

AN UNOFFICIAL PLAYAID FOR

GURPS

Generic Universal RolePlaying System

THE MARKETPLACE

Compiled by Mike Cubbin



A complete guide to buying and selling goods and services in GURPS Saduria.

GURPS Saduria

By Mike Cubbin
Last edited 26th July 2007

www.Saduria.co.uk

Mike Cubbin has been playing RPGs since 1979, starting with the 2nd ed. AD&D and quickly moving to Runequest 2ed. A lifetime wasted buying and playing RPGs has led to the development of GURPS Saduria.

Mike is married with two young children. He lives in the UK and works full time to pay for his hobby.

He has no intentions of growing up.

AN UNOFFICIAL PLAYAID FOR

GURPS

Generic Universal RolePlaying System

THE MARKETPLACE

Compiled by Mike Cubbin
For the Sadurian campaign.



This aid is drawn from various sources, including SJ Games GURPS material (using the 4th edition rules). With a bit of luck, players and referees alike will find it both useful and stimulating. Note that items here may not correspond to what SJ Games have published in official GURPS material.

In it, I have covered buying and selling most of the goods and services likely to be required by characters and referees, along with any associated additional rules. Some areas have been heavily abstracted, but I have included plenty of detail where I believe it is justified.

Not everything listed here will be of equal use in all campaigns; it is firmly rooted in my own GURPS game world of Saduria, a western-European style empire set in a non-gunpowder late Medieval/early Renaissance era (TL4).

CONTENTS

BASICS	6	Artistic value	21
MONEY	6	Statues	22
Coinage	6	Intrinsic value	22
Clipping, Forging and Magical		Artistic value	23
Fraud	6	Tapestries	24
The Exchange Rate; Metals	6	Intrinsic value	24
COST OF LIVING	7	Artistic value	24
Cost of Living by Social Level	7	Books	25
Where Your Money Goes	7	Intrinsic value	25
AVAILABILITY AND PRICE	9	Desirability	26
The Market Economy and		GOODS	27
Monopolies	9	ARMS AND ARMOUR	27
Availability	9	Steel and Blade Quality	27
HAGGLING	10	WEAPONS	27
The <i>Bargaining</i> Roll	10	Weapon Care	27
Barter and Exchange	12	Hand Weapons	28
SELLING	12	Axe/Mace	28
Second-hand Equipment	12	Brawling	29
Fences	12	Broadsword	30
Getting a Price	13	Fencing	31
<i>Base price</i>	13	Flail	33
<i>Modifiers</i>	13	Knife	33
<i>Reaction and final price</i>	13	Lance	34
ARTWORK	14	Polearm	35
Intrinsic Value	14	Shortsword	36
Artistic Value	14	Spear	37
Pricing Artwork	15	Staff	38
Gems	16	Two-Handed Axe/Mace	39
Intrinsic value	16	Two-Handed Flail	40
Artistic value	17	Two-Handed Sword	40
Jewellery	18	Whip	42
Intrinsic value	18	Missile Weapons	43
<i>Examples of the Intrinsic value of</i>		Bow	43
<i>common pieces</i>	18	Bracers	43
<i>Gems and Hangers</i>	19	Bowstrings	43
Artistic value	20	Bow Case	43
Paintings	20	Crossbow	45
Intrinsic value	20	Reloading	46
Frames	21	Bowstrings	47
		Net	48

Sling	49	Advantages and Disadvantages	86
Thrown Axe	49	Horse Care	87
Thrown Knife	49	Barding	87
Thrown Spear	50	Trappings	89
Throwing Skill	50	OTHER TRANSPORT	90
COMBINED WEAPONS PRICE LIST	51	MARKETPLACE	91
Melee Weapons (combined)	51	FOOD AND DRINK	91
Missile Weapons (combined)	56	Dietary Requirements	91
ARMOUR	59	Food	92
Armour Availability	59	<i>Field Rations</i>	93
Armour and Fashion	59	Drink	94
Armour Care	59	<i>Drink and Intoxication</i>	94
Repairing Armour	60	LIVESTOCK	95
Shields	60	Animals	95
Damage to Shields	60	CLOTHING	96
Types of Shield	61	Wear and Tear	96
Clothing as armour	62	Clothing and Status	97
Light leather, fur and padding	63	Male clothing	97
Heavy leather	65	Female clothing	98
Rigid leather	66	Outfits	98
Mail and brigandine	67	OUTDOOR EQUIPMENT	99
Fine-mesh Mail	67	CONTAINERS	100
Plate	69	COOKING AND EATING	101
Wearing Second-hand Plate	69	HOUSEHOLD AND DOMESTIC	103
Munition Armour	69	TOOLS	104
Helmets	72	Locks and Lockpicking	105
Types of Helmet	72	Lock Type	105
Helmet Accessories.	73	Lock Size	105
COMBINED ARMOUR PRICE LIST	76	Lock Intricacy	105
Shields (combined)	76	Prices	105
Armour (combined)	77	THIEVING AND UNDERWORLD	106
TRANSPORT	80	Poisons	107
HORSES AND OTHER RIDING MOUNTS	80	Administration of Poison	107
Purchasing Procedure	80	Types of Poison	107
Availability by Location	81	Mineral Poisons	107
Animal Descriptions	82	Plant Poisons	109
Decide on Price Range	84	Animal Poisons	110
Obvious Modifiers	85	Detection, Identification and Treatment of Poison	112
Referee Determines		Doses	112
Quality	85	Detection	112
Actual Mount Quality	85	Identification and Treatment	113
		Antidotes	114
		Buying and Preparing Poisons	114

ALCHEMICAL SUPPLIES	115	Animal Fights	136
HERBS	115	Jousts and Tourneys	136
Healing	115	Announcements and	
Preparing Medicinal Herbs for		Proclamations	137
Use	115	HEALING	138
Alchemical	117	MAGICAL HEALING	138
ALCHEMY AND HERB LORE	117	Mages	138
Types of Elixirs	117	Hedge Wizards	138
SERVICES	123	Priests	139
VISITING THE TAVERN	123	Witches	140
The Tavern's Responsibilities	123	MUNDANE HEALING	140
Services Offered at the Tavern	123	Professionals	140
Dietary Requirements	124	Doctors	140
ACCOMMODATION	126	Surgeons	141
STAYING AT THE INN	126	Barber Surgeons	141
Dietary Requirements	126	Herbalists	142
LONG TERM		REWARDS AND	
ACCOMMODATION	127	BOUNTIES	143
ENTERTAINMENT	130	Crime Levels	143
Bear Pit	130	TRAVEL	144
Dancing	130	Short Distance and Urban Travel	144
Fencing	130	Long Distance Travel	144
Gambling	131	ARTISANS	145
Games	131	Artisan Rank	145
'Personal Services'	132	Services	146
The Yellow Sash	132	Materials	147
'Levels' of Service	132	Apprentices and Artisan's	
Courtesans	132	Assistants	147
Social Disease	135	SLAVES & BONDED	
The Tavern	133	LABOURERS	148
Theatre and Other Entertainers	134	Legality and Morality	148
Common forms of Entertainment		Maintenance Costs	148
and relevant skills.	134	Purchase Costs	148
The Arena	135	Bonded Labourers	148
Events at the Arena	136	INDEX	149
Gladiators	136		

BASICS

MONEY

The chest was full of coins of all denominations and value. The party had never before seen the strange coins bearing the twisted dragon design, but they knew they were gold, and would pay for the mounts they so desperately needed.

Coinage



To simplify coinage over the world's economy, the basic GURPS \$ is used as the standard exchange measure. In Saduria, the \$ is equivalent to a silver shilling, also known as a silver piece (sp). Where other countries use different currency, they will generally be allocated a value based on the \$ or sp.

In Saduria, the coins commonly used are the copper penny, silver shilling, gold ducat (also known as florins) and sovereign (also gold). Most people are likely to buy their day-to-day items with coppers, and their more pricey items with silver. The rich will deal in silver and gold. Sovereigns are only seen in large merchant deals and horse and

armour trading, most common people will have never even seen a sovereign.

Coins are minted from the relevant base metal. Should a person happen to have a piece of (for example) silver that is exactly the same weight and purity as a silver shilling, they will be able to sell it for that value. Coins are much valued as a means of exchange because the minting is supposedly a guarantee that the coin is of a set purity and weight. The Emperor's image on the reverse of the coin shows that the coin is worth (for example) a shilling by Imperial guarantee.

Easy Conversions.

To convert a price expressed as a decimal into a fraction of 25 (e.g. 2.2 shillings into shillings and pennies), multiply the decimal part by 25. (0.2 is $0.2 \times 25 = 5$, so 0.2 shillings is 5 copper pennies).

Coinage type		Coin weight*			Relative value			
Abbr.	Name	oz.	gm.	coins per lb	cp	sp	gp	sov
cp	Copper penny	0.16	4.5	100	1	0.04	0.0016	0.00032
ss/sp	Silver shilling	0.16	4.5	100	25	1	0.004	0.008
gd/gf/ gp	Gold ducat/florin	0.16	4.5	100	625	25	1	0.2
sov	Sovereign	0.79	22.5	25	3125	125	5	1

* This is useful if you want to calculate how much a sack of coins actually weighs, but it may be a little tedious to insist that players calculate their loose change to find their encumbrance. I recommend that coin weight is only brought into play where characters routinely carry bags of hundred of coins.

To better envisage the value of coins, imagine copper coins as the sort of loose change an average TL8 person (that's you and I) would routinely carry upon his or her person. A larger purchase would perhaps require withdrawing additional money from the bank (silver coins), but an even larger purchase might need a cheque or bankers draft (gold coins).

Clipping, Forging and Magical Fraud

As one might expect, the criminals of Saduria are as actively clipping and forging coins as their medieval European counterparts. Clipping (cutting a thin sliver of metal from the edge of coins, thus acquiring a small pile of the precious metal) is less common now that coins have designs with decorative friezes around the edge.



Although imperfections in the stamping process mean that not every coin is a perfect mint, it is usually obvious when someone has tampered with these new coins (unless the clipper is a very good one).

Forgeries are really only discovered by testing the weight and purity of the coins. Obviously, forgers are unlikely to produce coins out of the correct purity and weight of precious metal, as this would mean no profit on their activity.

Magical “forgeries” are still illegal, but they are hard to detect until they vanish or turn back to whatever they originally were. Luckily for the economy, most mages refrain from such mundane wastes of energy. They generally have better ways of getting what they want.

All forms of currency crime are considered major crimes, and are usually punishable by cutting off first one ear (first offence), then the other. A third offence means loss of the nose. Anyone so persistent as to offend again is liable to find that the crime now classes as a capital one.

The Exchange Rate; Metals

The following table gives a guide to the relative value of metals. This assumes a 100% purity of metal (e.g. 24ct gold or .999 silver), or the optimum blend for alloys. If buying in bulk (over 10 pounds), the cost is generally reduced by 25%. For precious metals, this includes some alloying.

<i>Metal</i>	<i>Value compared to silver</i>	
Bronze	1/25	0.04
Copper	1/25	0.04
Gold		25
Iron	1/250	0.004

<i>Metal</i>	<i>Value compared to silver</i>	
Lead	1/100	0.01
Pewter	1/75	0.025
Silver		1
Steel	1/50	0.02
Tin	1/25	0.04

COST OF LIVING

Johann strolled into the inn. He was the son of a fishmonger, a simple commoner, yet his fine clothes and the arrogant way he threw down his heavy purse and demanded the best room in the place and a bottle of the finest wine deceived the onlookers into thinking that Johann was a man of status and means.

Cost of Living by Social Level

The monthly cost of living listed in B(4th)265, and amended for Saduria is as follows:

Social Level	Example	Monthly Cost of Living
8	Emperor	50 000+
7	Rank 4 priest, independent king, prince, duke	20 000+
6	Count	10 000
5	Baron, viscount, major of provincial capital, merchant prince, rank 3 priest	5 000
4	Knight bannerette, city mayor, guildmaster	2 500
3	Landed knight, large town mayor, rank 2 priest	1 500
2	Household (bachelor) knight, provincial town mayor, wealthy guild merchant	800
1	Squire, village reeve, master artisan, rank 1 priest	400
0	Yeoman, guildsman, artisan, high servant, farm labourer	200
-1	Apprentice, Low servant	100
-2	Bonded labourer	50
-3	Slave	50
-4	Street beggar	50

Where Your Money Goes

Few, if any, RPG players pay out for anything they do not have to within game mechanics. This is both unrealistic and bad role-playing, for “real” characters would have to pay for mundane expenses and small incidentals along the way. Rather than start economically super-detailing every day of the character’s life, the monthly cost of living provides a useful means to cover these expenses in an easy-to-remember form.

I tend to make the players pay out their monthly cost of living whenever we have about a month of “downtime”, or at the end of an adventure if it lasts a month or so. This occasionally means that they temporarily have to take a mundane job to cover their outgoings!

The following lists a typical breakdown of monthly outgoings for a SL0 adventurer. Where a player might argue they do not have to pay as much in a particular area (a scholar will need to pay less for armour maintenance and so on), it is usually easy enough to think of something else they will have to pay for instead (guild fees, repairing or covering old books, inks and paper etc.).

If the players absolutely insist that they should not have to pay as much, let them detail their own monthly expenses (subject to referee approval), and then make them stick to it. Be brutal; power-gamers need to be educated!

GURPS Marketplace

<i>Monthly Expense</i>	<i>Assumption (based on SL0)</i>	<i>Amount</i>
Accommodation	An average shared inn room in town.	55
Food and drink	Meals taken in a tavern in town, plus a <i>moderate</i> number of alcoholic drinks along the way...	45
Clothing	Repairs and some minor replacements for SL0 outfit.	3
Armour upkeep	<u>Non-metal armour only</u> , costing up to 200 shillings when new. See below for metal armour upkeep.	20
Weapons upkeep	Up to 400 shillings in value when new.	40
Local taxes	Anything from horse tax to city entry tax.	5
Incidental charges	Minor bribes, tolls and so on.	5
Religious tithes	As a lay worshipper of most religions ($\frac{1}{10}$ th usual monthly cost of living).	20
Entertainment	Gambling, the arena, entertainers, whores etc.	7
Total		200

Additional or alternative monthly costs might include:

Additional entertainment	Adventurers like to party....
Additional tithes	Depending on religion and religious rank.
Additional weapons	Most characters have weapons exceeding 400 shillings in value.
Better accommodation	Because you can afford it!
Guild fees	If a member.
Mundane medical treatment	Even adventurers get toothaches or rashes.
Research and library fees	There are no public libraries, and most private ones charge for access.
Servants	It is always nice to have someone to wash your shirts and cook your meals.
Stabling	A wagon and mule train costs extra.
Upkeep of metal armour	$\frac{1}{10}$ th original cost (hardened plate anyone...?)

Additional or alternative costs ought to be used where a player (or referee) cannot justify the expenses as listed above; for example where a character maintains his own weapons and only eats what he catches himself! Be creative, it can actually be fun coming up with costs and helps define the character. The player might even squeeze a justifiable Quirk out of it!

At higher Social Levels, the Cost of Living covers servants, guards, additional homes, regular parties and so on.

As can be surmised from the above list, it is not hard to see where the cost of living goes. When presented with this list, most players ought to realise that their characters are actually getting a bargain by paying the set amount!

AVAILABILITY AND PRICE

Otto snarled as he handed over the money. The sword should have cost him far less than he had just paid. He wished that the party had more time and were able to travel 30 miles to the next town where he knew an armorer would have supplied the sword for a more reasonable price. He supposed he should consider himself lucky that the village had a sword to sell at all. He tried not to think of the fate of its former owner....

The Market Economy and Monopolies

The essence of a market economy is supply and demand; if enough people want a limited quantity of goods then the price will rise. Conversely, where the goods are plentiful, prices need to be lowered to encourage people to buy them.

This works well when traders are in competition, but the system can be artificially bypassed by gaining a monopoly. Where only one trader is able, or allowed, to trade in particular goods he can set the price to whatever he wants. This is usually high.

Monopolies may be gained through having the sole source of goods (such as being the only fisherman brave enough to fish the dreaded Deadman's Lake for rainbow bass), or the right of monopoly might be artificially imposed by being bought or granted by the local ruler.

Availability

Most trade will be undertaken at a town or city, or possibly from a temporary market or peddler. Villages are generally too small to support traders, though yeomen or their wives may follow a practical trade as a second income. Unprocessed food, of course, is usually plentifully available at villages.

For the purposes of the game, availability is divided into four broad categories:

Category	Description	Price modifier
❖ Not available.	Where goods are unavailable at any price.	-
❖ Scarce.	Where goods can be had, but in limited quantities and therefore at a higher price.	150%
❖ Normal.	Where there are enough goods that the price is as listed in the price lists.	100%
❖ Plentiful.	Where the goods are so easy to come by that the price has dropped.	50%

Goods may change their availability category depending on the location, season and other factors (such as wars, droughts or festivals). Rather than detail each eventuality, the referee should use the availability of goods as he sees fit.



HAGGLING

Helen smugly placed the bag of food in front of the party. They had been resigned to half rations once they had realised how broke they really were, but Helen had smiled her winning smile, expertly countered the arguments of the various stallholders, and managed to spot the food that the sellers would be pleased to shift quickly. The end result was that the party could eat until they were full, and they still had enough copper left for a couple of drinks! Helen was going to make sure that at least one of those drinks was hers....

The *Bargaining* Roll

Successful bargaining is a combination of:

Quality	Game mechanic	Adds to reaction roll*
❖ Business acumen	Opposed <i>Merchant</i> skill	How much you win or lose by.
❖ Knowledge of the product	Opposed appropriate skill roll	+1 if won, -1 if lost.
❖ Personal charm or influence	Reaction roll*	As reaction table B(4 th)560.

* Any final modifiers for business acumen and product knowledge are added to Reaction roll.

Bargaining Example.

Harold the tailor has his eye on a bolt of red velvet for sale in the market. The asking price is a reasonable 375 shillings. This represents a considerable outlay and Harold tries to bargain with the mercer (cloth retailer). He is a decent businessman with a *Merchant* of 15 and rolls 11; the mercer has *Merchant* 19 (he has a specialism in cloth) and rolls 12. Harold knows his velvet, and makes his *Professional skill-Tailoring* roll by 6. The mercer also makes his own *Professional skill-Tailoring* roll, but only by 1 (he is not a full-time tailor like Harold).

Harold's normal reaction modifier is +1 (he is a jovial, likeable fellow) but he has a -2 modifier (he lost the contest of *Merchant* by 3, but won the contest of *Tailoring*). He needs to get a 16 (Very Good) or better reaction for the mercer to reduce the price to 300 shillings (80%).

With a roll of 14, Harold makes a *bargaining* of 13 (a Good reaction on the reaction table), and the mercer apologetically explains that he cannot possibly reduce the price, but will throw in a free 100 yards of matching thread instead. Had Harold not managed at least a Good reaction, the mercer would not even have made this goodwill offer.

Note that, in reality bargaining is not a quick business but is actually expected by merchants, who will be surprised, suspicious and possibly offended if someone pays the first asking price (*"this bloke won't haggle!"*).

However, the mechanic detailed above is only intended for use in important purchases, or if the players decide to add some interest to their usual visit to the market. In normal circumstances you can assume that the haggling has been done and the final price agreed is the one listed.

It is important that the time taken in purchasing from a market is taken into consideration. Sadurian markets are not TL8 supermarkets, they are crowded, confusing and full of potential distractions like entertainers and arguments. Bargaining

takes time and often involves a heated discussion. Do not allow characters to bargain at one stall but then decide not to buy when they roll badly, move on to the next stall to attempt a better price but reject the goods again, then move on again and so on until they find the merchant willing to sell for 50% list price (the dice are eventually generous sometimes, believe it or not). This is not realistic in terms of a character's

Buying Wholesale

Properly accredited merchants (i.e. guilded) may buy goods from suppliers at wholesale prices. This reduces the price of most goods by 20%, in addition to any reduction for haggling, representing the guild's trade tax saved by dealing within the guild.

To be properly accredited, a merchant must have bought at least one level of Rank with the Merchant Guild. Most suppliers will refuse to supply goods wholesale unless they are bought in reasonably large quantities!

time and nor is it good role-playing (unless perhaps the character is *Greedy* or has similar psychological limitations). If the characters can decide to reject the deal because it does not favour them, then so can the merchants who would otherwise suddenly feel obliged to hand over goods at half price.

As a reasonable limit; allow a maximum of two attempts at bargaining for the same item (at different stalls) per day. After two days (i.e. four attempts) bargaining for the same goods, the local merchants will start recognising the characters as time-wasters and not deal with them.

Barter and Exchange

Saduria usually uses currency (coins) as convenient tokens of exchange. In some cases, however (either due to mistrust of currency or physical lack of coins) goods may only be had through bartering for other goods or services.

Instead of having a set price, goods offered in barter are valued at $\pm 10\%$ of their list price. After all, the exchange would not be offered or accepted unless both parties wanted what was being offered more than what they have. Use the *Bargaining* roll as detailed above to find what final value the two parties are willing to compromise upon.

Barter Example 1

Mary has just finished making five casks of fermented cider, worth from 9 to 11 shillings each (list price 10 shillings). She has her eye on Jed's pig, and makes Jed an offer of exchange for her cider. The pig is worth from 54 to 66 shillings (list price 60 shillings). At most, the five casks of cider together are valued at 55 shillings, and so Mary only requires a *Bargaining* of 10+ (equal to a Neutral reaction roll) for a straight exchange.

Barter Example 2

Rolf the Ruse barbarian tries to barter with Mikael the armourer for a steel broadsword worth 540-660 shillings (list price 600 shillings). He is offering fine fur cloaks with a list price of 25 shillings each (barter value $22\frac{1}{2}$ to $27\frac{1}{2}$ shillings), and normally the broadsword would be valued at about 20 cloaks ($20 \times 27\frac{1}{2} = 550$).

However, Mikael does not like barbarians, and does not like Rolf in particular. Rolf's poor reaction modifiers results in his *Bargaining* roll being only 7 (Poor). Mikael now values his sword at 648-792 shillings (120% of the original list price of 600 makes the new list price 720 shillings), meaning that Rolf needs to hand over an additional 4 furs, making 24 in total ($24 \times 27\frac{1}{2} = 660$) for the sword.

Barter and exchange is a little more complex than buying for currency, but it is unlikely to occur very often.

This can be an area ripe for power-gaming, as players may decide to continually exchange for goods 10% more valuable each time until they have actually made a large profit. If this starts happening, it is easy enough to have others start cheating them with shoddy goods and bad exchanges. Alternatively, they might gain a bad reputation as cheats and swindlers.

SELLING

“No purses!” cried Hans. He was obsessed with collecting the meagre coins many brigands carried on their belts. “I hate a fight without a profit”. Otto and Helen shared a glance as they collected up a dozen good swords and eight valuable steel helmets. Hans had much to learn about being an adventurer.

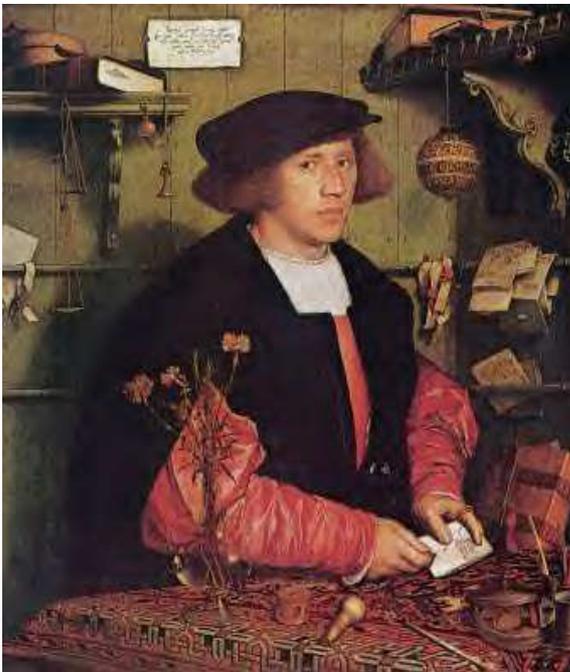
Second-hand Equipment

There are several legitimate ways that characters might come across second-hand equipment; they might find it abandoned, be gifted it, or even just want to get rid of surplus equipment after upgrading.

However, far and away the most common way that characters obtain goods is by taking them from their legitimate (or not-so legitimate) owners, often killing them in the process. It is not at all rare for a band of adventurers to troop off to the weapon stall to trade in the half-dozen axes they have just liberated from would-be bandits.

In the big picture, this form of trade is important for the local economy but a town's market only has so many people wanting to buy second-hand weapons. Eventually, the stallholder(s) will not want to buy anymore, or be forced to offer an unrealistically low price. If the market becomes flooded, the goods will be less easy to sell on, and the merchant will either offer a much reduced price or refuse to buy. Business-savvy characters (and players, but hopefully only when playing within their character's own skills and background) can use this to their advantage....

Fences



One particular class of “merchant”, of course, specialises in buying equipment with a shady past. The fence is a useful contact for characters, especially those who make a habit of stealing (tut-tut). The same principle of over-supply applies to fences as it does to any other merchant, but not to the same extent. A good fence will have a network of contacts in different towns, and will likely try to regulate supply to maximise his personal profit. What he tells the person he is buying from, of course, is another matter.

The major difference between fences and regular merchants, apart from one being legitimate and the other a criminal, is that fences can justifiably pay well under the odds for goods brought to them. Few thieves have so many contacts that they can afford to “shop around”, and they really have nobody to complain to if they feel that they have been fleeced.

Note that a successful fence may well be a powerful underworld figure. He may possibly even regulate crime in his district by directing what is stolen at any particular time (to maximise profits, naturally). With contacts in the neighbouring towns, the fence

may be able to blacken a name, dissuading others from dealing with any thief who has crossed him. Cheating or robbing a fence could be a dangerous business.

Getting a Price

So, the characters have goods to sell and have found a merchant to deal with. The next step is to get the best price they can, in order to make it all worthwhile.

1. Base price

The selling value of goods starts at a base percentage of the list price, and then rises according to circumstances.

Buyer	Will buy	Base % of list
Buyer is a 'legitimate' merchant	Legitimate goods	30
Buyer is a fence	Stolen or otherwise illegal goods	10

2. Modifiers

Circumstance	Modifier to List Price
❖ Buyer and seller are well known to each other (e.g. a <i>contact</i>).	+10%
❖ Buyer beats seller in a contest of <i>Merchant</i> rolls.	+10%
❖ Buyer beats seller in a contest of appropriate related skill roll (e.g. <i>Broadsword</i> skill with swords, <i>Animal Handling</i> dealing with horses).	+10%
❖ Goods are "as new" (unused or maybe newly repaired by an expert).	+10%
❖ Goods are in demand in that district *	+10%
❖ Market is flooded *	-20%

* This is a referee decision based on how much in demand the goods in question are likely to be. Obviously, a peaceful rural village will not have a demand for 20 lances, but a town readying for a battle will!

3. Reaction and final price

Finally, the seller should make a *Reaction* roll, and apply the percentage as listed in B(4th)560 to find the final offer price. Note that no buyer will pay over 150% of the list price, no matter how dazzling the seller happens to be.

In cases where the seller has multiple items to sell, it might be easier to make a roll for the entire lot, rather than individually.

Some stolen goods are going to be impossible to sell on. If characters have just broken into the temple and taken the golden idol of the local demigod, they will almost certainly not be able to sell it where it is recognised. Even fences fear divine retribution!



ARTWORK

The statue was basic and crude, sculpted by someone with no flair for the human form. Yet Hans was still prepared to brave the intricate network of traps protecting it, because he knew that it was cast in solid copper and therefore worth a fortune.

Artwork covers a range of goods that are produced mainly, or purely, for show rather than for function. This list includes (but is not exclusively composed of) jewellery, paintings, statues, tapestries, and ornaments. Art is produced using an appropriate *Artist* skill (M/H, defaults to IQ-6).

The problem with valuing artwork is that everyone has a different view on what constitutes “good art”. As an example; in our TL7 world, one man may pay millions for a cubist sculpture by Picasso, whereas another may hate the sight of it. To reflect this, artworks have two factors that require taking into account when valuing them; their intrinsic value and their artistic value. The intrinsic value (i.e. the value of the raw materials) will remain the same no matter who is buying them, but the artistic value (how drawn the viewer is to the piece) will vary from buyer to buyer.

Intrinsic Value

The intrinsic value is the price of the raw materials used in the manufacture of the piece. This will always be the same, and might even represent the only price the seller can get for it, especially if it is stolen piece that is easily recognised or simply badly made or very ugly or disturbing (statuette of Great Cthulhu anyone?).

Artistic Value

The artistic value of a piece is all about what the buyer feels about it. This is treated as a reaction roll, with some special modifiers and results:

<i>Artistic quality</i>	<i>Reaction modifier</i>
Well-crafted	Half the amount by which the artist made his roll
Poorly-crafted	Half the amount by which the artist failed his roll
Fashionable artist	+ artist's Reputation modifier
Notorious artist	- artist's Reputation modifier
Fashionable or attractive subject	+1
Unfashionable or unattractive subject	-1

<i>Viewer's Reaction roll</i>	<i>Modifier to Intrinsic value.</i>	<i>Buyer's view</i>
0 or less: Disastrous	x0	<i>Won't even pay the intrinsic value unless the piece is first destroyed.</i>
1 to 3: Very Bad	x1	<i>Values the piece only as raw materials.</i>
4 to 6: Bad	x2	<i>It's not good art, but inoffensive enough.</i>
7 to 9: Poor	x5	<i>Useful to fill up a bare corner.</i>
10 to 12: Neutral	x10	<i>Quite a pleasant piece.</i>
13 to 15: Good	x20	<i>Impressed. Might display it prominently.</i>
16 to 18: Very Good	x50	<i>Superb. Will boast of it to his friends.</i>
19 or better: Excellent	x100	<i>A masterpiece. Will throw parties specifically to display the piece.</i>

Pricing Artwork

By the nature of artistic interpretation, the artistic value of a piece will vary. Therefore, pricing is a little different to the normal system.

Art is spoken of as having “value”. That is, the value is the monetary price that any particular person is willing to pay for it, i.e. what *they* value it as. This may not be the same value as the seller puts on it, and may not even be the final price paid, but it is simply the worth the person in question places upon that piece. The value of a piece is found using the Artistic Value roll as above, but it is rolled for both potential buyer and seller separately.

Artwork is priced: $xx(\text{mod})$, where xx is the intrinsic value, and (mod) is the reaction modifier, e.g. $25(+2)$ for 25 shillings intrinsic value and reaction mod+2.

Commissions

A patron and artist commissioned to create a piece will assume a roll of “10” to determine how much the artist expects to be paid for it. This price is then fixed, and may turn out to be bargain or a waste of money once the piece is finished.

Artwork Value and Price. Example 1.

The talented but undervalued portrait artist, Gerald of R erheim, has been commissioned to paint the portrait of Lady Isabelle for her husband, Lord Paulus. The painting is on canvas and will be worth little intrinsically (10 shillings). Gerald is neither fashionable nor notorious, but his subject is a noted beauty making the reaction modifier +1. For a commission, the price assumes a roll of “10”, the modifier for the artistic value is therefore $\times 10$ (a final reaction roll of 11 gives a Neutral reaction), and Lord Paulus agrees to pay Gerald 100 shillings to paint the portrait.

Gerald has *Artist -Painting (Portraits)* 19 (he has specialised in portraiture), and makes an *Artist-Painting* roll of 10. Having made the roll by 9, it is determined that Gerald has managed to catch Lady Isabelle’s famous eyes perfectly, and they seem to hint at hidden exotic secrets ($9/2=4$, for a +4 artistic modifier). This makes people stare long and hard at the portrait, drawn into wondering what Lady Isabelle is thinking. In addition, because Lady Isabelle is a famous beauty, the portrait carries an additional attraction (+1).

The picture’s final value is written: $10(+5)$. The intrinsic value of the canvas (the paint also has value, but so small as to be ignored) is only 10 shillings. However, viewers will make a *reaction* roll at +5. So, if a viewer rolled a 10, the reaction would be 15 (Good). A Good reaction means that the artistic value is $\times 20$, and thus the viewer would value the painting at 200 shillings, or twice what was originally paid for it!

Several society admirers of the picture make a note of Gerald’s name, meaning that he is gaining a good reputation for his portraits, and is on the way to becoming fashionable.

Artwork Value and Price. Example 2.

Julius the merchant has an old bronze statuette of some bizarre sea-creature to shift. The bronze is intrinsically worth 15 shillings. It is not particularly well sculpted, and its maker is unknown, for a +0 modifier. The value is therefore written as $15(+0)$. Julius made a reaction roll of 7 when he found it, meaning he really doesn’t care for the statue and only values it at 75 shillings (15×5).

However, when Karla (who is fascinated by anything to do with the sea) sees the statuette on Julius’s stall, she rolls a 17 reaction and is completely entranced by it. She decides that she must have it and will pay up to 750 shillings (15×50). After the usual haggling, Karla finally offers Julius 200 shillings, which he accepts with alacrity. Karla leaves with the odd statuette with both sides feeling that they have made a bargain.

GEMS

Helen was spellbound as the trickle of gems fell through her fingers and back into the box. Rubies, sapphires, emeralds and many stones that she did not know sat in their padded rosewood container. Even as she closed the box lid she was wondering how many she could conceal in the seams of her clothing.

Intrinsic value

The intrinsic value of a gemstone is actually the value of the uncut stone. Gemstones may be valued for their colour or ability to reflect light, or simply their curiosity value.

Gemstones are weighed in carats. A carat (written ct.) is (for game purposes) 1/2000lb, so gems are generally very light and easy to conceal. This, of course, makes them valuable as a form of currency. When being sold as second-hand (or stolen) goods, **gems always count as new and in high demand**. In other words, they automatically have that +20% modifier to their base price.

Real vs. Game

The weights and measures given here are not exact in the real world, but are simplified for game purposes.

For those who are curious, there are actually 2 267.95 carats to the lb, and size per carat will vary according to density of the gem in question.

As a (very) rough guide, a 1ct. rounded gem is about 5-6mm in diameter, a 10mm diameter gem is about 3½ct. Big gems (20mm+) are of 30ct. and up. The vast majority of gems encountered should be in the 1-5ct. weight bracket. Larger gemstones are more valuable than their weight would suggest due to their rarity, as it is unusual to find a large, flawless piece of raw gemstone and they are thus in high demand.

Gemstone	Cost per carat according to gem's weight in carats						
	1-5	6-10	11-15	16-20	21-25	26-30	31-35
Diamond	7	10	14	17	20	25	30
Ruby	5	8	12	14	17	20	25
Emerald	4	6	10	12	15	17	20
Sapphire	4	6	8	10	12	15	17
Garnet	2	3	4	8	10	12	15
Opal (black)	4	5	8	10	12	15	17
Pearl (black)	4	5	8	10	12	14	15
Opal	2	3	4	6	8	10	12
Pearl	2	3	4	6	8	9	10
Topaz and others	1	2	2	3	5	8	9
Onyx	0.8	1	1.5	2	4	6	8
Aquamarine	0.3	0.5	1	1.5	2.5	4	5
Cornelian	0.3	0.5	1	1.5	2	3	4
Semi-precious stones	0.3	0.5	0.6	1	1.5	2	3

Other Precious Substances	Price per 0.1lb
Amber	0.6
Coral	0.1
Ivory	0.5
Jade	0.8

Although in the gems section because they are sometimes used as such, most precious substances will be found sculpted into small ornaments and so on, or possibly as inlays in larger pieces.

Artistic value



The artistic value of a gem is in the cutting, requiring *Artist-Gemsmith* skill (M/H default to *Jeweller-4*). Where an uncut gemstone can look dull and lifeless (as the illustration to the right shows), a skilled gem cutter adds the facets that reflect light to make the gem sparkle. The better the cut and polish; the greater the sparkle and the more



valuable the final gem.

In practical terms, it is safe to assume that most gems found are cut to an acceptable, but not great, standard (no modifier for artistic craftsmanship). In addition, there will usually be no modifiers for subject matter or artist's reputation (you cannot sign a gem!). This gives a +0 modifier for the craftsmanship, meaning a;

Standard (Intrinsic value x10) value for cut gems.

This will save a lot of time and calculation if the characters discover a pile of hundreds of gems! Of course, for the famous Fire Ruby of Al-Khanour cut by the master gemsmith, Mohammed Al-Kirah, it is worth putting a little more work into determining the artistic value.

Pearls. Pearls are not cut by a gemsmith. Rather, the artistic modifier for craftsmanship represents the random natural shape into which they have formed. Most are round, of course, but oval, pear-shaped and amorphous masses can also be found. These unusual shapes are much prized (as they were historically) and whilst you would not make an *Artist-Gemsmith* roll for the oyster as such (!), rolling against a base 10 for nature's own artistic talent skill will give an equivalent result. Therefore, a high *Artist-Gemsmith* roll for the oyster will suggest that the pearl has been naturally shaped into one of these more sought after shapes, even though the oyster has had little consciously to do with it.



JEWELLERY

Johann greeted the Rusic chieftain as he emerged from the longhouse. The clan's goodwill was essential if the local barrows were to be explored. As he went through the required ritual speeches, Johann's eyes were locked on the gold necklace hanging around the chief's neck. It was the stolen chain of office for the Master of the Guild of Messelberg's merchants, and was probably worth significantly more than anything they might find in the barrows. Johann mused that the mission might just have changed.



Jewellery, or at least that made from precious metals and gems, is limited to the wealthy and the socially successful. The sheer expense is one factor in this limitation; unlike most mass-produced jewellery seen at TL8, at TL4 each piece is painstakingly crafted by hand from some highly valuable materials and the final intrinsic value (to say nothing of artistic value) reflects it.

