existing tools.

A scythe is often the sharpest tool in a farmer's shed, even though it is not particularly suited for battle. Scythes make it easy to strike at an enemy's legs, but they are cumbersome and don't hold up well against charges. When lords

"What? That's a harvesting tool, not a weapon! Ask Hilbert. I'm sure he knows a lot more about this thing."
—Geron Bladebreaker, double mercenary



"Well...he does have a point. Hardly anyone can outdo me with the scythe. Just don't ask me to mow grass with it..."
—Brother Hilbert of Auen, Blessed One of Peraine



Punt Axe



"It's not that easy to build a good dike, I can tell you that! Besides a trusty koyer—those are the dike builders—you also need good material and the right tools, of course. And because land is scarce along Nostria's coast, we started building dikes with sea-facing walls made of wood—either wooden planks or stacks of wood. The ingenious coastal population developed a special axe with a long, bearded blade for cutting and splitting wood. Many koyers also use this tool to defend themselves. I once saw angry dike builders threaten my officials. Of course they know how to use these things. I thought about prohibiting koyers from working with these things, but then what would they use to build dikes? Besides, they need to defend themselves from Thorwal pirates. Terrible, just terrible!"

—Dike Count Haldur Vesselbek, modern

The punt axe is considered a tool for hewing and assembling wooden beams into walls when building dikes. Many koyers (the term for Nostrian dike builders)

Scythe

Complexity: primitive

Name	Combat Technique	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Scythe (2H, i)	Polearms	1D6+3	AGI/STR 16	-2/-1	long	8 pounds	78 inches	40 S

Weapon Advantage: Scythes grant the maneuver Takedown, even if the wielder does not possess the corresponding special ability (see *Core Rules*, page 250). However, a wielder without the SA suffers an AT penalty of 6, not 4. Heroes with the relevant SA may perform the maneuver as usual.

Weapon Disadvantage: Anyone attacking or parrying with a scythe may move at only half MOV for the current CR.

also know how to use this axe as weapon. For the locals this is no surprise, as they are accustomed to using these axes in their daily work. The punt axe has a long, bearded blade backed by a utilitarian hammer head. The hilt of the weapon is commonly made from hard and sturdy ash.

Dike farmers often wrap sharkskin around the grip to prevent it slipping from their hands while working in wet conditions.

The hammer head adds some balance to the punt axe, while the bearded blade serves as a passable weapon in times of need. However, parrying with the punt ax is difficult.

"This reminds me of my sea raids into Nostrial. The farmers there are brave, I'll say that much. But a few swings with a punt axe has them groaning like an Olport whale giving birth. This axe is no good, I say!"
—Tjalva Garheltdottir, Hetja from Prem



Punt Axe							Complexity: primitive	
Name	Combat Technique	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Punt Axe (2H, i)	Two-Handed Impact Weapons	1D6+4	STR 13	0/-2	medium	6 pounds	39 inches	40 S

Weapon Advantage: Inflicts +4 DP vs. wooden and earthen items.

Weapon Disadvantage: Anyone making a successful PA with the punt axe suffers a penalty of 2 to their punt ax AT until the end of the next CR

Tradition Artifacts

Druid Dagger (Flint)

"Sumes, as most Andergastan druids call themselves, cannot bear the thought of touching processed metal, that is, anything smelted, cast, or forged. They say they do not want to change the material that Sumu has granted them. I find this belief hard to reconcile. After all, they devote a great deal of effort to processing wood.

But who knows? Druids use a ritualistic cutting tool, a type of knife or dagger made from sharpened stone. They can be made from several materials, but the most sought-after material is obsidian, which is why these instruments are often called obsidian daggers. Such a weapon is a sign that you face a real druid.

But since the right kind of obsidian, true volcanic glass, is very rare, many druids fashion their daggers from other hard minerals, such as flint or basalt."

—Nacladora Berlinghan, Blessed One of Hesinde Draconite

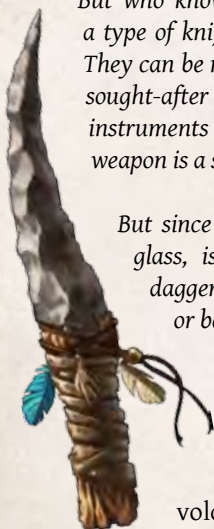
Druids usually craft their ritualistic weapons from a special type of volcanic glass or obsidian. According to the druids, obsidian is Sumu's blood and comes directly from her heart. Thus, it is

the most sought-after material for druidic dagger rituals.

The proper type of obsidian is very rare, however, and found only in regions of widespread volcanic activity, such as the Cyclopes Islands, the Wall of Rashtul, the Rain Mountains, and the inhospitable Grimmfrost Wastes of the Far North. The dwarves harvest volcanic glass far below ground, especially in the Wall of Rashtul in a place known as the Gorge, one of the Middenrealm's few active volcanoes. In some areas druids must use other materials to make their ritual items. Flint is their next choice for making a druid dagger, as it is easy to process into a sharp edge.

Even though druids often use the term "dagger" for these ritual tools, they do not really look like daggers—that is, they don't have two straight cutting edges and a sharp point. Many blades curve and become broader before ending in a point. Others resemble a slightly curved sickle and are ideal for harvesting plants. The most primitive versions are little more than crudely shaped hand axes. All flint druid daggers have a sharp point at the end of the blade.

Sumes decorate the grips according to personal taste, sometimes using animal sinew or leather bands, sometimes using firm cloth. Often, feathers, wisps of hair, pieces of fur,



bones, or even stones serve as decoration, either hanging on strips or woven directly into the grip,

Normal flint and volcanic glass daggers are brittle and break easily during combat. The druidic ritual *Binding of the Dagger* makes the dagger into an unbreakable, permanent, magical weapon.



"Only made from rock? By Angrosh's fists—don't you know how sharp those things can be? A good flint dagger cuts through cloth and flesh like a hot knife through soup! Heavy armor is the only thing that can stand up to it. Do like I do and always wear chainmail."

—Arbosh son of Angrax, forge dwarf master smith

The Mage's Staff made from Stone Oak Wood

"Choose your weapon carefully! The signs of our power are as distinctive as the people who carry them. Nothing illustrates this better than the mage's staves known as the Staves of Rohal. Each is said to have a personality of its own. The curious *Sangulmeon*, made from blood elm wood, is thought to be the most powerful of the four, and it is said to hate demons. The sturdy *Robureon*, fashioned of stone oak wood, is very headstrong. *Ferruginion*, made from Maraskani iron tree wood, strives for balance, while *Cedraion*, made from Cyclopes cedar, is fickle-minded and holds a strong affinity for the fairy folk."

