



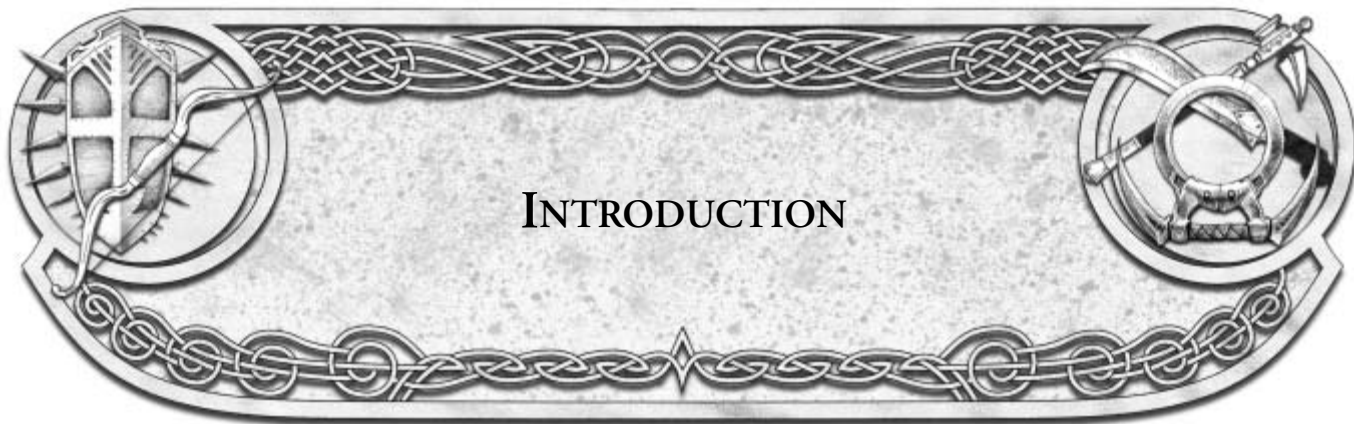
PLAYER'S ADVANTAGE™ SERIES



GOODS AND GEAR: THE ULTIMATE ADVENTURER'S GUIDE

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INTRODUCTION

ABOUT THIS BOOK

Goods and Gear: the Ultimate Adventurer's Catalog describes a variety of medieval-fantasy arms, equipment and services that can be used with multiple games and campaign settings.

For the sake of consistency, item descriptions and flavor text refer to one particular campaign setting: the *KINGDOMS OF KALAMAR*. In this realistic, dynamic world of Tellene, complex political alliances mix with marauding bands of humanoids, and medieval technology and culture come face to face with magic and the fantastic. Whatever type of adventure you seek, you can find it here.

Of course, while many items have a racial name specific to this setting, you may notice that other items or weapons (such as the flamberge sword) have the same name as they do here on Earth. These non-Tellenian names or words, such as "flamberge" or "flask," are considered the Merchant's Tongue name for this item. (Merchant's Tongue is the international language of trade, often considered equivalent to the Common tongue in other settings.) If you are not using this setting, you can either disregard setting-specific information or adapt it to fit into your own world.

Readers who are already familiar with similar equipment from other sources may notice that some details and game mechanics differ. This is due partly to the flavor of the different campaign settings, and to the differing creators and writers. Use what you want and adapt the ideas to the specifics of your game. Remember, though this book is very comprehensive, there are always other items available, limited only by your imagination (and that of your Dungeon Master). For in a universe of magic and multiple planes of existence, anything is possible!

Chapter 1: In the Marketplace introduces you to the topics of bartering, coinage, craftsmanship, taxes, trade and more. Both player and Dungeon Master will certainly find many ideas to incorporate into their own shopping sprees.

Chapter 2: Weaponry provides the reader with information hundreds of different weapons, plus information on their basic parts and types. You see, while the basic weapons provided by most roleplaying books are enough for many campaigns, they fail to provide any racial or regional flavor. For example, how does a bow crafted by elves, hobgoblins and humans of different regions vary? Is its length, material, game statistics, or a combination of the above? This chapter answers those questions.

Chapter 3: Armor, Shields and Barding gives information on these items, as well as details on various accessories, maintenance and materials.

Chapter 4: Clothing presents clothing for all types of characters, as well as introducing an optional "style point" system that takes into account how the character's clothing affects those he or she interacts with.

Chapter 5: Games and Entertainment provides a detailed list of items commonly used by with an acting profession, as well as basic entertainment and gambling simulations.

Chapter 6: Musical Instruments includes dozens of such items usable by bards and other characters with a flair for music.

Chapter 7: Tools, Gear and Equipment details various equipment used by many professions, including: academic, arcane, commercial, clerical, engineering, seafaring and thieving.