Wearing jewellery is a way to display your wealth. It is made to be eye-catching and ostentatious and there is little, if any, discrete jewellery made in Saduria. Often, the wealthy will have rings adorning all the fingers of both hands (possibly classing as brass knuckles!). Whilst it is a good way to display your financial success, it may also backfire if the wrong people note its value. The "wrong people" might be thieves, tax collectors or your jealous social betters.

Melting down or selling on jewellery is an accepted way to raise cash when times are hard, and in this regard it is also a convenient way to carry your savings.

Some jewellery is made specifically to identify you as a member of a particular group or order, and this is a popular way to state your loyalty to a religion, society, or noble faction. Amulets and signet rings may bear coats of arms or other devices, acting almost as an identity card. Seals are also often incorporated into rings.



Intrinsic value

Jewellery generally has the highest intrinsic value of all artworks. Although gold is seen used for jewellery, it is actually uncommon apart from in rings, largely thanks to its high base cost. Chunky solid gold necklaces are worth a fortune, and rarely seen outside the top nobility or high civic offices.

Silver is a popular setting for displaying gems, and may be found worked into all sorts of more valuable pieces. Copper is often used for rings, amulets or bangles. Finally, pewter is a good alternative to the more expensive metals and is a very common material for jewellery. Sometimes, the pewter may be silver-plated (x5 intrinsic value) or even gold-plated (x20 intrinsic value). All metals used are assumed to be of high purity (24ct. gold, .999 silver and so on).



Enamelling is a common way to add interest to a piece of jewellery. It can add a little to the intrinsic value (add 5%-10%, depending on the extent of the enamelling), but its main function is decorative.

Examples of the intrinsic value of common pieces

The following table gives examples of the intrinsic value for a few of the more common types of jewellery found in Saduria. It is by no means either exhaustive or definitive, but should rather be used as a starting point and rough guide. Styles, weights and sizes will all vary how much metal is put into a particular piece. I would recommend staying within about +/-25% of the intrinsic values given simply to ensure some balance and continuity for the campaign.



Rings. Simple rings are just hoops of metal with no significant raised designs. They may have inset stones. Thin rings are only a few millimetres wide, heavy rings may be up to 20mm wide. Signet rings have a large raised design and this also includes those rings with inset seals.

Necklaces. Necklaces may be worn by men or women. Choker necklaces are tight fitting to the throat (hence the name). Longer necklaces are generally designed to hang to the mid-chest. Light designs may be ornate webs of fine metal, single strands (possibly with a hanger), or just linked settings designed to hold many gems. Heavy designs are far more solid, and may even be rather too chunky to be fashionable, but are a great way to boast your wealth. Heavy gold necklaces are generally limited to chains of office.

Gems and Hangers

A good deal of jewellery is decorated and augmented with gems or other items of interest (small fossils, miniature paintings, rare feathers or whatever). This adds to the intrinsic value and is factored in simply by adding the combined intrinsic values together. If each piece making up an item of jewellery is going to have a different artistic value (perhaps superbly cut gems in a rather ordinary setting), just calculate the artistic value of each item before adding it together.

Example of combined materials.

The illustrated necklace (shown right) can be valued as follows:

- a gold-plated light pewter choker (5 shillings)
- 46 1-ct. pearls (46x2=92 shillings),
- a single 1-ct. black pearl (4 shillings),
- 3 enamelled gold medallions (3x50=150 shillings)
- a small gold-plated pewter miniature dragon ornament (25 shillings),

All of which works out as the necklace having an intrinsic value of $5+92+4+150+25=276$ shillings.

If the dragon ornament (for example) were deemed to be of superior craftsmanship than the rest, its final value would be added in at the end rather than now.



Example Piece	Weight	Intrinsic value (in shillings) of piece by material.			
		Pewter	Copper	Silver	Gold
Ring, simple thin	neg.	0.025	0.04 (1cp)	1	25
Ring, simple normal	neg.	0.05	0.08 (2cp)	2	50
Ring, simple heavy	neg.	0.1	0.16 (4cp)	4	100
Ring, signet or coat-of-arms	neg.	0.2	0.32 (8cp)	8	200
Necklace, light choker	neg.	0.25	0.4 (10cp)	10	250
Necklace, choker	0.2lb	0.5	0.8 (20cp)	20	500
Necklace, heavy choker	0.5lb	1.25	2	50	1 250
Necklace, light long	neg.	0.75	1.2 (30cp)	30	750
Necklace, long	0.3lb	1.5	2.4 (60cp)	60	1 500
Necklace, heavy long	<1lb	3.75	6	150	3 750
Earrings, hanger (pair)	neg.	0.1	0.16 (4cp)	4	100
Bracelet (about 20mm thick)	0.2lb	0.75	1.2 (30cp)	30	750
Amulet (80mm diameter)	0.25lb	1	1.6 (40cp)	40	1000

Remember that the artistic modifier will usually increase the value by at least x10.

Artistic value

Aside from the skill of the jeweller, few modifiers are usually applicable in determining the artistic value of a piece of jewellery. There are one or two fashionable jewellers in Saduria, but, in general the jeweller is anonymous and the subject too abstract to invite a modifier.

PAINTINGS

Although the general opinion of artists is improving, many still look upon painters as little better than artisans. Only more well-known, or more fashionable, painters have even a chance of becoming wealthy for their work. As a rough guide; a famous artist usually needs at least a +3 reputation reaction modifier to earn a month's wages from a single commission painting.

Time to Create Paintings

Few artists will work solidly on one painting at a time; art is not just a case of mechanically painting each day but also involves attempting to find the inspiration and "vision". Days of work may be wasted, but short intense periods spanning days and nights might produce wonders.

Assume an artist can work on a maximum of two paintings per month with the artist "working" full time. More paintings may be attempted in this time, but assess -1 *Artist-Painting* skill per painting worked on if three or more are worked on in a single month. Normally, a painting will take two weeks per size level (see below), though the second picture (or more, if the artist wishes to take the penalty to his skill) may also be worked on within this time.

Intrinsic value

The intrinsic value of paintings is usually that of the canvas. Of course, paint is also used (as well as the various other substances used in painting), but that value is not taken into account. The final part of the value of paintings is in the frame, but this is

figured separately to the painting itself as it is really not a physical part of the picture and may easily be changed.

Canvas is not particularly cheap, and is frequently reused by artists, especially by the struggling ones. It has to be properly prepared (“sized”) and stretched before use; this is usually done by the artist himself (or by his assistant if he has one).

Paintings may also be done on wooden panels or other flat surfaces (including walls-creating murals or frescos). If the painted surface is fixed (as with a fresco or mural on a wall), the painting is only valuable as expensive decoration as it cannot really be taken down and sold. In such cases, only the commission value need be calculated, with the intrinsic cost taken as (size level x 10) and *not* the value of the wall! Screens of painted wooden panels are common as temporary walls in large houses, and religious devotional scenes are often painted on mobile screens to act as travelling personal “altars”.

Material prices, by size (in convenient “standard” picture sizes), in shillings.

	0.5.Tiny 0.5'x1'	1.Small 1'x2'	2.Normal 2'x3'	3.Large 3'x4'	4.Huge 4'x5'	5.Enormous 5'x6'
Canvas	1	3	10	20	30	50
Wood	0.25	1	3	6	10	15

Frames.

Picture frames can add considerably to the final value of a painting, and, if well carved, sometimes form the most valuable part of it!

The intrinsic value of a frame depends on it size and construction. Most are of painted wood, often painted gold, or even covered with gold leaf. All-metal frames are highly unusual, and almost unheard of in larger sizes.

Frame prices, in shillings.

	Tiny 0.5'x1'	Small 1'x2'	Normal 2'x3'	Large 3'x4'	Huge 4'x5'	Enormous 5'x6'
Wood	0.2	0.8	2.4	4.8	8	12
Gold-leaf covered	5	20	60	120	200	300
Solid silver*	200	800	2 400	—	—	—

*Use the metals exchange rates table (p.6) to find the price of a frame made from other metals.

Artistic value

More than any other art form, paintings rely on artistic value. Without the skill (and reputation) of the artist, or the attraction of the subject matter, a painting is just a dirty canvas. Painters use *Artist-Painting* skill (M/H, defaults to IQ-6) and may specialise in portraits, landscapes, animals, seascapes, religious imagery, nudes and so on.

Frames, too, have to have artistic value to avoid simply being sawn and shaped pieces of wood. The artistic value of the frame, however, depends on the carpenter or woodcarver and is a separate entity to the painting itself. In most cases, an assumption that the frame elicits a Neutral reaction (for x10 artistic value) should suffice. Of course, if the referee is feeling mischievous, the



characters may encounter a rather ordinary painting in a frame of marvellous artistic importance and value.

STATUES

Intrinsic value



Statues may be of a wide variety of materials, from limestone through to gold. Usually, the size of the piece will determine the material used. Large metal statues are almost always hollow-cast, and the prices reflect this.

The following weights and values assume a statue of very approximately human proportions, which uses half of the original block weight. Most animal shapes will roughly share these proportions.

Statues are intrinsically valued by the cubic foot, or fraction thereof. The following table gives some convenient "standard" sizes.

Costs are in silver shillings and include a 25% reduction for buying in bulk, which also represents some alloying in the case of precious metals. Weight is in pounds. The weight is based on that of a finished statue (about half the original block); double weight and cost for a solid block (i.e. the block before any carving has taken place).

Example "standard" sizes.							
		Per cubic foot		Statuette		Half-size	
				1' tall x4" x4"		3' tall x1' x1'	
Material	Cost/lb	Cost	Weight.	Cost	Weight.	Cost	Weight.
Bronze*	3	7728	2576.0	35.9	12.0	186.5	62.2
Copper*	3	8118	2706.0	36.8	12.3	191.1	63.7
Clay, fired*	0.6	247.8	413.0	2.9	4.8	14.9	24.9
Gold*	1875	10978125	5855.0	33816.5	18.0	175715.6	93.7
Ivory	3.75	2092.5	558.0	116.3	31.0	3138.8	837.0
Jade	6	4692	782.0	260.7	43.4	7038.0	1173.0
Limestone	0.5	395.5	791.0	22.0	43.9	593.3	1186.5
Marble	0.6	466.2	777.0	25.9	43.2	699.3	1165.5
Plaster	0.03	7.71	257.0	0.4	14.3	11.6	385.5
Sandstone	0.45	316.8	704.0	17.6	39.1	475.2	1056.0
Silver*	75	238425	3179.0	996.7	13.3	5179.1	69.1
Stone, other	0.4	304.8	762.0	16.9	42.3	457.2	1143.0
Wood, oak	0.08	16.96	212.0	0.9	11.8	25.4	318.0
Wood, pine	0.04	6.68	167.0	0.4	9.3	10.0	250.5

Example "standard" sizes.							
		Per cubic foot		Human		Large	
				6' tall x2' x2'		10' tall x3' x3'	
Material	Cost/lb	Cost	Weight.	Cost	Weight.	Cost	Weight.
Bronze*	3	7728	2576	527.45	175.82	1021.41	340.47
Copper*	3	8118	2706	540.60	180.20	1046.87	348.96
Clay, fired*	0.6	247.8	413	42.24	70.40	81.80	136.33
Gold*	1875	10978125	5855	496998.81	265.07	962434.0481	513.30
Ivory	3.75	2092.5	558	25110.00	6696.00	94162.50	25110.00
Jade	6	4692	782	56304.00	9384.00	211140.00	35190.00
Limestone	0.5	395.5	791	4746.00	9492.00	17797.50	35595.00
Marble	0.6	466.2	777	5594.40	9324.00	20979.00	34965.00
Plaster	0.03	7.71	257	92.52	3084.00	346.95	11565.00
Sandstone	0.45	316.8	704	3801.60	8448.00	14256.00	31680.00
Silver*	75	238425	3179	14648.63	195.32	28366.96	378.23
Stone, other	0.4	304.8	762	3657.60	9144.00	13716.00	34290.00
Wood, oak	0.08	16.96	212	203.52	2544.00	763.20	9540.00
Wood, pine	0.04	6.68	167.0	80.16	2004.00	300.60	7515.00

* Assumed to be hollow-cast. Weight (and therefore value) can vary +/- 10% according to the thickness of the cast. For solid statues use the above weight and value squared (multiply by a power of 2).

Many blocks of raw materials are highly valuable in their own right; a solid 6'x4'x4' block of marble, for example, can fetch about 11 600 shillings, the equivalent of about three year's salary for the average bureaucrat. Most blocks are not perfect all the way through, however, and the inevitable waste generated by sculpting is often taken into account by the sculptor when negotiating to buying raw materials.



Most sculptors will try to recoup the value of the wasted material through the piece's artistic merit. In addition, smaller chunks cut from larger ones may find themselves being made into small statues in their own right, especially if they are made of one of the more valuable raw materials. Even so, sculptors often insist that a patron pays up front for the raw material!

Artistic value



Sculptors use *Artist-Sculpting* skill (M/H, defaults to IQ-6). Creating a sculpture is a long process; assume that it takes a month of work for each foot of the statue's longest edge (so a human-sized statue standing 6' tall will take 6 months). A critical success means that a month may be taken off the time required; a roll of 18 means that the whole block is ruined, leaving the sculptor with only half the remaining block usable.

Sadly for sculptors, sculpting in Saduria is still not seen as being a true art. Most people view sculptors as skilled craftsmen rather than artists, possibly because they do most their work as part of buildings.

Because of this, the normal artistic modifier is not used for sculptures. Instead, use the following table, which is a modification of the normal one. Reaction modifiers are unchanged.

<i>Reaction roll</i>	<i>Modifier to Intrinsic value.</i>	<i>Buyer's view</i>
0 or less: Disastrous	x0.5	<i>Will break the piece down for scrap.</i>
1 to 3: Very Bad	x1	<i>Values the piece only as raw materials.</i>
4 to 6: Bad	x1	<i>Values the piece only as raw materials.</i>
7 to 9: Poor	x1.5	<i>Useful to fill up a bare corner.</i>
10 to 12: Neutral	x2	<i>Quite a pleasant piece.</i>
13 to 15: Good	x2	<i>Quite a pleasant piece.</i>
16 to 18: Very Good	x2.5	<i>Impressed, will display the piece prominently.</i>
19 or better: Excellent	x2.5	<i>Wonderful. At this rate sculpture will become an art form!</i>

Most large sculptures are created for specific buildings or areas, and so only the commission value need be calculated. Smaller statues (statuettes) are more portable, and are the most commonly traded pieces of sculpture.

TAPESTRIES

A tapestry is first and foremost a means of keeping out draughts. As building techniques have improved, however, they have become increasingly seen as artworks rather than simple domestic furniture.

Intrinsic value

Tapestries are simply linen sheets with extensive wool embroidery. In effect, they are woollen “paintings” and have a relatively low intrinsic value.

The cost of the wool and linen in a tapestry obviously depends on the size of the tapestry; use the following table as a rough guide to pricing different sized tapestries.

The values given assume a mix of coloured wools. As always, value is in silver shillings and weight is in pounds.

Size	Weight	Value
6'x6'	8	30
12'x12'	32	120
12'x15'	40	150
15'x15'	50	190
15'x21'	70	260



Halve the above weights and value for simple linen sheets with no wool.

Artistic value

To produce a tapestry, use *Artist-Embroidery* skill (M/H, defaults to IQ-6). This is a long and laborious task and several embroiderers usually work on large tapestries at the same time. It takes 1 man-day to fully embroider one square foot of tapestry, so a 6'x6' tapestry will take $6 \times 6 \times 1 = 36$ man-days to complete. More that with painters, tapestry-makers are seen as valued artists.



BOOKS

Helen browsed the battered tome as her companions continued ripping the silver fittings from the furniture. The treatise was a rare interpretation of The Old God's origins. She wondered just how much Father Irwin would pay for the single surviving book that would complete his lifetime collection.



Often overlooked as an artwork, books nevertheless share many characteristics of more conventional art. The biggest difference between books and “normal” artwork is that the “artistic value” is replaced by “desirability”. The desirability of a book is simply the buyer’s desire to own that particular book. This is explained later, but is functionally identical to an artistic modifier.

Intrinsic value

Books are not as valuable as they were historically, largely thanks to Saduria’s modern and efficient methods of printing and making paper. Where once the paper was laboriously pressed by hand, engineering advances now mean that much of the process can be mechanised and made far easier and quicker and thus the price for books is far lower. It has to be said, however, that this more modern paper is largely thinner and of poorer quality than the traditionally hand crafted paper.

A second major factor in determining the intrinsic value of a book is deciding on what it is bound in. Just about anything can theoretically be used to bind a book, but the most commonly encountered bindings are hide, usually hide-covered wood, and metal..

The following table uses examples with pages grouped into fifty-page segments; there may possibly be books with fewer than fifty pages, but these really class as pamphlets rather than true books. In this case, either value the pamphlet as having fifty pages or use a suitable fraction of the cost.

<i>Intrinsic Value by book size</i>		
<i>Page size.</i>	<i>Value.</i>	<i>Weight.</i>
15" x 20", per 50 pages:	15 shillings.	2lbs
8.5" x 12" (approximately A4 size), per 50 pages:	10 shillings.	1lbs
5" x 8", per 50 pages:	5 shillings.	0.5lbs
<ul style="list-style-type: none"> ▪ Add 20% to the above prices for high quality, hand crafted paper. ▪ Double the above prices for vellum pages. 		

Additional Price for Binding, by page size

<i>Material</i>	<i>Value</i>			<i>Weight</i>			<i>Notes</i>
	<i>15x20</i>	<i>8.5x12</i>	<i>5x8</i>	<i>15x20</i>	<i>8.5x12</i>	<i>5x8</i>	
Wood	8	4	2	2	1	0.5	
Hide	15	8	4	2	1	0.5	Usually wrapped around wood (included in the price). Hide usually means leather but might also represent pigskin, sharkskin or even human skin.
Metal	400	200	100	4	2	1	Based on copper. See the metals exchange rate for other metals.

Desirability

Books are not true artworks (though they may contain illustrations or engravings). In this respect, they do not have an Artistic Value. Rather, they have Desirability. Desirability is a measure of how much value a buyer places on the book. This may be a measure of any or all of the following:

- Desirable book content, whether because of the subject or because it contains a particular set of facts.
- If the book is part of an incomplete collection, which the buyer is trying to complete.
- Book is by a famous author.



<i>Desirability</i>	<i>Reaction modifier</i>
Contains required fact(s)	+1 to +3
Famous or talented writer	+ Reputation modifier
Notorious writer	- Reputation modifier
Fashionable or desirable content*	+1
Unfashionable or undesirable content*	-1
Will help complete collection for buyer	+1 to +5

*The buyer will determine which of these is appropriate; a necromancer will desire content that most people would find highly undesirable!



<i>Reaction roll</i>	<i>Modifier to Intrinsic value.</i>
0 or less: Disastrous	x0
1 to 3: Very Bad	x1
4 to 6: Bad	x2
7 to 9: Poor	x5
10 to 12: Neutral	x10
13 to 15: Good	x20
16 to 18: Very Good	x50
19 or better: Excellent	x100

GOODS

ARMS AND ARMOUR



With the emphasis of many RPG games on combat, the Arms and Armour section has received more attention than any other. I hope that this has the added advantage of giving the game setting some “historical” atmosphere.

Please note that many changes have been made to the “official” GURPS material in order to better reflect my own (informed) interpretation of historical precedent. Where changes have been made, they are deliberate and researched, but not binding.

In the main, the changes have been to better reflect the variety of weapon and armour available at this time in history, in a time of transition from medieval warfare to the new age.

Steel and Blade Quality

The Sadurian Empire has good trading links with dwarves, and the dwarves in Saduria are expert metallurgists and armourers using exceptionally high quality steel. It is only right, therefore, to assume that the Empire has purchased some of this expertise and much of this good steel. Better steel is used for making blades and some plate armour, making Sadurian swords the best in the known world. For this reason, I have decided it is reasonable to class most of Saduria’s swords as *fine* quality at no extra cost, with *very fine* costing x4. Munition-quality blades (mass-produced quickly from standard steel to equip large forces) count as *good* quality and cost half.

WEAPONS

Weapon Care

As he carefully drew the whetstone down the blade, Otto glanced at Hans using his knife to chip away mineral deposits from the gemstone. Otto shook his head. No matter how many times he warned Hans that a blunt and dented blade would be no good against even the lightest armour, he still treated his weapons like cheap tools.

Weapons, with the exception of the crudest blunt weapons, cannot simply be used time and again without maintenance and still be expected to perform at their best. Realistically, a blade ought to be sharpened after every time it is used, and professionally reground every month or so (assuming regular use). Daily care can be assumed if the players remember to buy a whetstone and oil (5 shillings, weighs 1lb), and if they make it part of their regular camp routine. Professional weapon care costs $\frac{1}{10}^{\text{th}}$ of the weapon’s original value and is generally assumed as part of the basic monthly cost of living.

To reflect the blunting and denting caused by combat, any bladed or pointed weapon causes -1 damage the next and subsequent days if not maintained after combat. If it is left for a week the weapon is at -2, and at -3 if left for a full month. At this point only a professional armourer can restore it.

HAND WEAPONS

Axe/Mace

With the heaviest armour all-but impenetrable by a sword, a mace or axe is a good option to hurt an armoured man-at-arms with a single-handed weapon.

Axe.

Together with the mace, the single-handed axe is a favourite secondary weapon for mounted warriors. Any woodsman's axe used as a weapon attacks at -1 skill.



Hatchet.

The hatchet is more a civilian tool than a serious military weapon. This may also represent a large butcher's cleaver or similar heavy chopping blades.

Heavy Club.



Not just a heavy piece of wood, this is either deliberately shaped with a large lump on the end, or is reinforced with metal bands or knobs. Naturally occurring lengths of wood of the correct shape (i.e. with a lump at one end) can be used as a heavy club but at -1 skill.

Mace.

Simply a heavy flanged, or occasionally rounded, head mounted on either steel or a reinforced wooden haft. Its sheer weight allows it to crush metal armour more easily than can a blade.

This may also represent any metal

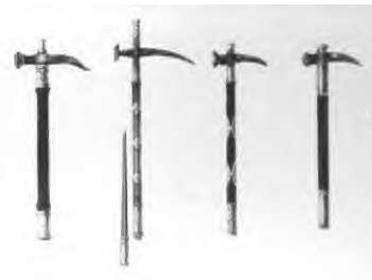


blunt instrument weighing 4lb+, such as a blacksmith's lump hammer. Improvised maces attack at -1 skill.

Pick.



This represents either a long steel pointed warpick, or a warhammer incorporating a long point on the head. Good for punching through armour (especially mail) and still damaging the wearer.



May get stuck. See B(4th)405.

Small/Light Mace.

A useful secondary weapon but often also used as a ceremonial token of rank, even in civilian hands. Also represents those civilian hammers intended as tools (e.g. a blacksmith's hammer) that weigh less than 4lb. Improvised weapons attack at -1.

Throwing Axe.

Not a serious melee weapon, but one used in melee in extremis.

AXE/MACE**(DX-5, Flail-4, other Axe/Mace-3 or Two-Handed Axe/Mace-3)*****May not attack and parry in the same turn.***

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Axe	cut	sw+2	1	50	4lbs	12	
Hatchet	cut	sw	1	15	2lbs	7	May be thrown
Heavy club	cr	sw+2	1	20	2lbs	7	May be thrown
Mace	cr	sw+3	1	50	5lbs	12	May be thrown
Pick	imp	sw+1	1	70	3lbs	11	
Small/Light mace	cr	sw+2	1	35	3lbs	11	May be thrown
Throwing axe	cut	sw+1	1	60	4lbs	12	May be thrown

Brawling***Blackjack***

A small, padded leather bag weighted at one end with sand or lead shot and swung from the other. The blackjack is a unique weapon design, which is encountered solely in use by the criminal underworld and by those who hunt them. It cannot be used except in close combat or when adjacent to an unaware foe. A blackjack is only really effective when used against the head for a knockout.

Boots

Not formal weapons, boots are included here because they add to damage from a kick. Only boots with hardened toecaps (infantry or work boots) are included, soft leather or felt adds no damage.

+1 kick damage.

Brass knuckles

Especially made brass knuckles are not produced in Saduria, but similar effects may be had from plate or reinforced leather gauntlets, or from punching with a main gauche or with a sword's basket hilt.

+1 punch damage.

**BRAWLING
(DX-4)**

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Blackjack	cr	thr	C	20	1lbs	7	May not parry.
Boots	cr	thr+1	C,1	Var.	Var.	-	
Brass knuckles	cr	thr	C	Var.	Var.	-	Effect given by various items.

Broadsword

True broadswords are the ancestors of modern Sadurian blades. They are simple parallel-edged blades. Although still seen in less developed cultures than Saduria, they are now viewed as somewhat antiquated weapons in the Empire.

Modern Sadurian sword blades are amongst the finest edges in the world. Most current Sadurian swords count as *fine* quality due to Sadurian metallurgists' and armourers' technological skill (assuming a skill of 16+). Swords made in Saduria from Southern Steel (actually from the dwarves) can count as *very fine* but are quite rare except amongst the wealthy and well-connected.

Count *fine* quality automatically (at list price), *very fine* costs 4x list price. The exception is munition-quality swords; mass-produced weapons forged cheaply to equip large forces. These are of *good* quality but cost only 50% list price.

Basket Hilt.

Protection for the sword hand, a basket hilt also gives an additional offensive option for the swordsman. May be designed into any single-handed sword.

+2 DR to sword hand. Adds +1 to punch damage.

Bastard Sword.

This hand-and-a-half sword is usually known as the longsword in Saduria.

Broadsword.

The blunt-ended broadsword is rarely seen now even amongst lower-technology nations. Originally, the sword point was hard to make and maintain due to the low quality of the metal available. Better quality steel allows a thrusting point to be more easily added, which can then better penetrate mail and any gaps in plate armour.

True broadswords are still sometimes used on the battlefield where their basic qualities are valued. Most soldiers who can afford them, however, prefer the flexibility of the sidesword.

Falchion.



A broad, chopping sword, usually without a pointed end, the falchion is a popular weapon for its ability to cut through even heavy armour. Falchions come in varying sizes, most falling in three distinct categories; shortsword, broadsword and greatsword.

Light Club/Staff.

Those attempting to entertain or capture, rather than to kill, may use staves instead of bladed swords. They are often used in combat practice. Brawlers may also snatch a chair or table leg in a fight, which would also normally class as a light club. Staves used for practice may have light wicker basket hilts, adding +1 DR against crushing attacks. There is no added weight.

Longsword.

Always pointed, this is also known as the hand-and-a-half or bastard sword. The knight's longsword is the classic symbol of knighthood and is generally carried in a scabbard slung on the warhorse's saddle. Also called the knight's broadsword.

BROADSWORD (DX-5, Rapier-4, Sidesword-2, Shortsword-2 or Two-Handed sword-4)

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Basket Hilt				+25%*	1lb		*based on <i>list</i> price, no change in cost for blade quality.
Broadsword	cut	sw+1	1	300	3lbs	10	
	imp	thr+2	1				
Falchion	cut	sw+2	1	300	5lbs	10	
	cr	thr	1				
Light club/stave	cr	sw+1	1	<10	3lbs	11	
Longsword	cut	sw+1	1,2 ¹	350	5lbs	11	
	imp	thr+1	2				

¹ Must be *readied* for one turn to change effective reach.

Fencing

Fencing is an art brought about by the increasing appeal of duelling between men of honour. As heavy cutting swords decline in military value on the battlefield, their lighter civilian cousins are becoming increasingly popular in towns and cities.

Just as a soldier can be out-manoeuvred by a faster opponent using a fencing weapon, a duellist might find his sophisticated technique rather less effective in the confused melee of a battle.

Sadurian blades are amongst the finest edges seen in the world. Most current swords count as *fine* quality due to Sadurian metallurgists' and armourers' technological skill (assuming a skill of 12+). Those made in Saduria from Southern Steel (actually from the dwarves) can count as *very fine* but are rare except amongst the wealthy and well-connected.

Very fine blades cost 4x list price.

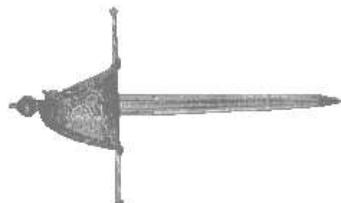


Basket Hilt.

Protection for the sword hand, a basket hilt also gives an additional offensive option for the swordsman. May be designed into any sword.

+1 DR to sword hand. Adds +1 to punch damage.

Main-Gauche.



Although any knife or dagger may be used with the *main-gauche* skill, this is the true main-gauche. It is designed for use in the left hand (hence the name) in combination with a rapier or sidesword, and allows the user to parry as well as attack.

The blade is stronger than a regular dagger, and the hand guard is treated as a basket hilt without having to buy one.

There is no penalty for "off-hand" parrying or for parrying with a knife.

Rapier.



Developed in response to the growing fashion for civilian duelling, the rapier is long, light and deadly. It is a purely thrusting weapon, as the blade is not edged for cutting. Contrary to some opinions, the rapier is not particularly fragile; thanks in part to the blade's cross-section it is almost as strong as a wider blade. Although still the primary civilian weapon seen in Saduria, some authorities are moving to ban the rapier in a vain attempt to curb the outbreaks of duelling.

Often seen as a badge of rank, the rapier is actually available to any who can afford it. It is, rather, the associated code of duelling that tends to belong to those of higher birth.

Sidesword.



The sidesword is most common style of sword now carried by Sadurian soldiers. It is primarily a military weapon, but is a good option for a soldier who might also fight off the battlefield. The sidesword is variously, and incorrectly, also known as the sword-rapier, cut-and-thrust sword and cutting rapier. It is a design falling between the brutal simplicity of the broadsword and the elegant finesse of the rapier. Combining a deadly thrusting tip with a slashing edge, the sidesword is a manoeuvrable and versatile fencing weapon that is almost as effective as a broadsword on the battlefield.

Uses Sabre skill.

Smallsword.

With impromptu duels causing chaos in city streets, rapiers are very slowly becoming less acceptable (by the authorities) as civilian attire. Some towns and cities have even banned the open wearing of rapiers in an attempt to curb the chaos and bloodshed. The smallsword is the new answer. Small and light enough to be worn as a civilian fashion accessory, the smallsword can nonetheless be a deadly weapon in skilled hands. Like the rapier, the smallsword is a thrusting weapon with no true cutting edge to the blade.



FENCING WEAPONS

Each weapon uses a separate skill (listed below).

See B(4th)208 for fencing rules.

Weapon	Damage		Reach	Cost	Wt.	Min ST	Special Notes
	Type	Amt					
Basket Hilt				+25%*	1lb		*based on <i>list</i> price, no change in cost for blade quality.

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
MAIN GAUCHE (DX-5, Broadsword-4, Knife-4, Rapier-3, Sabre-3 or Smallsword-3)							
Main-gauche	imp cut	thr sw-3	C C,1	50	1¼lbs	-	No parry penalty for either off-hand, nor for parrying with a knife.
RAPIER (DX-5, Broadsword-4, Main gauche-3, Sabre-3, Shortsword-4, Smallsword-3)							
Rapier	imp	thr+1	1,2	500	2½lbs	7	
SABRE (DX-5, Broadsword-4, Main gauche-3, Rapier-3, Shortsword-4, Smallsword-3)							
Sidesword	cut imp	sw+1 thr+1	1 1,2	400	2¾lbs	10	
SMALLSWORD (DX-5, Main gauche-3, Rapier-3, Sabre-3 or Shortsword-4)							
Smallsword	imp	thr+1	1	400	1½lbs	-	

Flail

As shields become less common on the battlefield, so do flails. Parrying a flail is at -4, blocks with a shield are at -2. Fencing weapons cannot parry flails.

Morning-star flail.

The morning-star flail is a one-handed flail with a single ball. Swinging the ball on the end of the chain gives the strike greater momentum than would a fixed head.

Once a favourite weapon of the mounted knight and man-at-arms, the morning-star flail is now mainly seen as obsolete.



FLAIL

(DX-6, Axe/Mace-4, or Two-Handed Flail-3)

May not attack and parry in the same turn.

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Morning-star flail	cr	sw+1	1	400	2¾lbs	10	

Knife

Everyone, from the simple farmer in his field to the noblewoman in her study, carries a knife. It is an everyday tool, as well as a weapon of personal defence.

Dagger.

Not a tool, the dagger is a handy backup weapon. It is commonly used by both the underworld and by soldiers on the battlefield, where it is used primarily for thrusting into the helmet eyeslits of helpless armoured men-at-arms. A dagger has a very poor





Large knife.



edge on its blade and is not designed for cutting; those made with a blunt triangular sectioned blade are better known as stilettoes. The nobility carry ornate daggers as a sign of rank and privilege.

Noblewomen carry a small “virtue dagger” with which they are expected to end their life if their chastity is in danger. Most of these are very expensively decorated (and very rarely used...).

Stilettoes have an armour divisor of (2), but absolutely no cutting ability.

A large knife is a common tool, but it is also a civilian weapon. Only the most extreme civil authorities would consider banning the wearing of knives.



Small knife.



Where the large knife is either a weapon or tool, the small knife is primarily just a utility item. Everyone eats with a small knife, and most people carry a personal one around with them purely for this purpose, and they are also used for a myriad of minor domestic tasks.

KNIFE

(DX-4, Main gauche-3, or Shortsword-3)

-1 to parry with a knife.

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Dagger	imp	thr-1	C	30	½lb	-	Stilettoes have armour divisor (2).
Large knife	cut	sw-2	C, 1	40	1lbs	-	
	imp	thr	C				
Small knife	cut	sw-3	C, 1	20	½lb	-	
	imp	thr-1	C				

Lance

Lance.

Still the primary weapon of the mounted knight and man-at-arms, the lance can deliver one of the few blows sufficient to punch through modern plate armour.

Tourney Lance.

The joust at the tourney is still a big event for any knight. The tourney lance is designed to shatter when it hits, and it has a special blunt head to avoid “unnecessary” injury to the opponent.

Shatters if it inflicts 15+ damage, so causing a maximum of 15 points of crushing damage.

LANCE

(DX-5 or Spear-3)

Must have at least one point in Riding skill. Must have saddle and stirrups to use a couched lance.

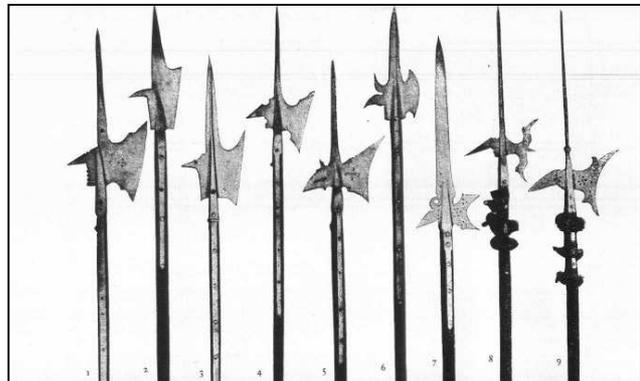
Weapon	Damage		Reach	Cost	Wt.	Min ST	Special Notes
	Type	Amt					
Lance	imp	thr+3 ²	4	60	6lbs	12	May not parry. See B(4 th)397.
Tourney Lance	cr	thr+3 ²	4				May not parry. See B(4 th)397.

² Damage is based on horse's ST and velocity.

- Work out collision damage between mount and target: (Mount ST) x (Distance moved last turn) /100 dice of damage, rounded down.
- Add lance thrust/impaling bonus of +3.

Polearm

With the rise of the plate-armoured knight, the polearm has become one of the few ways a soldier can deal with him. From town militia to mercenary regiments and knights on foot, the polearm is a very common weapon in Saduria. Most polearms have a reinforced haft to stop opponents simply chopping the head off.



Although there are more variations on the polearm than are listed (including the bill, partisan, voulge, guisarme, bec-de-corbin, etc.), hopefully the following list covers the most important features of the different styles.

Glaive.



The head is a simple blade, often tapering to a vicious point. It may have a sharp-edged hook to pull an opponent off-balance or from their mounts.

Treat the hook as a Quick Contest of the glaive-wielder's polearm skill and his opponent's Dodge to see if the hook engages, then a Contest of ST to see who pulls whom. Damage from the sharpened hook is cutting, as if from a thrust (thrust+3).

Halberd.

The latest development of the polearm; the halberd has an axe blade and backspike, topped with a spear point.

Urban councils are increasingly equipping their guardsmen with halberds, as it is an impressive-looking weapon as well as being deadly.



Lucerne hammer



A polearm with a "hammerhead" (actually several prongs clustered together), backspike and spearpoint. Excellent for tackling heavily armoured horsemen.

Pollaxe.



A popular weapon with dismounted men-at-arms, the pollaxe is fast, versatile and damaging. Not as long as most polearms at from 5 to 7 feet, the axe head of the pollaxe (also known as a poleaxe, though the “poll” derives from the old English for “head” and does not refer to the haft) is generally backed by a warhammer to give weight to the swing and another attacking option. Many pollaxes also have a spear point.

POLEARM

(DX-5, Spear-4, Staff-4, or Two-Handed Axe/Mace-4)

All polearms require two hands. All except pollaxe become unready after an attack, but not after a parry.

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Glaive	cut	sw+3	2, 3 ¹	100	8lbs	11	
	imp	thr+3	1-3 ¹				
Halberd	cut	sw+5	2, 3 ¹	150	12lbs	13	May get stuck, see B(4 th)405.
	imp	sw+4	2, 3 ¹				
	imp	thr+3	1-3 ¹				
Lucerne hammer	cr	sw+4	2, 3 ¹	120	10lbs	12	May get stuck, see B(4 th)405.
	imp	sw+4	2, 3 ¹				
	imp	thr+3	1-3 ¹				
Pollaxe	cut	sw+3	1, 2 ¹	120	8lbs	12	Balanced weapon; does not become <i>Unready</i> after attacking.
	cr	sw+3	1, 2 ¹				
	imp	thr+2	1-2 ¹				

¹Must be *readied* for one turn to change from long to short grip or vice versa.