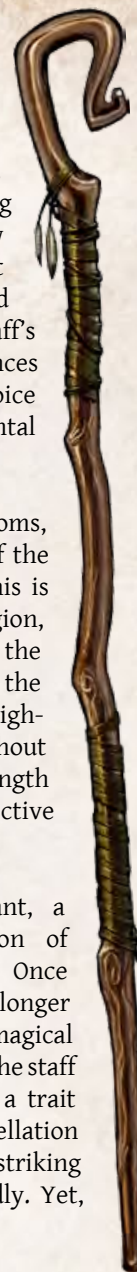
—Eichward of Kolburg, mage of the Combat Seminar of Andergast and member of the magical Order of the Gray Staves (ODL)

The high mage's staff is a symbol of their status. Mages bind themselves to their staves upon completing their

education, and the academy presents this staff to them in a ceremony at the conclusion of their final examination. Staves evolve over time, changing appearance and taking on new characteristics and enchantments, but the community of mages is still undecided as to whether the mage directs the staff's evolution or the staff's character influences the mage. All agree, however, that the choice of wood determines the staff's fundamental temperament.

Mages from the Warring Kingdoms, especially Andergast, prefer the wood of the stone oak for their staves. Some feel this is due to the tree's abundance in the region, but most believe it has more to do with the wood's characteristics. Staves made from the sturdy stone oak tree wood serve as nigh-unbreakable quarterstaves even without the ritual *Binding of the Staff*. This strength makes it the ideal training tool for prospective Andergastan combat mages.

Stone oak wood is also fire resistant, a quality that facilitates the application of the staff enchantment *Sword of Flame*. Once thus enchanted, the mage's staff is no longer susceptible to fire of any kind, including magical and even dragon fire. On the other hand, the staff is exceptionally vulnerable to lightning, a trait that has earned the stone oak the appellation *Rondra's tree*. No cases exist of lightning striking the bearer of a mage's staff unexpectedly. Yet,



Druid Dagger Made from Flint

Complexity: primitive

Name	Combat Technique	DP	P+T	AT/PA-Mod	RE	Weight	Length	Cost
Druid Dagger	Daggers	1D6+1	AGI 15	-1/0	short	1 pound	11 inches	60 S

Weapon Advantage: Armor with PRO 3 or less suffers a penalty of -1 PRO.

Weapon Disadvantage: Armor with PRO 4+ receives a bonus of +1 PRO.

Mage's Staff Made from Stone Oak Wood

Complexity: primitive

Name	Combat Technique	DP	P+T	AT/PA-Mod	RE	Weight	Length	Cost
Mage's Staff (2H)	Polearms	1D6+2	AGI/STR 16	-1/+2	long	2 pounds	63 inches	380 S

Weapon Advantage: The staff is resistant to fire. Even dragon fire has no effect. The staff enchantment *Sword of Flame* costs 2 AE instead of 3 AE to activate and fills 6 volume points instead of 7 (see *Core Rules*, page 276).

Weapon Disadvantage: when struck by lightning of either natural or supernatural origin (such as from spells or liturgical chants), the bearer of the staff receives +3 DP through the staff. This occurs even if the mage would normally not sustain damage.

multiple treatises document the increased probability of being struck by magically and liturgically created lightning when carrying a staff made from stone oak wood.

Due to its characteristics, the mage's staff of stone oak wood is especially widespread among mages of the Combat Seminar of Andergast prefer stone oak staves over all others, and wield the long variant almost exclusively, being skilled in quarterstaves.

"Fireproof? Sounds quite useful but I must admit I have my doubts..."

—Mirhiban al'Orhima, Tulamydian fire mage



"Well, if someone were to test it, it would be you!"

—Rowena of the Transweal, Bornish Cat Witch



Special Items

Items Marked with Ancestor Glyphs

"No matter what I do with this vial, whether I throw it to the ground or smash it with a hammer, it does not break! These vials are made from the finest glass available, plus you get a lifetime guarantee."

—market trader Larissolo Zipling, speaking to his customers, 1038 FB

Items bearing ancestor glyphs are common in the Warring Kingdoms, and especially in Nostria. Most glyphs appear on relics from the past, but some are newly fashioned by secretive Mada's children. Items bearing glyphs differ greatly, in both quality and price, from mundane items and prove quite useful to those who know their secret.

Near-legendary **Locks of Horror** often protect doors and chests in the Warring Kingdoms. More commonly known as Thief-Frights, these innocuous seeming locks aggressively protect valuables, and would-be thieves sometimes come away with permanently twisted fingers.

Smooth Leather Armor is as soft and comfortable as silk. Many examples of this armor exist in Nostria, bolstering the local leatherworkers' reputations considerably.

Someone lucky enough to inherit or obtain a **Repelling Shirt** has less to fear from arrows and other missiles. Often the glyphs on these shirts cleverly hide between filigree and other ornamental decorations.



Mages working for the Royal House of Nostria experiment with creating **Swift Sails**. The Windcatcher glyph, which makes this possible, is also known to certain Mada's children who work as fishers or sail makers, and people sometimes unexpectedly come to own a sail with this enchantment.

Few glyph experts know the secrets of the **Bow of Accuracy**,

but rumors say that certain humble bowyers can carve this enchantment into a Nostrian longbow. Archers using these bows might not always hit their mark, but few bows make it so easy to hit one's target.

Fishing Rods of Great Catches, whose glyphs hide discreetly along their length, look nearly identical to normal fishing rods. Despite their seemingly mundane appearance, these rods always provide a good catch.

Experiments with large panes of glass have proven largely unprofitable due to the material's inherent weakness despite bearing ancestor glyphs. An **Unbreakable Vial** never shatters, though, even after falling from a great height. Such containers prove especially useful for traveling heroes.

The **Light Pannier** makes carrying equipment and wares on one's back much more comfortable. Such items make life easier for a few lucky merchants and adventurers.

Items bearing the Sign of Fear glyph rarely appear on the market, and then usually accidentally, as only their creator can control them. **Fear Amulets** sometimes turn up in an innocent peddler's wares, and the new owners sometimes get a fright when they unknowingly trigger the glyph's effect.

Item	Ancestor Glyph	Cost
Bow of Accuracy	Named Bow	400 S
Fear Amulet, silver	Glyph of Fear	48 S
Fishing Rod of Great Catches	Abundant Catch	6 S
Light Pannier	Light as a Feather	14 S
Lock of Horror	Thief-Fright	15 S
Repelling Shirt	Protection from Arrow Rain	12 S
Smooth Leather Armor	Finest Leather	450 S
Swift Sail	Windcatcher	200 S
Unbreakable Vial	Hardened Core	3 S

Ancestor Glyphs: Summary

Abundant Catch

Apply this ancestor glyph to a line, net, or weir while pronouncing the name of a lake or river. When using the item with the glyph in the named body of water, checks using *Fishing (Freshwater Animals)* result in +1 QL of additional rations.

Finest Leather

Leather armor bearing this ancestor glyph allows the wearer to ignore the armor's penalties for MOV and INI.

Hardened Core

Doubles the number of structure points for an item that weighs no more than 10 pounds.

Light as a Feather

This ancestor glyph lightens a heavy chest or basket, and its contents, making it easier to carry. The affected container may be no larger than four square yards. The glyph reduces the effective weight of items in the container by 20%.