Chapter 8: Food and Drink details many differing meals and dining customs, as well as lists of foodstuffs (breads, desserts, alcoholic and non-alcoholic drinks, fruits, fish and meats, herbs, and more).

Chapter 9: Concoctions covers many alchemical, herbal and poisonous mixtures, as well as alchemical items. Also included are information on drugs and their effects.

Chapter 10: Personal Goods and Services goes into detail on cosmetics, grooming and hair styles, as well as dozens of Non-Player Characters (NPCs) and the services that they provide.

Chapter 11: Animals includes a listing of commonly encountered animals that the player characters are likely to encounter, either in battle or as allies. Also included are price lists and details on related accessories.

Chapter 12: Lodging provides information on buildings, sleeping arrangements, and other related items found in homes and inns through the land.

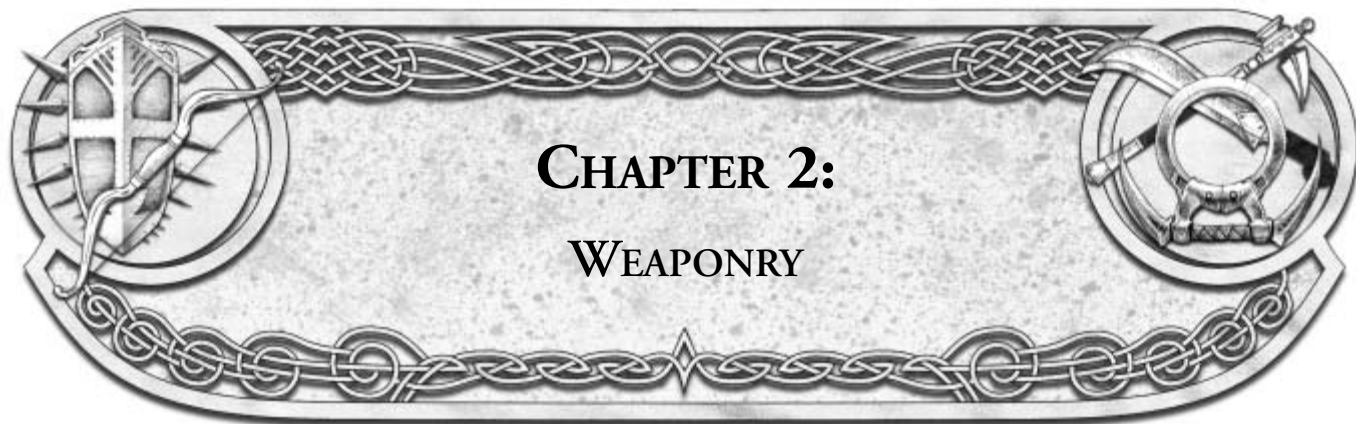
Chapter 13: Travel and Transportation lists the dangers and costs of travel by land and by sea, as well as detailing the many methods of available transport.

HOW TO USE THIS BOOK...

As noted above, this supplement can be used with multiple game systems and campaign settings. Details on this follow below.

...WITH THE *KINGDOMS OF KALAMAR* CAMPAIGN SETTING

For players and Dungeon Masters who already use this setting, most of the information in this book is applicable. Each description divulges where the item is found on Tellene, and who is most likely to use it. This supplement also assumes that you are using the



The elves and dwarves have known the use of advanced materials and weapon creation techniques for many generations. For obvious reasons, they were reluctant to share their knowledge with outsiders and carefully guarded their secrets for many hundreds of years. This changed when King Ali Inakas of Kalamar successfully implemented a trade agreement with dwarves of the Ka'Asa Mountains in (approximately) the year 5 I.R. (Imperial Reckoning). The Kalamarans traded foodstuffs and gold for bronze and began to manufacture armor and weapons out of it. A short time later this led to a sweep of the main continent of Tellene as the sons of Ali Inakas, Rulakan and Fulakar used the new material to dominate people everywhere they went. This much is well documented.

However, scholars debate over the development of bronze armor and weapons elsewhere in Tellene. There is evidence of more ancient human cultures in both the Khydoban and Elos deserts that suggests they had knowledge of metals such as bronze and iron before Inakas even took the throne. Furthermore, there is evidence that around this same time the Svimohzish people and Brandobians slowly began the use of bronze for armor and weapons. It is unknown whether the introduction of bronze into these cultures was a result of seafarers from Kalamar, a similar regional trade agreement with local demihumans or independent development. However, one thing is clear, no one else at the time put bronze to such effective use as the Kalamarans.