Shortsword

Shortswords themselves are no longer used in Saduria, but there are other weapons for which the *Shortsword* skill is used.

Falchion.



A broad, chopping sword, with or without a pointed end, the falchion is a popular weapon for its ability to cut through even heavy armour. Falchions come in varying sizes, most falling in three distinct categories; shortsword, broadsword and greatsword. Short falchions are a popular sidearm for pikemen in the Sadurian military.

Baton.

Batons may be used in combat practice or when the aim is to subdue, rather than kill, the opponent. An improvised baton may be made from many everyday objects (especially torches), but it should be reasonably well-balanced.

SHORTSWORD (DX-5, Broadsword-2, Knife-4, Sabre-4 or Smallsword-4)

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Falchion	cut	sw+1	1	200	3lbs	7	
	cr	thr-1	1				
Baton	cr	sw	1	10	1lb	7	
	cr	thr	1				

Spear

Merely a long pole with a metal point at one end, the spear is a cheap, classic, simple, weapon that has never lost its popularity. With the advent of massed troops the use of the spear, and more particularly the pike, has grown.

Boar Spear.



As its name suggests, the boar spear is popular with hunters, the cross-piece under the spike prevents the angry speared boar from struggling up the spear and attacking the hunter!

Cannot be thrown.

Javelin.

Only used in melee in emergencies. Javelins are lightweight and liable to break in combat.

Long spear.

Longer than the normal spear, the two-handed long spear is almost as long as the pike and used in the same way. It is unsuited for either individual combat or throwing.

May be thrown at -2 skill.

Pike.

Unsuitable to individual combat, the Sadurian pike can reach 20 feet long. It is a weapon much seen on the battlefield when used in large formations.

It takes a turn to change the hex in which the pike head is. Anyone closer to the pikeman than 1 hex from the point can only be attacked by the swing of the haft using crushing damage. Anyone carrying a pike is at -3 DEX.

Spear.

May be used one or two handed. Can be thrown although it is not really designed for this. A useful weapon either on foot or mounted.

SPEAR (DX-5, Polearm-4 or Staff-2)

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Boar spear	imp	thr+2	1	30	3lbs	9	Used 1 handed. Cannot be thrown.
	imp	thr+3	1, 2 ¹				Used 2 handed.
Javelin	imp	thr+1	1	5	2lbs	-	Primarily for throwing.

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Long Spear	imp	thr+2	1	30	5lbs	10	Used 1 handed. Throwable (just).
	imp	thr+3	1, 2 ¹				Used 2 handed. Throwable (just).
Pike	imp	thr+3	4-6 ¹	180	3lbs/yd	12	Only used 2 handed. Cannot parry.
	cr	sw	4-6				Haft damage when inside point.
Spear	imp	thr+2	1	20	4lbs	9	Used 1 handed. Throwable.
	imp	th+3	1, 2 ¹				Used 2 handed. Throwable.

¹Must be *readied* for one turn to change reach.

Staff

Though a quarterstaff is the most common weapon using the staff skill, a true walking staff might be required as a weapon in extremis. Spears (but not long spears or pikes) may also be used as quarterstaves when inflicting subdual damage is preferred to lethal force.

Quarterstaff.

The quarterstaff is a stout weapon, occasionally reinforced with metal bands (which strengthen it against blows but add nothing to the damage). It is a popular weapon for sparring, and many fencing schools may also teach the quarterstaff. Most places banning weapons are wise to the damage a quarterstaff can do, and will not be fooled by the "it's only my walking aid" routine.

It is possible to make a quarterstaff from any suitable length of wood with little formal training (+4 *Armoury*), and this goes some way to explain its popularity with yeoman.

Walking Staff.

A staff of between four and six feet in length. It is lighter and thinner than a true quarterstaff, and will therefore break much more easily when parrying. Walking staffs are not considered weapons.

STAFF

(DX-5, Polearm-4 or Spear-2)

Requires two hands. Parry is +2.

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Quarterstaff	cr	sw+2	1, 2	5	4lbs	6	
	cr	thr+2	1, 2				
Walking staff	cr	sw+1	1, 2	1	2lbs	-	
	cr	th+1	1, 2				

Two-Handed Axe/Mace

Great axe.



A heavy battleaxe that requires two hands. It may have a double-headed axe blade or just a single one. Large civilian axes may be used as great axes but are at -1.



Double-sided axe blades weigh more, but may attack (not parry) each turn without requiring to be readied, as the wielder simply swings the head in a continuous arc. This, however, is extremely tiring (+1 Fatigue loss) and requires considerable strength to achieve.

Great hammer.

Also called simply a two-handed hammer, the great hammer is equipped with a heavy spiked or flanged hammer head, often with a backspike. It is very useful for punching through armour. Because the face of the hammerhead of the great hammer is not blunt, it is not suitable to using as a sledgehammer.



The spike may get stuck. See B(4th)405.

Maul.

The maul is a two-handed mace or blunt hammer. A brutally simple weapon, it is capable of crushing the heaviest helmet or knocking a fully armoured man-at-arms from his horse. The maul may also represent a civilian sledgehammer (attack at -1).

Scythe.

An improvised farmyard weapon that can nonetheless make a trained soldier hesitate when facing it. Scythes are found on just about every farm and are most likely to be found being wielded by yeomen defending their home.



-2 to hit when used to impale.

TWO-HANDED AXE/MACE

(DX-5, Axe/Mace-3, Polearm -4 or Two-Handed Flail -4)

Require two hands. Cannot attack and parry in the same turn. Becomes unready after attack or parry (unless 1.5x min ST).

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Great axe	cut	sw+3	1, 2 ¹	50	8lbs	13	
	cut	Sw+3	1, 2 ¹	100	15lbs	15	Double-headed great axe. Remains ready to attack each turn.
Great hammer	cr	sw+4	1, 2 ¹	60	7lbs	13	
	imp	sw+3	1, 2 ¹				May get stuck B(4 th)405

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Maul	cr	sw+4	1, 2 ¹	40	12lbs	14	
Scythe	cut	sw+2	1			12	
	imp	sw	1	8	5lbs	6	-2 to hit when impaling.

¹Must be *readied* for one turn to change reach.

Two-Handed Flail

As shields become less common on the battlefield, so do flails. Parrying a flail is at -4, blocks with a shield are at -2. Fencing weapons cannot parry flails.

Flail.

Originating from a grain-husking implement, the flail was developed into a deadly, if rather clumsy, weapon. The two-handed flail has multiple balls on chains attached to a single haft. The chains enable more momentum, which delivers greater force in a strike.



TWO-HANDED FLAIL

(DX-6, Flail -3, or Two-Handed Axe/Mace-4)

May not attack and parry in the same turn. Requires two hands unless 1.5x Min ST.

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Flail	cr	sw+4	1,2	50	8lbs	13	

Two-Handed Sword

Bastard Sword.

The Sadurian hand-and-a-half sword is called the longsword; see the description under that entry.

Estoc.

Although shorter than a regular greatsword at 3-4 feet, the estoc requires two hands to properly control and deliver its power. The estoc is a narrow stabbing sword with no cutting edge, wielded almost as a spear (with the second hand holding the blunt-edged blade ahead of the handle) designed purely to be forced through mail or between the plates of plate armour. It is almost a huge version of the stiletto dagger, and acts in much the same way to pierce armour.



Falchion.

A broad, chopping sword, usually without a pointed end, the falchion is a popular weapon for its ability to cut through even heavy armour. Falchions come in varying sizes, most falling in three distinct categories; shortsword, broadsword and greatsword.

Greatsword.

This is the “true” two-handed sword, also known as the zweihander, dopplehander, claymore, etc. Not very useful in close packed formations, on the battlefield greatswords are used by elite swordsmen who advance in front of pike blocks and try to cut their way through the opposition’s own pikes. It is considered a gentleman’s weapon, and may be taught in fencing schools. It is not unknown for nobles to duel with two-handed swords.



A variation known as the flammard has a wavy-edged blade, which does nothing for damage, but undoubtedly makes it a more impressive-looking blade! Flammards are most often seen wielded by ceremonial guards.

Longsword.

Always pointed, this is also known as the hand-and-a-half or bastard sword. The longsword is the classic symbol of knighthood and is generally carried in a scabbard slung on the warhorse’s saddle. Also sometimes called the knight’s broadsword.

TWO-HANDED SWORD

(DX-5, Broadsword-4)

Requires two hands unless 15x Min ST.

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Estoc	imp	thr+2	1	650	5lbs	10	Armour divisor (2) Cannot swing and parry in same turn.
	cr	sw+1	2				
Falchion	cut	sw+4	1, 2 ¹	800	10lbs	12	Counts +1 quality for breakage.
	cr	thr+1	2				
Flammard	cut	sw+3	1, 2 ¹	2000	8lbs	12	
	imp	thr+3	2				
Greatsword	cut	sw+3	1, 2 ¹	800	7lbs	12	
	imp	thr+3	2				
Longsword	cut	sw+2	1, 2 ¹	350	5lbs	11	
	imp	thr+3	2				

¹ Must be *readied* for one turn to change reach.

Whip

Whip.



Not a common weapon, but occasionally used in brawls between wagon drivers or teamsters. Also handy to subdue or disarm opponents.

Most civilian whips will not be classed as weapons by the authorities, though carrying one in some social situations might raise a few eyebrows.

See B(4th)406 for more information on whips.

WHIP (No default)

Weapon	Damage		Reach	Cost	Wt.	Min ST	Special Notes
	Type	Amt					
Whip	cr	sw-2	1-7	10/yd	2lbs/yd	10	Armour divisor (0.5). See B(4th)406.



MISSILE WEAPONS

Bow

From the composite bow and longbow (made from several layers of materials) to the simple self bow (a bow made by shaping a single piece of wood), the bow is an ancient but effective missile weapon, which has remained fundamentally unchanged since pre-history.

The resistance to flexing of bows may be increased during crafting for a stronger user, known as increasing the "draw". Its effect is to increase the power of the bow. This is only done for longbows and composite bows.

Bracers

To protect the inner forearm from the snap of the bowstring, a light leather bracer is worn. With a '*hit yourself*' critical miss (a roll of 5 or 6 on the critical miss table), the bracer gives DR2 against any self-inflicted damage. It gives no protection apart from against self-inflicted critical misses caused by bows (not crossbows).

Bowstrings

Bowstrings wear out over time and with use. Spare bowstrings are essential for an archer, they are often kept wound inside the archer's hat to keep the rain off them.

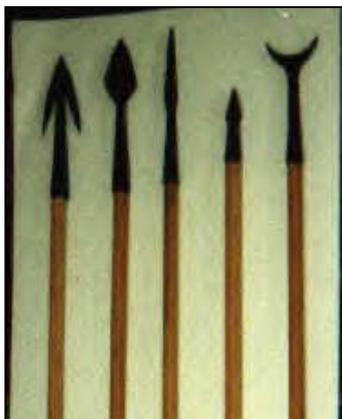
Assume that the string may break on any '*weapon breaks*' critical miss (a roll of 3, 4, 17 and 18). Make a second roll if '*weapon breaks*' is indicated; the string breaks if the second roll is not '*weapon breaks*'. If the second roll is also '*weapon breaks*' the bow itself has cracked.

Restringing a bow requires a Quick Contest of ST against the Min ST of the bow. It takes a total of four *ready* manoeuvres to restring a bow; one to ready the spare string, one to remove the old string, one to ready the bow and one to actually string the bow.

Bow Case

To protect a bow against being weakened by weather, most archers store their weapon in a waterproof case when not being used.

Arrows.



Barbed head. Developed to make removal of the arrow more difficult, this is also used in hunting large game. Marginally more difficult to make than a broad head and therefore more expensive.

-2 to First Aid or Physician when treating the initial injury.

Broad head. The basic arrowhead. Used in war and hunting alike.

Bodkin head. A narrow, chisel-shaped head for penetrating armour. Exclusively used in war arrows.

Bodkin heads do piercing damage and have an armour divisor of (2).

Blunt head. Used for practice and for hunting small game.

Delivers crushing damage.

Forked head. A heavier arrowhead used for hunting, especially birds (and sometimes for showing off by

shooting cords and so on). The idea behind the U-shaped head is something like that of a shotgun; by spreading the area of effect it gives a slightly better chance of hitting small targets.

Cutting damage, Armour divisor (0.5). +1 to hit, but only to cancel penalties for small size. Half range.

Bow.

A basic self bow, the bow falls into an odd category. Those wanting a cheap and simple weapon will prefer the portability of the short bow, while those wanting more range and power will tend towards longbows, composite bows or crossbows. In Saduria, the bow is most popular for hunters or those who have to make their own bow, and with village militias who lack the funds to buy more expensive bows.

Composite Bow.

Though developed in the countries far to the east, the composite bow is now in use by mounted archers in the Empire. Expensive and complex to make, the composite bow is nevertheless easier to use on horseback than the longbow.

Longbow.

Standing as tall as its user, the longbow must be made from a particular portion of the right tree wood (part heartwood and part outer wood). The exacting requirements for the correct shape and wood make the longbow far more difficult to make than simply building a longer self bow. In the Sadurian military, the longbowmen are limited to regiments from forest-rich R erheim (and, to a far lesser extent Kasselingstedt), where most of the longbows are also made. Though it is possible to use a longbow from horseback, the full pull required cannot be made whilst mounted.

If used whilst mounted, only 2/3 of the user's ST is used for range and damage.

Short Bow.

The Sadurian short bow is a self bow. The ease of construction and use make the short bow popular for those not requiring the range or power of more complex and expensive bows. It is a favourite of bandits and outlaws, largely thanks to the ease of construction and maintenance.

BOW (DX-5)

2 hands to fire, 2 turns to ready (1 with Fast Draw-Arrow).

Weapon	Damage		Ranges		Wt.	Cost	Min ST	Bulk	Special Notes	
	Type	Amt	Acc	½ Dam						Max
Short bow		thr	1	x10	x15	2lbs	50	7	-6	
Regular bow		thr+1	2	x15	x20	2lbs	100	10	-7	
Longbow		thr+2	3	x15	x25	3lbs	200	11	-8	
Composite bow		thr+3	3	x20	x25	4lbs	900	10	-7	
Arrow, Barbed	imp					2oz	3			Damage by bow
Arrow, Broad	imp					2oz	2			Damage by bow
Arrow, Blunt	cr					2oz	2			Damage by bow
Arrow, Bodkin	pi	(2)				2oz	2			Damage by bow
Arrow, Forked	cut	(0.5)				3oz	2			Damage by bow
Bow case						1lb	10			
Bowstrings						neg.	5			
Bracer						5oz	8			
Quiver						½lb	3			Holds 10 arrows

Increased Draw Bows

Min ST	Damage bonus	Range increase	Extra cost
+2	+1	+10%	+10%
+4	+2	+25%	+25%
+6	+3	+40%	+40%
+8	+4	+60%	+60%
+11	+5	+75%	+75%
+15	+6	+90%	+90%

Crossbow



More expensive and considerably slower to reload than the longbow, the crossbow has the advantages of being easier to use and (potentially) having a longer range and greater damage.

Crossbows are rated as having a ST score, which is independent of that of their user. This score is used to determine their range and the damage they do, as well as how long it takes to reload them. The ST of a crossbow usually starts at 5 (for a pistol crossbow) to a practical maximum of 25! Although stronger crossbows are possible, they are too large and heavy to be handled by one man, and thus count as siege weapons.

Modern Sadurian crossbows use a steel bow, wood being less able to take the strain of the higher ST.

Reloading

Reloading a crossbow is a long process, and this prevents them from completely subverting the bow as a missile weapon.

The **goat's foot lever** hooks onto the crossbow and uses simple leverage to cock the bow. It takes some time to hook the lever into place, but it is still faster than using the winch.

A **winch** employs winding gears to haul back the string and reload even enormously powerful crossbows. Because of the complexity in attaching the winch, even low ST crossbows take a long time to ready. Once attached, the user begins winding the winch, and the slow nature of the low gears means that the higher ST crossbows require an eternity to ready, even though the user will probably be winding away furiously!

Once the crossbow is readied, of course, the bolt must still be readied and loaded before firing. *Fast draw-arrow* will reduce the time to ready the bolt to 0, leaving 1 turn to load. After an age to load, the user is well advised to take careful aim to avoid wasting the shot!

Crossbow Reloading Time

Heavy crossbows are painfully slow to reload if the user has a significantly lower strength than the bow's.

If the referee wishes, a higher skill might reduce the loading time when using a winch, the justification being that attaching the winch becomes second nature with greater familiarity.

Using this option, a *Crossbow* skill of 12+ counts as having +1ST for reloading purposes only, skill 16+ counts as +2 ST (not cumulative).

<i>Difference between Crossbow ST and User ST</i>	<i>Turns to ready with no mechanical aid</i>	<i>Turns to ready, using goat's foot</i>	<i>Turns to ready, using winch</i>
-5 or less	2	5	10
0 to -4	4	6	10
+1	6	6	10
+2	no	8	15
+3	no	10	20
+4	no	12	25
+5	no	no	30
+6	no	no	35
+7	no	no	40
+8	no	no	45
+9	no	no	50
+10	no	no	55
+11	no	no	60
+12	no	no	65
+13	no	no	70
+14	no	no	75
+15	no	no	80
+16	no	no	85
+17	no	no	90
+18	no	no	95

Bowstrings

Bowstrings wear out over time and use. Spare bowstrings are essential for an crossbowman, they are often kept wound inside the crossbowman's hat to keep the rain off them.

Assume that the string may break on any 'weapon breaks' critical miss (a roll of 3, 4, 17 and 18). Make a second roll if 'weapon breaks' is indicated; the string breaks if the second roll is not 'weapon breaks'. If the second roll is also 'weapon breaks' the crossbow itself has cracked.

Restringing a crossbow requires a Quick Contest of ST against the Min ST of the bow. It takes a total of four *ready* manoeuvres to restring a crossbow; one to ready the spare string, one to remove the old string, one to ready the crossbow and one to actually string the bow.

Crossbow.



The crossbow is the most common military missile weapon in use in Saduria. Most modern Sadurian crossbows use steel for their bow. Note that at base ST, the crossbow's only advantages over the bow are its better accuracy and ease of use. By using mechanical loading devices, however, crossbows of higher ST become available and so better range and power are possible.

Pistol Crossbow.



Small, light and one-handed. Useful in surprise attacks or to deliver poisons, but it has little power despite its mainly steel construction. The pistol crossbow cannot be cocked with a mechanical device.

Minimum ST 7 (to cock), but the crossbow itself cannot have a ST over 5.

Prodd.

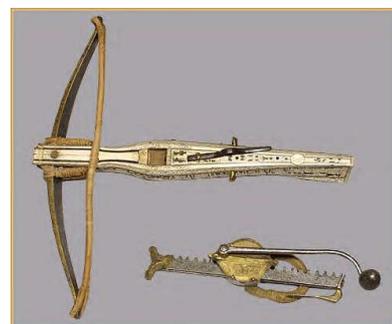
Normally used only for hunting game. The prodd fires small lead bullets. The notes for crossbows apply equally to the prodd, but a prodd cannot fire bolts, and a crossbow cannot fire lead bullets. The prodd might also be used by enterprising users to fire alchemical pastilles or small vials.

Goat's-foot.

A simple forked lever to cock higher strength crossbows, the goat's-foot allows reloading of crossbows up to 4 ST greater than the user's.

Winch.

A mechanical device that literally winches the string into place. The geared winch is painfully slow to use but it nevertheless allows users to reload (and therefore use) crossbows of up to 25 ST! The winch operates on the same principle as that used in pulleys.



CROSSBOW**(DX-4)****2 hands to fire (except pistol crossbow).**

Weapon	Damage			Ranges		Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc	½ Dam	Max					
Crossbow		thr+2	4	x15	x20	7lbs	750	7	-6	
Pistol crossbow		thr+2	1	x15	x20	4lbs	150	7	-4	
Bolt, Barbed	imp					2oz	3			Damage by bow
Bolt, Broad	imp					2oz	2			Damage by bow
Bolt, Blunt	cr					2oz	2			Damage by bow
Bolt, Bodkin	pi	(2)				2oz	2			Damage by bow
Bolt, Forked	cut	(0.5)				3oz	2			Damage by bow
Prodd		thr+1	2	x15	x20	6lbs	150/3cp	7	-6	
Lead bullet	cr					1oz	1			Prodd only
Goat's-foot lever						2lbs	20	7		Mechanical aid
Winch						5lbs	50	7		Mechanical aid
Bowstring						neg.	5			
Quiver						½lb	3			Holds 10 bolts

Net

Not a common weapon, and certainly not used on the battlefield, the net might nevertheless be used to capture opponents or animals. It also occasionally makes an appearance in the gladiatorial arena. See B(4th)411 for more information on nets in combat.

Large Net.

An animal capture net, or possibly a fishing net used in extremis.

Small Net.

Small nets are often made specifically for combat, almost certainly for the arena or by bounty hunters. It may also represent a smaller fishing net.

NET**(Cloak-5)****See B(4th)411 for full rules on nets.**

Weapon	Damage			Ranges		Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc	Max						
Large net	spe		1	ST/2 + skill/5		20lb	25	11	-6	
Small net	spe		1	ST + skill/5		5lb	5	8	-4	

Sling

Sling.

Slings are used by yeoman to drive away pests. Suitable stones are not hard to find, and weigh 0.5-1oz each, lead bullets cost 5cp each and give +1 damage and double range.

SLING (DX-6)

Weapon	Damage			Range		Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc	½ Dam	Max					
Sling	pi	sw	0	x6	x10	1oz	10	6	-4	

Thrown Axe

Hatchet.

Bored woodworkers and endangered lumberjacks have developed the art of throwing this civilian tool.

Throwing Axe.

Uncommon in Saduria, the throwing axe is more commonly used in Meressia and Ruse, but is used by rangers and other woodsmen.

THROWN AXE (DX-4)

Weapon	Damage			Ranges		Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc	½ Dam	Max					
Hatchet	cut	sw	1	x1.5	x2.5	2lb	15	7	-2	
Throwing axe	cut	sw+1	2	x1	x1.5	4lb	60	11	-3	

Thrown Knife

Most Sadurian knives and daggers are actually unsuited for throwing, having heavy hilts and therefore being unbalanced. Unless specifically designed for throwing, assess a -2 effective skill when throwing knives. Add at least 25% cost to any knife or dagger that is made balanced enough to throw.

Throwing Dagger.

The throwing dagger is sleek, well-balanced and is designed specifically for throwing. It is a favourite of the underworld as it is highly portable and concealable.

Throwing daggers are poorly made for melee, assess -2 *knife* skill.



THROWN KNIFE**(DX-4)****-2 attack unless specifically made to be thrown.**

Weapon	Damage			Ranges		Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc	½ Dam	Max					
Large knife	imp	thr	0	x0.8	x1.5	1lb	40	6	-2	
Small knife	imp	thr-1	0	x0.5	x1	½ lb	20	5	-1	
Dagger	imp	thr-1	0	x0.5	x1	½ lb	30	5	-1	
Throwing dagger	imp	thr-1	0	x0.8	x1.5	¼ lb	40	5	-1	

Thrown Spear

Modern Sadurian spears are not designed for throwing. The javelin is a lighter spear made purely for throwing, and only used by light mounted troops in Saduria.

Javelin.

A lightly-made spear designed to be thrown.

Long Spear.

The long spear can be thrown, but only just.

-2 skill when thrown.

Spear.

This is the basic (shorter) spear, which is only thrown when no other option presents itself.

THROWN SPEAR**(DX-4)**

Weapon	Damage			Ranges		Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc	½ Dam	Max					
Javelin	imp	thr+1	3	x1.5	x2.5	2lb	30	7	-4	
Long Spear	imp	thr+3	2	X0.8	x1	5lb	60	10	-8	
Spear	imp	thr+3	2	x1	x1.5	4lb	40	9	-6	

Throwing Skill

This skill is a catch-all that covers throwing anything not already described. Beer-mugs, stools, small animals and any weapon not designed for throwing will use the *throwing* skill. If the object being thrown is particularly unbalanced, assess a -2 skill.

Rock.

This is an example of the fist-sized rock that might be snatched up in combat. For larger (or smaller) rocks see B(4th)355.

Flask.

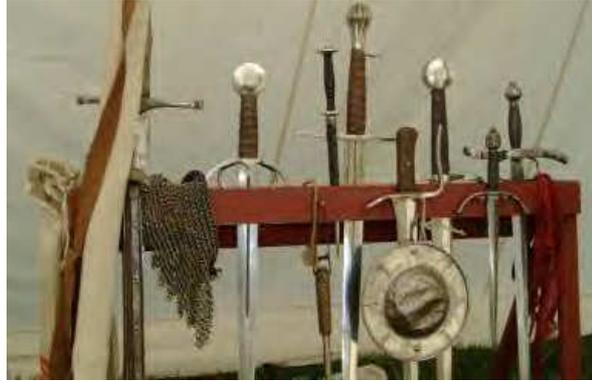
Also covers flasks of acid or other chemicals. See B(4th)411 for full details.

THROWING**(DX-3)**

Weapon	Damage			Ranges		Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc	½ Dam	Max					
Rock	cr	thr-1	0	STx2	STx3½	1lb	-	-	0	
Flask	spe	spe	0		STx3½	1.5lb	1	-	-1	See B(4 th) 411

COMBINED WEAPONS PRICE LIST

MELEE WEAPONS – combined tables



AXE/MACE

(DX-5, Flail-4, *other* Axe/Mace-3 or Two-Handed Axe/Mace-3)

May not attack and parry in the same turn.

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Axe	cut	sw+2	1	50	4lbs	12	
Hatchet	cut	sw	1	15	2lbs	7	May be thrown
Heavy club	cr	sw+2	1	20	2lbs	7	May be thrown
Mace	cr	sw+3	1	50	5lbs	12	May be thrown
Pick	imp	sw+1	1	70	3lbs	11	
Small/Light mace	cr	sw+2	1	35	3lbs	11	May be thrown
Throwing axe	cut	sw+1	1	60	4lbs	12	May be thrown

BRAWLING

(DX-4)

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Blackjack	cr	thr	C	20	1lbs	7	May not parry.
Boots	cr	thr+1	C,1	Var.	Var.	-	
Brass knuckles	cr	thr	C	Var.	Var.	-	Effect given by various items.

BROADSWORD

(DX-5, Rapier-4, Sidesword-2, Shortsword-2 or Two-Handed sword-4)

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Basket Hilt				+25%*	1lb		*based on <i>list</i> price, no change in cost for blade quality.
Broadsword	cut	sw+1	1	300	3lbs	10	
	imp	thr+2	1				

GURPS Marketplace

Falchion	cut	sw+2	1	300	5lbs	10	
	cr	thr	1				
Light club/stave	cr	sw+1	1	<10	3lbs	11	
Longsword	cut	sw+1	1,2 ¹	350	5lbs	11	
	imp	thr+1	2				

FENCING WEAPONS

***Each weapon uses a separate skill (listed below).
See B(4th)208 for fencing rules.***

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Basket Hilt				+25%*	1lb		*based on <i>list</i> price, no change in cost for blade quality.

MAIN GAUCHE (DX-5, Broadsword-4, Knife-4, Rapier-3, Sabre-3 or Smallsword-3)

Main-gauche	imp	thr	C	50	1¼lbs	-	No parry penalty for either off-hand, nor for parrying with a knife.
	cut	sw-3	C,1				

RAPIER (DX-5, Broadsword-4, Main gauche-3, Sabre-3, Shortsword-4, Smallsword-3)

Rapier	imp	thr+1	1,2	500	2½lbs	7	
--------	-----	-------	-----	-----	-------	---	--

SABRE (DX-5, Broadsword-4, Main gauche-3, Rapier-3, Shortsword-4, Smallsword-3)

Sidesword	cut	sw+1	1	400	2¾lbs	10	
	imp	thr+1	1,2				

SMALLSWORD (DX-5, Main gauche-3, Rapier-3, Sabre-3 or Shortsword-4)

Smallsword	imp	thr+1	1	400	1½lbs	-	
------------	-----	-------	---	-----	-------	---	--

FLAIL

***(DX-6, Axe/Mace-4, or Two-Handed Flail-3)
May not attack and parry in the same turn.***

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Morning-star flail	cr	sw+1	1	400	2¾lbs	10	

KNIFE

***(DX-4, Main gauche-3, or Shortsword-3)
-1 to parry with a knife.***

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Dagger	imp	thr-1	C	30	½lb	-	Stiletto have armour divisor (2).
Large knife	cut	sw-2	C, 1	40	1lbs	-	
Small knife	imp	thr	C				
	cut	sw-3	C, 1	20	½lb	-	
	imp	thr-1	C				

LANCE**(DX-5 or Spear-3)****Must have at least one point in Riding skill. Must have saddle and stirrups to use a couched lance.**

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Lance	imp thr+3 ²	4	60	6lbs	12	May not parry. See B(4 th)397.	
Tourney Lance	cr thr+3 ²	4				May not parry. See B(4 th)397.	

POLEARM**(DX-5, Spear-4, Staff-4, or Two-Handed Axe/Mace-4)****All polearms require two hands. All except pollaxe become unready after an attack, but not after a parry.**

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Glaive	cut sw+3	2, 3 ¹	100	8lbs	11		
	imp thr+3	1-3 ¹					
Halberd	cut sw+5	2, 3 ¹	150	12lbs	13		
	imp sw+4	2, 3 ¹				May get stuck, see B(4 th)405.	
Lucerne hammer	imp thr+3	1-3 ¹					
	cr sw+4	2, 3 ¹	120	10lbs	12		
	imp sw+4	2, 3 ¹				May get stuck, see B(4 th)405.	
	imp thr+3	1-3 ¹					
Pollaxe	cut sw+3	1, 2 ¹	120	8lbs	12	Balanced weapon; does not become <i>Unready</i> after attacking.	
	cr sw+3	1, 2 ¹					
	imp thr+2	1-2 ¹					

SHORTSWORD**(DX-5, Broadsword-2, Knife-4, Sabre-4 or Smallsword-4)**

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Falchion	cut sw+1	1	200	3lbs	7		
	cr thr-1	1					
Baton	cr sw	1	10	1lb	7		
	cr thr	1					

SPEAR**(DX-5, Polearm-4 or Staff-2)**

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Boar spear	imp thr+2	1	30	3lbs	9	Used 1 handed. Cannot be thrown.	
	imp thr+3	1, 2 ¹				Used 2 handed.	

GURPS Marketplace

Javelin	imp	thr+1	1	5	2lbs	-	Primarily for throwing.
Long Spear	imp	thr+2	1	30	5lbs	10	Used 1 handed. Throwable (just).
	imp	thr+3	1, 2 ¹				Used 2 handed. Throwable (just).
Pike	imp	thr+3	4-6 ¹	180	3lbs/yd	12	Only used 2 handed. Cannot parry.
	cr	sw	4-6				Haft damage when inside point.
Spear	imp	thr+2	1	20	4lbs	9	Used 1 handed. Throwable.
	imp	th+3	1, 2 ¹				Used 2 handed. Throwable.

STAFF (DX-5, Polearm-4 or Spear-2) *Requires two hands. Parry is +2.*

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Quarterstaff	cr	sw+2	1, 2	5	4lbs	6	
	cr	thr+2	1, 2				
Walking staff	cr	sw+1	1, 2	1	2lbs	-	
	cr	th+1	1, 2				

TWO-HANDED AXE/MACE (DX-5, Axe/Mace-3, Polearm -4 or Two-Handed Flail -4) *Require two hands. Cannot attack and parry in the same turn. Becomes unready after attack or parry (unless 1.5x min ST).*

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Great axe	cut	sw+3	1, 2 ¹	50	8lbs	13	
	cut	sw+3	1, 2 ¹	100	15lbs	15	Double-headed great axe. Remains ready to attack each turn.
Great hammer	cr	sw+4	1, 2 ¹	60	7lbs	13	
	imp	sw+3	1, 2 ¹				May get <i>stuck</i> B(4 th)405
Maul	cr	sw+4	1, 2 ¹	40	12lbs	14	
Scythe	cut	sw+2	1			12	
	imp	sw	1	8	5lbs	6	-2 to hit when impaling.

TWO-HANDED FLAIL (DX-6, Flail -3, or Two-Handed Axe/Mace-4) *May not attack and parry in the same turn. Requires two hands unless 1.5x Min ST.*

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Flail	cr	sw+4	1,2	50	8lbs	13	

TWO-HANDED SWORD**(DX-5, Broadsword-4)****Requires two hands unless 15x Min ST.**

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Estoc	imp	thr+2	1	650	5lbs	10	Armour divisor (2) 1 turn to ready after swing.
	cr	sw+1	2				
Falchion	cut	sw+4	1, 2 ¹	800	10lbs	12	Counts +1 quality for breakage.
	cr	thr+1	2				
Flammard	cut	sw+3	1, 2 ¹	2000	8lbs	12	
	imp	thr+3	2				
Greatsword	cut	sw+3	1, 2 ¹	800	7lbs	12	
	imp	thr+3	2				
Longsword	cut	sw+2	1, 2 ¹	350	5lbs	11	
	imp	thr+3	2				

WHIP**(No default)**

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Whip	cr	sw-2	1-7	10/yd	2lbs/yd	10	Armour divisor (0.5). See B(4th)406.

¹ Must be *readied* for one turn to change effective reach.

² Damage is based on horse's ST and velocity.

- Work out collision damage between mount and target: (Mount ST) x (Distance moved last turn) /100 dice of damage, rounded down.
- Add lance thrust/impaling bonus of +3.



MISSILE WEAPONS – combined tables



**BOW
(DX-5)**

2 hands to fire, 2 turns to ready (1 with Fast Draw-Arrow).

Weapon	Damage		Ranges			Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc	½ Dam	Max					
Short bow		thr	1	x10	x15	2lbs	50	7	-6	
Regular bow		thr+1	2	x15	x20	2lbs	100	10	-7	
Longbow		thr+2	3	x15	x25	3lbs	200	11	-8	
Composite bow		thr+3	3	x20	x25	4lbs	900	10	-7	
Arrow, Barbed	imp					2oz	3			Damage by bow
Arrow, Broad	imp					2oz	2			Damage by bow
Arrow, Blunt	cr					2oz	2			Damage by bow
Arrow, Bodkin	pi	(2)				2oz	2			Damage by bow
Arrow, Forked	cut	(0.5)				3oz	2			Damage by bow
Bow case						1lb	10			
Bowstring						neg.	5			
Bracer						5oz	8			
Quiver						0.5lb	3			Holds 10 arrows

Increased Draw Bows

Min ST	Damage bonus	Range increase	Price increase
+2	+1	+10%	+10%
+4	+2	+25%	+25%
+6	+3	+40%	+40%
+8	+4	+60%	+60%
+11	+5	+75%	+75%
+15	+6	+90%	+90%

CROSSBOW**(DX-4)****2 hands to fire (except pistol crossbow).**

Weapon	Damage			Ranges		Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc	½ Dam	Max					
Crossbow		thr+2	4	x15	x20	7lbs	750	7	-6	
Pistol crossbow		thr+2	1	x15	x20	4lbs	150	7	-4	
Bolt, Barbed	imp					2oz	3			Damage by bow
Bolt, Broad	imp					2oz	2			Damage by bow
Bolt, Blunt	cr					2oz	2			Damage by bow
Bolt, Bodkin	pi	(2)				2oz	2			Damage by bow
Bolt, Forked	cut	(0.5)				3oz	2			Damage by bow
Prodd		thr+1	2	x15	x20	6lbs	150	7	-6	
Lead bullet	cr					1oz	5cp			Prodd only
Goat's-foot lever						2lbs	20	7		Mechanical aid
Winch						5lbs	50	7		Mechanical aid
Bowstring						neg.	5			
Quiver						0.5lb	3			Holds 10 bolts

NET**(Cloak-5)****See B(4th)411 for full rules on nets.**

Weapon	Damage			Ranges		Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc	Max						
Large net	spe		1	ST/2 + skill/5		20lb	25	11	-6	
Small net	spe		1	ST + skill/5		5lb	5	8	-4	

THROWN AXE**(DX-4)**

Weapon	Damage			Ranges		Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc	½ Dam	Max					
Hatchet	cut	sw	1	x1.5	x2.5	2lb	15	7	-2	
Throwing axe	cut	sw+1	2	x1	x1.5	4lb	60	11	-3	



**THROWN KNIFE
(DX-4)**

-2 attack unless specifically made to be thrown.

Weapon	Damage			Ranges		Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc	½ Dam	Max					
Large knife	imp	thr	0	x0.8	x1.5	1lb	40	6	-2	
Small knife	imp	thr-1	0	x0.5	x1	0.5lb	20	5	-1	
Dagger	imp	thr-1	0	x0.5	x1	0.5lb	30	5	-1	
Throwing dagger	imp	thr-1	0	x0.8	x1.5	0.25lb	40	5	-1	

**THROWN SPEAR
(DX-4)**

Weapon	Damage			Ranges		Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc	½ Dam	Max					
Javelin	imp	thr+1	3	x1.5	x2.5	2lb	30	7	-4	
Long Spear	imp	thr+3	2	X0.8	x1	5lb	60	10	-8	-2 attack
Spear	imp	thr+3	2	x1	x1.5	4lb	40	9	-6	

**THROWING
(DX-3)**

Weapon	Damage			Ranges		Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc	½ Dam	Max					
Rock	cr	thr-1	0	x2	x3.5	1lb	-	-	0	
Flask	spe	spe	0		x3.5	1.5 lb	1	-	-1	See B(4 th) 411



ARMOUR

Otto cursed as his sidesword once more glanced off his opponent's breastplate. The mercenary leader was wearing a field plate cuirass, probably looted in some long-past battlefield. As his blade rang against the armour again and again failed to even scratch his foe, Otto thought longingly of the pollaxe he had decided against buying at the last town.

Armour Availability

If you are not using the rules for Availability (p.9), this section can be ignored.