Named Bow

Applying this ancestor glyph and the name of the archer to a bow reduces ranged combat penalties by 1.

Protection from Arrow Rain

When painted on clothing, or better yet woven into the cloth, this ancestor glyph protects the wearer from ranged attacks. All ranged combat checks vs. the wearer suffer a penalty of 1.

Thief-Fright

A lock marked with this ancestor glyph gives a penalty of 1 to a thief's partial check with DEX when making a *Pick Lock* check. If the check fails, the thief suffers 1D3 DP (ignoring PRO).

Windcatcher

When woven into (or painted on) sailcloth, this ancestor glyph attracts free elemental spirits of wind to give the ship a boost in speed. This glyph effectively increases the ship's MOV by 10%.

Glyph of Fear

The Glyph of Fear can only be applied to trees or rock. Comprehension of the glyph is not necessary, as victims need only see it to suffer its effect. With the exception of the glyph's creator, anyone seeing the ancestor glyph and approaching within 24' of it develops a bad feeling and a strong desire to leave the area as quickly as possible. Those affected must make a *Willpower (Resist Threats)* check or suffer 1 level of *Fear*. The glyph isn't strong enough to completely prevent somebody from approaching it.

The Dragonhelmet

"More than 250 years ago, thieves stole the Dragonhelmet, the ancient symbol of our House. As a result, Castle Dragonstone suffered a curse that prevented anyone from entering or leaving the fortress. Everyone inside was doomed to die in darkness, for only the light of a full moon could enter. The proud knight Kono of Dragonstone quickly set out to recover the Dragonhelmet and save House Dragonstone. His group of valiant heroes succeeded, and he restored the helmet to its rightful place in the knight's hall of the castle keep. It has remained there ever since, and now awaits my future husband, the Baron of the White Mountain."

—from a letter by Leaja of

Dragonstone, daughter of the Baroness of Dragonstone

This archaic-looking pot helmet is a true marvel of Andergastan design. Its threatening visage derives from

artful metal scales chiseled into the surface, its small, metal wings, and its adjustable visor fitted with metal teeth. The helmet lends the wearer an almost draconic appearance.

Over the centuries, the surface of this unique magical artifact has darkened to iron gray. Inside, a fine circlet made from oak—a useless addition from an armorer's standpoint—serves as the source of the Dragonhelmet's power. More than 700 years ago, an Andergastan sune enchanted the helmet to protect wearers from orc witchcraft, and this enchantment is still active. Mages from the Andergastan academy examined the helmet

Yes, it even affects people who donate AE to create the glyph. Only the glyph's creator is immune.



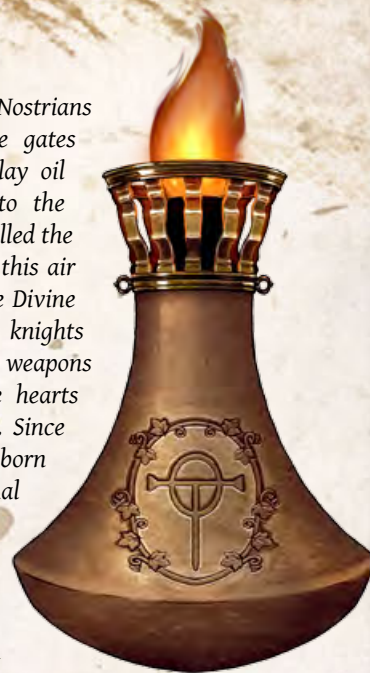
in 727 FB. Their report contained a mere five sentences: “The iron helmet of a knight, formed like a dragon’s head. Helmet shows signs of some magic. Type difficult to determine. Anti-magic, probably, but also shows signs of strengthening. Further analysis suggested.”

Description: Metallic, tarnished pot helmet with decoration reminiscent of the form of a dragon
Effect: The Dragonhelmet is a permanent artifact. It contains two permanent enchantments: *Psychostabilis* (14 SP), which grants the wearer +3 SPI, and *Disruptivo* (14 SP), which imposes a casting penalty of 5 to all spells cast within 33 feet of the helm.
Cost: Unknown
Price: Priceless

The Love Light of Joborn

“The goddess brings harmony where previously there was only anger. Let me tell you of our revered Saint Dorlen, an Andergastan Blessed One of Rahja. Many years ago, Dorlen set out to prevent

a gruesome slaughter between Nostrians and Andergastans before the gates of Joborn. Carrying only a clay oil lamp, she strode calmly onto the battlefield. The scent of roses filled the air, and whoever breathed in this air joined the great wonder of the Divine Mare. Men-at-arms and even knights on both sides lowered their weapons and embraced, and soon the hearts of all filled with divine peace. Since then, we commemorate the Joborn Friendship with an annual celebration attended by people from across the land.”
 —Raitjan Angmund, the Keeper of the Love Light, Metropolitane of the Church of Rahja, 1038 FB,



The Love Light of Joborn, also called the Lantern of Holy Dorlen, is a divine talisman of the goddess Rahja in the form of an unadorned clay oil lamp. When lit, it emits a mild but intoxicating scent of roses. The flame remains calm and steady, even in a storm, and whoever breathes in its scent becomes filled with great harmony and brushes off fear and anger. Even bitter enemies might set aside their

The Love Light of Joborn

Description: A rather plain oil lamp fashioned from clay that emits a mild but intoxicating scent of roses when lit.

Effect: The Love Light creates a happy, peaceful mood and only affects Intelligent races.

When lit, the Love Light emits a pleasant rose scent that induces a happy, calm feeling and removes 1 level of *Fear* from all those who can see or smell the lamp. It does not affect people who are specifically intent on working evil, such as those planning to commit murder.

If a Blessed One holds the Love Light aloft, the lamp affects everyone who can smell or see the light (maximum radius of 328 feet). Targets lose all levels of *Fear* and gain surcease from all states and disadvantages that stir up hatred (for example: *Afraid of...*, Personality Flaws such as *Envy*, *Feistiness*, and *Prejudice*, and Negative Traits such as *Short Temper*) until the effect ends. To achieve this result, the Blessed One must light the lamp and hold it above eye level for 30 seconds. Once activated, the Love Light’s effect lasts QL x 4 hours.

Depending on their initial mood, enemies shake hands and drink together, friends embrace each other, and lovers


celebrate exuberantly. All thoughts of conflict or combat vanish. When the effect ends, enemies peacefully go their separate ways. If the talisman achieves QL 6, unmarried people might fall in love with someone they only just met.

Cost: Unknown
Price: Priceless

General Information on Talismans

- Talismans are unbreakable
- Blessed Ones of the appropriate tradition (Rahja, in the case of the Love Light of Joborn) use karma points to activate talismans. Others must spend a fate point. The talisman’s associated deity must agree to its activation, thus preventing misuse by villains. However, even non-believers may activate a talisman if their intended use aligns with the deity’s ideals.
- For purposes of determining effect, talismans make a RC check (RC 18; 14/14/14)
- Certain powerful rituals (*Nameless One*, *demonic*) can desecrate talismans, and once desecrated, a talisman may be destroyed
- Extremely powerful rituals (*Nameless One*, *demonic*) can corrupt talismans

differences while under its effect, and those so inclined may fall into each other's arms in a swoon of passion.