When Reanaarians encountered seafaring elves from another continent in the year 19 I.R., that visit likely gave them knowledge of iron that they began to use for shipbuilding, armor and weapons. They began to build large sailing ships around 45 I.R. and over the next one hundred or so years began to trade, possibly sharing the technology of iron with other human races. Thus by 159 I.R., many of the coastal human cities that were active in trade were slowly learning the use of iron (when it was available) in addition to bronze. The humans' short-lived Bronze Age (about 5 I.R. to 159 I.R.) was cut short by the introduction of new technology, steel. In 159 I.R., King Thedorus of Kalamar once again made a trade agreement with the dwarves of the Ka'Asas, this time in exchange for the secrets of producing high strength steel and the know-how to craft it into superior armor and weapons.

From this time forward, the use of iron and steel became more prevalent. Miznoh likely used iron as he conquered much of Svimohzia in 190 I.R., and steel was certainly used during the Brandobian civil war circa 225 I.R. Pirates who began to ply the waters of Reanaaria Bay around 229 I.R. used it and its use spread throughout the Young Kingdoms over the next 200 years. Use of iron and steel spread to the barbaric Wild Lands around 465 I.R. when the countries of Thybaj and Tharggy came of age and the Kingdom of Shynabyth entered an alliance with the dwarves of the

Byth Mountains. The Skarrns were exposed to iron and steel earlier from trade with Reanaarians.

In present day Tellene (563 I.R.), most inhabitants of the world at least know about iron and steel – even if they do not have the raw materials or know-how to craft their own. In this case, they will trade to get what they want.

The following categories of weapons include: hafted (axes, clubs, daggers, hammers, knives, maces and swords), miscellaneous, polearms and poleaxes, ranged (ammunition, bows, darts and slings), siege weapons, spears and lances. D&D players should note that certain weapons statistics may vary slightly from the listings in the *D&D Player's Handbook*. You may use the statistics in this book as setting-specific variations, or continue to use those listed in the *D&D Player's Handbook*. HackMaster players should consult pages 67-82 for HackMaster-specific tables and text.

HAFTED WEAPONS

Hafted is a general category of weapons that includes any weapon with a distinct, recognizable handle wielded upright in the hands. Axes, daggers, knives, clubs, hammers, maces and swords all belong in this category.

Some of the weapon descriptions may use some unfamiliar terms or familiar terms in new contexts. Below is a brief definition of these terms.

Blade: The blade is the length of metal that forms the slashing or piercing edge. It is located above the hilt and ends in the tip.

Back: On a single-edged weapon, the back is the dull side of the blade opposite the sharpened edge. A double-edged weapon has no back.

Butt: The butt of the weapon is the unsharpened end opposite the blade that lies at the end of a shaft or handle. This end rests on the ground when the weapon is not being wielded. This term is most commonly applied to spears and polearms, although the pommel is sometimes referred to as the "butt" of the sword.

Crossbar: The crossbar is a type of guard that consists of two horizontal bars located just above and on opposite sides of the handle. Each bar is separately called a quillon. The crossbar is part of what comprises a crossbar hilt.

Disc guard: This type of guard features a flat metal disc above the handle. This guard is part of what comprises a circle hilt.

Edge: The edge is the sharpened area of the blade. Swords, daggers and axes may have single or double edges. On an axe, double edges are allowed only if the axe has a double head - a blade on each opposite side.