The armour of Saduria is early TL4, though non-metal armour, mail and brigandine may be made by TL3 societies. Non-metal armour is also available in TL2, as well as an early form of mail. Mail is always x3 cost from TL2 armourers, and weighs 20% more.

Tailors make padded armour, leatherworkers make all forms of leather armour, and armourers make metal armour. Brigandine, having both metal and cloth or leather, requires an armourer and either a tailor or leatherworker.

Most towns and larger villages have a tailor and leatherworker, and they are plentiful in large towns and cities. Armourers are normally available only in large towns and cities, and are scarce in normal towns.

Armour and Fashion

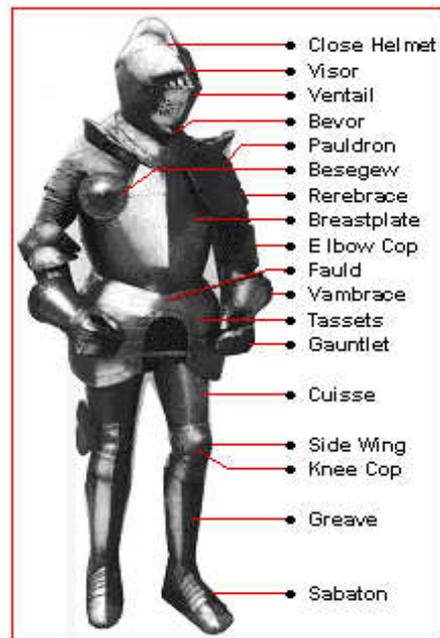
Yes, even your armour is important in the race to be fashionable. Although not quite in the same league as clothing, the style of armour that you wear tells others a lot about your wealth. Despite its likely fate on the receiving end of a large weapon, most people of substance will strive to buy the latest designs of armour to avoid social stigma.

Naturally, if you are of Social Level 0 or below, you are less worried about what people think of your helmet than if you are an aspiring baron. Hardened mercenaries and grizzled adventurers are also more likely to buy (or steal) armour for its protection-to-weight properties than because the Duke happens to own a set, although, as fashion generally equates to wealth, a mercenary captain will want his band to at least look successful and therefore fashionable.

So, think carefully about what others might think of your armour before buying that battered kettle hat and mail hauberk *"because it is cheap"*.

Armour Care

Armour of all types requires regular maintenance if it is to function properly. Unsurprisingly, armour takes a great deal of damage in the course of its working life, and this damage will eventually render it useless for its purpose. Without maintenance, armour that sees action (including being exposed to extreme climate) loses 1 DR per month, representing lost pieces, unrepaired holes and weakening through corrosion. Professional armour care costs $\frac{1}{10}$ th of the original cost. Note that repair and maintenance of metal armour is *not* covered by the monthly cost of living. If the extra



cost is regularly added to the cost of living, armour maintenance can be ignored if characters visit towns or cities throughout the month. Otherwise, maintenance is up to their own skills, or those of the people they encounter.

Care of non-metal armour (padding, fur and leather) requires the attentions of a tailor or leatherworker as appropriate, whereas metal armour (mail and plate) requires an armorer. Brigandine armour requires both. A *tailoring*, *leatherworking* or *armourer* roll of 10- and a few hours are sufficient to make the routine repairs required.

Repairing Armour

When severely damaged, armour needs a little more care and attention. Several days' work may be required, with an appropriate skill roll of 12-. Pieces may have to be replaced or remade, and so raw materials need to be available. This sort of repair requires a forge and/or workshop.



Shields

Advanced armour and increasing use of two-handed weapons means that shields are far less common for knights and men at arms, but lighter-armoured soldiers still occasionally use them, and bucklers are common even for well-off civilians (for duelling, of course).



Shields are usually made from 1" thick wood with tight leather or hide covers (the leather/hide acts to give the wood strength). Better shields are built from wood that is cut a little thinner, but are reinforced or faced with metal (usually steel). Smaller shields may even be entirely metal (usually 1/8" steel) which makes them heavy but far more durable. Uncovered wooden shields (with no hide or metal) are easily damaged. They should realistically be seen as disposable.

Damage to Shields

This is restating the optional *Damage to Shields* rule, B(4th)484.

A defence roll made by the number of points of your shield's DB (Defence Bonus) means that the blow has hit the shield. Assess damage to your shield as normal for the weapon, including taking the DR of the shield into account.

Damage over the shield's HP/4 (after DR) penetrates the shield; a crushing or slashing blow effectively destroys the shield with no other effect, but an impaling blow comes through to deal its remaining damage to you. If the damage the shield takes equals or exceeds the shield's HP, it destroys the shield. An armorer may repair damage to shields with the right tools and materials using the *Repairing Armour* rule above.

Note that without using this rule some of the available shields, notably the metal-reinforced and all-steel ones, become redundant.

Types of Shield

Buckler.

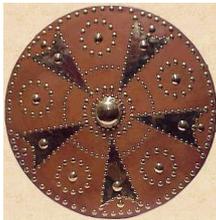


Historically referring to any smallish shield, in Saduria a buckler is a small, agile, usually round, shield of between 9" and 18" diameter. It is gripped with a single handle or strapped tightly to the forearm (leaving the hand free) rather than being loosely strapped to the user's shoulder, as are most shields.

Bucklers may be wood, metal-trimmed wood or solid steel. A short boss spike, or even a longer, thinner, dagger spike may be added to inflict more damage with a shield bash, but only when being held in the hand.

Boss spike adds +1 crush damage to shield bash, the long dagger spike adds Thrust-2 impaling (but not if strapped to the forearm) but inflicts a -2 penalty to Shield skill due to unbalancing.

Small.



May be wooden, wood with metal trim or solid steel. Larger than bucklers but lighter than medium shields, small shields (especially the mainly wooden ones) may also be known as targes or targets. They are most commonly used by light troops, and by some militia where utility and weight concerns are perhaps more important than protection.

May have boss spike adding +1 crush damage to shield bash.

Medium.



Usually hide-covered wood with metal trim as all-metal is too heavy, the medium shield is a common form of protection for foot troops and those few mounted men-at-arms who still choose to carry shields. Also popular with foreign warriors who do not enjoy Sadurian advanced armour. Although the flat-topped, pointed-base heater shields are still fairly common, round shields are increasingly popular.

May have boss spike adding +1 crush damage to shield bash.

Large.



Now rarely used in melee due to their unwieldiness, large shields may still be carried by troops who just want to hide behind them without actually fighting (such as crossbowmen).

The pavisse is a large shield with a pole to prop it up, thus creating a piece of mobile cover.

May have boss spike adding +1 crush damage to shield bash. A pavisse gives a crossbow user or archer half cover (covering feet, legs, groin and torso) whilst using the weapon.

SHIELDS

Description	Material	DB	DR	Hits	Weight	Cost	Notes
Buckler	Uncovered wood	1	2	10	2lbs	5	
Buckler	Covered wood	1	3	15	2lbs	12	
Buckler	Metal & wood	1	3	20	2lbs	25	
Buckler	Steel	1	6	40	4lbs	100	
Small	Uncovered wood	2	2	15	8lbs	8	
Small	Covered wood	2	3	25	8lbs	20	
Small	Metal & wood	2	3	30	8lbs	40	
Small	Steel	2	6	60	16lbs	160	
Medium	Uncovered wood	3	2	20	15lbs	12	
Medium	Covered wood	3	3	35	15lbs	30	
Medium	Metal & wood	3	3	40	15lbs	60	
Medium	Steel	3	6	80	30lbs	240	
Large	Uncovered wood	4	2	30	25lbs	18	
Large	Covered wood	4	3	50	25lbs	45	
Large	Metal & wood	4	3	60	25lbs	90	
Large (pavisse)	Covered wood	4	3	50	30lbs	120	
Shield spike	Steel	-	-	-	+5lbs	+20	

Clothing as armour

Although not recommended as armour, occasionally the clothes you are wearing may just offer enough protection to save your life. Note that any form of damage to clothing will probably ruin them. Unlike true armour, normal clothing is just not designed to take hits.

Any damage taken by clothing will effectively ruin the piece of clothing. A competent tailor (or leatherworker) will be able to make repairs, but unless the repair is exceptionally well done the clothes will always bear the marks of having been damaged.

See the section on clothing, p.97, for more information on clothes.

Normal clothing.

Cloth offers no protection at all.

Winter clothing.

Properly padded, or particularly thick, clothes will give some protection from blows. Once any hits are absorbed, however, the clothing must usually be repaired if it is to function as cold-weather protection again. Winter clothing is not designed for combat, and is consequently restrictive.

See clothing section (p98) for penalties to physical activities whilst wearing winter clothing. Wearing winter clothing in warm weather is hot and uncomfortable – add 1 to effective encumbrance level for fatigue loss only.

Leather.

Ultra-thin, skin-tight leather clothing or armour is not commonly available, double prices if a skilled enough leatherworker to produce it is found. Strong leather outer clothing is commonly found among the lower orders, usually in the form of aprons, coats or jackets. Leather leggings are also popular. The higher social classes also wear leather, though they strive to make sure it does not look like that of their social inferiors. Male riders commonly have leather or suede leggings, and highly decorative tooled or dyed leather doublets are becoming very popular (especially amongst duellers).

Although fundamentally the same as light leather armour, leather clothing is designed for show and not protection. It must be properly repaired after being damaged or look dreadful.

CLOTHING

Description	Material	Covers	DR	Weight	Cost	Notes
Winter clothing	Padded cloth	Arms, torso, groin, legs	1	3lbs	*	
Winter coat	Thick cloth	Arms, torso, groin, legs	1	10lbs	*	
Hat	Leather	Head	1	1lb	*	
Sleeveless doublet	Leather	Torso	1	2lbs	*	
Doublet (tunic)	Leather	Arms, torso	1	4lbs	*	
Long coat	Leather	Arms, torso, groin	1	8lbs	*	
Leggings	Leather	Legs	1	2lbs	*	
Gloves	Leather	Hands	1	neg.	*	
Shoes	Leather	Feet	1	2lbs	*	
Dress boots	Leather	Feet	1	3lbs	*	

* The cost of clothing reflects the social level of its wearer. See clothing section, p.97, for more details of clothing prices. The individual pieces of clothing detailed above may be included in a suitable outfit at the referee's option.

Light leather, fur and padding

Light leather is single thickness leather, not as fine-grained or decorated as that used for clothing but otherwise identical. It may be dyed to various colours, polished or buffed. Light leather may be worn under heavier armour.

Fur is the (cleaned) hide from an animal with thick enough fur to afford protection. Those with the skill can do this for free, and may have to do so unless they are in a very rural area; fur as clothing is for the socially backward or the rich (and then only as trim).

Padded refers to the thickly quilted strong cotton that is usually worn underneath metal armour. Padding may be worn under heavier armour, when it is often referred to as an arming doublet.

Lt Leather Vest. A sleeveless jacket to protect the torso.

Lt Leather Jacket. Essentially a leather waistcoat with sleeves. May have reinforced shoulders and elbows.

Lt Leather Chausses. Leggings that tie to the belt.

Lt Leather Gloves. May also be made of thick canvas or similar. May have reinforced knuckles. Usually worn under mail mittens or plate gauntlets.

Fur Waistcoat. Worn only by those living rough or those who wish to be stared at. Uncomfortable in warm weather, smells feral and attracts dirt and fleas.

Wearing furs in warm weather is hot and uncomfortable: add 1 to effective encumbrance level for fatigue loss only.

Fur Cloak. Rarely worn as armour, the cloak nonetheless offers protection from behind. Fur cloaks are accepted socially, as long as they are clean!

Sleeveless Aketon. Essentially a thickly quilted cotton waistcoat, the aketon is designed to be worn as padding under metal armour. It may be referred to as an arming doublet.

The armpits are often reinforced with mail.

Aketon. Also sometimes known as a gambeson, the aketon is a padded cotton coat worn under metal armour. It is sometimes worn as armour in its own right, especially in situations where the wearer has not has time to don anything else.

The armpits are often reinforced with mail.

Padded Cuisses. Thigh and groin armour that straps to the belt or aketon. They are separate pieces and are not joined at the groin.

Full Aketon. A longer aketon that also covers the thighs. Commonly found as padding under mail hauberks.

The armpits are often reinforced with mail.

LIGHT LEATHER, FUR AND PADDING

Description	Material	Covers	DR	Weight	Cost	Notes
Vest	Light leather	Torso	1	2lbs	15	
Jacket	Light leather	Torso	1	4lbs	25	
Chausses	Light leather	Legs, groin	1	2lb	10	
Gloves	Light leather	Hands	1	neg.	8	
Waistcoat	Fur	Torso	1	2lbs	<10	
Cloak	Fur	Torso, legs (rear)	1	3lbs	<20	Better quality fur costs more
Sleeveless aketon	Padded cloth	Torso	1	6lbs	30	
Aketon	Padded cloth	Arms, torso, arms	1	8lbs	50	
Padded cuisses	Padded cloth	Legs, groin	1	2lbs	20	
Full aketon	Padded cloth	Arms, torso, groin, legs	1	10lbs	70	

Heavy leather

Heavy leather refers either to multiple layers of soft leather sewn together or hide from a creature with an exceptionally thick natural skin. Alternatively, it may be leather reinforced by substantial augmentation using small plates or studs. The plates and studs are mostly ornamental, but may help to protect against slashes and impacts. Heavy leather (but not reinforced leather) can be worn under metal armour, but the weight will be substantial.

Hvy Leather Jack.

A sleeveless jacket. Most commonly made in reinforced leather.

Hvy Leather Jacket.

Sleeved jacket reaching to waist or mid-thigh. Popular as padding when weight is not seen as a problem, heavy leather is also used by duellists or those practicing their fencing.

Hvy Leather Coat.

Sleeved coat reaching to the knee. Sometimes called a buff coat when buff-leather is used.

Hvy Leather Cuisse.

Thigh and groin armour that straps to the torso armour or belt.

Hvy Leather Gloves.

Open palmed to allow manipulation. The knuckles are commonly reinforced with studs and count as brass knuckles in close combat.

+1 to punch damage.

Infantry Boots.

Heavy studded boots with shin protection. Infantry boots are sturdier and longer than domestic work boots.

+1 kick damage.

Cavalry Boots.

Thigh length soft leather boots. They are unsuitable for walking any distance in, but ideal to protect the legs of someone spending time in the saddle. Cavalry boots are usually awkward to put on or take off, especially alone.

–1 max movement when on foot.

HEAVY LEATHER

Description	Material	Covers	DR	Weight	Cost	Notes
Jack	Thick leather	Torso	2 ¹	8lbs	65	
Jacket	Thick leather	Arms, torso	2 ¹	10lbs	100	
Coat	Thick leather	Arms, torso, groin	2 ¹	12lbs	140	
Cuisse	Thick leather	Groin, legs	2 ¹	3lbs.	40	
Cavalry boots	Thick leather	Legs, feet	2 ¹	5lbs	100	
Jack	Reinforced leather	Torso	2	10lbs	100	
Jacket	Reinforced leather	Arms, torso	2	12bs	150	
Coat	Reinforced leather	Arms, torso, groin	2	14lbs	210	
Cuisse	Reinforced leather	Groin, legs	2	4lbs.	60	
Gloves	Reinforced leather	Hands	2	1lb	30	
Infantry boots	Reinforced leather	Feet	2	3lbs	80	

¹ DR2 against cutting, piercing and impaling attacks, DR1 against crushing attacks.

Rigid leather

Rigid leather is the cuirbouilli armour known since ancient times. Leather, hardened by boiling in water or oil, is moulded to shape as it dries. In many ways, rigid leather can be treated as non-metallic plate armour. It is a rare material for modern Sadurian armour but can still be found where wearing or maintaining metal armour is inconvenient. Cuirbolli is easily decorated with metal plates and edging, and may be embossed with ornamental designs.

Rigid leather cannot be hammered back into shape like metal, and nor can it be sewn. The usual way to “maintain” such armour is to add patches or replace pieces as needed.

Rigid Leather Cuirass. A rigid leather breastplate and backplate that strap together. The cuirass can be worn without padding as long as some reasonably thick clothing is worn underneath (this is purely for comfort rather than protection). Sometimes, the cuirass has pauldrons (shoulder armour) attached but this has no effect on the protection given.

Rgd Leather Vambraces. Protection for the forearms.

Rigid Leather Cuisse. Plates of rigid leather for the thighs and groin, they require strapping to torso armour or to the belt.

Rigid Leather Greaves. Now uncommon but still occasionally found among duellers and light troops, greaves protect the knees and lower legs.

RIGID LEATHER

Description	Material	Covers	DR	Weight	Cost	Notes
Cuirass	Cuirbouilli	Torso	3	10lbs	100	
Vambraces	Cuirbouilli	Arms	3	2lbs	50	
Cuisse	Cuirbouilli	Groin, legs	3	3lbs	60	
Greaves	Cuirbouilli	Legs	3	3lbs	60	

Mail and brigandine

This category covers flexible armour composed mainly of metal. Flexible armour, though not offering the same level of protection as rigid plate, has several advantages. It is usually lighter and cheaper, and may be altered to fit a new owner (by an armorer). It is also easier to repair in the field, with new links relatively simple (for an armorer) to rivet into place to close up broken links and torn armour.



Mail (often erroneously called chainmail) is made up of links of steel wire riveted together. Earlier mail (TL2) required that ingots were painstakingly beaten out to form the wire, making the thickness of the wire less consistent and so the final mail armour heavier. Modern Saurian techniques use better steel and mechanically produced (stretched through a series of holes of gradually decreasing diameter), thinner, wire and so TL3 and TL4 mail armours are both cheaper and lighter than their TL2 forbears.



Mail offers little protection against crushing hits on its own, and is assumed to come complete with appropriate padding.

Brigandine armour comprises hundreds of steel plates riveted or sewn inside a leather or, more usually, heavy fabric covering to provide a flexible form of plate armour. This form of armour is often confused with studded leather because of its external appearance.

Brigandine offers flexible steel armour without mail's disadvantage against crushing hits. It is usually worn only as torso protection.

Fine-mesh Mail

Still in development is an advanced form of mail, fine-mesh mail. Requiring excellent and consistent quality steel plus an expert armorer, this mail is so fine that it may be concealed under clothing. It only requires minimal padding (a decently thick cotton shirt is adequate) and its close-mesh protects well against both impaling and cutting attacks, at the expense of protection against crushing attacks. Don't expect to be able to get hold of fine-mesh mail without money, connections and being in the right place. Fine-mesh mail always counts as being *scarce* except in Sadur City.

- Brigandine Jack.** A sleeveless tunic of brigandine. Usually worn over other armour as reinforcement for the torso.
- Brigandine Surcoat.** Longer than the jack, the surcoat reaches to the knees.
- Mail Byrnie.** An old design of mail shirt, the byrnie has short sleeves and ends mid-thigh. Despite the advanced age of the design, modern byrnies are still good, basic, protection for the torso.
- Mail Haubergeon.** The most common form of mail shirt, the haubergeon is a sleeved mail shirt that ends mid-thigh (often with a dagged edge). A popular variant has mail mittens (called mufflers) to protect the hands.
- Mail Hauberk.** A slightly older design than the haubergeon, the hauberk is longer (ending at the knee) and has mail mittens (called mufflers) to cover the hands.
- Mail Chausses.** Mail leggings (individual pieces, they are not joined at the groin) that are tied or strapped to the belt. They also protect the feet, and have leather-reinforced soles.

MAIL AND BRIGANDINE (mail includes padding)

Description	Material	Covers	DR	Weight	Cost	Notes
Jack	Brigandine	Torso	4	35lbs	420	
Surcoat	Brigandine	Torso, groin, legs	4	56lbs	630	
Byrnie	Mail	Torso	4/2 ²	25lbs	230	
Haubergeon	Mail	Torso, groin, arms	4/2 ²	34lbs.	300	
Haubergeon	Mail	Torso, groin, arms, hands	4/2 ²	36lbs	350	As above, but with mufflers (gloves)
Hauberk	Mail	Torso, groin, legs, arms, hands	4/2 ²	48lbs	460	
Chausses	Mail	Legs, feet	4/2 ²	15lbs	110	
Vest/Byrnie	Fine mesh mail	Torso	4/1 ²	15bs	690	Concealable
Shirt/Haubergeon	Fine mesh mail	Torso, arms	4/1 ²	20lb	900	Concealable

² DR4 against cutting, impaling and piercing attacks; lower number against crushing attacks. Halve this DR if worn without any padding.

Plate

The ultimate in armour protection, plate armour consists of shaped plates of high quality steel, fitted to the individual wearer to form a mobile covering of rigid metal. Only areas such as the armpits and groin have chain (generally sewn onto the torso padding - the arming doublet), and even these are shielded by jutting plates. Full plate is tailored much like a suit of clothing, with regular fittings and adjustments. It is *never* available “off the peg”.

Padding is essential when wearing plate; nobody in their right mind wants to wear moving steel components next to their skin. An appropriate layer of padding is assumed to come as standard with plate armour. Note that mail can be worn under plate, adding 2 DR, but the plate armour must have originally been designed to be worn with mail. This plate-and-mail combination is considered antiquated in modern Saduria and it is very heavy, but it does offer good protection when full plate cannot be afforded. Plate designed in this way is less wearer-specific than full plate.

Full suits of plate armour take a considerable amount time to put on (10+ minutes), and are nearly impossible to don without help thanks to the strapping (hence the role of the squire).

A fully-fitted suit of plate, made to fit a given wearer, protects against attacks made to the “chinks” in other armour (-8 to attack). This protection does not apply when the wearer is helpless and the attacker can deliberately undo straps or lift plates.

Wearing Second-hand Plate

As noted, suits of plate armour are made to fit an individual wearer. Like a suit of clothing it will probably not fit anyone else correctly. Minor adjustments can be made to get a better fit, but only when the new owner has the same height and weight. Wearing a suit of plate that is not designed for you (and has not been adjusted) *is* possible if you are roughly the same size (within a few inches height and/or a dozen pounds in weight) but the wearer will suffer a -1 to all DEX skills (including combat and move) whilst wearing it.

This rule does not apply to pieces of plate armour that are designed to be worn individually or in a plate-and-mail combination. Some adjustment of such plate will still be required, but it is not so closely tailored and so will fit a much wider selection of sizes.

Munition Armour

As plate armour becomes easier to produce, a way to mass-produce it has been developed. This mass-produced armour is cheap and of low quality, but is quick to make and economical for equipping large bodies of troops.

Munition armour is 20% cheaper than standard plate, but -1DR per piece. It does not offer complete protection against attacks to the “chinks” in armour.

Breastplate.

To wear on its own over padding or other armour, the breastplate represents a good way to protect the torso for relatively little weight.

Covers front only.

Cuirass/Corselet.

A step up from the breastplate, the cuirass adds a backplate to offer complete torso protection.

Pauldrons & Gardebras. Shoulder and arm protection. The gardebras, consisting of rerebraces (upper arm), couter (elbow) and vambraces

(lower arm), are attached to the pauldrons and cannot be worn on their own. May be strapped to the breastplate/cuirass or to other armour.

Cuisses and Greaves.

Leg protection. Includes the poleyn (knee armour). Must be strapped to the belt. Usually, the cuisses will attach with the addition of tassets to protect the groin and upper thigh.

Sabatons/Sollerets.

Articulated plate formed around heavy leather boots. By necessity, sabatons offer less protection than other pieces of plate. Usually, sabatons are only worn with full plate leg armour. Not really suitable for running or walking any great distance in.

-1 max movement on foot. +1 kick damage.

Gauntlets.

Intricately articulated gloves made from a slightly thinner metal than the rest of the suit and usually formed around a leather liner. The knuckles are generally designed to act as "brass knuckles".

+1 to punch damage.

Full Plate.

An entire, fully tailored, suit of plate armour. In most cases, this is the ultimate protection a soldier can aspire to. In social terms anything better than full plate belongs to the nobility (or wealthy mercenary captains).

Field/Heavy Plate.

Heavier armour and better steel let this armour offer better protection at the expense of weight.

Hardened Plate.

Using Southern Steel (actually from the dwarves), metallurgists have developed a technique of "hardening" steel. By subjecting the good quality steel to a special heating and tempering regime the molecular structure changes to make the steel even tougher. This allows heavy plate protection with thinner pieces, thus lightening the armour. Hardened plate is *scarce* everywhere but a provincial capital city.

Maximillian Plate.

Expert armourers have managed to improve on hardened plate by developing a style of armour using a combination of ridges and flutes that act to both strengthen the armour and to better deflect blows. Maximillian plate is the ultimate armour for the fighting knight. Anyone but the very wealthy or extremely well connected will likely never find an armourer to make it, it counts as *unavailable* everywhere except in Sadur City, and *scarce* even then unless a buyer can persuade a master armourer to let them bypass the 6-year waiting list! It is not available as anything but full suits.

Jousting Armour.

On the tilting yard, weight and mobility is not a problem (except for the horse!). With this in mind, the front of jousting armour can be made heavier than armour intended to be fought in.

DR -3 from the back. Movement and any DEX-based skill except Lance are at -2 due to the inflexibility of the armour. The fixed gauntlets must be removed to perform anything but the clumsiest manual task (i.e. not requiring the fingers).

PLATE (plate includes padding) Full suits do not include helmet.

Description	Material	Covers	DR	Weight	Cost	Notes
Breastplate	Plate	Torso (front)	6	18lbs	600	
Cuirass/corselet	Plate	Torso	6	30lbs	1 300	
Pauldrons & gardebras.	Plate	Arms	6	10lbs	1 000	
Cuisses and greaves.	Plate	Legs and groin	6	18lbs.	1 100	
Sabatons/sollerets	Plate	Feet	4	4lbs	200	
Gauntlets	Plate	Hands	4	2lbs	200	
Full suit	Plate	All but head and neck	6	64lbs	3 800	DR4 on hands and feet
Breastplate	Field plate	Torso (front)	7	18lbs	1 000	
Cuirass/corselet	Field plate	Torso	7	36lbs	2 300	
Pauldrons & gardebras.	Field plate	Arms	7	12lbs	1 500	
Cuisses and greaves.	Field plate	Legs and groin	7	22lbs.	1 600	
Full suit	Field plate	All but head and neck	7	76lbs	5 800	DR4 on hands and feet
Breastplate	Hardened plate	Torso (front)	7	18lbs	3 000	
Cuirass/corselet	Hardened plate	Torso	7	30lbs	6 900	
Pauldrons & gardebras.	Hardened plate	Arms	7	10lbs	4 500	
Cuisses and greaves.	Hardened plate	Legs and groin	7	18lbs.	4 800	
Sabatons/sollerets	Hardened plate	Feet	5	4lbs	1 000	
Gauntlets	Hardened plate	Hands	5	2lbs	1 000	
Full suit	Hardened plate	All but head and neck	7	64lbs	21 200	DR5 on hands and feet
Full suit	Maximillian plate	All but head and neck	7 ³	64lbs	x2 ⁴	DR5 on hands and feet
Full suit	Jousting plate	All but head and neck	9	86.4lbs ⁵	x5 ⁶	DR6 on hands and feet

³ Maximillian plate gives a +1 Defence Bonus due to the deflecting flutes.

⁴ The cost of Maximillian plate is double that of the equivalent piece of Hardened Plate.

⁵ For the weight of each piece of Jousting plate, add 35% to the weight of equivalent piece of plate.

⁶ The cost of Jousting plate is five times that of equivalent plate.

Helmets

Types of Helmet

Armet.



The armet is a close-fitting, visored helmet, which is both lighter and more protective than its predecessor, the bascinet. It has hinged cheek pieces, which allows it to be closed around the face. Now, in turn, being superceded by the close-helmet, the armet is still a common piece of armour among mercenaries, professional soldiers, and knights.

Covers neck and also protects against attacks against "chinks" in armour (but not eyeslit attacks). All IQ rolls to see, hear and smell are at -2 and it gives No Peripheral Vision.

Arming Cap.



A simple quilted cap worn beneath the helmet.

All metal helmets and coifs require an arming cap to fit snugly, and they are assumed to come complete with one. It offers no real additional protection, but assess -1 to all combat skills for wearing a metal helmet without an arming cap, reflecting the headgear slipping and distracting the wearer.

Barbute.



A close-fitting helmet with a variety of open or close-faced forms, though even the close-faced designs do not offer the complete protection of visored helmets. This is a common helmet for foot soldiers or anyone else who values the ability to see what is going on around them!

Open or close-faced. Close-face designs also cover the nose but give No Peripheral Vision.

Bascinet.



A classic, simple design of helmet that is still common despite having been developed over a hundred years ago. The bascinet is currently only used by poorer foot soldiers or village and town militias. Outdated visors for the bascinet can come in many forms, from pointed "snouts" to more rounded designs but these are rarely found amongst current bascinet users as anyone wanting a visor would usually opt for a different helmet design altogether.

Usually open-faced, visored versions inflict a -2 to rolls for sight, hearing and smell and give No Peripheral Vision.

Close helmet.



The close helmet is the successor to the armet, and currently the most sophisticated form of helmet available. Close fitting, relatively lightweight and mobile, the close helmet is the helmet of choice for the wealthy knight or man-at-arms. It has a hinged visor and excellent breathing holes for added comfort.

Covers neck and also protects against attacks against "chinks" in armour (but not eyeslit attacks). IQ rolls to sight, hearing and smell are all at -1 and gives No Peripheral Vision.

Coif.

A hood made from cloth, leather or mail (which includes a thin layer of padding like a long arming cap), protecting the head and neck. Often worn under older-style helmets such as the bascinet or kettle hat. More up-to-date, close-fitting, helmets are unsuitable for wearing with coifs. The coif can be drawn back (like the hood of a cloak) for more comfort when not in combat.

Covers neck. A penalty of -1 hearing when worn up over the head.

Great Helm.

The great helm is an anachronism in modern Saduria. Cumbersome, unwieldy and offering very little vision, it is only seen on the jousting lists.

Made of very thick steel, the great helm offers massive protection at the expense of weight, perception and comfort. There is no moveable visor on the great helm. An arming cap and skull cap are included in the price and weight, wearing a great helm without the skull cap, coif or a bascinet leaves the wearer's head liable to damage from rolling around loose inside!

Covers neck and also protects against attacks against "chinks" in armour (but not eyeslit attacks). A penalty of -1 is inflicted on all combat skills and -4 to sight, hearing and smell, and No Peripheral Vision when worn. If worn without other head protection, any blow of HT/3 (before DR) to the head or face requires a HT roll to avoid Stunning.

Kettle Hat.

A very simple, broad-brimmed, helmet which is occasionally used by militias or amongst the poorer foot soldiers. In modern Saduria, the kettle hat is most useful in sieges, where its broad brim helps protect against anything thrown from above.

Sallet.

The sallet is a very common modern design of helmet for both foot and mounted soldiers. Usually, sallets are solid-fronted, though versions with hinged visors are also found.

-2 to vision and hearing and No Peripheral Vision when worn.

Skull Cap.

A very simple bowl-shaped helmet covering just the top of the head. The skull cap may be worn under a hat and is essential for use under a great helm.

Though basic and offering little protection, the skull cap is light, cheap and discrete.

Helmet Accessories.**Aventail/Camail**

A curtain of mail that attaches to the bottom of a helmet (typically but not exclusively a bascinet), to protect the throat and neck. In this, it fulfils much the same role as the bevor.

Bevor.

Fixed to the lower part of the helmet, or the upper part of the breastplate, the bevor is a (usually) hinged plate of armour to protect the lower face and throat. Non-helmet-mounted bevors come with their own gorget.

Aimed attacks against the face may bypass the bevor by taking an additional -2 to hit.

**Face Mask.**

A heavy wire or steel face mask. Not a visor in that it does not fit to a helmet, the face mask nonetheless fills the same role, albeit in a much lighter form. Sometimes used to protect a wearer's identity, especially when painted up like a masquerade mask.

Gorget.

A close-fitting plate which protects the neck and throat. May be combined with helmets that otherwise offer no neck protection. The close-helmet, armet and jousting helm are made to fit to a gorget and they are assumed to automatically come with one. Most full suits of plate armour are automatically equipped with gorgets.

Plumes/Device.

This is a catch-all term for the decoration still sometimes found on helmets, especially at tournament. Mainly these will be constructed from lightweight materials such as feathers and papier-mâché. Simple plumes are currently in fashion, but some elaborate tourneys call for enormous and magnificent constructions which may only be worn for the parades and then removed for the actual fighting.

If more substantial materials are used (real horns and so on), assess the additional weight on a case-by-case basis.

HELMETS. All metal helmets and coifs come with an arming cap.

escription	Material	Covers	DR	Weight	Cost	Notes
Arming cap	Padded	Head	1	neg.	2	
Coif	Padded	Head	1	neg.	5	
Coif	Lt Leather	Head	1	1lb	6	
Coif	Mail	Head	4/2 ²	4lbs	55	Includes padding
Kettle hat	Plate	Head	5	4lbs	100	
Skull cap	Plate	Head	4	2lbs	20	
Bascinet	Plate	Head	6	8lbs	250	
Visored bascinet	Plate	Head, face	6	10lbs	340	

escription	Material	Covers	DR	Weight	Cost	Notes
Barbute, open	Plate	Head	6	7lbs	300	
Barbute, close	Plate	Head, face	6	7lbs	325	
Sallet	Plate	Head, face	6	6lbs	350	
Visored sallet	Plate	Head, face	6	7lbs	400	
Armet	Plate	Head, face, neck	6	7lbs	420	
Armet	Field plate	Head, face, neck	7	9lbs	600	
Armet	Hardened plate	Head, face, neck	7	7lbs	1 800	
Close helmet	Plate	Head, face, neck	7	6lbs	500	
Close helmet	Field plate	Head, face, neck	7	8lbs	750	
Close helmet	Hardened plate	Head, face, neck	7	6lbs	2 250	
Close helmet	Maximillian plate	Head, face, neck	7	6lbs	4 500	
Great helm	Jousting plate	Head, face, neck	9	12lbs	1 500	Includes padding and a skull cap.
Aventail/camail	Mail	Neck	4/2 ²	2lbs.	30	Includes padding
Bevor	Plate	Face, neck	5	2lbs	50	Aimed attacks against the face can bypass the bevor by taking an additional -2 to hit
Face mask	Steel	Face	4	4lbs	100	
Gorget	Plate	Neck	6	2lbs	50	
Plumes/device	Various	-	-	0.5lb+	10+	

² DR2 versus crushing attacks. Without padding, halve the DR.

³ Maximillian plate gives a +1 Defence Bonus due to the deflecting flutes.