The Love Light was lost until 1019 FB when  Raitjan Angmund discovered it in the cellar of his house. The devoted follower of Rahja carried it to Nostria in secret, since the cult of Rahja was outlawed in Andergast after the events of the Joborn Friendship. He was ordained shortly thereafter, and returned to Andergast with the title of Keeper of the Love Light, making him one of the ten most influential Blessed Ones of Rahja in Aventuria. For many years the Love Light sat on display in Joborn in Raitjan's

tavern, the Peace Cellar, which he consecrated as a temple of Rahja. The Love Light moved to the newly completed Temple of Holy Dorlen, just outside the gates of the city, in 1034 FB.

The Love Light is a talisman of the Church of Rahja.

• A talisman is an especially powerful, blessed object believed to have been created directly by a divine being. They are imbued with a portion of the deity's essence, and as such are difficult to desecrate and often indestructible as well!

Additional Equipment

Tools and Everyday Items

"If there's one thing people in the Warring Kingdoms are good at, it's making everyday items, especially ones made from wood or leather. I once bought a water skin made from an Andergastan pig's bladder that is almost 400 years old! A dwarf's age, as they say. But if you want fine machinery, don't waste your time looking. After all, these people have no need for adding machines or lenses to distinguish gemstones from worthless pebbles. Nobody here knows math, and Father Angrosh didn't bless the ground here anyway..."

—Arbosh son of Angrax, forge dwarf master smith

Many people earn their living harvesting peat from the region's moors, and smiths make narrow, straight **spades** for that purpose. Peat is transported on wooden, two-wheeled **handcarts** or small, flat **barges** called *punts*. People use simple, **small rowing boats** to sail upon the region's rivers and lakes.

Rafters use a hooked tool called a **peavey** to push individual logs away from a raft or draw them nearer.

Forest-dwellers use many types kinds of axes and saws for rough work and removing bark, and specialized carving tools such as chisels for fine decoration work.

Every town manufactures ropes of all kinds, from heavy **mooring ropes** to waterproof **rafter ropes**, and even break-proof **woodsmen ropes** that can lift heavy stone oak trunks.

Nostria produces excellent nets. Fishers drag **flat nets**, made with frames and stone weights, along the seabed to catch the much-coveted saltarels. **Weirs**, woven from flexible twigs or artfully braided from swamp grass in all imaginable sizes, are very common inland, as is proper **fishing gear**. Even so, most people fish with only a spindle of sturdy linen thread and a simple hook, often made from bone. Some also use an elastic, wooden fishing pole, string, and a bobber made from wood or cork.



Common tools for transporting goods include **baskets**, usually fashioned from willow rod, reed, or seagrass, in all shapes and sizes, and **panniers**, tightly woven baskets with a folding lid, which can be carried on the back by means of a wooden frame.

Andergastans usually make **buckets** and **drinking cups** from pigskin, and prefer to make **dishes, bowls, spoons,** and **cups** from wood.

Signal or **Winding horns** are made from the horns of cattle or sheep. Their resonant sounds carry for miles and aid in signaling on foggy nights or when danger threatens. Such horns are often splendidly decorated, especially those used by nobles during the hunt or in wartime.

The only complex items found in any abundance here are the **spinning wheel** and the **loom**. Almost every house in Thurania possesses a loom and weaving chair to produce thread and Thuranian linen, a much sought-after cloth.

◦ Clothes •

... “They think all of their local cloth, whether Trontsand wool or Thuranian linen, is worth its weight in gold. Well, I might expect this from someone who wasn’t familiar with Vinsaltan brocade or Drôlan lace...
... The choice of colors is even worse! Outside the cities, I see only earth tones such as green, brown, greenish brown, reddish brown, or, in Nostria, the occasional blue. People tend to dress in a practical manner, wearing greased leather against the

◦ Basically, all items presented here count as normal clothes with a PRO and ENC of 0.

rain, or woodcutter’s clothes if they can afford them. Not very pretty to look at. If it weren’t for the elegant embroidery and decorations on almost everything, and the buttons skillfully carved from horn or wood, one would assume all of these people stepped out of the past.”

—Carolán Calavanti, Vinsaltan vagabond, modern

Heavy jackets are popular and common in the Warring Kingdoms. This simple pattern, usually made from heavy wool fabric with long sleeves and no collar, closes with either a belt or a few buttons. Underneath, people usually wear a simple **linen shirt** or sometimes a **vest**, which, for the poorest farmers, substitutes for the heavy jacket.

Affluent people wear **doublets**, a short overcoat with a banded collar and a belt, which is quite unsuitable for work in the fields.

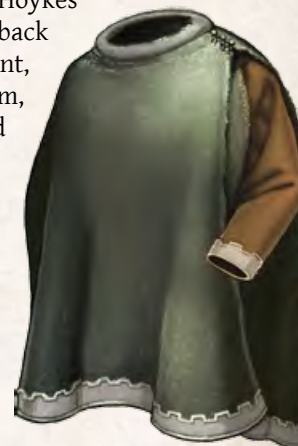
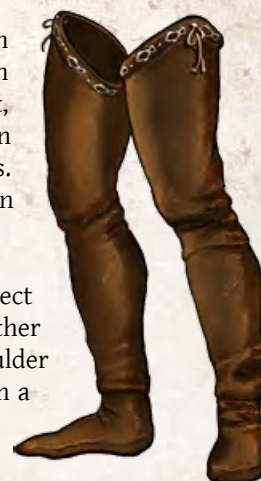
Chausses made from coarse linen are also quite popular, but women may not wear them in Andergast, where it is unseemly for a woman to expose her legs, even in trousers. Calf-length **skirts** are the norm in these instances.

Much of the rural population protect themselves from wind and weather with a **gugel**, a combination shoulder covering and long hood that ends in a point.

Clogs are popular with the peasantry. Residents of villages and towns often wear **pattens**, wooden soles worn as overshoes to protect valuable leather footwear from mud and other muck.

For warmth and protection from the rain, people wear a **hoyke**, a sleeveless gown with a bell-shaped cut. Hoykes usually extend to the calf in back but are only knee-length in front, and may have fringe or fur trim, or special tailoring designed to channel rain away from the wearer. Men normally fasten the hoyke at the shoulder with buttons or a brooch. Women often wear hoykes over their heads, but sometimes fasten it over the shoulders with a double brooch instead, like men.

Tapperts are popular in the Warring Kingdoms. Women’s versions usually have short sleeves and drape in pleats to the ground, while men (or female soldiers) wear tapperts of knee-length or less, and which sometimes incorporate twice or even four times the necessary amount of fabric. Sleeves are usually padded, and people often decorate the whole ensemble with animal fur and embroidered heraldry or edging.



Artisan Craftwork

"The people here don't have much, but they do much with what little they have. And they devote their time to works of skill, especially when the nights grow longer and their presence isn't required in the fields—whether the harvest fields or the field of battle. Warring Kingdoms woodcarving is deservedly famous. They are true masters. This is one of the most beautiful axe handles I've ever seen!"

—Arbosh son of Angrax, forge dwarf master smith

Art has a long tradition in the Warring Kingdoms, and Nostrians and Andergastans alike spend a great deal of time and effort perfecting their skills. Artisans create ornate embroidery on clothing or carve scenes from the history of the kingdom onto all kinds of everyday items, paying great attention to detail. Foreigners may laugh at the inhabitants of the Warring Kingdoms, but craft items from humble farming and fishing communities earn a large profit in the markets of Havena, Thorwal, and even distant Khunchom. The original artists make these pieces to brighten their daily lives, and sadly never see a farthing from the lucrative foreign trade.



Nostrian Nutcrackers are famous in the south, especially in the Horasian Empire. These tools usually depict one of the region's classic hero figures, such as a grumpy knight or a grim huntsman. Equally popular are the **Albuminer Pipemen**. The carved bowls of these smoking pipes depict common figures from fairy tales of the Warring Kingdoms. Pipe bowls that depict the works of Saint Dorlen during the Joborn Friendship are highly sought-after outside of Andergast, but some nobles in the Middenrealm curb their sale as they believe these novel items put the wrong ideas into the heads of the peasantry.

Trontsander Small Wooden Ships, miniature ship models constructed in glass bottles, sell well in Windhag, the Horasian Empire, and Al'Anfa. These model ships are so realistic-looking that people still insist they were invented by a wood carver whose models would grow into useable vessels if the bottle was broken.

Similar enchantments are said to lie on **Oldhagener Dolls**, puppets sold in sets of three. These exquisitely detailed marionettes—also called *Mirhamionettes*, after the town where they were invented—usually come in the shape of knights, damsels, and evil wizards. Another common set depicts a female knight, a young huntsman, and a female dragon. Locals believe master carvers create them with such skill that the figures actually come to life and act out stories for their owners.

Thuranian Beech Rascals, carved from beech wood, depict every fairy creatures in the forest, from tree kobolds to dryads. Dryads sometimes become so enamored with their replica that they choose to live in their Beech Rascal.

"A wooden ship always sat on the mantle in the orphanage. How often I looked at that little ship in a bottle and dreamed of sailing to distant lands.... I find it hard to believe that the Nostrians are so backwards. You'd think anyone who could build a detailed ship in a bottle would make a fine engineer, but I've never heard of a Nostrian pocket watch."

—Carolan Calavanti, Vinsaltan vagabond



Provisions

"It may not be fine Vinsaltan cuisine but it's not Garethian garrison grub, either. You won't always have a choice of what to put in your musette bag in the Warring Kingdoms, and the food may seem rather monotonous after a while, but at least it's a high-quality monotony. Of course, you could be taken in by a cheat in one of the cities, but if that happens to you, you're beyond help anyway."

—Geron Bladebreaker, double mercenary

Food can be scarce in the Warring Kingdoms at times, especially in areas devastated by military campaigns or where the entire rural population was drafted. Otherwise, purchasing a musette bag full of food should not be difficult for a hero, even in the smallest village. The quality of food in the countryside is high, and the prices are low. The opposite is true in the cities, where one pays much more and usually receives food of lower quality.

Naturally, the items sold with musette bags differ between the kingdoms. Andergast fills them with **ham**, **bacon**, and **dried sausage**, while Nostria favors **smoked fish**, **garum** (a salty fish sauce), and **dried algae** (at least, the closer one gets to the sea). White bread is more commonly included in Nostria, while Andergastans prefer dark bread. The two kingdoms include peculiarities, as well. **False saltarel**, common in both kingdoms, is nothing more than a cucumber pickled in vinegar. **Juniper brandy** is sold almost everywhere. Andergastans fill their wineskins with **oak beer** (dark and brewed from acorns), while the Nostrians fill theirs with **dune brew** (a light barley beer) or **knat** (a dark green beer made from spinach).

In both regions, cheese made from goat's or sheep's milk is more common than cheese made from cow's milk. Expensive spices and fine herbs are rare outside of cities. Rural folk flavor their food with anything that grows in meadows and fields, such as sorrel, dill, lovage, watercress, onions, and wild garlic. The cuisine of the Warring Kingdoms is known for being hearty, and with good reason. Salt is a popular condiment in both kingdoms, though a bit more so in Nostria, where this *white gold* is easily harvested from vast fields on the coasts, making it a valuable trade commodity.

Musette Bag (Nostrian)

Contents: half a loaf of bread, smoked saltarel, a false saltarel, an onion, some sea buckthorn berries, garum, dill, fish oil, some dried sausage made from mutton, a skin of water, and a skin of dune brew or knat.

Provision	Weight	Cost
for 1 day	3 pounds	0.5 silverthaler



"Hey Arbosh - is everything OK? Your face is green."
—Brother Hilbert of Auen, Blessed One of Peraine

"All I wanted was a beer. By Angrax, this is disgusting."
—Arbosh son of Angrax, forge dwarf master smith

"Didn't the barkeep tell you that knat is made from spinach?"
—Brother Hilbert of Auen, Blessed One of Peraine

"Spinach? I need to find a latrine, now!"
—Arbosh son of Angrax, forge dwarf master smith



Musette Bag (Andergastan)

Contents: half a loaf of dark bread, smoked ham, a false saltarel, blackberries, some pork crackling, a bear leek, an onion, a dried sausage made from pork, and a skin of oak beer or water

Provision	Weight	Cost
for 1 day	3 pounds	0.5 silverthaler

Pannier, Cart, and Market Stall



"It can be quite difficult to find what you want, or need, in the Warring Kingdoms. Most villages do not even have shops—you can only find those in larger towns, although sometimes you can find a master who stocks standard items that don't need to be made to order.

"Some hamlets don't even have regular market days. You can obtain provisions everywhere, as well as a sewing kit for your clothes or a nail for a horse shoe, if needed, but don't assume you will always be able to find a new jacket for your audience with the baron, or a vial of perfume to impress a bombast.

"You must rely on traveling merchants for everyday items or anything needed for survival. Many such merchants sell from a pannier, a kind of backpack, and thus can't offer a large variety of goods. I hope I don't need to explain that a peddler from the Forest Wilderness won't carry the same things as a shopkeeper in Grangor... Ask a peddler for perfume and you'll likely get beaver oil—great for waxing your shoes and armor, but don't put that stuff in your hair! Keep your expectations low and you will get along fine.