COMBINED ARMOUR PRICE LIST



SHIELDS – combined table

SHIELDS							
Description	Material	DB	DR	Hits	Weight	Cost	Notes
Buckler	Uncovered wood	1	2	10	2lbs	5	
Buckler	Covered wood	1	3	15	2lbs	12	
Buckler	Metal & wood	1	3	20	2lbs	25	
Buckler	Steel	1	6	40	4lbs	100	
Small	Uncovered wood	2	2	15	8lbs	8	
Small	Covered wood	2	3	25	8lbs	20	
Small	Metal & wood	2	3	30	8lbs	40	
Small	Steel	2	6	60	16lbs	160	
Medium	Uncovered wood	3	2	20	15lbs	12	
Medium	Covered wood	3	3	35	15lbs	30	
Medium	Metal & wood	3	3	40	15lbs	60	
Medium	Steel	3	6	80	30lbs	240	
Large	Uncovered wood	4	2	30	25lbs	18	
Large	Covered wood	4	3	50	25lbs	45	
Large	Metal & wood	4	3	60	25lbs	90	
Large (pavise)	Covered wood	4	3	50	30lbs	120	
Shield spike	Steel	-	-	-	+5lbs	+20	

ARMOUR – combined tables

escription	Material	Covers	DR	Weight	Cost	Notes
CLOTHING						
Winter clothing	Padded cloth	Arms, torso, groin, legs	1	3lbs	x2	
Winter coat	Thick cloth	Arms, torso, groin, legs	1	10lbs	x2	
Hat	Leather	Head	1	1lb	x2	
Sleeveless doublet	Leather	Torso	1	2lbs	x2	
Doublet (tunic)	Leather	Arms, torso	1	4lbs	x2	
Long coat	Leather	Arms, torso, groin	1	8lbs	x2	
Leggings	Leather	Legs	1	2lbs	x2	
Gloves	Leather	Hands	1	neg.	x2	
Shoes	Leather	Feet	1	2lbs	x1	
LIGHT LEATHER, FUR AND PADDING						
Vest	Light leather	Torso	1	2lbs	15	
Jacket	Light leather	Torso	1	4lbs	25	
Chausses	Light leather	Legs, groin	1	2lb	10	
Gloves	Light leather	Hands	1	neg.	8	
Waistcoat	Fur	Torso	1	2lbs	<10	
Cloak	Fur	Torso, legs (rear)	1	3lbs	<20	Better quality fur costs more
Sleeveless aketon	Padded cloth	Torso	1	6lbs	30	
Aketon	Padded cloth	Arms, torso, arms	1	8lbs	50	
Padded cuisses	Padded cloth	Legs, groin	1	2lbs	20	
Full aketon	Padded cloth	Arms, torso, groin, legs	1	10lbs	70	
HEAVY LEATHER						
Jack	Thick leather	Torso	2 ¹	8lbs	65	
Jacket	Thick leather	Arms, torso	2 ¹	10lbs	100	
Coat	Thick leather	Arms, torso, groin	2 ¹	12lbs	140	
Cuisse	Thick leather	Groin, legs	2 ¹	3lbs.	40	
Cavalry boots	Thick leather	Legs, feet	2 ¹	5lbs	100	
Jack	Reinforced leather	Torso	2	10lbs	100	
Jacket	Reinforced leather	Arms, torso	2	12bs	150	
Coat	Reinforced leather	Arms, torso, groin	2	14lbs	210	
Cuisse	Reinforced leather	Groin, legs	2	4lbs.	60	

GURPS Marketplace

escription	Material	Covers	DR	Weight	Cost	Notes
Gloves	Reinforced leather	Hands	2	1lb	30	
Infantry boots	Reinforced leather	Feet	2	3lbs	80	
RIGID LEATHER						
Cuirass	Cuirbouilli	Torso	3	10lbs	100	
Vambraces	Cuirbouilli	Arms	3	2lbs	50	
Cuisse	Cuirbouilli	Groin, legs	3	3lbs	60	
Greaves	Cuirbouilli	Legs	3	3lbs	60	
MAIL AND BRIGANDINE (mail includes padding)						
Jack	Brigandine	Torso	4	35lbs	420	
Surcoat	Brigandine	Torso, groin, legs	4	56lbs	630	
Byrnie	Mail	Torso	4/2 ²	25lbs	230	
Haubergeon	Mail	Torso, groin, arms	4/2 ²	34lbs.	300	
Haubergeon	Mail	Torso, groin, arms, hands	4/2 ²	36lbs	350	As above, but with mufflers (gloves)
Hauberk	Mail	Torso, groin, legs, arms, hands	4/2 ²	48lbs	460	
Chausses	Mail	Legs, feet	4/2 ²	15lbs	110	
Vest/Byrnie	Fine mesh mail	Torso	4/1 ²	15bs	690	Concealable
Shirt/Haubergeon	Fine mesh mail	Torso, arms	4/1 ²	20lb	900	Concealable
PLATE (plate includes padding) Full suits do not include helmet						
Breastplate	Plate	Torso (front)	6	18lbs	600	
Cuirass/corselet	Plate	Torso	6	30lbs	1 300	
Pauldrons & gardebras.	Plate	Arms	6	10lbs	1 000	
Cuisses and greaves.	Plate	Legs and groin	6	18lbs.	1 100	
Sabatons/sollerets	Plate	Feet	4	4lbs	200	
Gauntlets	Plate	Hands	4	2lbs	200	
Full suit	Plate	All but head and neck	6	64lbs	3 800	DR4 on hands and feet
Breastplate	Field plate	Torso (front)	7	18lbs	1 000	
Cuirass/corselet	Field plate	Torso	7	36lbs	2 300	
Pauldrons & gardebras.	Field plate	Arms	7	12lbs	1 500	
Cuisses and greaves.	Field plate	Legs and groin	7	22lbs.	1 600	
Full suit	Field plate	All but head and neck	7	76lbs	5 800	DR4 on hands and feet
Breastplate	Hardened plate	Torso (front)	7	18lbs	3 000	

escription	Material	Covers	DR	Weight	Cost	Notes
Cuirass/corselet	Hardened plate	Torso	7	30lbs	6 900	
Pauldrons & gardebras.	Hardened plate	Arms	7	10lbs	4 500	
Cuisses and greaves.	Hardened plate	Legs and groin	7	18lbs.	4 800	
Sabatons/sollerets	Hardened plate	Feet	5	4lbs	1 000	
Gauntlets	Hardened plate	Hands	5	2lbs	1 000	
Full suit	Hardened plate	All but head and neck	7	64lbs	21 200	DR5 on hands and feet
Full suit	Maximillian plate	All but head and neck	7 ³	64lbs	x2 ⁴	DR5 on hands and feet
Full suit	Jousting plate	All but head and neck	9	86.4lbs ⁵	x5 ⁶	DR6 on hands and feet
HELMETS. All metal helmets and coifs come with an arming cap.						
Arming cap	Padded	Head	1	neg.	2	
Coif	Padded	Head	1	neg.	5	
Coif	Lt Leather	Head	1	1lb	6	
Coif	Mail	Head	4/2 ²	4lbs	55	Includes padding
Kettle hat	Plate	Head	5	4lbs	100	
Skull cap	Plate	Head	4	2lbs	20	
Bascinet	Plate	Head	6	8lbs	250	
Visored bascinet	Plate	Head, face	6	10lbs	340	
Barbute, open	Plate	Head	6	7lbs	300	
Barbute, close	Plate	Head, face	6	7lbs	325	
Sallet	Plate	Head, face	6	6lbs	350	
Visored sallet	Plate	Head, face	6	7lbs	400	
Armet	Plate	Head, face, neck	6	7lbs	420	
Armet	Field plate	Head, face, neck	7	9lbs	600	
Armet	Hardened plate	Head, face, neck	7	7lbs	1 800	
Close helmet	Plate	Head, face, neck	7	6lbs	500	
Close helmet	Field plate	Head, face, neck	7	8lbs	750	
Close helmet	Hardened plate	Head, face, neck	7	6lbs	2 250	
Close helmet	Maximillian plate	Head, face, neck	7	6lbs	4 500	
Great helm	Jousting plate	Head, face, neck	9	12lbs	1 500	Includes padding and a skull cap.
Aventail/camail	Mail	Neck	4/2 ²	2lbs.	30	Includes padding
Bevor	Plate	Face, neck	5	2lbs	50	Aimed attacks against the face can bypass the bevor by taking an additional -2 to hit
Face mask	Steel	Face	4	4lbs	100	

escription	Material	Covers	DR	Weight	Cost	Notes
Gorget	Plate	Neck	6	2lbs	50	
Plumes/device	Various	-	-	0.5lb+	10+	

1. DR2 against cutting, piercing and impaling attacks, DR1 against crushing attacks.
2. DR4 against cutting, impaling and piercing attacks; lower DR against crushing attacks. Halve this DR if worn without any padding.
3. Maximillian plate gives a +1 Defence Bonus due to the deflecting flutes.
4. The cost of Maximillian plate is double that of the equivalent piece of Hardened Plate.
5. For the weight of each piece of Jousting plate, add 35% to the weight of equivalent plate.
6. The cost of Jousting plate is five times that of equivalent plate.

TRANSPORT

HORSES AND OTHER RIDING MOUNTS

Johann checked the horse's teeth and was satisfied that this mount was the bargain he believed it to be. The merchant evidently didn't know the quality of the horse and was selling it for several hundred shillings under its real value. Trying to keep his excitement under control, Johann finalised the deal and led his new bargain away, he had already decided to call it "Folly" after the merchant's misfortune.

The dealer smiled as he watched the horse trotting away. He wondered how long it would be before Johann discovered the animal's poor eyesight and overwhelming fear of dogs.



Purchasing Procedure

In times past, it was only the gentry, nobles and soldiers who were allowed to ride horses. Everyone else made do with a mule, donkey or cart.

In modern Saduria, however, the social restraints have all-but disappeared. Now the only thing that prevents most commoners from riding a horse is the cost, not only purchasing the horse but also looking after it.

The following rules are deliberately far more detailed than any used when buying anything else. This is because a mount should be far more than just a piece of equipment; it is almost an NPC in its own right and should be treated as such.

Note that the usual haggling rules **are not** used. When buying a mount, use the following procedure. Bear in mind that the term "horse-trading" is not for nothing used to describe a risky transaction....

1. **Decide what animal is required.** Often, a mule is as good as, or better than, a horse. Ponies have the advantage of being small enough to go underground (if so trained). Warhorses, however, are still best for combat situations.

2. **Roll to see whether or not the animal is available at that location.** Villages are not likely to have a stable full of warhorses, and even riding horses are liable to be scarce.
3. **Decide what the purchaser is willing to spend, or what quality he is looking for.** This is where the purchaser takes his first risk. Despite looking for (and paying for) a high quality animal, he may still end up with something worse. On the other hand, paying for a broken-down nag may occasionally result in something with hidden value. Mount quality is classed as Low, Medium and High, with some variation within those classes.
4. **Referee rolls for quality of mount.** Mounts may have merits and drawbacks just like people, and not all of these are obvious when the mount is bought. Rolling for the quality of the mount at this point determines whether the animal is as good as it was advertised.
5. **Purchaser examines mount.** This is the final chance to spot hidden flaws or virtues. Now that the mount's actual quality is known, a purchaser with appropriate skills can examine it and evaluate which of the quality categories (Low, Medium or High) it actually falls into.

The following skills are appropriate to discover a mount's characteristics; roll once to find each Advantage, Disadvantage and for the final quality roll. It may be better for the GM to make these rolls to avoid giving away the fact that the animal has any special characteristics:

- *Animal Handling (Equines).*
 - *Merchant* (only if specialised in horse-dealing).
 - *Packing* (only for pack animals).
 - *Riding (Horse)* (roll at -2).
 - *Teamster (Equines)* (only for evaluating draft animals).
 - *Veterinary.*
6. **Finalise deal.** Once the deal is finalised, the purchaser is left to find out what they have actually bought!

Availability by Location

Most Sadurian villages are highly unlikely to have spare mounts for sale; even mules and donkeys will be rare. Only those that specialise in horse breeding or have large horse markets are likely to have horses available. Towns are more likely to have mounts for sale, and will usually have more available than cities.

A common source of horses, especially warhorses, is the manors that have specialised in breeding them. The lord of a manor will usually not involve his villagers in this program, and it is often a hobby of the lord himself. In the following table, there are two entries for villages; the first is the chance that a village has a mount for sale and the second is the chance that the lord of the manor has a horse-breeding program of his own. Many lords will not sell to commoners unless the buyer can demonstrate some worthy merits.

The amount by which the roll is made determines how many of that animal is available. If the roll is made exactly, one animal is available but it will prove to have been acquired illegally.

GURPS Marketplace

Sought Mount	Village	Town	City	Market*	Horse Market*
Pony	20% 25%	65%	55%	+10%	+30%
Donkey	30% 35%	70%	50%		
Mule	25% 35%	70%	55%		
Draft Horse	15% 30%	60%	60%		
Saddle Horse	10% 40%	75%	70%		
Courser	05% 30%	35%	35%		
Cavalry Horse	02% 30%	25%	25%		
Warhorse	01% 25%	15%	20%		
Dog **	25% 35%	70%	95%		

* Markets and Horse Markets are mutually exclusive (use one modifier only).

** Dogs are obviously not mounts, but their purchase follows the same rules.

Animal Descriptions

These are copied from the section on *Pets and Trained Animals* in B(4th)458.

Pony

ST 18 **DX** 10 **IQ** 3 **HT** 11
Will 11 **Per** 12 **Speed** 5.25 **Dodge** 8 **Move** 7

SM+1 (3 hexes); 800lbs.

Traits: Domestic Animal; Enhanced Move 1 (Ground Speed 14); Hooves; Peripheral Vision; Quadruped; Weak Bite.

Donkey

ST 15 **DX** 10 **IQ** 3 **HT** 11
Will 11 **Per** 12 **Speed** 5.25 **Dodge** 8 **Move** 5

SM+1 (2 hexes); 500lbs.

Traits: Domestic Animal; Enhanced Move ½ (Ground Speed 8); Hooves; Quadruped; Weak Bite.

Mule

ST 22 **DX** 10 **IQ** 3 **HT** 12
Will 12 **Per** 12 **Speed** 5.5 **Dodge** 8 **Move** 6

SM+1 (2 hexes); 1 400lbs.

Traits: Domestic Animal; Enhanced Move ½ (Ground Speed 9); Hooves; Quadruped; Weak Bite; Sterile.

Draft Horse

Relatively rare as draft oxen are hardier, easier to keep and cheaper.

ST 25 **DX** 9 **IQ** 3 **HT** 12
Will 10 **Per** 11 **Speed** 5.25 **Dodge** 8 **Move** 6
 SM+1 (3 hexes); 2 000lbs.

Traits: Domestic Animal; Enhanced Move 1 (Ground Speed 12); Hooves; Peripheral Vision; Quadruped; Weak Bite.

Saddle Horse

Also called a palfrey.

ST 21 **DX** 9 **IQ** 3 **HT** 11
Will 10 **Per** 12 **Speed** 5 **Dodge** 8 **Move** 6
 SM+1 (3 hexes); 1 200lbs.

Traits: Domestic Animal; Enhanced Move 1 (Ground Speed 12); Hooves; Peripheral Vision; Quadruped; Weak Bite.

Courser

Would be called a racehorse in later TLs. Used for hunting by the nobility.

ST 20 **DX** 9 **IQ** 3 **HT** 11
Will 11 **Per** 11 **Speed** 5 **Dodge** 8 **Move** 9
 SM+1 (3 hexes); 1 100lbs.

Traits: Domestic Animal; Enhanced Move 1 (Ground Speed 18); Hooves; Peripheral Vision; Quadruped; Weak Bite.

Cavalry Horse

Also sometimes called a light warhorse.

ST 22 **DX** 9 **IQ** 3 **HT** 11
Will 11 **Per** 12 **Speed** 5 **Dodge** 9 **Move** 8
 SM+1 (3 hexes); 1 400lbs.

Traits: Combat Reflexes; Domestic Animal; Enhanced Move 1 (Ground Speed 16); Hooves; Peripheral Vision; Quadruped; Weak Bite.

Skills: Brawling 10; Mount 12*.

*May be increased with extra training; +1 per additional year of training.

Warhorse

Also known as a heavy warhorse.

ST 24 **DX** 9 **IQ** 3 **HT** 12
Will 11 **Per** 12 **Speed** 5.25 **Dodge** 9 **Move** 7
 SM+1 (3 hexes); 1 900lbs.

Traits: Bad Temper (12); Combat Reflexes; Domestic Animal; Enhanced Move 1 (Ground Speed 14); Hooves; Peripheral Vision; Quadruped; Weak Bite.

Skills: Brawling 12; Mount 13*.

*May be increased with extra training; +1 per additional year of training.

Dog

Obviously not a mount (not even for halflings), dogs are nevertheless animal companions worthy of a little extra detailing. Prices are for IQ3-trained dogs. Mutts are usually free but untrained.

ST 7-9 **DX** 11 **IQ** 4 **HT** 12
Will 10 **Per** 12 **Speed** 5.75 **Dodge** 8 **Move** 10

SM-1 to 0; 40-90lbs.

Traits: Chummy, Discriminatory Smell, Domestic Animal; Quadruped; Sharp Teeth.

Roll d6 twice for random personality traits. Duplicates reinforce that trait. Roll against the owner's Will for a trained animal to act contrary to its personality:

1. Disobedient. -2 Animal Handling to train, and -2 owner's Will roll to make it obey.
2. Loyal. Will hardly ever leave its master in need. +2 owner's Will to make it obey.
3. Aggressive. Puts up a fierce show of barking and snarling (though it may be all front).
4. Coward. Will run away rather than face threats.
5. Friendly. Always reacts to people at +2.
6. Curious. Will investigate anything new and chase whatever runs away from it.

Decide on Price Range

Prices are expressed in three ways; the usual price range, a random cost, and the quality of the mount determined by the price. These are used in different situations:

Price Range. Used to determine whether a given price is high or low.

Random Cost. Used when a mount's quality is not known, or when a quicker sale is required.

Quality by Price. Assumes that higher quality mounts are worth more. May also determine what a cash-strapped buyer can afford.

Mount	Price Range	Random Cost	Mount Quality by Price Range		
			Low	Medium	High
Pony	701-1700	700+(d10xd100)	701-1000 700+(d3xd100)	1001-1400 1000+(d4xd100)	1401-1700 1400+(d3xd100)
Donkey	501-1500	500+(d10xd100)	501-800 500+(d3xd100)	801-1200 800+(d4xd100)	1201-1500 1200+(d3xd100)
Mule	901-1900	900+(d10xd100)	901-1200 900+(d3xd100)	1201-1600 1200+(d4xd100)	1601-1900 1600+(d3xd100)
Draft Horse	1201-2200	1200+(d10xd100)	1201-1500 1200+(d3xd100)	1501-1900 1500+(d4xd100)	1901-2200 1900+(d3xd100)
Saddle Horse	701-1700	700+(d10xd100)	701-1000 700+(d3xd100)	1001-1400 1000+(d4xd100)	1401-1700 1400+(d3xd100)
Courser	3201-4200	3200+(d10xd100)	3201-3500 3200+(d3xd100)	3501-3900 3500+(d4xd100)	3901-4200 4201+(d3xd100)
Cavalry Horse*	2701-3700	2700+(d10xd100)	2701-3000 2700+(d3xd100)	3001-3400 3000+(d4xd100)	3401-3700 3400+(d3xd100)
Warhorse*	3801-4800	3800+(d10xd100)	3801-4100 3800+(d3xd100)	4101-4500 4100+(d4xd100)	4501-4800 4500+(d3xd100)
Dog	10-40	1d4x10			

* Double price for animals that are already combat-trained. Extra training (up to 3 years) will add +1 to *Mount* skill for each year of training, for an additional 50% price per year of additional training.

Obvious Modifiers

These are modifiers that are obvious to anyone buying the mounts. Generally these modifiers will only be used for horses, though they can easily apply to other mounts:

- +10% for a pure colour.
- +10% for black or white colour.
- -10 to 20% for an obvious but harmless physical imperfection.
- +10 or -10% for every +1 or -1 Reaction modifier from Attractiveness.
- +10% for each +1 ST, DX, HT (max +5) or IQ (max +1), where known before rolling for Quality.
- +100% for +1 Basic Move, +300% for maximum +2 Basic Move.

Referee Determines Quality

Using the agreed price (if appropriate), and then use the following table to determine the actual quality. In addition any Advantages or Disadvantages are then generated. Note that any changes to statistics do not affect price at this stage.

Actual Mount Quality

Roll 2d6	Quality as determined by price: Low Quality
2-3	A broken down beast really only fit for food. <ul style="list-style-type: none"> ▪ All <i>Riding</i> and <i>Animal Handling</i> rolls are at -2. ▪ All statistics are -2 except IQ, which is -1. ▪ Move is -2. ▪ Has the <i>Unfit</i> Disadvantage at the -5 point level.
4-7	Animal is a "nag" and makes a passable mount but little more. <ul style="list-style-type: none"> ▪ All <i>Riding</i> and <i>Animal Handling</i> rolls are at -1. ▪ All statistics are -1. ▪ Move is -1.
8-10	A good, honest mount.
11-12	The mount has promise. Roll on Medium Quality table.
Roll 2d6	Quality as determined by price: Medium Quality
2-3	Despite its appearance the animal is broken down. Roll on Low Quality table.
4-10	A good, honest mount.
11-12	The mount has promise. Roll on High Quality table.

Roll 2d6	Quality as determined by price: High Quality
2-3	Despite its appearance the animal is only average. Roll on Medium Quality table.
4-8	A superior mount. <ul style="list-style-type: none"> ▪ Animal has <i>Mount</i> skill at 11 or +1 if already has the skill.
9-11	An excellent mount. <ul style="list-style-type: none"> ▪ Animal has <i>Mount</i> skill at 12, or +1 if already has the skill. ▪ All statistics are at +1. ▪ Move +1.
12 (1-5)	An amazing mount. Roll d6 <ul style="list-style-type: none"> ▪ Animal has <i>Mount</i> skill at 13 or +1 if already has the skill. ▪ All statistics are at +1, except IQ, which is +2. ▪ Move +1.
(6)	<ul style="list-style-type: none"> ▪ Horse is a creature of faerie. As above but also is intelligent and has the abilities of a Faerie spirit (S57).

Advantages and Disadvantages

	Mount Quality		
	Low	Medium	High
Advantages	1d-4	1d-3	1d-2
Disadvantages	1d-2	1d-3	1d-4

Roll 1d10	Advantages	Disadvantages
1	+1d3 levels of Will.	Bad Back.
2	+1d3 levels of Will.	Bad Sight (nearsighted).
3	1d6 levels of Night Vision.	Bad Temper (12).
4	1d6 levels of Night Vision.	Bully (12).
5	Danger Sense.	Combat Paralysis.
6	Danger Sense.	Compulsive Trickster (12).
7	High Pain Threshold.	Cowardice (12).
8	High Pain Threshold.	Gluttony (12).
9	+1d3 levels of Perception.	Phobia (loud noises) (12).
10	+1d3 levels of Perception.	Stubbornness.

Horse Care

Horses require at least an hour of care per day: 15 minutes to saddle and at least 45 minutes of care after being ridden. During the day it requires a two to three hour break to rest and forage, and must be well fed to stay in top condition.

Horses require between 70 and 80 lbs of fodder per day, and without at least 10lbs grain per day, the animal will not have the energy to operate at peak efficiency: double Fatigue losses if on an all grass diet.

Barding

Only warhorses are usually trained to wear metal barding, though cavalry horses may be trained to accept leather and cloth. To train any other mount (or other animal) to wear barding takes an *Animal Handling* (appropriate animal) roll, usually at -5! Reduce this penalty to -2 for leather or cloth.

Bear in mind the enormous weight of barding. You cannot simply load a warhorse up with full plate barding, and then expect it to happily trot around all day.

As a rough example of what a mount may be expected to carry:

- Full plate barding (as illustrated above right) weighs in at 159lbs.
- Bit and bridle, horseshoes, a war saddle plus stirrups weighs $3+4+35=42$ bs.
- An average warhorse has a ST of 24, and so a Basic Lift of 115lbs.

Therefore, a fully barded warhorse, one of the strongest mounts available, will be Lightly Encumbered with 201lbs, and therefore at -1 Move and Dodge, before even taking a rider and *his* equipment:

- A man-at-arms weighing 180lbs wearing full plate armour (64lbs) with plate armet helmet (7lbs), carrying a sidesword ($2\frac{3}{4}$ lbs), large knife (1lb), longsword (5lbs), lance (6lbs) and mace (5lbs), adds $270\frac{3}{4}$ lbs to the horse's burden.

The final weight being carried by the warhorse is therefore $471\frac{3}{4}$ lbs. This means that the mount is Heavily Encumbered, and is at 0.4 Move and -3 Dodge, not to mention the additional Fatigue being used if the horse is used to travel long distance or in combat.

Because of the weight consideration, it is common to armour only sparingly, perhaps only the front of the mount, or even just the head and neck. It also makes stronger mounts very valuable.

In the main, barding follows the same convention as human armour; heavier armour comes with padding and so on. The main difference is that the range of armour is less than with human armour. In addition, plate armour is generally thinner for barding because of the weight considerations.

Maximillian plate is available for mounts (though it gives additional strength to the armour rather than a defence bonus in this case), but it is prohibitively expensive (ten times the price of equivalent plate). If someone has Maximillian barding, it is a sure sign that they have both money and connections.

All barding is considered *scarce* anywhere but a town or city, and plate barding is *scarce* except in cities.



<i>Armour</i>	<i>Location</i>	<i>DR</i>	<i>Weight</i>	<i>Cost</i>
Upper Head Armour (Demi-chamfron)				
Reinforced Leather	Face	2	3lb	50
Rigid Leather	Face	3	3lb	80
Plate	Face	5	10lb	200
Maximillian Plate	Face	6	8lb	2000
Head and Neck Armour (Chamfron and crinet)				
Cloth	Face, skull, neck	1	3lb	40
Leather	Face, skull, neck	2/1 ¹	5lb	80
Reinforced Leather	Face, skull, neck	2	7lb	120
Rigid Leather	Face, skull, neck	3	8lb	150
Neck Armour (Crinet)				
Mail	Neck	4/2 ²	12lb	200
Plate	Neck	5	14lb	400
Maximillian Plate	Neck	6	12lb	4000
Chest Armour (Peytral)				
Cloth	Torso (9-10)	1	8lb	90
Leather	Foreleg, Torso (9-10)	2/1 ¹	12lb	120
Reinforced Leather	Torso (9-10)	2	15lb	250
Rigid Leather	Torso (9-10)	3	16lb	300
Mail	Foreleg, Torso (9-10)	4/2 ²	20lb	600
Brigandine	Foreleg, Torso (9-10)	4	50lb	800
Plate	Torso (9-10)	5	60lb	1200
Maximillian Plate	Torso (9-10)	6	55lb	12000
Haunch Armour (Crupper)				
Cloth	Torso (11), Groin, Hind Leg	1	10lb	75
Leather	Torso (11), Groin, Hind Leg	2/1 ¹	15lb	100
Reinforced Leather	Torso (11)	2	19lb	220
Rigid Leather	Torso (11)	3	20lb	275
Mail	Torso (11), Groin, Hind Leg	4/2 ²	25lb	550
Brigandine	Torso (11), Groin, Hind Leg	4	62lb	700
Plate	Torso (11)	5	75lb	1000
Maximillian Plate	Torso (11)	6	70lb	10000
Leg Armour, per pair of legs (usually only forelegs)				
Rigid Leather	Fore or hind legs	3	4lb	50
Plate	Fore or hind legs	5	16lb	400

¹ DR2 against cutting, piercing and impaling attacks, DR1 against crushing attacks.

² DR4 against cutting, piercing and impaling attacks, DR2 against crushing attacks.

Trappings

Bit and Bridle. +2 to *Riding* skill to control mount, or +3 if using both hands. Both bonuses are only ever used to cancel out skill penalties.

Horseshoes. Shod horses get +2 HT on any rolls for stamina on long rides. They also give some protection to the hoof if crossing caltrops; 50% chance that the hoof receives 4 DR.

Saddle and Tack. Riding a mount without a saddle is at -2 to all skills unless a bareback Technique is learnt. Combat from bareback is at -4, or -2 with the bareback Technique. A Lance cannot be used without a saddle. Tack is required to keep the saddle on!

Saddlebags. Maximum of four bags can be accommodated (two slung forward of the rider and two to the rear). Sold in matching pairs, price and weight is for two connected bags.

Sidesaddle. Wearing skirts or a dress on a regular saddle imposes a penalty to *Riding* skill (as detailed in the clothing section).

Spurs. +1 to control a mount, only against *Riding* skill penalties.

Stirrups. The development of stirrups led directly to effective mounted combat with couched lance. Mounted combat is at -2 without the use of stirrups, and lances cannot be used at the charge without stirrups. Saddles are assumed to come with stirrups.

War Saddle. A war saddle is uncomfortable because it is restrictive. It is designed to hold the rider tightly. +1 to *Riding* skill to remain seated (only against penalties), 50% chance of staying in the saddle even if unconscious. Add 1 to fatigue penalties for long-distance travel if travelling long distance in a war saddle. Most travelling mounted warriors ride a palfrey with a standard saddle, only mounting the warhorse when combat looms.

Yoke. This is required to connect a draft animal to a cart or wagon. Yokes may be designed for either one or two animals.

<i>Trappings</i>	<i>Weight</i>	<i>Cost</i>
Bit and bridle	3lb	35
Horseshoes (4)	4lb	50
Saddle, tack and stirrups.	20lb	250
Sidesaddle, tack and stirrups.	20lb	300
Saddlebags (pair), 20lb capacity.	2lb	30
Saddlebags (pair), 40lb capacity.	3lb	50
Saddlebags (pair), 60lb capacity.	4lb	80
Spurs (pair).	Neg.	25
Spurs (pair), silvered.	Neg.	250
War saddle, tack and saddles.	35lb	500
Yoke.	20lb	50

OTHER TRANSPORT

To travel with heavy equipment, it is usually easier to buy a cart or wagon than a string of pack animals. This has its downside when travelling into areas without roads, and is certainly unsuited to underground exploration. *The effective encumbrance from the weight of a vehicle and its load is divided by 10 for two-wheeled carts, or by 20 for four-wheeled wagons or coaches.*

The prices given are for very basic models of the vehicles. Extra money may mean extra features, but sadly there is no way to make the vehicles ride more comfortably:

- +10% price for each +10% HP, up to a maximum +50%.
- +10% to +30% price for a better cosmetic finish.
- +50% price for +1 Basic Move (better axles and wheels), +1 maximum.



All the details for the following vehicles follow the Vehicle rules B(4th)462. No engines exist in Saduria so all vehicles are unpowered (and so ST is 0). All unpowered vehicles have Injury Tolerance (Homogenous).

Vehicle	Hnd/				LWt		Load				Cost in shillings
	HP	SR	HT	Move	tons	lbs	in lbs	SM	Occ	DR	
Handcart*	20	0/2	10c	*	0.29	580	400	+1	1	2	250
Sedan Chair**	15	0/1	10c	**	0.08	160	400	0	1	1	300
Teamster											
Cart (2-wheel)	25	-3/4	11c	4/7	0.5	1000	800	+1	1	2	400
Wagon	35	-3/4	12c	4/8	0.84	1680	1000	+2	1	2	680
Wagon, large	55	-3/4	12c	3/6	3	6000	4500	+3	1	2	1200
Coach	53	-2/3	12c	4/9	2.4	4800	2400	+3	1+9	2	11000
Boating (unpowered)											
Rowing boat	30	+1/3	12c	½	0.5	1000	800	+1	1+4	2	500
Boating (sailboat)											
Small riverboat †	55	-1/2	12c	1/3	1.5	3000	2400	+2	2+8	2	2000
Large riverboat †	100	-2/3	12c	0.5/3	4	8000	4800	+4	3+20	3	5000
Fishing boat	110	-2/3	12c	0.2/4	4	8000	4000	+4	3+3	4	8000
Shiphandling (ship)											
Caravel	147	-2/3	12c	0.2/5	85	170000	120000	+7	30	5	23000
Carrack	850	-4/4	14c	0.1/3	1500	3000000	2400000	+10	100	5	90000

*The handcart is pushed (or pulled) by a single person, sometimes two. The speed of the handcart is determined by the speed of the operator(s).

** The sedan chair holds a single person and is carried by two or more people. Determine encumbrance as normal. Sedan chairs can move off-road! Add the Basic Lift (not ST) capacity together if two (or more) people are cooperating in carrying the chair.

† Covered, or boxed, sedan chairs weigh an extra 40lbs (0.02 tons) and cost an additional 100 shillings or more. Some are luxuriously appointed inside, and gloriously painted outside.

‡ Riverboats are not designed for the rigours of the open sea. Assess -3 to *Boating* skill if on the sea in anything but calm weather.

MARKETPLACE

FOOD AND DRINK

Hans regretted having chosen to buy the soft fruits. They had looked so tempting on the stall, and he had laughed when his companions had bought the grey-looking dry fish and dusty hardtack bread. Now, however, his fruit was a mouldering mess and the others were laughing at him. He grinned ruefully, and nodded gratefully to Helen as she passed him a piece of dry fish. They were right and he had learnt yet another hard lesson.



Dietary Requirements

The following rules add a touch of realism to a game, but will become unnecessarily tiresome if applied all the time. It is enough to know the rules, so that they can be applied in times when it becomes important (such as when characters are lost in the wilderness or shipwrecked).

The average person is assumed to need between 5 to 8 lbs of mixed food, or 3 to 4 lbs of meat, or 2 to 3 lbs of field rations (preserved food) each day.

These requirements are increased by 25% when engaged in strenuous activity such as travelling or heavy work, and by 50% when engaged in extreme activity such as warfare or adventuring!

Missing these requirements once or twice a week will not have any adverse effects, and a person may go without the above dietary intake for a few days without any ill effects (apart from hunger), but any longer than this means that the person is starving:

- A point of Fatigue per day is lost if:
 - Under half the above daily requirements are eaten in a day.
 - Under the full quota, but over half, is eaten daily for a full week.
- Lost fatigue from starvation cannot be recovered unless the full quota of food is eaten for that day.

Food

The food you eat will very much depend on your wealth. The poor will see meat very rarely, and the meat they see will mostly be pork, rabbit or fowl. Beef is rare because cattle are raised mainly for milk and to draw ploughs, and sheep are primarily for wool. Only animals that die of old age or injury are likely to end up on a yeoman's dinner table.



Preserving meat is possible through drying, salting and smoking. Magic is sometimes used, but it is not common enough to make any sort of impact on the lives of the vast majority of the populace.

Vegetables are almost always boiled because the fields are often fertilised with human excrement! The end result is that both green and root vegetables are usually combined in a "pottage", sometimes with barley or other pulses. Fresh salads are almost unheard of, though basic fruit is common enough. Note that even salad vegetables are well boiled. Bread is the most common staple; potatoes, rice and pasta are unknown in Saduria.

At the other end of the scale, the wealthy will try almost any combination of foods and spices, the more bizarre and rich the better. The term "conspicuous consumption" refers to the practice of the very wealthy of deliberately laying out more food than can be eaten in order to flaunt their money. The food that is left over is usually eaten by servants or handed out to the poor. Queues of the needy are often seen at the back of mansions awaiting the daily 'broken meats'

In general, people will eat two meals a day: dinner at midday, and supper in the evening.



Breakfast is simply a matter of having a little bread or cold leftovers when you rise, and it is not considered a formal meal. Snack foods are the domain of the wealthy; various nuts, sweets, fruit pies and sweet cakes are fashionable, and will be offered to guests when they call. Marzipan shapes and gingerbread are both very popular in Saduria.

Food	Examples	Price per lb. (in copper pennies)
Bread, basic	Raveled bread (coarse wholemeal), trencher loaf.	1
Bread, quality	Manchet (fine white bread), bagels, sweet pastries.	6
Cheese	Farmhouse cheese, butter, curds and whey.	6
Eggs	Chicken or duck.	4
Fish, common	Trout, eel, oyster, haddock, crab.	3
Fish, rare	Salmon, carp, sturgeon.	8
Fruit, common	Apples, pears, blackberries.	2
Fruit, rare	Strawberries, raspberries, lemons, apricots, figs.	6
Meat, common	Pork, duck, chicken.	5
Meat, rare	Beef, venison, pheasant, peacock.	10
Pie, fruit	Apple, berry, pear.	4
Pie, meat	Pork, goat, game.	7
Pie, mixed	Pasty (e.g. "Cornish" pasty).	5
Pulses	Peas, barley, lentils.	1
Snack food	Gingerbread, marzipan, sweets, nuts.	5+
Vegetable, common	Onion, turnip, carrot, cabbage, beets.	0.5
Vegetable, rare	Celery, spinach, artichokes.	3

Field Rations

"Field rations" is a catch-all term for preserved food which may stay edible for a month or more. Usually, the food is preserved by smoking, drying or salting, but magic may play its part as well. However it is preserved, the food in field rations is very nutritious for its weight. It does not, however, completely take the edge of hunger, and anyone with *Gluttony* will find living on field rations hard work. Field rations also make you very thirsty!

The actual contents of a packet of field rations will vary depending on where it is produced, but it will likely include preserved meat or fish, dried fruit, hard cheese and hardtack bread (normal bread, twice baked to make it last longer).

Field rations cost;

- 2 shillings for a 3lb pack, which is enough to provide food for a day of relatively easy travel, or
- 3 shillings for a 4½lb pack, which is suitable for the requirements of an active adventurer.

Drink



In Saduria, drink usually means something alcoholic or milk. Water, unless direct from a spring or somehow purified (by magic, for example), is simply too dirty to drink. Rivers are a means of transport, a sewer and a bath, and even ill educated people know that the water is usually less than pure.

What you drink is probably determined by your wealth. The rich prefer wine whereas the poor drink beer or cider. This is not set in stone, however, and yeomen may well develop a taste for wine while nobles may drink beer when not in formal settings.

Unadulterated wine is heavy and sweet, with a lot of solid residue that will require decanting or straining before the wine is drunk. Wine may be flavoured with sugar or spices, or may be watered down to make a less potent drink.

Beer is flat and made with barley flavoured with hops or other plants, small beer is weaker and may well be homemade. Beer may also be flavoured with exotic spices. Cider is made from both apples and pears (when it is correctly termed perry), and ranges from weak to eye-wateringly potent.

Finally, distillation is known in Saduria, and alcoholic spirits are becoming more common amongst the wealthy. Strong spirits are sometimes referred to as “aqua vitae” (not to be confused with the alchemical term).

Drinking and Intoxication

The following notes refer to the *Drinking and Intoxication* rules, B(4th)439.

“Standard size” is the measure that the drink is served in. A mug is a pint mug or tankard, a glass is a 4-5oz glass or goblet, a shot is a 1½oz cup.

The “Strength” refers to the relative alcoholic strength of the drink. Use this when calculating how many drinks the person has drunk (so 4 mugs of strength 0.5 means 2 drinks for intoxication purposes).

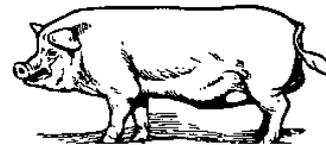
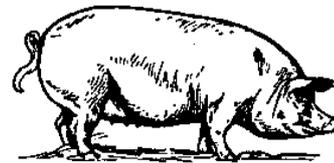
<i>Drink</i>	<i>Examples</i>	<i>Standard size</i>	<i>Strength</i>	<i>Price per drink. (cp)</i>
Beer, small	As drunk daily by most commoners.	Mug	0.5	3
Beer, strong	Served at taverns.	Mug	1	6
Wine, watered	As drunk daily by the wealthy.	Glass	0.5	3
Wine	As drunk at meals by the wealthy.	Glass	1	6
Wine, good	From certain vineyards in Saduria, mainly in northwest Duisenburg.	Glass	1	10+
Cider, weak	As drunk daily by many commoners.	Mug	0.5	2
Cider, strong	Served in taverns.	Mug	1	5
Cider, vicious	Usually locally made.	Mug	2	8
Spirits	Brandy, whisky or similar.	Shot	1	15
Brandywine	Distilled wine. Also called winter wine.	Glass	2	10
Sack	Sherry, fortified wine.	Glass	1.5	15
Milk	Drunk by the young or infirm.	Mug	0	2

Larger measures. A barrel (hogshead) holds 63 gallons, a tun holds 252 gallons. There are approximately 8 mugs to the gallon, or 32 glasses, or very approximately 100 shots. If buying larger measures, a 20% discount can be expected.

LIVESTOCK

Whilst it is not expected that adventuring parties will lumber themselves with small herds of pigs or flocks of chickens, livestock are a staple of the rural economy and it is therefore important to know their value to the farmer. It is more realistic for small villages to reward benefactors with livestock than with cash, and they will feel that they are doing the recipient a favour in doing so. After all, livestock is the gift that keeps on giving!

Livestock is relatively expensive. Before wondering why a pig-breeder isn't rolling in money, bear in mind that disease and predators claim a proportion of animals, feed needs to be purchased and grazing land rented, and once the animal is sold there is no more income until the next generation is old enough to be sold. And all this assumes a fertile breeding animal!