"Merchants often travel to larger villages to set up their carts. Here is where you have the best chance of finding a helmet (one with at least two previous owners, that is), or perhaps a used boar-catcher. Some merchants also sell cloth, but if you want it made into something, you must then find a tailor. Even that can be difficult unless you happen to be in Thurania. Whetstones and axe blades are common, no matter where you are. If you want healing herbs, don't bother asking merchants—try one of the locals, or better yet, ask a Daughter of Satuarua or a sume. Of course, whom you seek depends on whether you are in Nostria or Andergast (choose your words carefully if you don't want to be tarred and feathered). These herbalists and priests are usually quite proficient in the healing arts. You will often find them willing to help even though their value cannot be measured in silver or gold. And expect them to ask for the strangest things in payment!

"Few villages have a village hall, which is often little more than a roof held up by a few pillars. Merchants offer their wares here, if possible. Don't look for fancy stalls, though. Some use their storage chests as tables. Fortunately, most village halls are near general stores where one can easily find arrows, blankets, daggers, gambesons, and pots and pans.

"Be especially careful when buying jewelry, since silver and gold are rare. Many merchants try to sell all kinds of absurd substitutions made from paste, woven from straw, or carved from wood. Sure, these trinkets are almost always expertly crafted and pretty, but I am positive that a ring carved from nacre will only draw stares and ridicule in some places."

—a traveling merchant to an adventurer who asked about the Warring Kingdoms, modern

The assortment of goods sold some distance away from trade routes and large rivers usually depends on what the locals cultivate, hunt, or manufacture. The variety of goods available in any particular place is also limited due to border conflicts, the dangers of the wild, and the fact that many people travel only when they must. One can usually find necessities, especially if one is not very fussy, but shops rarely offer such goods. Most families produce their own utilitarian items and use them to barter for anything they cannot produce themselves. It is rather unusual to pay with coins in rural areas, and most villagers have never even seen a gold coin.

Outside of cities such as Andergast, Joborn, Nostria, Salza, and Teshkal, people depend on traveling merchants for outside news and goods. Larger settlements, such as Axtown, Oakhaven, Harmlyn, and Thurana, hold regular markets. Some occur weekly and some occur only monthly, depending on customer demand, the town's location and reputation, and the ruler's desires. Not every baron or bombast wants traveling merchants on their land bamboozling their farmers or putting funny ideas into their heads. Some nobles, however, enjoy having a small market held close to their ancestral seat at least once a week, especially due to the opportunity to levy taxes (this is why some merchants choose to sell their goods only once a month).

This chapter presents three NPC merchants typical of those found almost everywhere in the Warring Kingdoms. They include example Nostrian and Andergastan names, so you can use them on either side of the border. Note that pannier merchants, traveling merchants, and market traders may also be female in Nostria, while such NPCs are rare in Andergast outside the cities.

The typical merchant's stats (see page 32) include ratings for the experience levels of Experienced, Competent, and Masterly, to make it easier to advance recurring characters (interesting NPC merchants can grow from pannier merchant to market trader over the course of the campaign while serving as contacts, friends, or even competitors for the heroes).

The Pannier Merchant

"When is the pannier merchant coming back to our village? I have not seen him in weeks, and I am running out of nails. You know I hate carving wooden nails. Also, I heard that the pig farmer broke his hunting knife. I am sure he would be happier if he had a proper tool again."

—overheard in an Andergastan village, modern

👤 **Murro of Elger** 🐉

👤 **Menzel of Kalleth** 🐉

Brief Description: 19; 5'9"; unruly, dark brown hair that he hides under a felt hat; attentive gray eyes; quick and steady stride; athletic build; wears simple brown clothes and a knife at his belt. With his friendly and charming personality, he is easily able to talk the rural population into buying all kinds of wares.

Motivation: He did not become a pannier merchant out of a desire to explore the unknown or because of a natural talent for trading, but rather because he wants to escape his parents' poverty. Surprisingly, he is quite good at thinking outside of the box, and his profession has become his passion. He is not sad that he has no wife and children of his own, and feels at home almost anywhere the road takes him, as his income helps support his parents and siblings in difficult times.

Agenda: He does not want to spend the rest of his life walking through the Warring Kingdoms with a heavy basket on his back. He is trying to save up money so he can buy a cart some day.

Role: Affable and relatively well-traveled local who transports and sells merchandise and serves as a source of information. If he is attacked by bandits, marauding knights, or orcs, he offers a special discount to any heroes who save his life.

Background: As the second son of a destitute farmer, he had little to look forward to, after his older brother inherited the farm, besides the life of a servant or day laborer. Not one to give up, he packed his pannier full of fruit, ham, salt, a coil of rope, a few nails, a knife, and some yarn, and sought his fortune on the road.

He quickly learned to defend himself because, while most people generally pay his asking price for quality goods, some are greedy, and traveling is never without its risks. Nevertheless, the pannier merchant always seems to find a safe harbor somewhere. He is welcome in most villages and farms, and often finds his wares in great demand when he arrives.

Animosities: Stinginess; brutal bandits; greedy nobles

Role Playing Tips: Listen attentively. At the perfect moment, produce an item that your customer will definitely need. Always act friendly and charming, and share an anecdote or two from a neighboring village.

Special: For security, many traveling merchants sew their coins into their clothes, or else hide their money pouch and valuable wares under a false bottom in their pannier. Pannier merchants trade in more than wares, and some have profited well from dealing in a village's secrets.



Rumors about Murro/Menzel

- “He secretly spies for the enemy. (-) After all, he hears a lot of things when traveling through different villages.” (+)
- “He keeps a sweetheart in every village and probably has a horde of bastards he does not look after.” (possible)
- “He can also get you some really unusual things, if you give him enough time to look, but be prepared to pay handsomely...” (+)

The Traveling Merchant

“There he is, the cart merchant I told you about. Now I’ll finally get that Trontsand linen and the colorful yarn I’ve been waiting nearly two moons to buy. Last time he didn’t have any with him, but this time I am sure he does.”

—overheard in a Nostrian town, modern

Halvo Koyner

Holk Karden

Brief Description: 28; 5’7”; neatly-trimmed blond hair; cheerful, blue, sparkling eyes; always tips his felt hat to customers and makes dramatic movements with his long coat. He can defend himself with his boar-catcher but usually relies on his quick tongue to get out of a jam.

Motivation: The traveling merchant is primarily interested in making a profit but is always mindful of his reputation. He hopes one day to sell directly to the baron or some other bombast, thus gaining access to higher social circles and maybe becoming a merchant to the court.

Agenda: He always wants a good deal, but he is especially interested in saving up money to afford his own stall in the village hall. He barter only if he stands to gain a real advantage (such as a good word with one of the suppliers or a noble).

Role: Apart from equipping the heroes, he is a great source of rumors and news about the Warring Kingdoms and the conditions of the roads. He sometimes requires an armed escort, such as when his way leads through unfriendly territory, or when transporting valuable goods to a noble’s estate or a knightly tournament, for example.

Background: The traveling merchant has been walking the paths and roads of the Warring Kingdoms for many years. He is familiar with many villages and nobles, and knows many shortcuts and dangerous routes. Few rumors have escaped this enterprising merchant’s ears.

Animosities: Marauding knights; exorbitant tolls and tax levies; impatience

Role Playing Tips: Be attentive and listen patiently. Act friendly and treat your customer like a prince. Tell everyone what they want to hear, but do not get outsmarted. Grant discounts only if you stand to profit later or when desperate to obtain a specific item for a noble, for example.

Special: The traveling merchant owns a crossbow, which he might use from the driver's seat of his cart to scare off brigands if not for the fact that it is broken. He sometimes waves it around to impress others, but usually keeps the precious weapon hidden beneath the seat.

Rumors about Halvo/Holk

- ☞ *"He smuggles all sorts of things across the borders in a hidden compartment."* (possible)
- ☞ *"He must make a good profit if he needs protection for himself and his coin pouch."* (+)
- ☞ *"He is only interested in social climbing! (+) He is unfriendly to everyone, except the noble lords and ladies. (-) He'd just as soon sell you useless rubbish, as long as he profits from it."* (possible, as long as doing so does not damage his reputation)

The Market Trader

"If you can't find it in the village hall, then it doesn't exist, or else you must travel to the capital to get it!"

—overheard in a small Andergastan town, modern

👤 **Fringlas Riethus** 🐉

👤 **Friunislaus Rosshuber** 🐉

Brief Description: 45; 5'4"; gray hair; pageboy haircut; calculating green eyes; wears a lavishly decorated tapperts and a small-brimmed hat adorned with feathers; extraordinary merchant; excellent judge of character.

Motivation: The wealthier he becomes, the more he forgets his roots, but he worked hard for everything he has achieved. His two goals in life now are to increase his wealth, and keep it safe from thieves—no matter what the cost.

Agenda: The market trader wants to become an influential burgher in town or, even better, gain a measure of influence over a local noble. Furthermore, he wants a larger pool of suppliers who not only deliver promised goods, but also feed him information from other parts of the Warring Kingdoms.

Role: The market trader's stall is the place to find all manner of goods. He is well informed about goings-on in town, thanks to his network of trading partners and/or his influence at the noble's court. He might employ the heroes for riskier missions or the transport of special treasures from his stock.

Background: The market trader has weathered all sorts of perils through the years and is now quite affluent. As a proud owner of his own market stall, he has risen far above his humble origins. He has informants across the Warring Kingdoms who owe him favors or even hard coin.

Animosities: Poverty; high taxes; envious peers; thieves and robbers

Role Playing Tips: Act magnanimous, except where it concerns money. Always think of yourself first in business deals. Never do anything unless someone offers a favor or service in return. Always complain about the negative effect a discount would have on your bottom line.

Special: the market trader stores his savings and most precious items, which he would sell only in an emergency, in a lavishly decorated, iron-reinforced chest. Rumor has it that the lock is of real dwarf make and that the market trader takes the key to bed with him.

Rumors about Fringlas/Firunislaus

- ☞ *"He can put in a good word for you with the nobility (+), but it will cost you! (+/-)"*
- ☞ *"He thinks he's better than us! (+/-) He is probably planning to move to the city and leave us hanging."* (possible)
- ☞ *"If you want to earn some coin, he pays well for news (+, depending on the information), especially news about nobles or rare goods."* (+)

Merchant Goods

Heroes should welcome encounters with traveling merchants, especially during long adventures on the road. Traveling merchants know a lot about the land and its people, and sell much needed supplies.

With the exception of bulky or rare goods, such as barges, artifacts of various magical traditions, special tournament equipment, or the unique items presented here, all sorts of things turn up in a pannier or trading cart. A weapon from a distant land, a life-saving healing potion, an old book, a piece of jewelry—all are possible. Enterprising merchants always know the value of such treasures, though, and charge at least double the listed price unless the heroes just saved the merchant's life.

Unless the heroes are commissioning new items, assume that all shoes, clothes, armor, and similar items were made to fit a previous owner. Alternatively, such items are new but cut to a standard size and thus may not fit perfectly. Some items, such as new shirts and pantaloons, are quite large by default and can always be tailored later.

Heroes must sometimes pay inflated prices to obtain items from the Travel and Wilderness Equipment Packages (see *Core Rules*, page 364), especially when their supplies run out during an adventure. If desired, the merchants presented here stock any or all of the items listed in the *Core Rules* as well. Most such items are available in the Warring Kingdoms, even if in limited supply. The GM has the final say.

Example Assortment

Axe	20 silverthalers
Bandages (10 pieces)	12.5 silverthalers
Boar-catcher (old heirloom)	60 silverthalers
Bowstrings (3 strings)	3 silverthalers
Bronze brooch	
(Stag or Aurochs symbol)	5.25 silverthalers
Canteen	6 silverthalers
Carving tools	20 silverthalers
Comb (staghorn)	1 silverthaler
Cutlery (wooden)	0.5 silverthaler
Dagger sheath	
(leather or embroidered)	5 silverthalers
Felt hat	0.5 silverthaler
Fishing gear	3 silverthalers
Flint and steel	3 silverthalers
Gugel	2 silverthalers
Haversack (Nostria or Andergast)	0.5 silverthaler
Healing Potion (Level 2)	120 silverthalers
Hoyke	2.5 silverthalers
Knife (jagged, slightly rusty)	10 silverthalers
Mandrake Root	5 silverthalers
Needle and twine (Set)	4.5 silverthalers
Rope (30')	10 silverthalers
Shirt, Thuranian Linen	3 silverthalers
Spade	8.5 silverthalers
Waterskin	5.5 silverthalers
Weapon cleaning kit	
(Whetstone, Oilcloth)	1 silverthaler
Wooden bowl	0.8 silverthaler
Wooden cup	0.3 silverthaler
Wooden dish (artfully carved)	0.9 silverthaler
Wool blanket	2 silverthalers
Wool socks	0.5 silverthaler



Pannier Trader (Experienced)
Traveling Merchant (Competent)
Market Trader (Masterly)

COU 13/13/14 SGC 13/14/14
 INT 13/13/14 CHA 13/14/15
 DEX 12/12/12 AGI 12/12/12
 CON 12/12/12 STR 12/12/12

LP 29/29/29 AE -/-/- KP -/-/- INI 13/13/13+1D6
 DO 6/6/6 SPI 2/2/2/ TOU 1/1/1 MOV 8/8/8
 FtP: -

Social Standing: Free

Languages: Garethi III (mother tongue), Goblinese I (Nostrians also possess Thorwalian I; Andergastans also possess Oloarkh I)

Scripts: Kuslik Signs

Advantages: Natural Orator

Disadvantages: Personality Flaw (Prejudiced against the inhabitants of the opposing kingdom)