Animals

The following animals are commonly kept as domestic livestock. The weight of edible meat is the amount a trained butcher can extract from an animal; reduce by a quarter for an untrained butcher. Some of the livestock listed is not regularly raised for food, but may be eaten in emergencies or if dying of injury.

Grain costs around 1cp per lb. Fodder is usually grass, hay or similar, sometimes supplemented with grain for optimum conditioning. Pigs are happy with leftovers (if there

are any), but are usually let loose to forage in orchards or woodland. Fowl eat grain and insects, and will graze on weeds.

Livestock (but not mounts) can be considered *plentiful* at livestock markets, but *scarce* within urban environments otherwise.

Animal	Weight of edible meat	Daily fodder required	Average cost in shillings
Bull	750lb	88lb	1000
Cow	500lb	88lb	400
Donkey	200lb	88lb	1050
Fowl	5lb	0.1lb	1
Horse, cavalry	450lb	75lb*	3250
Horse, draft	500lb	70lb	1750
Horse, saddle /courser	400lb	70lb*	1250/3750
Horse, war	500lb	80lb*	4350
Mule	450lb	70lb	1450
Ox	800lb	88lb	800
Pig	125lb	25lb	60
Pony	200lb	35lb	1250
Sheep	50lb	9lb	50

* Without at least 10lbs grain per day, the animal will not have the energy to operate at peak efficiency: double Fatigue losses if on an all grass diet.

For completeness, a human would yield about a half their weight in edible meat!

CLOTHING

Everyone wears clothes, and the clothes that you wear state both who you are and what you are. The accoutrements of your trade are worn proudly to declare how you make your living, and it is as unthinkable to wear the garments of a different trade as it is to wear clothing of the opposite sex.

Wear and Tear

Clothing is expected to last many years. Naturally, repairs and alterations are necessary, more regularly if the clothing is worn for hard manual work (or adventuring). Apart from repairing damage, clothing is regularly altered to keep up with changing fashions. Even yeomen in rural villages find it necessary to stay reasonably fashionable, and for the idle rich, fashion is possibly the most important thing in their lives.

Anyone with *Housekeeping* skill can maintain their clothing to a reasonable level, though it takes *Tailoring* skill to make tidy repairs and alterations. Assume that daily wear and tear is taken care of during the quiet times if at least one member of the party has *Housekeeping*, otherwise repairs will have to wait until the party reaches a village (where the Cost of Living covers paying for cleaning and repairs). If clothing is badly damaged (perhaps through a series of cutting attacks) a professional will be required to repair it. *Housekeeping* will be able to close up any rips or tears, but the amateur repairs will show and detract from the look of the clothing.

Sewing and Housekeeping

Housekeeping skill requires a few basic items to avoid the penalties for working without proper equipment, as detailed B(4th)345.

The minimum equipment is a needle and thread, but usually also includes spare needles, a thimble, scissors, a small roll of spare cloth and a few spare buttons. All this is easily purchased from most peddlers, and costs 2 shillings. The weight is negligible.

Clothing and Status



Clothing is closely linked with status. Much of the relationship can be ascribed to simple economics, but there are also many complex social conventions that dictate who can safely wear what. This works downwards as well as up; a noble who wears leather will ensure that it is either highly decorated or otherwise easily distinguished from a yeoman's leather working clothes.

Clothes are grouped into outfits based on the social level of the wearer, but are all based on the same pieces of clothing. There is considerable variation within each outfit, for convenience, though, these are ignored, just assume each outfit costs the same. Clothing is not cheap, but usually lasts for

several years with running repairs. Lower social levels will probably use recycled bits and pieces of cast-off clothing from their social betters, this is part of the normal price for an outfit and is perfectly acceptable socially.

Buying an outfit provides all the pieces of clothing included in that outfit, plus a belt and small purse. Any minor repairs or individual replacements are covered in the monthly Cost of Living.

One important point to remember when choosing clothing: in Saduria all prostitutes are required to wear yellow sashes to advertise themselves and save embarrassment for "respectable" women. Some therefore see yellow as the colour of a woman or man with loose morals, and wearers may expect to be treated accordingly.



Male clothing

- Hose. These join at the crotch (like trousers) and include a DR1 leather codpiece, often of a considerably generous fit!
- Breeches (Optional). At the cutting edge of fashion and ending just below the hip or reaching to the knee, depending on fashion.
- Shirt (chemise).
- Tunic (bliaut). The sleeves may be 'slashed' at higher social levels to show the expensive material of the lining underneath.
- Hat. Fashionable as well as practical. No fashionable male Sadurian goes without a hat.



Female clothing

- Stockings. Knee length and secured with garters.
- Undershirt or chemise, also called the camicia.
- Petticoat/Underskirts. These add volume to the skirt or dress, and may be as full as the wearer can afford.
- Bumroll and farthingale. The bumroll is a padded “horseshoe” worn around the back of the hips and tied at the front, designed to make the hips look wider and therefore the waist look smaller. The farthingale is a reinforced underskirt that gives the fashionable “bell” shape to the skirts. Neither of these are particularly practical or common for working women.
- Corset. Mainly still limited to the nobility. From simple stiff linen to whalebone reinforced. Formal reinforced corsets may give DR1 to the torso. Corsets require help to put on as they lace up at the back, front lacing (a sure sign of common birth and no maid) is a development for the future.
- Sleeves. These are worn laced to the dress or tunic.
- either Dress. All-in one. Full skirted dresses are the latest fashion.
or Tunic. Worn with a skirt, not with a dress.
Skirt. Worn with tunic. Full but strait “A-line” skirts are in fashion.



Outfits

Outfit	Description	Weight	Cost (shillings)
“Court” clothes.	‘Sunday best’ or for appearing at the local social high spot. Not seen below SL0.	3lb	100x(SocLev+1)*
Town clothes.	Standard day wear for most people.	2lb	40x(SocLev+1)*
Travelling clothes.	The most common outfit for adventurers, sailors and travellers. Clothing is tough, weatherproof, and designed for more freedom of movement.	2lb	60x(SocLev+1)*
Winter clothes.	Cold-weather clothing.	3lb	60x(SocLev+1)*
Working clothes.	May include a DR1 leather apron. Rarely seen above SL1.	2lb	60x(SocLev+1)*
Cloak	Description	Weight	Cost (shillings)
Light cape.	A light cloak, rarely worn by women.	2lb	10x(SocLev+1)*
Cloak.	A heavy cloak. Generally has a hood.	5lb	20x(SocLev+1)*

* Where (Social Level+1) is less than 1, treat as 0.5.

Penalties to Physical Skills*

Fashionable Sadurian outfits are deliberately restricting (demonstrating that the wearer does not have to perform physical work); this penalty applies to those skills and activities requiring freedom of movement. Note that *Riding* skill is unaffected unless the rider is wearing long skirts or a dress and is not riding with a sidesaddle.

Outfit	Male	Female
SL1 or less. Town, travel and working outfits. SL2-4. Travelling outfit.	0	-1
SL1 or less. “Court” and winter outfits. SL2-4 town and working outfits. SL5+. Travelling outfit.	-1	-2
SL2-4. “Court” and winter outfits. SL5+. Town, “court” and winter outfits.	-2	-3

OUTDOOR EQUIPMENT

Whilst it is just about possible to get by living off the land if you know *Survival* skill, without proper equipment the *Survival* roll is at -2 (for improvised tools).

<i>Equipment</i>	<i>Description</i>	<i>Weight</i>	<i>Cost (shillings)</i>
Backpack, large	Can hold 100lb of gear.	8lb	25
Backpack, small	Can hold up to 40lb of gear.	3lb	10
Blanket	Warm woollen blanket.	4lb	20
Canteen, 1 pint	Often wood or horn. Weight empty 1lb.	3lb	10
Eating utensils	Pewter bowl, mug, and spoon.	1.5lb	8
Fishhooks and line	Can be used with or without a pole.	Neg.	5
Group basics	Includes a 5-gallon cooking pot, 30 yards of light rope, hatchet, large knife, hammer, tinderbox, and 10 yards of cord.	33lb	180
Lantern	Throws its light up to 50 feet; penalties for no light increase by 1 for each 5 foot from the lantern to maximum -10.	3lb	20
Lantern oil, 1 pint	Keeps a lantern lit for 24 hours. Will catch light in 3 seconds but is <i>not</i> explosive.	2lb	2
Lantern, shuttered	May be closed to partially conceal the light, or be opened only on one side.	5lb	50
Pole, 6' wooden	Walking staff or tent pole.	2lb	1
Pole, 10' wooden	A tent pole, raft pole or trap detector!	4lb	1
Rope, $\frac{3}{16}$ " cord	Supports 90lbs. Per 10 yards.	0.5lb	1
Rope, $\frac{3}{4}$ "	Heavy rope, supports 1100lb. Per 10 yards.	5lb	10
Rope, $\frac{3}{8}$ "	Light rope, supports 300lb. Per 10 yards.	1.5lb	5
Sleeping furs	Still the warmest way to sleep.	8lb	15+
Tent, 1-man	Low ceiling. Often pitched up against something to provide additional space.	5lb	30
Tent, 20-man	The typical pavilion tent. High ceiling. Requires 16 10-foot poles.	100lb	400
Tent, 2-man	Requires a 6 foot pole or equivalent, often a spear is used on military campaigns.	12lb	50
Tent, 4-man	Requires two 6 foot poles.	30lb	100
Tinderbox	A flint and steel with a small box of smouldering tinder, ready for almost immediate use.	Neg.	4
Torch	Has pitch-soaked material at one end. Throws its light up to almost 20 feet; penalties for no light increase by 1 for each 2 foot from the lantern (max-10). Burns for 1 hour. An improvised torch (untreated cloth wrapped around a stick) burns for only 15 minutes.	1lb	10 copper
Waterskin, 1 gallon	Weight empty 0.25lb.	8.25lb	5

CONTAINERS

In some cases, the container a substance is carried in may be valuable in its own right.

Game assumptions

For ease of play, the following (slightly inaccurate) conversions are used:

- 1 pint weighs 1lb.
- 1 gallon = 8 pints = 8lb.
- 1 “dose” (for potions etc.) = $\frac{1}{10}$ th pint = 0.1lb. (usually neg. weight).

<i>Container</i>	<i>Description</i>	<i>Weight empty</i>	<i>Weight filled</i>	<i>Cost (shillings)</i>
Backpack, large	Can hold 100lb of gear.	8lb	108lb	25
Backpack, small	Can hold up to 40lb of gear.	3lb	43lb	10
Barrel, hogshead.	Holds 63 gallons.	63lb	567lb	50
Barrel, keg.	Holds 25 gallons.	25lb	225lb	20
Barrel, tun.	Holds 252 gallons.	252lb	2268lb	200
Bottle or jar, ceramic, large	Holds 1 gallon.	8lb	16lb	5
Bottle or jar, ceramic, small	Holds 1 pint.	2lb	3lb	2
Bottle or jar, ceramic, tiny	Holds 0.3 pint.	0.5lb	0.8lb	15 copper
Bottle or jar, glass, large	Holds 1 gallon.	4lb	12lb	10
Bottle or jar, glass, small	Holds 1 pint.	1lb	2lb	5
Bucket, leather	Holds 5 gallons.	2lb	42lb	5
Bucket, wooden	Holds 5 gallons.	5lb	45lb	3
Canteen, 1 pint	Often made of wood or horn.	1lb	3lb	10
Casket, reinforced	Wood with iron bands. Adds 4DR and +20%HP. Capacity 12"x12"x18".	30lb	Var.	100
Casket, wooden	Commonly used to store items. Capacity 12"x12"x18".	10lb	Var.	25
Chest, reinforced	Wood with iron bands. Adds 4DR and +20%HP. Capacity 18"x18"x36".	80lb	Var.	250
Chest, wooden	Common household storage. Capacity 18"x18"x36".	20lb	Var.	50
Sack, large	Holds 30lb of gear.	0.5lb	30.5lb	10 copper
Sack, small	Holds 10lb of gear.	Neg.	10lb	5 copper
Vial, ceramic.	Holds 3 doses.	Neg.	0.3lb	3
Vial, glass.	Holds 3 doses.	Neg.	0.3lb	10
Vial, silver.	Holds 3 doses.	0.5lb	0.8lb	100
Waterskin, 1 gallon	Often just a sewn up goatskin.	0.25lb	8.25lb	5

COOKING AND EATING

Helen tore at the herbs with real violence. She regretted again having admitted to learning household skills from her mother. Now she was the group's cook and tailor, and she was getting thoroughly fed up with it.

The skill of *Housekeeping* should be sufficient for most groups of adventurers to cook up a decent meal, and even *Survival* will allow for the roasting of some small creature over a campfire. If haute cuisine is required, the *Cooking* skill is recommended, though a trained chef will find cooking over a campfire inflicts some penalties for insufficient equipment (usually -2).



Most people of this Tech Level will eat with a spoon and knife (almost everyone carries a small knife for this purpose). Forks are a new development and still rare for personal use, though they are often used for carving and serving meat.

Plates are pewter or wooden. Serving dishes may be plated (almost exclusively silver-plate) or ceramic, but these are too heavy and fragile for taking on outdoor expeditions. Many pieces of tableware count as artwork, use the base cost below and multiply by the Artistic Modifier. Note that, at this TL, matching sets of crockery or cutlery are rare.

Cooking pots are heavy iron, or more rarely copper, affairs; everything is thrown in together and well boiled. Note that even salad vegetables are well boiled because human excrement is used as fertiliser on the fields. The most common dish is 'pottage', a sort of all-in stew. Bread is the most common staple; potatoes, rice and pasta are unknown in Saduria.

<i>Equipment</i>	<i>Description</i>	<i>Weight</i>	<i>Cost (shillings)</i>
Bowl or plate, pewter	Used in better households.	0.5lb	2
Bowl or plate, wooden	The most common personal dish.	0.5lb	10 copper
Cauldron, copper, medium	5-gallon capacity. Can cook for up to 10 people.	20lb	220
Cauldron, copper, small	1-gallon capacity. Cooks for one or two people only.	4lb	50
Cauldron, iron, large	50-gallon capacity. Not a portable affair. Used in great houses for feasts.	250lb	1000
Cauldron, iron, medium	5-gallon capacity. Can cook for up to 10 people.	25lb	100
Cauldron, iron, small	1-gallon capacity. Cooks for one or two people only.	5lb	25

GURPS Marketplace

<i>Equipment</i>	<i>Description</i>	<i>Weight</i>	<i>Cost (shillings)</i>
Cooking tools (to cook for a group of up to 10 people)	5-gallon iron cauldron, 1-gallon iron cauldron, utensils and a small selection of herbs and spices.	50lb	150
Goblet or mug, ceramic	Harder wearing and more attractive than wood.	1lb	1
Goblet or mug, pewter	Most commonly encountered vessel.	1lb	5
Goblet or mug, silver plate	Reserved for the rich.	1lb	50
Goblet or mug, wooden	Basic but cheap.	1.5lb	10 copper
Goblet, glass	Increasingly fashionable.	0.5lb	25
Knife, small	Everyone carries a small knife.	0.5lb	20
Meat cleaver	A big chopping blade.	3lb	8
Serving dish, ceramic	Found in the better houses.	2lb	50+
Serving dish, pewter	Used by commoners.	2lb	25+
Serving dish, silver plate	Used for special occasions.	2lb	150+
Spices (varied) x10	Require containers (ten 0.3 pint jars). Covers a wide variety of herbs, spices and seasonings.	10x0.3lb	100
Spoon or fork	Large serving cutlery.	0.5lb	5
Spoon, metal	Harder wearing personal cutlery.	Neg.	1
Spoon, wooden	Very common personal cutlery.	Neg.	10 copper



HOUSEHOLD AND DOMESTIC

Few adventurers will carry their entire compliment of household goods around with them, but are usually happy enough to strip someone else's house of goods to sell. Many domestic items listed here are equally of use in a manor house or temporary campsite. Some are essential tools for the *Housekeeping* skill.

<i>Equipment</i>	<i>Description</i>	<i>Weight</i>	<i>Cost (shillings)</i>
Bed linen	Cotton sheets and blankets.	10lb	25
Bed linen, fine	Finer cotton and even silk	8lb	100
Candle, tallow	Smoky and smelly. Burns for 4 hours. Projects light to 5 feet. Increase no light penalty by 1 (max -10) per 6" from candle.	0.5lb	10 copper
Candle, wax	Burns for 6 hours. Projects light to 5 feet. Increase no light penalty by 1 (max -10) per 6" from candle.	0.5lb	1
Candlestick, bronze or iron	Holds from one to six candles. Each candle is held on a 'horn'.	2lb+1lb per horn	25+5 per horn
Candlestick, silver plate	Holds from two to six candles. Each candle is held on a 'horn'.	2lb+1lb per horn	100+20 per horn
Candlestick, wooden	Holds from one to six candles. Each candle is held on a 'horn'.	2lb+1lb per horn	10 copper +2 copper per horn
Cleaning tools	Broom, mop and cleaning rags.	5lb	1
Cooking tools (to cook for a group of up to 10 people)	5-gallon iron cauldron, 1-gallon iron cauldron, utensils and a small selection of herbs and spices.	50lb	150
Lamp oil, 1 pint	Keeps a lamp lit for 24 hours. Will catch light in 3 seconds but is <i>not</i> explosive.	2lb	2
Makeup set	Essential for fashionable women. Higher social levels use more extensive and expensive sets.	1lb+Social Level	10+Social Level
Makeup, actor's	Tools for the <i>Makeup</i> skill.	2lb+	15
Mirror, hand	Handheld mirror.	1lb	25
Mirror, table	For mounting on a dresser or table.	5lb	100
Musical Instrument, large	Harpsichord, harp and so on.	10lb+	500
Musical Instrument, small	Lute, oboe, trumpet and so on.	3lb	150
Sewing kit	Needles, thread and so on.	Neg.	2
Soap, perfumed	Definitely for the wealthy.	0.25lb	10
Soap, plain	Not perfumed. General purpose.	0.25lb	1
Table lamp, oil fuelled	Throws its light up to 50 feet; penalties for no light increase by 1 (max -10) for each 5 foot from the lamp	5lb	25

TOOLS

<i>Equipment</i>	<i>Description</i>	<i>Weight</i>	<i>Cost (shillings)</i>
Armourer's tools	Requires blacksmith's tools <i>in addition</i> to armourer's tools.	10lb	200
Artist's tools	Brushes, paints, charcoal and coloured chalks. Also needed for drawing maps.	5lb	20
Axe, woodsmans	Classes as a cheap quality military axe.	6lbs	20
Balance and weights	For assaying and evaluating.	3lb	70
Blacksmith's tools	Hammers, tongs, anvil and 'portable' forge.	200lb	400
Carpentry tools	Mallet, chisels, planes and so forth.	20lb	300
Cleaning tools	Broom, mop and cleaning rags.	5lb	1
Crowbar	A 3-foot iron crowbar. Doubles BL for forcing doors, windows and chests, etc.	3lb	20
Cooking tools (to cook for a group of up to 10 people)	5-gallon iron cauldron, 1-gallon iron cauldron, utensils and a small selection of herbs and spices.	50lb	150
Disguise tools	Putty, makeup and wigs.	10lb	50
First Aid kit	Bandages and a few medicinal salves.	3lb	20
Fishhooks and line	Can be used with or without a pole.	Neg.	5
Gemsmith's glass	Essential to properly evaluate gems.	Neg.	75
Hatchet	Classes as a cheap quality weapon.	2lb	6
Jeweller's tools	Small precision hammer, chisels and tongs. Includes the gemsmith's glass.	4lb	300
Leatherworker's tools	Knives, hooks, needles and thread.	5lb	150
Makeup, actor's	Tools for the <i>Makeup</i> skill.	2lb+	15
Medical tools	Essential for <i>Surgery</i> skill	5lb	300
Pickaxe	Can be used as a cheap quality weapon.	8lb	15
Plough, iron	Requires a draft animal and yoke.	120lb	220
Saw	Large, two-handed lumberjack saw.	3lb	150
Sewing kit	Needles, thread and so on. Good for <i>Housekeeping</i> skill but no more.	Neg.	2
Spade, iron blade	The default for digging speed in B(4 th)350.	6lb	20
Spade, wooden blade	Very common tool. Half digging speed.	5lb	5
Spectacles	Partially corrects bad sight. Halve all <i>Bad Sight</i> penalties while worn.	Neg.	250
Spinning wheel	Spin wool into yarn. Includes carding combs and knitting needles.	40lb	100
Tailoring tools.	Scissors, measuring tape, needles and thread.	2lb	80
Wheelbarrow	Holds 350lb. The effective weight of the load is divided by 5 for encumbrance.	18lb	60
Whetstone and oil	Essential to maintain bladed weapons.	1lb	5
Writing tools	Quills, pens, sharpeners and inks. Includes a few sheets of paper.	1lb	50

Locks and Lockpicking

Hans grimaced as his levers strained without effect against the lock's inner workings. He paused and re-evaluated. Maybe this one was not the simple Kaufman lock that he had originally taken it for. That meant it must be the fiendish Wittman Special. Hans took a deep breath, this was not going to be easy....

Although they do the same job no matter where they are placed, locks are not the same shape, size or complexity the world over. These rules redress the balance and add a bit more interest to campaigns where breaking and entering feature heavily. They do add a little more detail to the game, and may be ignored if the GM and players wish.

Locks are classified with a 3-digit code, which identifies the lock's type, size and complexity, for example D3.2 for an average door or chest lock.

Lock Type

Locks are designed to fit doors and chests, or as padlocks to secure hasps or chains. Therefore, these two types are coded:

- D Door and chest locks, set within the body of the door or chest.
- P Padlock, external to whatever is to be secured.

Lock Size

The size of the lock really depends on what is to be secured; a vault door obviously requires a larger lock than a jewellery case.

- Lock size expressed as a number from 0+.

The number roughly equates to the lock's edge size in inches (0 being a fraction of an inch), and the lock's weight in pounds is equal to half its size (0 being negligible weight).

Lock Intricacy

The intricacy of a lock is determined by how difficult it is to pick. Use the intricacy number as a penalty to *Lockpicking* skill.

- Lock complexity expressed as a number from 0+.

The vast majority of Sadurian locks fall within the 0-5 range of intricacy.

Prices

Locks are not cheap, especially at high complexities and at smaller sizes.

		<i>Lock Complexity</i>						
		<i>0</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>
<i>Lock Size</i>	<i>0</i>	50	80	100	200	400	800	1600
	<i>1</i>	25	40	60	120	240	480	960
	<i>2</i>	15	20	25	50	100	200	400
	<i>3</i>	15	20	25	55	120	240	480
	<i>4</i>	20	30	40	80	160	320	640
	<i>5</i>	25	40	60	120	240	480	960
	<i>6</i>	40	55	80	160	320	640	1280

THIEVING AND UNDERWORLD

Saduria has no organised “Thieves’ Guild”, but may have local groups of criminals organised under a powerful crime boss. If this is the case, a criminal may buy “rank” (levels 0-4) as follows:

Rank	Cost	Description
0	0	Criminal. Just an average lawbreaker with no formal group ranking.
1	5	Criminal ‘name’. Either a noted independent criminal with local influence, or an enforcer working for a higher-ranking criminal.
2	10	Criminal lieutenant. Either the criminal mastermind within a small town or village, a leading criminal concerned with a single aspect of crime within a town, or working as a lieutenant for a higher-ranking criminal.
3	15	Crime boss. Has influence either over all crime within a town, or possibly over a particular type of crime within a network of towns or within a city.
4	20	Crime lord. Has influence over all crime within a network of towns or within a city.

Naturally, criminal ranking does not endow the criminal with any social status, and has no effect outside of the criminal organisation.

Availability of the following is considered *scarce* anywhere but in a town, and the items marked * are *scarce* unless the buyer is in a city and has (or knows someone with) at least Criminal Rank 1.

Equipment	Description	Weight	Cost (shillings)
Crowbar	A 3-foot iron crowbar. Doubles BL for forcing doors, windows and chests, etc.	3lb	20
Disguise tools	Putty, makeup and wigs.	10lb	50
Goose grease	For oiling hinges (normal availability).	1lb	5 copper
Grappling hook	Iron, three-pronged grapnel. Supports up to 500lb.	5lb	20
Grappling hook, light	Steel, three-pronged grapnel. Supports up to 300lb.	1lb	200
Lockpicks, basic	Basic equipment for <i>Lockpicking</i> skill.	Neg.	50
Lockpicks, good quality	Adds +1 to <i>Lockpicking</i> skill.	Neg.	250
Lockpicks, fine quality*	Adds +2 to <i>Lockpicking</i> skill.	Neg.	1000*
Rope, $\frac{3}{8}$ "	Light rope, supports 300lb. Per 10 yards.	1.5lb	5
Rope, $\frac{3}{16}$ " cord	Supports 90lbs. Per 10 yards.	0.5lb	1
Rope, $\frac{3}{16}$ " human hair*	Supports 200lb. Per 10 yards.	0.5lb	50*
Stethoscope, brass	Adds +2 to listening through doors etc.	1lb	50

* Availability always *scarce* unless in a city and with at least Criminal Rank 1, or knowing someone with such rank (and who is willing to acquire the goods).

Poisons

For more information on poisons see B(4th)437.

Poisons are both well known and widely used in Saduria. One reason that everyone with a blade does not use poison is the social view that only assassins and criminals stoop to use such underhand methods. Another reason is that they are not particularly practical.

They do, however, remain a popular means to assassinate society and political opponents. Most people of any importance have defences against poison, ranging from magical detection and neutralisation to food tasters. Many nobles have small vials with antidotes to common poisons handy.

The art of poisoning is highly developed in Saduria, and alchemists and assassins alike have developed extremely virulent poisons to supplement natural toxins. Anyone found with this artificial or enhanced poison will be charged with poisoning, even if they have not actually killed anyone!

Administration of Poison

Poisons may be administered in any one of four main ways:

- Blood agent. Must reach a mucous membrane or an open wound. Blade venoms are of this type.
- Contact agent. Must be inhaled or touch the bare skin.
- Digestive agent. Must be swallowed.
- Respiratory agent. Must be inhaled into the lungs.

Types of Poison

Mineral Poisons

Arsenic. A very common poison for killing both rats and people! Only a small amount is required to achieve lethality, and it is a very popular assassin's tool. Symptoms include cold, clammy skin, collapse, convulsions, vomiting and colic.

Digestive agent. 1-hour delay and a HT-2 roll to resist. 1d damage, repeating hourly for eight hours.

Arsenic gas. Produced alchemically, arsenic gas is as poisonous as the solid. Symptoms are a burning sensation on the face, vomiting and diarrhoea.

Respiratory agent. Half hour delay and a HT-2 roll to resist. 1d damage, repeating hourly for eight hours.

Cyanide. A new and highly toxic poison developed by alchemists. May also be known by many other names. Deadly in any form, cyanide can be found as gas, contact, blood agent or digestive. Symptoms include blue lips, respiratory failure and convulsions.

Blood agent. No delay or HT roll to resist. 4d damage.

Contact agent. 15-min delay. No HT roll to resist. 4d damage.

Digestive agent. Digestive agent. 15-min delay. No HT roll to resist. 4d damage.

Respiratory agent. No delay or HT roll to resist. 4d damage.

Lead.

A low toxicity but nasty poison as even surviving the effects may leave a victim with mental damage and chronic pains. Symptoms include vomiting, a metallic taste in the mouth, and bodily collapse.

Digestive agent. 24-hour delay and HT roll to resist, 1d damage, repeated weekly for ten weeks. Any failed rolls also inflict a cumulative point towards a mental disadvantage.

Long exposure (HT in months) of small doses will cause mental instability and vague chronic pain in addition to any other symptoms. Roll HT each month; failure inflicts a cumulative point towards a mental disadvantage.

Mineral Acids.

Acids are less poisonous than they are corrosive, but the difference is academic if you swallow them. Acids come in different strengths, rate them from 1 to 4. These strengths are then used to determine the damage the acid causes. Vomiting, usually a way to lessen a poison's effects, works slightly differently with acids, it lessens future effects as normal, but also causes another cycle of damage as the gullet is exposed to the acid again.

A related 'poison' is finely ground glass. A digestive agent only, its effects are as a strength 2 acid.

Digestive agent. No delay and no HT roll to resist. 1dxstrength damage.

Contact agent. No delay and no HT roll to resist. (1dxstrength)/2 damage. Leaves permanent scars.

Respiratory agent (gas). No delay and HT-2 to resist. (1dxstrength)/2 damage.

Phosphorous.

A common rat poison, phosphorous is slow acting but extremely potent. Symptoms include jaundice, a smell of garlic on the breath, and even smoke coming from the mouth.

Digestive agent. 6-hour delay and a HT-2 roll to resist. 1d damage, repeating daily for two weeks.

Contact agent. Immediate effect, no HT roll to resist. 1d -2 damage, healing is at -2.

Phosphorous gas.

Produced alchemically. Symptoms include jaundice, a smell of garlic on the breath, and even smoke coming from the mouth.

Respiratory agent. Half hour delay and a HT-2 roll to resist. 2d damage, repeating daily for four days.

Quicksilver.

Symptoms include a metallic taste in the mouth, thirst, colic and vomiting.

Blood agent. 1-hour delay and a HT roll to resist. 1d damage, repeating daily for two weeks.

Plant Poisons**Croton Seed Oil.**

Commonly used as a blade venom as it is not volatile (doesn't evaporate easily). It is also highly dangerous as a simple contact poison. Symptoms include burning pain in the affected area and in the bowels and groin, vomiting, pallor and collapse.

Blood agent. No delay and a HT-2 roll to resist. 1d damage, repeated hourly for 24 hours.

Contact agent. No delay and a HT-2 roll to resist. 1d-2 damage, repeated half-hourly for two hours.

Digestive agent. No delay and a HT-2 roll to resist. 1d damage, repeated hourly for 24 hours.

Deadly Nightshade.

Symptoms include hot, dry skin, delirium and hallucinations, followed by stiffness, fever and convulsions.

Blood agent. 15 minute delay and a HT roll to resist. 1d -2 damage, repeated hourly for 6 hours.

Digestive agent. 1-hour delay and a HT roll to resist. 1d -1 damage, repeated hourly for 12 hours.

Ergot.

A fungus that grows on rye and is sometimes found in rye flour, used to make rye bread. The fungus can be used on weapons. Repeated exposure may lead to gangrene.

Blood agent. 2-hour delay and a HT+1 roll to resist. 1d-1 damage, repeated hourly for 12 hours. Any critical failures mean gangrene in the affected location (as the Infection rules B(4th)444).

Digestive agent. 3-hour delay and a HT roll to resist. 1d damage, repeated daily for 7 days.

False Hellebore.

Symptoms include nausea and vomiting, followed by dizziness, difficulty in breathing and convulsions.

Digestive agent. 2-hour delay and a HT roll to resist. 1d damage, repeated 12-hourly for 2 days.

Foxglove.

Not a particularly potent poison, but one relatively easy to find. Symptoms include headache, nausea, vomiting, blurred vision, delirium and loss of colour vision.

Digestive agent. 2-hour delay and a HT+1 roll to resist. 1d damage, repeated 6-hourly for one day.

Fruit Seeds.

A competent *Herbalist* or *Poisoner* will be able to properly prepare certain fruit seeds to extract a very fast-acting, but

relatively weak, poison. Symptoms include dizziness, vomiting and headache.

Digestive agent. No delay and a HT+1 roll to resist. 1d -2 damage, repeated half-hourly for 4 hours.

Hemlock.



A popular poison in Saduria, though losing its popularity to more refined mineral poisons. Symptoms include colic, drooling, vomiting, sweating, convulsions, a bluish colouration and then suffocation.

Digestive agent. Half-hour delay and a HT roll to resist. 1d damage, repeated hourly for 12 hours.

Mistletoe.

The effects of mistletoe poisoning are functionally the same as for foxglove poisoning.

Mushrooms.

Mushrooms and toadstools vary widely in toxicity. Obviously many are harmless (and tasty), and others provide hallucinations and temporary insanity with little lasting harm.

Digestive agent. 1-hour delay and a HT+1 roll to resist. From 1d-3 to 1d damage, repeated hourly for 4 hours.

Opium.

Made from the seeds of the opium poppy. Symptoms include vivid hallucinations, slow breathing, cold sweat and unconsciousness.

Blood agent. Half-hour delay and a HT roll to resist. 1d damage, repeated hourly for 6 hours.

Respiratory agent. 1-minute delay and a HT-2 roll to resist. 1d-2 damage, repeated half-hourly for 4 hours.

Poison Ivy.



It is highly unusual to find poison ivy used as a poison in all but very minor attacks (perhaps as a warning). Symptoms are itching, rash, weakness and fever.

Contact agent. 1-day delay and a HT+1 roll to resist. 1d -2 damage, repeated daily for one week.

Respiratory agent. 12-hour delay and a HT roll to resist. 1d -2 damage, repeated daily for one week.

Strychnine.

Another very popular poison, though one that is easily identified, both before and after death! Symptoms include stiffness and spasms. Following death, rigor mortis is almost immediate.

Digestive agent. 15-minute delay and a HT-1 roll to resist. 3d damage, repeated after 2 hours.

Animal Poisons

Many of these poisons can also be prepared as blade venoms. Snake venom is very popular with assassins as it is relatively simple to prepare as blade venom. Note that monster venoms are hardly ever found commercially available, and nor do such venoms find their way onto the blades of assassins.

Type 1 snake.

Examples: Rattlesnake, pit viper.

These snakes are slightly more common in the south of Saduria, but are still quite rare.

The bitten area begins to swell and become painful within a short time. Over the next few hours there is a bruise-like discoloration of the skin and small red spots appear. The victim suffers from weakness, fainting and nausea.

Blood agent. 1-minute delay and a HT-3 to resist. 2d damage, repeated hourly for six hours. Victims losing $\frac{1}{3}$, $\frac{1}{2}$, and $\frac{2}{3}$ HP are at -2, -4 and -6 ST respectively.

Type 2 snake.

Examples: Viper.

The viper is the most common venomous snake in Saduria.

The area of the bite becomes swollen and painful, and a bruise forms with bleeding from the wound and/or gums. The swelling may become very extensive. There may be nausea or vomiting.

Blood agent. 1-minute delay and a HT-1 to resist. 1d damage, repeated hourly for six hours.

. Type 3 snake.

Examples: Cobra, Green mamba.

Neither snake is encountered naturally in Saduria, but is found in the southern continents and in Salta.

The victim suffers from drowsiness, weakness, drooling and paralysis of the face and mouth. Coughing, blurring of vision, convulsions and headache can also occur.

Blood agent. 1-minute delay and a HT-2 to resist. 2d damage, repeated hourly for six hours. Victims losing $\frac{1}{3}$, $\frac{1}{2}$, and $\frac{2}{3}$ HP are at -2, -4 and -6 DX respectively.

Scorpion.

The south of Saduria has a few scorpions, but they are relatively harmless (HT+2 to resist, 1d-2 damage). This scorpion venom is from more dangerous examples, usually found in Salta but often imported by Saduria assassins.

There is a slight tingling or burning sensation at the site of the sting. In severe cases there may be pain in the throat, cramps, convulsions, incontinence and difficulty breathing.

Blood agent. 1-minute delay and HT to resist. 1d damage, repeated hourly for six hours.

Spider.

Like the more dangerous scorpions, poisonous spiders are usually only found in Saduria when deliberately introduced by assassins (or collectors).

The first symptom is immediate muscle spasm. This is followed by slight pain, swelling and white skin at the site of the bite. This, in turn, progresses to pain in the chest, abdomen and joints, followed by nausea, drooling and sweating. Breathing becomes difficult and the victim develops painful muscle cramps.

Blood agent. 5-minute delay and HT to resist. 1d-1 damage, repeated hourly for six hours.

Detection, Identification and Treatment of Poison

Doses

The listed damage and resistance rolls assume a single dose of poison. It is possible to administer a larger or smaller dose, but the damage and victim's resistance will be similarly affected. It is also easier to detect larger doses of digestive poison before they are consumed.

<i>Dose</i>	<i>Damage</i>	<i>HT roll</i>	<i>Bonus to Detect</i>
Half	x ½	+2	-1
Standard	Normal	Normal	0
Double	x 1.5	-1	+1
Triple	x 2	-2	+2

Detection

It is only poisons with a digestive agent that can be identified. Contact and many blood agents will be obvious as a paste, powder or similar substance, but this requires no special observation, simply a suitable *Perception* roll.

Most digestive poisons have a taste that identifies them, and may be used to detect them in food and drink before a fatal dose is consumed. The bonus to detect these poisons is based on the strength or distinctiveness of the taste and the size of the standard required dose.

<i>Poison</i>	<i>Bonus to Detect</i>	<i>Notes</i>
Mineral Poisons		
Arsenic.	-1	Tiny dose required.
Cyanide.	0	
Lead.	+1	Metallic taste.
Mineral Acids.	+3	Includes ground glass.
Phosphorous.	-1	Tiny dose required.
Plant Poisons		
Croton Seed Oil.	0	
Deadly Nightshade.	-1	Tiny dose required.
Ergot.	+2	Fungus, gives a 'mouldy' taste.
False Hellebore.	+1	
Foxglove.	+1	
Fruit Seeds.	+2	Large dose required.
Hemlock.	0	
Mushrooms.	+1	-1 to detect if hidden in a mushroom dish.
Strychnine.	+2	Distinctive bitter taste.

General modifiers		
Alchemical Elixirs	+2	
In strong-tasting food	-1	Strong taste or smell masks the poison.
In unfamiliar food	-2	It is more difficult to detect a strange taste.
In wine	0	
In spiced wine	-1	Mulled wine is always a favourite of poisoners.
In beer	0	
In spirit	-1	
Poisoner's <i>Poison</i> skill roll when attempting to administer digestive poison		
Made by 10+	-2	
Made by 5-9	-1	
Made by 0-4	0	
Failed by 0-4	+2	
Failed by 5-9	+4	
Failed by 10+	automatic	

Identification and Treatment

One of the best ways to treat digestive poisons is by administering an emetic; something to make you vomit the poison from your system before it takes full effect. This is useful to help fight off the worst effects, and may even neutralise the poison completely, but it usually only helps lessen the damage.