Combat Techniques: Brawling 10/11/12, Daggers 10/10/10, Impact Weapons 8/8/8

Unarmed: AT 11/12/14 PA 6/7/7 DP 1D6 RE short

Knife (Pannier Trader): AT 11 PA 4 DP 1D6+1 RE short

Cudgel (Pannier Trader): AT 9 PA 3 DP 1D6+2 RE medium

Boar-Catcher (Traveling Merchant): AT 11 PA 5 DP 1D6+2 RE short

Dagger (Market Trader): AT 12 PA 6 DP 1D6+1 RE short

PRO/ENC: 0/0

Skills

Physical: Body Control 3/3/3, Feat of Strength 3/3/3, Perception 4/6/6, Self-Control 3/3/3, Stealth 5/5/5, Swimming 2/2/2

Social: Empathy 7/10/12, Etiquette 4/4/7, Fast-Talk 7/10/12, Persuasion 4/4/4, Streetwise 3/5/8, Willpower 6/8/10

Nature: Animal Lore 2/2/2, Fishing 2/2/2, Orienting 5/5/5, Plant Lore 2/2/2, Survival 5/5/5

Knowledge: Law 6/7/10, Math 9/12/12, Myths & Legends 6/6/6

Craft: Commerce 9/12/14, Driving 2/10/10, Woodworking 3/6/6

Equipment: Clothes, Knife, Cudgel, Pannier, Assortment of Wares; Additional equipment as per background

Combat Behavior: defends with all available weapons but tries to escape at the earliest opportunity.

Escape: see Combat Behavior

Modifiers (Per Background)

The merchant receives the following bonuses to skills, depending on culture:

Andergastan: Animal Lore +1, Myths & Legends +1, Orienting +1, Plant Lore +1, Survival +2, Woodworking +2

Nostrian: Animal Lore +1, Fishing +2, Myths & Legends +1, Orienting +1, Plant Lore +1, Survival +1

Equipment Summary

Weapon	Weight	Cost	Complexity
Andergaster / Nostrianer	6.5 pounds	400 S	complex (3 AP)
Battle Axe	3 pounds	105 S	simple
Boar-catcher	2 pounds	60 S	simple
Boar Spear	3.5 pounds	100 S	simple
Mace	3 pounds	105 S	simple
Nostrian Longbow	2 pounds	100 S	complex (3 AP)
Oakhavener/Harmlyner	8 pounds	440 S	complex (3 AP)
Long Sword, Andergastan	2.5 pounds	200 S	simple
Long Sword, Nostrian	1.5 pounds	200 S	simple
Stag-catcher	2 pounds	100 S	simple
War Flail	4 pounds	50 S	primitive
War Lance	7.5 pounds	100 S	simple
War Scythe	3.5 pounds	60 S	primitive

Tournament Equipment	Weight	Cost	Complexity
Tournament Armor	80 pounds	3000+ S	complex (5 AP)
Tournament Lance	6.6 pounds	30 S	simple
Tournament Great Sword	5 pounds	40 S	simple
Tournament Shield	6 pounds	30 S	simple
Tournament Sword	2 pounds	20 S	simple

Tradition Artifacts	Weight	Cost	Complexity
Druid Dagger (Flint)	1 pound	60 S	primitive
Mage's Staff (Stone Oak Wood)	2 pounds	380 S	primitive

Special Items	Weight	Cost	Complexity
Ancestor Glyph Items	varies	(see page 21)	none
Dragonhelmet	6.5 pounds	priceless	none
Love Light of Joborn	1.5 pounds	priceless	none

Tools	Weight	Cost	Complexity
Axe	1.5 pounds	20 S	simple
Barge	770 pounds	4,000 S	complex (3 AP)
Basket	3 pounds	5 S	simple
Carving Tool	4 pounds	20 S	simple
Dike Fork	1 pound	30 S	complex (2 AP)
Fishing Gear	1 pound	3 S	simple

Handcart	90 pounds	60 S	simple
Leather Bucket	1 pound	3 S	simple
Leather Cup	0.2 pound	0.4 S	simple
Net	4 pounds	12 S	simple
Pannier	4 pounds	7 S	simple
Peavey	4 pounds	5 S	simple
Punt Axe	6 pounds	40 S	primitive
Rope, per 3 feet	1 pound	1 S	simple
Saw	1 pound	12 S	simple
Scythe	7 pounds	40 S	primitive
Small Row Boat	395 pounds	1,200 S	simple
Spade	4 pounds	8.5 S	simple
Spinning Wheel	6.5 pounds	40 S	complex (2 AP)
Weaving Chair	15 pounds	90 S	complex (3 AP)
Winding Horn	2 pounds	3 S	simple
Wooden Bowl	0.4 pound	0.8 S	simple
Wooden Cup	0.2 pound	0.3 S	simple
Wooden Dish	0.5 pound	0.9 S	simple
Wooden Spoon	0.1 pound	0.1 S	simple
Woodcutter's Axe	8 pounds	80 S	primitive

Clothes	Weight	Cost	Complexity
Chausses	0.5 pound	4 S	simple
Clogs	2 pounds	4 S	simple
Doublet	4 pounds	2.5 S	simple
Gugel	0.5 pound	2 S	simple
Heavy Jacket	3 pounds	6 S	simple
Hoyke	4 pounds	2.5 S	simple
Linen Shirt	1 pound	3 S	simple
Pattens	1.5 pounds	5 S	simple
Skirt	2 pounds	3 S	simple
Tappert	2 pounds	4 S	simple
Vest	1 pound	3 S	simple

Artisan Craftwork	Weight	Cost	Complexity
Albuminer Pipemen	0.5 pound	8 S	complex (1 AP)
Oldhagener Doll	2 pounds	2 S	complex (1 AP)
Nostrian Nutcracker	2 pounds	2.5 S	complex (1 AP)
Thuranian Beech Rascal	2 pounds	4 S	complex (1 AP)
Trontsand Small Wooden Ship	3 pounds	2.5 S	complex (1 AP)

Provisions	Weight	Cost	Complexity
Musette Bag (Andergast)	3 pounds	0.5 S	n/a
Musette Bag (Nostria)	3 pounds	0.5 S	n/a



Armory of the Warring Kingdoms

The grudge between the Warring Kingdoms of Nostria and Andergast has burned for almost two thousand years...

Do you seek a “three-handed sword” for your proud Andergastan knight? How about a longbow for your Nostrian huntswoman from the Forest Wilderness? The *Armory of the Warring Kingdoms* includes stats, rules, and artwork for all the weapons, armor, equipment, and unique artifacts of Nostria and Andergast—the Warring Kingdoms.

This comprehensive volume describes everyday tools such as hunting knives and spears, special equipment for knightly tournaments, heirloom blades such as the Andergastan combat mage’s stag-catcher, ritual weapons such as the druid’s flint dagger, and improvised weapons such as the Nostrian dike fork and the much-feared war scythe invented by the ingenious and resourceful citizens of the Warring Kingdoms.

This supplement also includes three example merchants, ready to open shop in your campaign. Steel weapons are rare and expensive in the Warring Kingdoms, so stock up for your next adventure while you still have coin to spend!

This supplement for the regional sourcebook *The Warring Kingdoms* includes expanded rules for weapons and equipment. To make full use of this supplement, you need the *TDE Core Rules* and the *Aventuria Almanac*.



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