It is better to have a dedicated antidote to completely neutralise the poison. Magic, where available, is obviously also an effective remedy, though damage from acid, croton oil and arsenic is from a physical effect and not just the physiological effect on the body. This means that any magical neutralisation of poison will have limited effect on these poisons. Instead of completely cancelling any effects of the poison, magical poison neutralisation on *acid, croton oil and arsenic* simply adds +4 to all resistance HT rolls.

Treating Poison

At this Tech Level (3/4), treating poison is either a case of making the patient comfortable and treating with bleeding and herbal concoctions to "clean the blood", or possibly using prayers, magic and alchemy to drive out the evil within. Antidotes to some poisons are available, though they are not guaranteed to fully neutralise the poison.

First Aid will give the person treating the victim a good idea that poisoning has occurred, though not what poison has actually been used. If *immediate* medical attention is given, a successful roll will add 1d3 to the effective HT of the victim for each HT roll. This takes the form of sucking out the venom, bleeding the wound, applying a tourniquet, inducing vomiting or administering an emetic, and so on. This should be done *immediately* (within 10 seconds) as any delay lets the toxin travel into the system.

Pharmacy-herbal (or Physician) adds half the effect number to the effective HT of the victim during subsequent rolls against the effects of toxins. This takes the form of making the patient comfortable, administering the correct drugs, occasional bleeding and so on. No damage may be actually cured whilst the poison is still active, but after that has been fought off, the physician may aid healing as normal, but only when the type of poison has been identified.

Diagnosis will be able to determine the type of poison used and thus the best approach to treatment.

Herb Lore and Naturalist will be able to identify whether a plant is poisonous or not, and may (-2) recognise symptoms as from a particular toxic plant.

Poisons skill allows both recognition of the symptoms of a particular poison and the ability to produce an appropriate antidote (if possible).

Antidotes

Administering an antidote adds 1d+2 to all HT resistance rolls to avoid the damage from a poison, however it is delivered. Obviously, the poison in question requires identification before the correct antidote is administered. Anyone able to make or prepare poison will be able to create the antidote.

Page 116 has some examples of medicinal herbs that are used as general purpose antidotes to poisons.

Buying and Preparing Poisons

Poisons noted as illegal are seen as the exclusive domain of assassins and poisoners. Anyone found with such a poison will be charged with poisoning whether they have used the poison or not. Prices reflect how “acceptable” possession and trading of the poison is.

Preparing poisons can be hazardous. A slip of the hand or a thoughtless wipe of the brow can accidentally self-administer some of the poison. A failed *Poisons* roll deals a half dose of poison to the would-be poisoner; a critical failure administers a full dose! The *Poisons* penalty below is applied when preparing and readying the poison, not when administering it to the victim.

Poisons marked “Natural” can be found in a basically useable form by anyone with the appropriate skill (*Alchemy, Biology-botany, Geology, Herb Lore or Poisons*). If not natural, extensive preparation or refining (*Alchemy, Herb Lore or Poisons*) is required to create the poison.

Poison	Cost per dose	Poisons penalty	Illegal?	Natural?	Antidote cost
Mineral Poisons					
Arsenic	50	0	No	Yes	75
Arsenic gas	100	-2	Yes	No	100
Cyanide	250	-3	Yes	No	200
Lead	2	+1	No	Yes	5
Mineral Acids	50xstrength	-1	No	No	30
Phosphorous	50	-1	No	Yes	25
Phosphorous gas	150	-2	No	No	50
Quicksilver	200	+2	No	No	200
Plant Poisons					
Croton Seed Oil	100	-2	No	Yes	50
Deadly Nightshade	15	+1	No	Yes	10
Ergot	5	-1	No	Yes	15
False Hellebore	10	0	No	Yes	10
Foxglove	2	0	No	Yes	5
Fruit Seeds	50	+1	No	No	20
Hemlock	75	0	No	Yes	50
Mistletoe	2	0	No	Yes	5

Mushrooms	5	+2	No	Yes	10
Opium	100	0	No	No	50
Poison Ivy	5	-2	No	Yes	10
Strychnine	100	-1	Yes	No	150
Animal Poisons					
Type 1 Snake	50	0	No	Yes	150
Type 2 Snake	20	0	No	Yes	60
Type 3 Snake	30	0	No	Yes	90
Scorpion	50	0	No	Yes	150
Spider	50	0	No	Yes	150

ALCHEMICAL SUPPLIES

HERBS

Herbs have a wide variety of uses in Saduria, from culinary to healing and alchemical. Some may even have symbolic significance, like our TL7 use of mistletoe at Christmas.

The skills of *Herb Lore* and *Naturalist*, together with *Pharmacy-herbal* (and *Cooking* for culinary herbs) are the skills of most use when dealing with herbs.

Healing

With little in the way of refined or artificial medicines, herbs in all their forms are the staple of mundane healing in Saduria. Preparing and processing medicinal herbs may mean a more effective result, but the benefit is essentially the same as using the natural form.

Both *Herb Lore* and *Pharmacy-herbal* will allow a healer to properly use herbs for healing, and both *Herb Lore* and *Naturalist* may be used to actually find the herb in the first place. The penalty listed below is applied to the chance of finding the herb in the wild.

The herbs count as required equipment for performing healing. They do not add to recovery rolls, but if they are not available then a physician has a -5 penalty to their *Pharmacy-herbal* roll, and *Herb Lore* cannot be employed at all.

Preparing Medicinal Herbs for Use

Herbs may be used fresh, dried, boiled in teas or decoctions, combined into poultices, or distilled and used in a concentrated form.

Distilled.

Distilling involves chopping and grinding the fresh herb up, and then subjecting it to boiling and reducing, possibly in a neutral suspension (such as vegetable oil or goose grease). The process greatly reduces the amount of herb left, but it both concentrates the active ingredients (reducing the quantity required) and somewhat extends the duration of the herb's potency.

Potency is full. Distilled herbs retain potency for 1 week for every point by which the Herb Lore or Pharmacy-herbal roll is made.

Dried Herbs.

The most obvious benefit of drying herbs is extending their useful life. Herbs are dried for two weeks in a well-ventilated

area. The dried herbs may be used to make tea, added to food or ground to a powder and sprinkled directly onto open injuries or wounds.

Potency is halved so two doses of fresh herb are required to produce one of dried. Dried herbs retain potency for 1 year for every point the Herb Lore or Pharmacy-herbal was made by.

Fresh Herbs.

Fresh herbs are usually the best, but it is inconvenient to go hunting for the correct herb when a patient requires immediate attention. Although listed for sale, it is unusual to be able to buy fresh medicinal herbs thanks to their limited effective life.

Fresh herbs are either eaten (for digestive complaints) or applied as a poultice.

Potency is full. Fresh herbs retain their potency for one day only following picking. Using fresh herbs adds +1 to the physician's Pharmacy-herbal roll.

Some Example of Medicinal Herbs.

Herb	Good for Treating	Price per dose (cp)			Penalty to find wild
		Distilled	Dried	Fresh	
Agrimony	Drunk as a suspension or tea, it acts as an antidote to digestive poisons.	30	15	10	-1
Angelica	Acts as an antidote for contact poisons and acids. Helps to heal scrapes, burns and caustic injuries.	80	40	25	-2
Arnica	Aids recover from sprains and broken bones.	30	15	10	-1
Catnip	When drunk as a tea, aids recover from fevers.	5	3	2	0
Chamomile	As a poultice, aids recovery from wounds.	5	3	2	0
Comfrey	As a poultice, aids recover from sprains and broken bones.	5	3	2	0
Figwort	As a poultice, aids recovery from infection.	30	15	10	-1
Goldenseal	Drunk as a suspension or tea, it acts as an antidote to digestive poisons.	80	40	25	-2
Henbane	Inhaling burning dried henbane helps recovery from mental anxiety.	5	3	2	0
Hyssop	Mixed with rosemary, applying hyssop to the bite acts as an antidote to snake venom.	80	40	25	-2
Ramsoms	Aids recovery from digestive problems.	80	40	25	-2
Rosemary	Mixed with hyssop, applying rosemary to the bite acts as an antidote to snake venom.	5	3	2	0
Skullcap	When consumed, it aids recovery from all mental illnesses.	150	75	50	-3
Thyme	Drunk or eaten, aids recovery from wounds, sprains and broken bones.	5	3	2	0
Wood betony	When consumed, it aids recovery from anxiety-based mental illnesses.	5	3	2	0

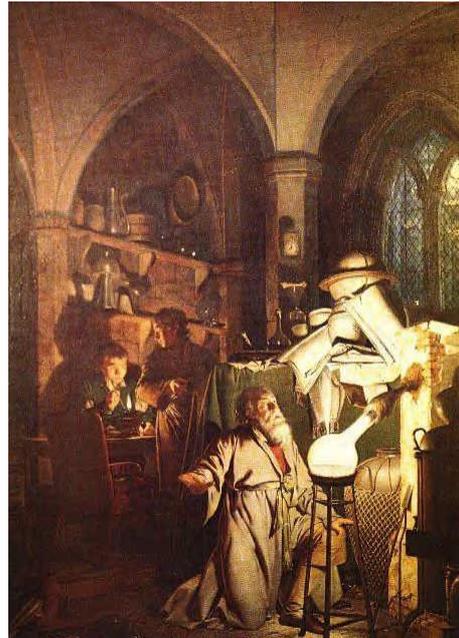
Alchemical

Alchemy is, by its nature, an experimental affair. In addition, most alchemists tend to keep their new discoveries to themselves, and so the herbs used by alchemists are enormously varied. This variety makes any list of little use, and so herbs (and other ingredients) used by alchemists are somewhat compounded into abstract units, and priced as the ingredients required for making potions.

Full Alchemy rules are found in M(4th)210.

ALCHEMY AND HERB LORE

Helen sniffed at the orange liquid. It smelt faintly of cinnamon but the fumes made her eyes sting. The label stated that it was "Fore ye Recovery of Those Lost to Our Worlde". Holding her nose, Helen swallowed a mouthful of the potion. With a flash, a terrifying kaleidoscope of horrific images raced through her mind. Helen slumped to the floor, sweating and gasping for breath and swore loudly never again to taste test potions.



Quite obviously, the skill of *Alchemy* or *Herb Lore* is essential for making alchemical or herbal compounds. Seeking out the required ingredients may, however, use many different skills such as *Naturalist*. The main thing to bear in mind when using alchemical potions and concoctions is that they are magical in nature, but not spells as such. Therefore, the elixir can be detected as magic, but not analysed. An alchemist (but not a herbalist), however, can perform an analysis although this takes 4 hours. Tasting the potion reduces this time to 10 seconds but any failed roll means that the potion takes effect.

Alchemical preparations give the effect of a spell but do not require that the beneficiary spend fatigue or make a skill roll.

Researching New Elixirs

Researching a new elixir will require a great deal of research and material expenditure; it certainly cannot be done whilst adventuring.

- Take the energy cost of producing a magic item associated with the spell required and divide by 50. The resulting number is the time in weeks that is required to research a new elixir. The number is then multiplied by 100 to find the cost, in shillings, of materials required. Duration of the elixir's effects is 1 minute, extended to 1d minutes for a -2 on the following *Alchemy* roll, to an hour for -4, or to 1d hours for a -6.
- An *Alchemy* roll is then required. Divide the time required by 10, and apply this number as a penalty to the *Alchemy* roll (including any penalties for extended duration), all fractions should be rounded to the nearest whole number.
- Once the secret of the elixir is discovered, producing a dose of the compound takes 1/10 of the research time, and a 1/10th of the materials cost. Remember that many alchemists are highly secretive about their work, and dislike sharing their discoveries.

Types of Elixirs

A **potion** is a liquid made to be drunk. Potions affect a man-sized creature instantly they reach the stomach. If left unsealed or contaminated, the potion only lasts a day.

A **powder** must be eaten in food or dissolved and drunk. If left open to the air, the powder will last for 1 year per point the *Alchemy* roll was may by. Takes effect in 2d minutes. Powders already mixed with food or drink last a month only.

A **pastille** should be burnt. It may be a thumbnail-sized tablet or in the form of a stick of incense. Once a pastille is burnt (it should ignite immediately), the smoke must be inhaled, it takes 2d seconds to take effect. The smoke of a pastille will fill a hex and the adjacent six hexes to a height of 8 feet. It lingers for a minute indoors and with no breeze, for 10 seconds without wind outside. An unburned pastille lasts a month if exposed to air, but is destroyed immediately if it gets wet. *Pastilles take twice the usual time and cost to create.*

An **unguent** is a cream or jelly, which is rubbed into the skin and takes immediate effect. Note that the unguent must be in contact with bare flesh. If left on an object, it will affect the first person to touch it. Lasts a week if exposed to air, but is neutralised by being washed with water or alcohol.

Name	Effect	Material cost	Retail cost	Time to produce
Animal Control				
Beast Speech	Subject may speak with animals, as the spell, for 2d minutes.	300	1350	3 weeks
Bird Control	Subject may control birds as the spell, for 3dx5 minutes.	200	900	2 weeks
Dragonslaying	Pastille only. The smoke does 5d damage to any to any reptile. It will affect dragons but only if ignited by dragon breath. This elixir requires a drop of dragon's heart-blood.	100 + dragon heart blood (500+)	2000	4 weeks
Combat Abilities				
Battle	DX increased by 1d for 1 hour, and subject is immune to fear for that time. Powder or potion only.	150	700	2 weeks, -1 to skill
Endurance	Subject feels no fatigue for 1d hours, except that used for spell casting. At the end of that time, all remaining fatigue is lost and the subject falls unconscious.	300	2400	6 weeks
Fetch and Carry	Encumbrance levels and limits are multiplied by 4, for 1d+1 hours.	200	400	1 week
Invulnerability	Subject gains DR3 over his entire body for 1d+1 hours. This adds to real and natural armour. Use of this elixir in organised contests is banned.	1000	3100	6 weeks, -2 to skill
Leadership	+4 to <i>Leadership</i> , +2 to <i>Strategy</i> and <i>Tactics</i> for 1d hours. Potion only.	400	2850	7 weeks
Speed	Basic speed and Move are both increased by 1 for 3dx4 minutes. Up to three doses may be stacked. Not made	200	850	3 weeks

Name	Effect	Material cost	Retail cost	Time to produce
	in pastille form.			
Stealth	<i>Stealth</i> and <i>Climbing</i> are each raised by 1d points for 1 hour. Unguent only. Possession in urban environments may lead to probing questions from the law.	300	2000	3 weeks, -1 to skill
Strength	ST is increased by 1d for 1 hour. Does not increase Hit Points.	100	500	2 weeks, -1 to skill
Hostile Elixirs. See Detecting Poisons (p.114) for rules to detect.				
Aging	Subject permanently ages a year. Any aging rolls should be made immediately. Any antidote should be administered within 6 hours to be effective.	300	1350	3 weeks
Death	Actually a fast-acting poison. No delay and resistance roll halves damage. 4d damage plus numbness and loss of muscle control. One dose per hour maximum. Highly illegal!	100	800	2 weeks
Fear	Subject is affected as if by the <i>Fear</i> spell	50	400	1 week
Foolishness	IQ reduced by 3 for each dose (max 4 doses), for 1d hours.	150	850	2 weeks
Frustration	Subject has -2 to all rolls for a day. Any number of doses may affect a victim!	100	850	3 weeks
Hatred	Subject hates everything he normally loves for an hour.	125	500	1 week
Jealousy	Make the subject violently jealous of anyone he feels is better than him in some way for 1d hours.	50	750	2 weeks
Lecherousness	Subject suffers the disadvantage of <i>Lecherousness</i> for 1d hours.	200	700	10 days
Madness	Subject suffers the effects of the <i>Madness</i> spell for 1d hours. The maker may attempt to make an elixir to create a specific form of madness, but must make the roll by 2+ to gain the result required, otherwise it is random.	100	400	1 week
Narcissism	Subject cares nothing for the opinions or well-being of anyone but himself for 1d+1 hours.	20	1450	4 weeks
Odium	Subject perceived as untrustworthy and unattractive; every reacts to him at -4 for the next 1d+2 hours.	300	1700	4 weeks
Weakness	ST reduced by 3 per dose (max 4 doses) for 1d hours.	50	750	2 weeks
Unluck	Victim has the <i>Unluckiness</i> disadvantage which affects him once in the next 24 hours. Not in pastille form.	400	3000	6 weeks

GURPS Marketplace

Name	Effect	Material cost	Retail cost	Time to produce
Magical Abilities				
Fire Resistance	Subject is fireproof against normal flame and magical fire attacks for 1d hours.	300	700	1 week
Flight	Gives the power of flight, as the advantage, for 1 hour.	500	4700	10 weeks, -2 skill
Invisibility	Subject is invisible for 1dx10 minutes. This elixir is illegal!	1000	6000	16 weeks, -3 to skill
Luck	Subject has the <i>Luck</i> advantage at the 15 point level, for 2d game hours.	200	2300	6 weeks, -2 skill
Transformation	Subject turns into an animal, as the spell <i>Shapeshifting</i> for 2d hours. Note that it is possible for the subject to be trapped in beast form; if this happens either a <i>Remove Curse</i> or Antidote Elixir will restore his natural shape. If the subject takes the elixir knowingly he may transform into any creature within the limits of twice his body weight to 1/10 th his body weight. If the subject takes it unknowingly, he is transformed into the creature most appropriate to his personality (GM decision).	800	5000	12 weeks
True Sight	Allows the subject to see auras, as the <i>Aura</i> spell for 1d minutes. Unguent only, must be applied to eyes.	200	1300	4 weeks
Water-Breathing	Subject may breath water as if it were air for 1d hours.	50	1100	5 weeks, -1 to skill
Water-Walking	Allows the subject to walk on water as though it were dry land for 3dx4 minutes. If the subject falls he will not get wet but neither can he swim or dive.	150	1200	3 weeks
Medical Elixirs				
Antidote	Counteracts the effects of any other alchemical product. A dose of Antidote will instantly undo the effect of all other elixirs, and gives "immunity" to further doses of any other elixir for 1d minutes.	250	1000	2 weeks, -2 skill
Fertility	Subject will be exceptional fertile/potent for 1 hour. Excepting physical deficiency, any union will result in offspring.	1500	11000	20 weeks, -4 to skill
Healing	Restores 1d Hit Points or, if Hits are at full, restores 2d Fatigue. Repeated doses have full effect.	50	250	1 week
Health	Cures all and any diseases, and restores 2 Hit Points. Only one dose per	200	1200	4 weeks,

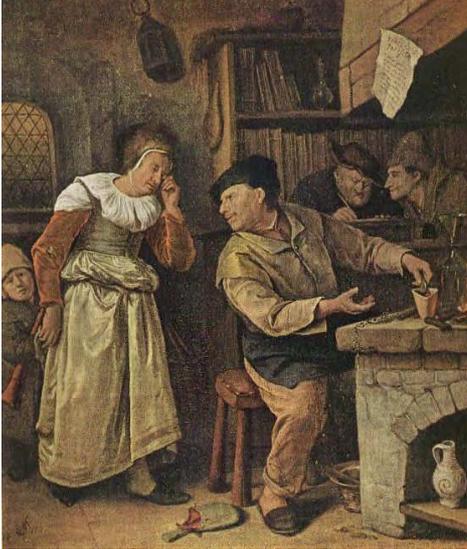
Name	Effect	Material cost	Retail cost	Time to produce
	day is effective.			-1 skill
Long Slumber	Subject falls into a deep sleep lasting indefinitely. Roll vs. HT yearly, on a critical success the subject wakes. Otherwise he may only be revived with Antidote Elixir. He requires no food or drink, and is unaffected by either age or disease. Wounds neither heal nor worsen, though bleeding will still occur.	4500	14000	25 weeks
Reanimation	Unguent only. When brushed onto the lips of a corpse, it will answer the next question put to it, to the limit of the knowledge of the person before death. The brain must be intact, roll (16-the number of days dead) to see if the brain is capable of working. If touching a living person, they will suffer the effect of the <i>Death Vision</i> spell and the elixir lost. Use or manufacturing this potion is classed as Necromancy in Saduria.	2000	6200	12 weeks, -2 skill
Regeneration	Unguent only. Must be rubbed into the site of injury, will restore a single limb or appendage.	300	11000	20 weeks, -3 skill
Resurrection	Restores 2d Hit Points to the newly dead (within an hour), and bring shim back to life with a ST of 1. No missing body parts are restored, and it will not work if the head has been destroyed or the body has been completely destroyed (burnt, eaten, etc.). This is seen as necromancy by the Saduria religions of the New and Old Gods.	12000	40000	50 weeks, -5 to skill
Sleep	Subject must roll vs. HT-4 or fall asleep instantly. He may not be awakened except by magic, for 16-HT hours, and then sleep for eight hours naturally unless awakened before then.	50	250	1 week
Youth	Subject permanently becomes a year younger.	6000	60000+	50 weeks, -8 skill
Mental Abilities				
Charisma	Subject adds 1d to any Reaction Rolls for 1d hours. Seen as 'cheating' if used commercially.	100	550	3 weeks, -1 skill
Foreknowledge	Subject sees a vision of some important point of his future life.	200	3700	10 weeks
Memory	Gains first level Eidetic Memory for one hour.	400	2500	6 weeks

GURPS Marketplace

Name	Effect	Material cost	Retail cost	Time to produce
Wisdom	Increases IQ by 1d for 1 hour. The increased IQ does not benefit spellcasting.	600	2400	5 weeks, -1 skill
Mental Control				
Drunkenness	Subject is drunk, B(4 th)428, for 1d hours.	100	300	3 days
Friendship	+3 Reaction Roll towards all others for the next 1d hours. Pastille only lasts 3d minutes.	300	1000	2 weeks
Love Potion	Subject falls in love with the next-seen member of the opposite sex (or same sex, depending on subject's own preference). Effect is permanent unless countered with an Antidote, <i>Remove Curse</i> , or another Love Potion causing the subject to fall in love with someone else.	600	2000	3 weeks, -2 skill
Skills and Physical Abilities				
Craftsmanship	Gives bonus of 1d+1 to all craft skills for 1d hours. Roll separately for each skill.	400	1800	4 weeks, -1 skill
Hearing	Gives bonus of +6 to hearing <i>Perception</i> for 3dx5 minutes.	125	500	1 week
Music	Gives +4 to any music skill, or +3 to all reaction to his music (subject's choice), for 1d hours. Professional musicians react at -3 to users of this elixir.	150	400	4 days
Vision	Gives bonus of +6 to sight <i>Perception</i> for 3dx5 minutes.	250	700	10 days

SERVICES

VISITING THE TAVERN



The difference between a tavern and an inn is one of services offered. In many fantasy games the two words are used interchangeably, and most people would do so without any problems. Correctly, however, an inn offers accommodation as well as food and drink, whereas a tavern only offers food and drink (mainly drink). The term 'pub', from 'public house' is a much later development.

It is usual for taverns to exist in conjunction with inns, possibly serving a different type of customer.

Taverns may allow customers to sleep overnight on the floor in the main room (taproom), but more usually people are kicked out when the landlord decides to close up.

The Tavern's Responsibilities

Saduria law recognises that many public order offences are committed as a result of visiting a tavern. As one means to reduce such crime, all tavern-keepers are held responsible for the good behaviour of their customers. Any public order offences, such as brawling, murder or the meeting of illegal societies, are deemed to hold the tavern-keeper equally as guilty as those actively involved.

Along with such responsibility, however, comes the power to deal with potential trouble-makers. A tavern-keeper's word is law within his own establishment, and he is pretty much free to deal out whatever force he feels is justified to prevent trouble. This does not extend to murder or serious assault, but a rowdy customer may be beaten up and thrown onto the street with little redress to the authorities.

Services Offered at the Tavern

Obviously, drink is available at taverns, but more is usually offered besides. The beer may be brewed on the premises by the tavern-keeper, or may be bought in from a local brewer. Food is generally served, of a quality dependent on the skill of the cook, and most taverns will have some limited stabling for horses.

Another popular pastime to be found at taverns is the pit. Sometimes it is actually a circular pit, but most often just a back room with wooden barriers set up to form an enclosed ring. This may be used for rattig (setting a terrier to kill rats and betting on the number it kills), cock-fighting, dog fighting or any of a number of similar pastimes. Big money is sometimes involved, and these games will often attract the wealthy and those of status.

Actors and musicians use tavern yards to stage



concerts and plays; there are no formal playhouses and the yards are the most common alternative venue. All sorts of entertainer, from fire-eaters to performing animals may use the yards to perform for the crowds.

The main attraction of the tavern, though, is the social interaction. In the evening people get together to play dice, cards or boardgames, discuss current affairs and sing songs to music supplied by buskers or professional musicians. Societies of like-minded people, not all of them legal, also use taverns to meet and plot, and criminal gangs may base themselves at a particular tavern if they can find a sympathetic tavern-keeper.

Finally, prostitutes often work taverns, though they are usually those at the lower end of the professional scale, the tavern offering no place in which to physically ply their trade except the surrounding yards and alleys.

Assume any moderate tavern costs are met by the monthly Cost of Living.

Service offered	Drink Strength	Price (copper)
Beer. Jug (8 mugs) of strong beer.	1	45
Beer. Mug of strong beer.	1	6
Cider. Mug of strong cider	1	5
Cider. Mug of vicious cider (where available).	2	8
Food. Cheap meal, such as a 2lb bowl of pottage plus 1lb bread.		10
Food. Good meal, such as 3lb of mixed meat, fruit and bread.		30
Stabling for a horse for the evening (no feed).		5
Spirits. Shot of spirit.	1	15
Wine. Glass of brandywine.	2	10
Wine. Glass of good wine.	1	10+
Wine. Glass of sack.	1.5	15
Wine. Glass of wine.	1	6
Wine. Jug (12 glasses) of wine.	1	65

The following refer to the *Drinking and Intoxication* rules, B(4th)439.

A mug is a pint mug or tankard, a glass is a 4-5oz glass or goblet, a shot is a 1½oz cup.

The “Drink Strength” refers to the relative strength of the drink. Use this when calculating how many equivalent drinks the person has drunk (so 4 glasses of strength 1.5 means 6 drinks for intoxication purposes).

Dietary Requirements

These are restated from the Food section to give an idea of what the above meals mean in terms of daily requirements.

The average person is assumed to need between 5 to 8 lbs of mixed food, or 3 to 4 lbs of meat, or 2 to 3 lbs of field rations (preserved food) each day.

These requirements are increased by 25% when engaged in strenuous activity such as travelling or heavy work, and by 50% when engaged in extreme activity such as warfare or adventuring!

Missing these requirements once or twice a week will not have any adverse effects, and a person may go without the above dietary intake for a few days without any ill effects (apart from hunger), but any longer than this means that the person is starving:

- A point of Fatigue per day is lost if:
 - Under half the above daily requirements are eaten in a day.
 - Under the full quota, but over half, is eaten daily for a full week.
- Lost fatigue from starvation cannot be recovered unless the full quota of food is eaten for that day.



ACCOMMODATION

STAYING AT THE INN

The inn offers most the same services as a tavern, but also has accommodation available and a correspondingly larger stable.

Many inns exist as 'halfway houses' along major routes. Travellers stay at the inn to break their journey, and these coaching inns can be found scattered along routes in otherwise sparsely populated areas, or sited a mile or so outside of towns and cities to allow travellers to rest up if they arrive after the gates have shut.

As well as responsibility for keeping good order within his inn, an innkeeper also has a responsibility for his guests. Any thefts or harm that befalls an inn's guest is partly the responsibility of the innkeeper, so most inns have at least one guard or watchman.

Guests should not expect to have a room to themselves; the best will offer a room with two beds, but most rooms will have about four people sharing. Men and women will not be allowed to share rooms unless they are married (or prostitutes...). Of course, paying for all beds in a room ensures privacy.

Use the Tavern pricelist for those services shared by tavern and inn, and add the following services. Again, moderate inn costs will be covered by the monthly Cost of Living.



<i>Service offered</i>	<i>Price (copper)</i>
Room for the night. Bedroll on the taproom floor.	10
Room for the night. Common room, sharing with 1d others.	25
Room for the night. Good room, sharing with 1 other.	75
Stabling and feed for the night. Horse, mule, pony or donkey.	10
Stabling and feed for the night. Warhorse (receives extra attention).	20
Stabling for the night. Parking up a coach, cart or wagon.	10

Dietary Requirements

The average person is assumed to need between 5 to 8 lbs of mixed food, or 3 to 4 lbs of meat, or 2 to 3 lbs of field rations (preserved food) each day.

These requirements are increased by 25% when engaged in strenuous activity such as travelling or heavy work, and by 50% when engaged in extreme activity such as warfare or adventuring!

Missing these requirements once or twice a week will not have any adverse effects, and a person may go without the above dietary intake for a few days without any ill effects (apart from hunger), but any longer than this means that the person is starving:

- A point of Fatigue per day is lost if:
 - Under half the above daily requirements are eaten in a day.
 - Under the full quota, but over half, is eaten daily for a full week.
- Lost fatigue from starvation cannot be recovered unless the full quota of food is eaten for that day.

LONG TERM ACCOMMODATION

Just like in the TL6 and 7 world, many people do not buy houses but instead rent them. Even the wealthy will rent second and third homes in fashionable places, notably in Sadur City.

Generally, only towns and cities will have accommodation to rent, though some villagers may rent rooms if their own houses are large enough. Accommodation ranges from entire mansions and their gardens, to single cramped rooms in attics. Even stables will sometimes be rented out for someone to live in if the tenant is not too fussy.

Renting rooms or a house is a good option for an adventuring party who are going to be staying in one place for several months, but they might otherwise be better advised to stay at taverns.

Costs for long-term accommodation are priced per month, and costs for renting average quality lodgings of the appropriate Social Level are covered by the monthly Cost of Living.

Large House This might represent a furnished two or three-storey half-timbered building with three or four rooms per storey, an attic for servants, and possibly a cellar (usually used as the kitchen). Most large houses will have some provision for horses, up to six may be stabled in a back yard which will also have room for a single wagon or coach.

Some large houses may have a pigsty or two, but little other garden or room for raising crops or animals. In urban environments, people buy their food rather than raising it!

Suitable for Social Level 4-6

Small House Small houses are furnished one or two-storey half-timbered buildings with a small yard. The house usually has two, possibly three, rooms per storey, a small attic, and often a small cellar (usually used as the kitchen). A couple of horses might be accommodated in the yard, but there is no room for any vehicles.

There is no room for any livestock or raising crops.

Suitable for Social Level 1-3

Mansion The mansion is the only building that has some formal garden, though this is usually used for formal flowerbeds, rather than growing crops. A small herb garden might be planted near to the kitchens.

Mansions may have two or three stories, and are often built entirely of stone, though extensions may be half-timbered. There are plenty of rooms, including ballrooms and great halls, and the attic and cellars have room for many servants.

Some, though not all, urban mansions are set back from the street and are surrounded by walls. Though there are no overt military structures (and these would be viewed as threatening by the local lord), mansion walls often incorporate many defensive features disguised as decoration such as spiked railings and carved crossbow ports.

As they are always located in exclusive areas, renting a mansion is not just a question of having the right money. The would-be tenant will also require at least gentry status, and more often, noble blood. Even if the renter allows lesser mortals to rent the mansion, the new neighbours will certainly make their views known!

Suitable for Social Level 6+.

Room

Not everyone wants to rent a whole house. Renting a room is a cheaper option, especially if the cost is then shared with a roommate. Most rooms have very basic furnishings, but often the landlord will provide meals. Rooms tend not to have accommodation for horses available, and certainly no room for vehicles. If the building is regularly used for renting rooms, the landlord may have an arrangement with a local stable for lodging the mounts of its tenants.

Suitable for Social Level -2 to 0.

Quality

Quality is a difficult concept to measure, but it is abstracted to make it easier for GMs and players to decide what is suitable for their characters.

Poor quality lodging is obviously at the lower end of the scale. Landlords will be either uncaring or unable to deal with complaints. If furnished at all, such accommodation will have extremely basic furniture. Although not necessarily dirty, poor accommodation does tend towards the less hygienic, with plenty of vermin sharing the rooms. Repairs will be poorly done, if done at all, and security and heating will leave an awful lot to be desired.

Good accommodation tends to be offered by caring and friendly landlords who take a genuine interest in maintaining their lodgings. Skilled craftsmen will be called in to make repairs as needed. Furniture will be, if not of top quality, then clean and chosen with care. Pest control will be performed regularly (though some infestation is inevitable), and any sort of nuisance will be taken seriously.

Average lodgings, as their name suggests, fall somewhere between poor and good.

All costs are in silver for long-term accommodation and are for a full month: part months will be either pro-rata or charged for a full month. Add 10% to costs for lodgings in a city; add 20% for lodgings in Sadur City. Take 10% off the costs for lodging in a village (usually room/room and board only).

<i>Type of Accommodation</i>	<i>Cost of Long Term Accommodation</i>		
	<i>Poor Quality</i>	<i>Average Quality</i>	<i>Good Quality</i>
House, large	750	1200	1800
House, small	250	400	600
Mansion	-	2000	3000
Room only	30	50	75
Room and board	75	100	150
Stabling for a normal mount*	8	12	16
Stabling for a warhorse*	16	24	32
Stable yard for coach or carriage*	8	12	16

* Stabling is at a commercial stables and is only required if the accommodation does not include such facilities. Prices are monthly.



ENTERTAINMENT

Johann bowed as the crowd raucously applauded his recital. He had judged the mood correctly, and the bawdy verse had struck just the right note for the tavern's clientele. As he soothed his throat with another mug of beer, he kept an eye on the back room where Otto was entertaining his own crowd with his skill at bare-knuckle boxing. No doubt Hans would be collecting a fee from the unsuspecting crowds and Johann hoped he would be a little less daring than last time: the watch captain had been about to buy a round of drinks when he noticed the loss of his purse. Helen, of course, was at the gaming table. Johann was constantly amazed at the number of gamblers who automatically thought that an innocent young woman could not play cards for serious money. Johann guessed that a few of these urban sophisticates were in for an expensive shock.

Bear Pit

The bear pit is a popular and common entertainment. Even many villages have a pole that fulfils the same function. Essentially, bear pits are the small-town equivalent of the gladiatorial arena.

Bear-baiting consists of confining a bear, or other dangerous wild animal, and then letting loose several trained dogs on it. The entertainment, apart from the excitement of watching blood and violence, is in betting on whether dog or bear will remain standing at the end. Popular dogs or bears will attract more bets and a larger crowd.

Usually, only coppers are placed as bets, not least because only limited results are possible and so the stakes are not large.

The limitations of a wooden pit or chained stake means that the most dangerous animals are unsuited to fighting in the bear pit, but bears (obviously), wild boar and badgers are commonly used, with numbers and abilities of the dogs matched to the creature being baited.

Dancing

Dancing socially is not just the domain of the rich. Although ballroom dancing is essential for any social climber, rural communities also set great store by their folk dancing. Learning to dance is something that starts with your family and friends, but professional dance instructors are seen as adding additional polish to your social skills. In addition, new steps and dances are being invented all the time, and instruction is the only way to keep up with the new fashions.

Dancing instructors usually charge 10 shillings per hour of instruction. More fashionable instructors (not necessarily better) may charge up to twice this amount, and are exclusive in addition.

Dancing socially is a great way to make yourself known on the 'scene', whether as a gypsy dancing girl touring a province, or as a dashing beau flirting with the daughters of the nobility.

Fencing

Carrying a sword (either a rapier or smallsword) is not only socially acceptable, but is often seen as a badge of courage for its wearer. Unfortunately, it also means that others expect that the wearer is prepared to use that sword. Wearing a sword demonstrates that the wearer lives by the rules of duelling, and that he is prepared to pick and accept

duels where others may resort to different means. Fashionable though duels are, they are also dangerous, especially if the duellist is not a skilled fencer.

Impromptu duels break out in the streets of most cities and towns, the inevitable result of bored and aggressive young men wearing weapons roaming the streets, anxious to make names to themselves. These duels are illegal, but the duellists' high status makes any arrests extremely rare.

Fencing practice is therefore both fashionable and essential for the gentry and nobility (commoners not being bound by the same rules).

A fencing master may teach any of the fencing weapons, either as true weapon skills or as *Combat Arts or Sports*. Many also teach *Boxing* (bare knuckle only), *Staff* skill and/or *Two-handed Sword* skill.

Most fencing masters charge 20 shillings or more per hour, depending on their fashionability or skill.

Gambling

Sadurians will bet on anything, and the urban Sadurians regularly gamble as recreation. Boardgames, cards and dice are popular in taverns and noble households alike. Bare-knuckle boxing, bear baiting, ratting, dogfights and cockfights are seen in taverns and in the streets, and attract bets from people of all social status. The arena attracts organised betting, and those running the books are very protective of their monopolies.

If required, determine the odds and use this number as a penalty to the gambler's *Gambling* skill roll. A successful roll wins the original stake, plus the stake times the odds. *E.g. odds of 5-1 give -5 to gambling skill, but a winner will receive a total of 6xoriginal stake.* Remember that the other gamblers may have a limited budget. If someone places a stake of 1000 silver in a rural tavern game, the stake will almost certainly not be accepted as the other players will be unable to meet it.

Roll against *Gambling* skill, either a straight roll or in a contest against the other players' *Gambling* rolls. Making this roll, or winning the contest, means:

- Winning a boardgame or game of cards.
- Spotting the likely winner in a fight or similar contest, including identifying any 'ringers'.
- Winning overall at dice (over a period of time, such as an evening's play).



Games

Those citizens with the wealth to have free time enjoy gaming. Most of these games involve gambling (see above) and even social games will sometimes involve large sums. The idle rich, especially, regularly win and lose sums that represent several years' income for commoners. Dinner parties are a popular venue for playing fashionable games, balls and other such parties usually have some rooms set aside for those who wish to play. Those who are not invited to these high-status functions play their games in taverns.

Popular and fashionable games are:

- ♣ Cards (Primero, Taroccho, Trumps and so on).
- ♣ Board or table games (mainly backgammon).
- ♣ Drafts, (also known as checkers).
- ♣ Chess.

'Personal Services'

Prostitution is widespread and socially accepted, if not completely acceptable. Whores may be male or female, young or old, attractive or ugly.

Whores are part and parcel of the Sadurian social scene and may be a useful source of information. They may also be used as unskilled help by enterprising characters. Many will be willing to indulge in petty crime to supplement their income, expect at least a passing acquaintance with the *Pickpocket* skill, some at DX or better.

Whores usually work out of a tavern or inn, though organised brothels exist in towns and cities. Those at the lower end of the scale may simply hang about local alleyways and yards for their business. The highest quality prostitutes (known as courtesans) may have their own extensive rooms but usually expect their client to provide accommodation.



The Yellow Sash

By Imperial decree, all prostitutes in Saduria must wear a yellow sash. This acts as an advertisement to their customers, and prevents respectable women from being mistaken for prostitutes. It has been known, however, for bored 'respectable' women to wear a yellow sash in search of an evening's excitement...!

A woman working as a prostitute without the yellow sash displayed is guilty of the petty offence of public indecency and usually punished by a night in the stocks or pillory.

Prices and 'Levels' of Service

All prices are highly negotiable! Rates are hourly (or less...); hiring a whore for a full night will cost about four times the basic, and the customer will be expected to pay for her food and drink for the night. Prices are not affected by the prostitute's attractiveness, but the more attractive ones may attract more business, and are usually at the upper end of the service scale.

A prostitute will work at whatever level or service they can. Those forced to offer the lower levels of service are less choosy or more desperate. They are often physically less attractive, older, or less desirable for some other reason.

Courtesans

A courtesan is somewhat different from a common whore, and certainly does not consider herself to be one. Courtesans are more 'companions', accompanying wealthy men (or women) to social events in lieu of wives (or husbands). They are hired for a full day or night, and expect both good food and drink and to be treated like a "lady". They attract a better social class of client and often have exceptional talents and beauty. There is little or no stigma attached to hiring a courtesan and it may even denote great wealth. Courtesans may wield considerable political power! Courtesans prefer to be paid in "gifts" rather than in cash, to maintain a respectable veneer.

<i>Level of Service.</i>	<i>Cost.</i>
0. Street or tavern.	10 cp
1. Low quality inn or brothel.	1
2. Average inn or brothel.	5
3. Good inn or brothel.	10
4. Courtesan.	100+

<i>"Extras"</i>	<i>Mod.</i>
Private room.*	+1/hr
A whole night's hire.	x4
Unusual" services (!).	x2
Dangerous services (!!).	x3
Customer makes a Good or better reaction roll (Excellent may mean a freebie!)	x0.75
Customer makes a Poor or worse reaction roll (Very Bad means rejection).	x1.5

* Private rooms only cost extra at inns, and the supplement is usually paid to the innkeeper. Without this supplement, there is a 2-in-6 chance of being disturbed by another prostitute and client; most regular clients accept this. Courtesans automatically provide privacy.

Social Disease

The chances of catching a "social disease" are loosely based on the quality of service offered. Assume a base 50% chance per "encounter", minus (the level of service x 10). A straight HT roll is required to avoid developing anything uncomfortable and highly embarrassing.

The Tavern

The most obvious reason to visit the tavern is for food and drink. Many urban Sadurians regularly take their main meal (dinner, at around midday) at a tavern. Some also eat their supper (about 6pm) there, although most eat at home with their family. Prices for food and drink are listed on pages p.124.

The tavern, however, provides many other services than just food and drink. It is a meeting place for friends or conspirators, a place to watch theatre or listen to music, a place to game, and a place to meet prostitutes.



Many taverns have a back room with either a pit or a wooden ring, in which entertainment such as bare-knuckle boxing, rapping, dog fighting and cockfighting may be held. Rapping involves setting a terrier loose on a pack of rats, and betting on how many rats the dog will kill within a given time. Dog and cock fighting both involve setting two matched animals against each other, usually resulting in death or serious injury to the loser while bets are placed on which will win. These forms of entertainment are not confined to the common folk; members of the nobility are known to attend regularly, and even enter their own animals in contests.

Theatre, music and other entertainment take place in inn yards, or inside if the inn is large enough. There are no playhouses, and most entertainers have no other option but to perform at inns. They do not charge a fee, but rather have a collection at the end of the performance.

Gaming is usually cards, boardgames or dice, with betting on all three. Serious money may be won and lost, though most landlords are wise to the problems this can cause, and may limit the stake unless the gamblers are well known or wealthy. Gambling causes many duels and brawls and the tavern's owner is held as responsible as the fighters!

Theatre and Other Entertainers

There are no permanent playhouses or concert halls in Saduria. Entertainers perform in tavern or inns, often in the yard, at the houses of the wealthy, or in the streets. Wherever they perform, entertainers do not charge a set fee for watching them, rather they hold a collection. If the collection is small, they may stop the performance (even midway through) and move on, if good they will return to that venue if they can. In this way, popular entertainers are attracted back for future shows.

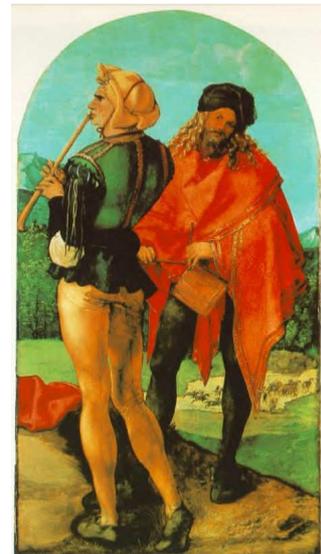
A reasonable donation to the collection is 5-10 copper pennies for each point the entertainer makes their relevant roll by. A badly failed roll is excuse enough for a shower of rotting fruit and vegetables, and many people take some to a performance specifically for this reason. A critical failure may attract worse missiles than vegetables, especially if the entertainment is being held in a stable yard!

Pickpockets are very likely to accompany any sort of entertainment.

Common forms of Entertainment and relevant skills.

Though uncommon in Saduria, a director or troupe leader may use the *Group performance* skill to add an effective +1 (+2 on a critical success) to any entertainment skill roll.

- Plays. Religious themes are still popular, but an increasing number of satires and bawdy comedies are being written and performed. Women are very slowly being accepted as actors. *Performance* skill (not *actor*).
- Music. The only way most people hear new tunes and songs is when travelling musicians visit. Often accompanied by dancers. *Musical instrument*, *musical composition*, *singing* or *dancing* skill.
- Poetry and recitals. The poet had better know his audience; limericks and bawdy verse are going to be most popular with the common folk, but will be considered inappropriate at a gathering of the social elite. *Public speaking*, possibly *poetry* or *writing* if you write your own material.
- Performing animals. Still a favourite of the common man. Dogs, birds and rodents are all popular. Using sentient animals or monsters will cause news to spread quickly and ensure a good crowd. *Animal handling* and *performance* skills.



- Acrobats, clowns, fire-eaters and jugglers. Such entertainers often work in groups, and are sometimes skilled at several disciplines. *Acrobatics, fire eating and performance.*
- Magicians. Prestidigitation and small illusions are popular entertainment, but real magic may be frowned on or banned by the authorities. Real mages would not stoop so low as to perform cheap entertainments (at least, not unless they were desperate). *Sleight of hand.*
- 'Adult' shows. Where a crowd gathers, sex sells. These acts are usually performed privately, or in exclusive shows. They mainly consist of showing scantily clad women in motionless 'montages', often with a classical (or even religious) theme to maintain a veneer of respectability. They are not necessarily aimed exclusively at male audiences, and all-male acts are known. *Attractive appearance or better, plus possibly sex appeal and maybe performance.*

THE ARENA

Pit fighters are an ancient form of blood sport and training. Two warriors were placed in a small pit or arena and allowed to fight to the death (or incapacity). This brutal entertainment died out as civilisation took a hold on the various kingdoms.

A century ago, as a way to bring together his large and disparate Imperial population, and to go some way to channelling their natural bloodlust into a harmless form, the Emperor Wilhelm IV revived the entertainment of the arena. In deference to new technology and the larger population, the arena space was increased and new attractions were introduced.

Not only gladiatorial combat goes on in the arena, however. Some sporting events are also held; knights and energetic nobles joust, and important announcements are made to the population. The arena is a convenient large space in a town where an audience is required. Some have suggested using the arenas for holding plays or musical recitals, but few such performances are likely to attract enough audience to warrant using such a huge venue.

Arenas are found in every city, and most large towns in Saduria. Smaller provincial towns build them where they can, and they are seen as major civic buildings and sources of local pride.

Prices depend on where the audience sits, prices are charged for entry. The customer may stay as long as they wish, though the Arena is cleared at the end of the day:

Seating	Price
Within three rows of the front	1
Most seats	10 copper
Private box, seating six	20

Food and drink are available within the arena, but prices are around 50% higher than outside.

Betting is very common. Authorised betting agents circulate to take bets; they have paid a fee (and bribe) for their position, and will not take kindly to anyone else muscling in on their monopoly. Few such agents will offer long odds (4-1 is about their limit for an unarmed man fighting a pack of wolves), but may lengthen them for clearly one-sided contests (unarmed asthmatic halfling versus enraged elephant, for example).

Events at the Arena

As mentioned, the Arena is not just used for gladiatorial combat, but this is still the most common, and popular, form of entertainment that occurs.

An important point to remember is that contests in the Arena raise a great deal of money for betting agents and trainers and that money talks. It has been known for fights to be rigged, or even withdrawn at the last minute, if someone with power (financial or political) does not like the odds.

Gladiators

Gladiators combat a variety of opponents in the Arena. The most popular fights involve two gladiators battling each other with real weapons, but these are relatively unusual and may only be staged once a week or even less. More common are staged combats with either blunted weapons or wooden ones. Blood is still spilt, and deaths occasionally occur, but the combats are supposed to be more of a demonstration of the combatants' skills than a bloodsport.

Other common opponents are animals and even monsters. Naturally, the more dangerous the creature involved, the more popular the fights. Supplying animals for the Arena is a lucrative, if hazardous, occupation (about 1 silver per character point the creature has). When creatures have abilities that require them, safety features are constructed within the Arena to protect the audience. Mesh screens are an example, put into place where a creature has a ranged attack or is able to leap from the arena floor into the crowd. Injuries to spectators still happen, but the front rows are still the most popular seats at such events.

Gladiators may be freemen, professional fighters who may turn to the Arena to raise money for a few months, or might even fight until they retire. Well-known professional fighters may become highly paid in rewards and gifts from fans, and they become household names. If not freemen, gladiators will be criminals. Sentences for capital crimes include being sent to the Arena, either for life or a set length of time. This is seen as little more than a death sentence, as criminal gladiators are often used as opponents for particularly dangerous creatures, often to emphasise the creature's power before it is pitted against a professional.

Animal Fights

As well as being pitted against gladiators, animals and monsters may be set against each other in the Arena. Intelligent animals or monsters (including such creatures as beastmen, ogres and even orcs) might be treated almost like a gladiator, with opponents chosen to demonstrate particular skills or talents, but mainly the Arena operators just throw together animals that they hope will spill a lot of blood before falling.

If a creature starts to win regularly, it might acquire fame as if it were a gladiator. When the creature fights it will attract a crowd of regular supporters, and souvenirs bearing the creature's likeness start appearing.

Jousts and Tourneys

Originally held outside of urban centres in fields, knights and nobles soon realised that the Arenas were ideal places to hold such events. More traditional nobles balked at the idea of holding such socially important events in the midst of the common folk, but the promise of silver from the paying spectators has won over any idealistic objections.

Tourneys follow a very similar pattern to the ones held for the past few centuries. Many different contests comprise the tourney, which generally lasts a few days, but the joust is

seen as the highlight of the event and is usually held at the end. Before the joust may be individual displays of combat, either real or staged, archery contests, displays of horsemanship and other such demonstrations of martial prowess.

Very rarely, the tourney may become an excuse to play out vendettas and rivalries. In this case, the combats will often be fought with real weapons (though usually only to submission rather than death), and all the contests take on a new intensity. In effect, the whole tourney becomes a huge duel between nobles, using their retinue as weapons.

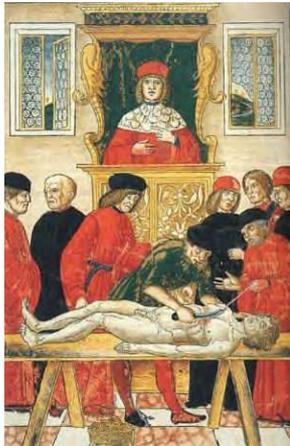
Announcements and Proclamations

With a great deal of the population illiterate, mass communication has to take the form of verbal announcements. Town criers wander the streets shouting news, but sometimes a civic council decides to use the Arena to make major proclamations.

Usually, the proclamation will be made between contests during a normal day of events, but very important announcements might justify cancelling a contest. This is done rarely as it upsets both the crowd and the betting agents.



HEALING



The full rules for Healing are found on B(4th)424.

In Saduria, there are four options open to the sick (five if you just wait to heal naturally):

- i. Magical healing.
- ii. Professional Doctors/Surgeons.
- iii. Barber Surgeons.
- iv. Herbalists and other traditional healers.

Magical healing includes that from priests, mages and witches. It is reliable, fast and potent but not necessarily freely available.

Professional doctors and surgeons have been trained in the Sadurian universities, learning modern techniques and using good or better equipment (see *equipment modifiers* B(4th)345). Most surgeons are also doctors, though they do not have the *Physician* skill, and are trained to *Diagnose* as well as operate. Professional doctors and surgeons operate (pun intended) at TL4.

Barber Surgeons are the self-trained surgeons that are a carry-over from an earlier age. They are cheaper and more widely available than professional surgeons, may have *Diagnosis* but are rarely *Pharmacy*-trained, and usually have only basic equipment. Barber surgeons still use TL3 techniques, and many leave their patients in a worse condition than they started in.

Herbalists are the wise men and women who create healing potions and lotions in rural areas. They are very rarely Surgery trained, and limit their healing to administering their herb-based remedies.

MAGICAL HEALING

Mages

Mages who have studied the Healing College may heal as well as anyone. They do not necessarily need any mundane training, relying on the spell to diagnose the problems as well as actually heal.

Most mages, however, are loath to heal on a regular basis. Firstly, they believe that their powers are for higher things than caring for mundanes, and secondly they realise that offering magical healing is inviting a queue of ill people knocking at their door and interrupting their research. Where a mage agrees to heal, he will normally request payment in kind. Quests to find needed ingredients or books are the usual fee. The difficulty in securing such components may not necessarily appear to be in proportion to the amount of healing performed, but it will rather reflect what the mage needs at that time.

Mages may be willing to use spells that priests would class as heretical. Priests of Death gods, especially, see the use of resurrection-type spells to be the worst form of necromancy, whereas mages may just find it fascinating!

Hedge Magic

Hedge wizards with healing skills can perform acts of almost miraculous effect. They tread a difficult path between being useful members of the community and being tried as witches, and are often secretive about their power.

Priests

Religious magic is fast, effective and available to all...at a price.

Religions that provide healing are always on the lookout for money to fund missions to care for the poor. This means that divine healing is very expensive, although the cost may be reduced if the person is in desperate need and cannot afford the fee. In many cases, some other service may be taken as part payment. Usually this involves working for a time as a missionary.

Mundane healing is also available, and is a popular alternative for those with fewer funds, but the time it takes up means that priests are not always available to act as mundane healers.

Service Offered	Cost
Mundane (60% chance of being available each day)	
First Aid (80% chance of being available)	25
Surgery (always have good or better equipment)	250
Ongoing medical care	10/day
Diagnosis/routine consultation (1 hour)	50
Magical	
Awaken	100
Body Reading	150
Cleansing	100
Cure Addiction	500
Cure Dehydration	200
Cure Disease	350
Cure Insanity	500
Cure Starvation	200
Detect Poison	150
Healing. Per Hit Point healed.	50
Instant Neutralize Poison	500
Instant Regeneration	5000
Neutralize Poison	350
Regeneration	2500
Restoration	1000
Restore Hearing	500
Restore Memory	500
Restore Sight	500
Restore Speech	500
Sterilize	150
Stop Bleeding	100
Stop Paralysis	500
Suspended Animation	300
Youth (only to counter unnatural aging)	1000

Witches

Witches are often antisocial and (understandably) suspicious souls, but may agree to heal a person if the price is right. Witches, not usually having much need for silver, will generally want a service in return for the healing they provide. If the healed person is lucky, this will simply be to find and recover ingredients. If the witch is of a blacker disposition, or in a vengeful mood, the task may be far, far more dangerous. In many cases, more healing will be required afterwards! Not all witches are selfish. Some may ask for a service on behalf of someone else, possibly a local community or natural site of power.

Many witches are also skilled herbalists, and may sell herbal preparations as well as, or instead of, using their magical powers.

MUNDANE HEALING

Professionals

Saduria has a recently established guild of Doctors and Surgeons, and is training new doctors and surgeons at universities in cities throughout the empire. These new professionals go a long way to becoming a reliable and safe avenue of healing, far surpassing the old barber-surgeons and wisemen and women that used to fulfil the function in times past.

Sadurian university-educated doctors and surgeons operate at TL4.

Doctors

Doctors are capable of diagnosing medical problems, and treating all non-surgical complaints. Although the skill of *Physician* does not yet exist, using *Pharmacy-herbal* the doctor can mix together pills and potions that help relieve the symptoms of most diseases. A decent *First Aid* skill helps when treating breaks, sprains and abrasions, and the *Diagnosis* skill allows better understanding of the problem being presented.

Some doctors may have skills such as *Physiology* and *Biology*, but this is not required of them to become a doctor.

Pharmacy-herbal Use this whenever a Physician roll is normally called for, as it replaces that skill. Medicinal herbs are required, examples are listed on p116. Without herbs, the roll is at -5.

Diagnosis The ability to actually tell what is wrong. This is often the reason people visit a doctor in the first place.

First Aid Enables the doctor to patch up injuries minor enough not to require surgery. The doctor normally has good or even fine equipment for *First Aid*, adding +2 to the skill roll.

Doctors charge by the hour, their prices normally reflect their clientele and are thus multiplied by the Social Level of their patients. Naturally, a patient would not dream of using a doctor who treats lower status patients. All negative social levels class as SL0.

10 silver x (Social Level+1) for the first hour (will usually include the diagnosis).

5 silver x (Social Level +1) per hour for ongoing care. Any expenses incurred will be added to the bill.

Surgeons

Some, but not all, surgeons are also trained as doctors.

Note that, as there is no such thing as *Physician* skill in Saduria, all Sadurian surgeons are at -5 if attempting anything but very basic surgery (no heart bypasses or kidney transplants). Other possible modifiers are:

- -9 for improvised equipment! This would only happen in an emergency.
- -4 for basic equipment.
- -3 for good equipment. Most university-trained surgeons acquire good or better equipment.
- -2 for fine equipment. Well-connected or wealthy surgeons may have fine equipment.

Surgeons can stabilise mortal wounds if the patient can be taken to them, at -2 if the patient is at -3xHP or worse, and at -4 if he's at -4xHP or worse. Failed rolls allow further attempts at cumulative -2 per repeat attempt. There is no resuscitation in Saduria. A standard operation takes 1dx10 minutes per attempt; with no anaesthetic and a risk of infection, speed is considered a good thing!

Lasting crippling injuries (but not permanent ones) can also be healed by surgery in a 2dx10 minute procedure. A successful roll shortens recovery time to weeks rather than months. A critical failure makes the injury permanent.

Remember that there is no anaesthetic in Saduria, and no antiseptic. Check for infection after any surgery: a HT+3 roll is required. See B(4th)444.

Surgeons charge 100 silver per operation. If repeated attempts are required for the same result, the surgeon only charges once, so long as the attempts are all made at the same 'session'. Unlike a doctor, surgeons charge the same price no matter who the patient is (all bodies are the same to them).

Barber Surgeons

Barber surgeons are relics of the past, where the local barber performed the surgery. They are still numerous in Saduria despite the new breed of professional surgeons, not least because they are considerably cheaper.

Sadly, most barber surgeons, whatever their skill and experience, have not had the benefit of Sadurian university training, and are thus unaware of the newest techniques and procedures. This means that all barber surgeons operate at TL3. In addition, most have fairly basic equipment and the end result is that they have a larger penalty to their *Surgery* skill than most professional surgeons, although this may not be a problem for a simple procedure (such as pulling a tooth or resetting a dislocation).

Very few barber surgeons have any complimentary medical skills.

- -10 for improvised equipment!
- -5 for basic equipment
- -2 to rolls to resist infection from the surgery, as hygiene and barber surgeons do not usually go together.

Barber surgeons charge 50 silver per operation. If repeated attempts are required for the same result, the surgeon only charges once, so long as the attempts are all made at the same 'session'.

Herbalists

An herbalist uses *Herb Lore* to manufacture drugs and herbal balms. Most herbalists live in rural communities, often running a precarious line between being a valued local healer and accusations of witchcraft.

Most herbal balms are non-magical in nature, conferring the equivalent of a *First Aid* roll at a skill equal to the *Herb Lore* skill of the herbalist. Anyone can apply the balm, and they should make the roll upon application. The effects are exactly as an appropriate TL *First Aid* roll. A failed roll means that the balm was badly made or incorrectly applied, and the dose is wasted.

Some skilled herbalists may produce potent semi-magical balms and potions, with effects the same as alchemical preparations. Most semi-magical herbal balms take 1d hours to work, possibly as much as a week. This means that herbalists are best approached for curing long-term problems rather than as emergency healers. Herbalists gather their ingredients from nature, and there is therefore no cost for ingredients. The list of herbal preparations is far more limited than the list of alchemical elixirs as herbs do not lend themselves to magical effects as do the exotica of alchemical ingredients.

Name	Description	Price	Time to make
Fertility	Subject will be exceptional fertile/potent for 1 hour. Excepting physical deficiency (not medical) or racial incompatibility, any union will result in offspring.	5000	20 weeks, -4 to skill
Healing	Restores 1d Hit Points or, if Hits are at full, restores 2d Fatigue. Repeated doses have full effect.	125	1 week, -1 to skill
Health	Cures all and any diseases, and restores 2 Hit Points. Only one dose per day is effective.	600	4 weeks, -2 to skill

Many herbalists also have *First Aid* skill or even *Pharmacy-herbal* to aid them in preparing medicinal preparations.

Herbalists charge in both silver and goodwill.

Non-magical preparations cost 1dx10 shillings, semi-magical preparations priced as above.

In addition to the price in silver, an herbalist will demand a Favour from the person being healed, at a level appropriate to the power of the balm.

REWARDS AND BOUNTIES

The poster advertised that Felix was wanted dead or alive. The pay was 500 shillings and the party were short on their cash. But Felix was a bad one. Otto knew that he was a skilled poisoner and a master swordsman. If he was in the Badlands he had no doubt taken control of some band of brigands or another. No, Otto thought, 500 shillings was not enough for that job.

Bounty hunters are not uncommon in Saduria, where escape from justice might allow a criminal to establish a new life elsewhere. Most bounty hunters are freelance, though many priests of Pandour also work as bounty hunters, mainly for religious criminals.

Not all criminals attract bounties. It is usually only those that the authorities decide they desperately need to capture or recover for whatever reason. This may be as much to do with the embarrassment that the criminal is causing the authorities as with the alleged crime.

In general, a bounty will be placed on the head of those who have yet to be tried or those who have been tried but have escaped before punishment has been administered. If awaiting trial, the bounty hunter will be required to capture the criminal alive (and at least mainly intact). The punishment that has been pronounced on a tried and guilty escapee will determine what state the authorities require the criminal to be in when returned.

Life as a bounty hunter can be extremely hazardous. Seeking out minor criminals may be easier, as few will kill to protect their freedom, but this will not provide much of an income. The money is to be made in hunting down those escaping sentence for major and capital crimes, and these people are often happy to kill a pursuer.

Crime Levels

Crime in Saduria is divided into four levels:

- Petty.
- Minor.
- Major.
- Capital.

These levels indicate both the severity of the crime (as locally interpreted) and the resultant penalty. This is also a measure of the bounty the authorities will place on the head of an escaped or wanted criminal as follows:

Level	Bounty	Criminal's Circumstances	Bounty Modifier
Petty	20	Known killer	x2
Minor	50	Difficult to reach or find	x1.5
Major	100	Notorious	xReputation
Capital	200	Religious criminal	x0.5

Bounty hunters are paid by results, not by the hour. It is part of the skill of the successful bounty hunter to pick and choose what contracts he takes. If the job is too easy the reward will not be worthwhile, too hard and the bounty hunter may not succeed, or spend so long in pursuing the contract that the bounty becomes less attractive.

TRAVEL

The party relaxed and watched the world drift by. The riverboat was quiet and gently rocking as the waves lapped soothingly against its hull, almost purpose-made to send them to sleep. They all decided that the boat had been the right decision; slower than the coach, but without the bumps, stops and bandits.

Short Distance and Urban Travel

Realistically, short distances are limited to a few miles. Urban travel is within a single town or city.

<i>Mode of Travel</i>	<i>Notes</i>	<i>Price per mile</i>
Cart	More common in rural areas, or to move to and from towns. Passenger carts have 2 benches, laid out lengthwise along the sides. Holds a driver and up to six people, plus a small amount of hand luggage.	2
Handcart	Similar in concept to the eastern rickshaw, the handcart carries two people and a small amount of hand luggage.	1
Sedan chair	A chair, often boxed in, and carried by two or more people using poles run lengthwise along the chair. A chair carried by two men holds a single person; one carried by four can hold two people. The most common form of transport in urban areas.	5

Long Distance Travel

Long distance travel is defined as travel within the Empire.

<i>Mode of Travel</i>	<i>Notes</i>	<i>Price per mile</i>
Carriage/coach	The most luxurious form of road travel, carriages are still an uncomfortable ride as they are not sprung. Most carriages stop at inns overnight and regularly during day, both for the comfort of the passengers and to rest and change horses. Carries a driver and co-driver, possibly a guard and coachman, and up to six passengers plus their luggage inside.	2
Riverboat	Although slow, riverboats and barges are the most comfortable mode of transport. They also have the greatest capacity, being able to hold up to 20 passengers in relative comfort. Riverboats usually moor overnight at a suitable riverside village, town or inn.	1
Wagon	The poor man's coach, wagons offer a very basic and informal transport service. The passengers will likely be sharing the wagon with all manner of other cargo, and stops and routes are erratic. If a valuable cargo becomes available, passengers may find themselves supplanted at short notice!	10 copper

ARTISANS

The armourer sucked his teeth and shook his head. "That's a serious crack and I'm up to my neck with making this suit of plate for the Baron". Johann resisted the temptation to make a smart reply. He knew the crossbow was seriously broken at present. It had cost him just short of 900 shillings but all its fancy carving and inlays had not been able to cope with being used to block the ogre's club. With luck, though, this man could repair it. With luck and a hefty bribe, anyway....



All manner of artisan may be required by adventurers, and the adventurers may have skills of their own that they can use to bring in some silver. It is obvious that listing every possible variation of artisan and task would be impossible, but hopefully the following list should be representative.

Note that many mundane services offered by the artisan can be assumed under the Cost of Living, notably those of the tailor and blacksmith.

As most of the following services are priced by the hour, it might be helpful to decide how long it will take an artisan to finish a task. If in doubt use the time-honoured method of rolling randomly. After all, who is to say that a task didn't take longer due to an unforeseen problem?

Artisan Rank

Artisans are almost exclusively members of craft guilds. Within their ranks are:

- Apprentices.
- Artisan's assistants (non-guild qualified artisans).
- Artisans.
- Master artisans.

Prices reflect the rank of the artisan, and should also reflect the quality of the finished article.



Artisan rank	Rank	Usual skill level	Cost modifier
Apprentice	0	Up to 11	50%
Artisan's Assistant.	0	12-15	75%
Artisan.	1	12-15	100%
Master Artisan.	2	16+	150%

Services

<i>Service required</i>	<i>Hours Required</i>
Armourer	
<i>Armoury</i> skill (with appropriate specialism). 3 shillings per hour.	
Repair metal armour, per point of armour's DR.	2
Repair composite bow.	8
Repair crossbow.	6
Repair longbow.	4
Repair other weapon.	1
Repair self bow.	2
Repair sword of <i>fine</i> quality,	2
Repair sword of <i>poor</i> or <i>average</i> quality.	1
Repair sword of <i>very fine</i> quality (Master Artisan only).	4
Blacksmith	
<i>Smith</i> skill (with appropriate specialism). 1.5 shillings per hour.	
Shoe a horse (per shoe).	15 minutes
Repair cooking pot.	30 minutes
Carpenter	
<i>Carpentry</i> skill. 1.5 shillings per hour.	
Repair or replace wooden weapon shaft.	1
Repair wagon or cart.	4
Repair wooden shield.	1
Cook	
<i>Cook</i> skill. 1 shilling per hour.	
Simple meal.	1
Large meal.	2
Banquet.	4
Special or 'unusual' meal.	x150% cost

<i>Service required</i>	<i>Hours Required</i>
Leatherworker	
<i>Leatherworking skill.</i>	
1.5 shilling per hour.	
Repair leather armour, per point of armour's DR.	1
Repair saddlery.	2
Tailor	
<i>Professional skill (Tailor) P/A, default DX-5.</i>	
1 shilling per hour.	
Repair or adjust elaborate item, such as SL2+ dress.	5
Repair or adjust cloak or gown.	3
Repair cloth armour.	1
Repair or adjust shirt, leggings, etc.	2
Repair or adjust small item.	1

Materials

The costs quoted above assume that only a minimal outlay on materials is required. Naturally, any additional cost will be passed on to the client. An artisan's monthly income is quoted as net income, after all expenses for materials are taken into consideration.

Apprentices and Artisan's Assistants

Apprentices are trainees who are accepted for training by guild artisans. They live in their master's house and usually perform routine tasks until considered skilled enough to tackle 'real' work. The term 'masterpiece' originally referred to the piece of work that the apprentice was required to make to be accepted to qualify as an artisan for the guild. Any money paid to an apprentice will almost certainly be passed on to their master.

Assistants also work for the artisan but are not as closely dependent upon him as are apprentices, and may even be skilled craftsmen in their own right. Assistants who are freemen will be trained artisans who, for some reason, cannot join the guild. Without guild membership they are not allowed to set up their own business, and so are forced to work for a fee under a guildsman. They may also be bonded labourers (see below), whose bond has been bought by the artisan.



Note that a client will be charged for the time of an assistant where a job requires his help.

SLAVES & BONDED LABOURERS

Legality and Morality

Slavery is illegal in Saduria, but generally legal outside of the Empire's borders. In Saduria it is seen as a savage way to treat fellow humans and certainly uncivilised.

Owning a bonded labourer, however, is both legal and socially acceptable. Bonded labourers are those who are sentenced by the courts to work for a bond holder, either for a fixed term or, more rarely, for the rest of their life. If the person to whom the labourer is assigned does not wish to keep them, the labour bond may be sold on.

Maintenance Costs

The cost of keeping a bonded labourer or slave is their cost of living, rated usually at Social Rank -4, but sometimes higher. This will normally be 50 silver per month. Housing costs can be ignored where appropriate (the owner will presumably house them within his own home), bringing costs down to about 25 silver per month covering cheap and barely adequate food and drink, and very basic clothing costs and repairs.

Purchase Costs

Slaves and bonded labourers are valued according to their primary skills or attributes. These traits are only applicable where they affect the job that they are being bought to perform; a stunningly beautiful poet is equal to an ugly simpleton when working in a mine. These prices are not fixed, as most are sold at auction.

Trait	Price Modifier
Useful skill.	Skill level x 50 silver.
Multi-skilled.	+ other useful Skill level x 10 silver.
Attractive looks.	+ best reaction roll for looks x 20 silver.
Good personality.	+ best reaction roll for Charisma etc. x 20 silver.
Elderly.	-25% price per part 10 years over 50.
Obvious trouble.	50% price at best.
Non-human.	50% price at best (looks are usually irrelevant).

Bonded Labourers

As most are only sentenced to limited bonded labour, prices to buy the bond are usually 10% x number of years of sentence left to run.

Bonded labourers that cannot be sold at auction work at hard labour for the state. If particularly unlucky, they may find themselves being sold as gladiators.

INDEX

Subject	Page
ACCOMMODATION	126
ALCHEMICAL SUPPLIES	115
ALCHEMY AND HERB LORE	117
Animal Descriptions	82
Animal Fights	136
Animals	95
Announcements and Proclamations	137
Apprentices and Artisan's Assistants	147
Arena, Events at the Arena	136
Armour (combined)	77
Armour and Fashion	59
Armour Availability	59
Armour Care	59
ARMOUR	59
Armour, Clothing as armour	62
Armour, Heavy leather	65
Armour, Light leather, fur and padding	63
Armour, Mail and brigandine	67
Armour, Plate	69
Armour, Rigid leather	66
ARMS AND ARMOUR	27
Artisan Rank	145
Artisan Services	146
ARTISANS	145
ARTWORK	14
AVAILABILITY AND PRICE	9
Axe/Mace	28
Barding	87
Barter and Exchange	12
BASICS	6
Bear Pit	130

Subject	Page
Bonded Labourers	148
Books	25
Bow Case	43
Bow	43
Bowstrings (bow)	43
Bowstrings (crossbow)	47
Bracers	43
Brawling	29
Broadsword	30
Buying and Preparing Poisons	114
Clothing and Status	97
CLOTHING	96
Clothing, Female clothing	98
Clothing, Male clothing	97
Clothing, Outfits	98
Clothing, Wear and Tear	96
Coinage	6
COMBINED ARMOUR PRICE LIST	76
COMBINED WEAPONS PRICE LIST	51
CONTAINERS	100
COOKING AND EATING	101
Cost of Living by Social Level	7
COST OF LIVING	7
Courtesans	132
Crime Levels	143
Crossbow	45
Dancing	130
Dietary Requirements	91, 124 & 126
<i>Drink and Intoxication</i>	94
Drink	94
Elixirs, Types of Elixirs	117
Entertainment skills	134
ENTERTAINMENT	130
Exchange Rate; Metals	6
Fences	12
Fencing	130

Subject	Page
Fencing weapons	31
Flail	33
FOOD AND DRINK	91
Food	92
Forging, Clipping, and MagicalFraud	6
Gambling	131
Games	131
Gems	16
Gladiators	136
GOODS	27
HAGGLING	10
Hand Weapons	28
HEALING	138
Healing, Barber Surgeons	141
Healing, Doctors	140
Healing, Hedge Wizards	138
Healing, Herbalists	142
Healing, Mages	138
Healing, Priests	139
Healing, Professionals	140
Healing, Surgeons	141
Healing, Witches	140
Helmet Accessories.	73
Helmets	72
Helmets, Types of Helmet	72
HERBS	115
Herbs, Alchemical	117
Herbs, Healing Herbs	115
Herbs, Preparing Medicinal Herbs for Use	115
Horse Care	87
HORSES AND OTHER RIDING MOUNTS	80
HOUSEHOLD AND DOMESTIC	103
Jewellery	18
Jousts and Tournaments	136
Knife	33
Lance	34

Subject	Page
LIVESTOCK	95
Lock Intricacy	105
Lock Prices	105
Lock Size	105
Lock Type	105
Locks and Lockpicking	105
LONG TERM ACCOMMODATION	127
MAGICAL HEALING	138
Mail, Fine-mesh Mail	67
MARKETPLACE	91
Melee Weapons (combined)	51
Missile Weapons (combined)	56
Missile Weapons	43
MONEY	6
MUNDANE HEALING	140
Munition Armour	69
Net	48
OUTDOOR EQUIPMENT	99
Paintings	20
Poison, Administration of Poison	107
Poison, Animal Poisons	110
Poison, Antidotes	114
Poison, Detection	112
Poison, Detection, Identification and Treatment	112
Poison, Doses	112
Poison, Identification and Treatment	113
Poison, Mineral Poisons	107
Poison, Plant Poisons	109
<i>Poison, Treating Poison</i>	115
Poison, Types of Poison	107
Poisons	107
Polearm	35
Prostitutes, 'Levels' of Service	132
Prostitutes, 'Personal Services'	132
Quality, Steel and Blade Quality	27

Subject	Page
<i>Rations, Field Rations</i>	93
Reloading crossbows	46
Repairing Armour	60
REWARDS AND BOUNTIES	143
Second-hand Equipment	12
Second-hand plate, Wearing Second-hand Plate	69
SELLING	12
SERVICES	123
Shields (combined)	76
Shields	60
Shields, Damage to Shields	60
Shields, Types of Shield	61
Shortsword	36
SLAVES & BONDED LABOURERS	148
Sling	49
Social Disease	135
Spear	37
Staff	38
Statues	22
STAYING AT THE INN	126
Tapestries	24
Tavern, Services Offered at the Tavern	123
Tavern, VISITING THE TAVERN	123
Tavern's Responsibilities	123
The Arena	135
The <i>Bargaining</i> Roll	10
The Tavern	133
Theatre and Other Entertainers	134
THIEVING AND UNDERWORLD	106
Throwing Skill	50
Thrown Axe	49
Thrown Knife	49
Thrown Spear	50
TOOLS	104
TRANSPORT	80

Subject	Page
TRANSPORT, OTHER	90
Trappings	89
TRAVEL	144
Travel, Long Distance Travel	144
Travel, Short Distance and Urban Travel	144
Two-Handed Axe/Mace	39
Two-Handed Flail	40
Two-Handed Sword	40
Weapon Care	27
WEAPONS	27
Whip	42
Yellow Sash	132