TABLE HM 2-3: AMMUNITION

Weapon	Cost	Dmg			Range (yards)						Base Availability				
		Type	ROF	T	S	M	L	H	G	S	M	L	Hi	Med	Lo
Crossbow															
Quarrel, hand	1 gp	P	1	1d6	1d6-1	1d6-3	1d6-4	1	1	20	40	60	90	85	80
Quarrel, hard silver jack	50 gp	P	1	+1	+1	+1	+1	+1	+1	20	40	60	50	30	15
Quarrel, heavy	2 sp	P	1/2	1d6	1d8	2d4+1	3d4	3d4+1	4d4	80	160	240	90	85	80
Quarrel, light	1 sp	P	1	1d4	1d6	1d8	2d4+1	3d4	3d4+1	60	120	180	90	85	80
Quarrel, peashooter	1 gp	P	2	1d6-2	1d6-3	1d6-4	1	1	1	10	20	30	90	85	80
Quarrel, silver jacketed	25 gp	P	1	-	-	-	-	-	-	20	40	60	60	40	30
Bolt, Needle (1) *	2 sp	P	1	1d4	1d4-1	1d4-1	1d4-1	1d6-2	1d6-3	20	40	60	65	45	25
Bolt, Thunder (1) **	10 gp	C	1	1	1	1	1	1	1	20	40	60	40	20	5
Dart	5 sp	P	3	1d6	1d6-1	1d6-2	1d6-4	1	1	10	20	40	90	85	80
Sling	5 cp	-	1	-	-	-	-	-	-	-	-	-	95	90	85
Sling bullet	1 cp	C	1	1d6-1	1d6-1	1d6	1d6+1	1d6+1	1d6	50	100	200	95	95	95
Sling stone	-	C	1	1d6-1	1d6-1	1d6-1	1d6-1	1d6-2	1d6-3	40	80	160	95	95	95
Sling bullet, war	3 cp	C	1	1d6	1d6+1	1d6+2	1d8+1	1d8	1d6+1	30	60	90	75	50	20
Shot, Sculpted (1)	4 sp	C	1	1d6-1	1d6	1d6	1d6-1	1d6-2	1d6-3	+20%	+20%	+20%	70	40	10
Long bow															
Arrow, flight	3 sp/12	P	2	1d6	1d6	1d6	1d6	1d6	1d6	70	140	210	90	85	80
Arrow, sheaf	3 sp/6	P	2	1d8	1d8	1d8	1d8	1d8	1d8	50	100	170	85	80	75
Arrow, Ball (1)	1 gp	C	2	1d8	1d6	1d5	1d4	1d3	1d4-2	40	80	120	70	50	30
Arrow, Bird (1)	1 gp	P	2	1d6	1d6	1d6	1d6	1d6	1d6	60	120	180	75	65	45
Arrow, Screecher (1)	5 sp	C	2	1	1	1	1	1	1	60	120	180	70	50	25
Arrow, Splinter (1)	2 sp	C	2	1d6 S	1d6 S	1d6 S	1d6 S	1d6 S	1d6 S	50	100	170	75	55	35
Arrow, Tiger Claw (1)	1 gp	H	2	1d5	1d6	1d6+1	1d8	1d8+1	1d10	50	100	170	70	40	10
Flare arrow	3 sp	P	1	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3	30	60	120	75	45	15
Halfling Longbow Arrows (20)*	1 gp	P	2	1d6	1d6	1d6	1d6	1d6	1d6	40	80	150	60	30	5
Svimohzish longbow arrow	1 sp	P	2	1d10	2d4	1d8	1d6	1d6-1	1d4	60	120	200	65	40	20
Short bow															
Arrow, flight	3 sp/12	P	2	1d6	1d6	1d6	1d6	1d6	1d6	50	100	150	90	85	80
Arrow, Ball (1)	1 gp	C	2	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	38	75	112	70	50	30
Arrow, Bird (1)	1 gp	P	2	1d5	1d5	1d5	1d5	1d5	1d5	45	90	135	75	65	45
Arrow, Screecher (1)	5 sp	C	2	1	1	1	1	1	1	40	80	120	70	50	25
Arrow, Splinter (1)	2 sp	C	2	1d5 S	1d5 S	1d5 S	1d5 S	1d5 S	1d5 S	50	100	150	75	55	35
Arrow, Tiger Claw (1)	1 gp	H	2	1d6	1d6	1d6	1d6	1d6	1d6	50	100	150	70	40	10
Flare arrow	3 sp	P	1	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3	1d6-3	42	85	128	50	30	10
Halfling Shortbow Arrows (20)*	1 gp	P	2	1d4	1d4	1d4	1d4	1d4	1d4	50	100	150	70	30	10
Stonebow Pellets (10)*	1 sp	C	1	1d6-1	1d6-1	1d6-2	1d6-2	1d6-3	1d6-3	30	60	120	50	30	10
Daikyu			2										15	9	2
Daikyu arrow	1 sp	P	2	1d10	2d4	1d8	1d6	1d6-1	1d4	70	140	210	18	12	3
Blowgun			2							10	20	30	90	85	80
Barbed dart	1 sp	P	2	1d6-1	1d6-1	1d6-2	1d6-4	1	1	10	20	30	95	90	85
Needle	2 cp	P	2	1	1	1	1	1	1	10	20	30	95	90	85
Darts, War Blowgun (10)	5 gp	P	2	1d6-2	1d6-2	1d6-2	1d6-4	1d6-4	1	8	16	24	75	55	25

* injects target with loaded substance

** 1d4 sonic boom within a 5-foot radius, save vs. breath weapon for 1/2

sneak attack (although the attacker might still qualify for a sneak attack otherwise).

Bolts: Crossbow bolts come in wooden cases that hold up to 10 bolts. D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Flare Arrow: This arrow is constructed with a special cone-like tip with tiny holes designed to slow its descent. The shaft burns slowly. The user must light the arrow before firing to use it properly. Most such arrows burn out 20-40 feet above the ground, though occasionally a burning arrow can ignite a conflagration. Though the light can be seen for some distance (depending on atmospheric conditions), it does not provide useful illumination beyond a five-foot radius.

If fired at an enemy, it inflicts only 1d3 points of damage and automatically breaks (whether it strikes or not). It is also very susceptible to fire.

Needle Bolt: The needle bolt has a special hollow head that injects a poison or other substance. When it strikes a victim, the

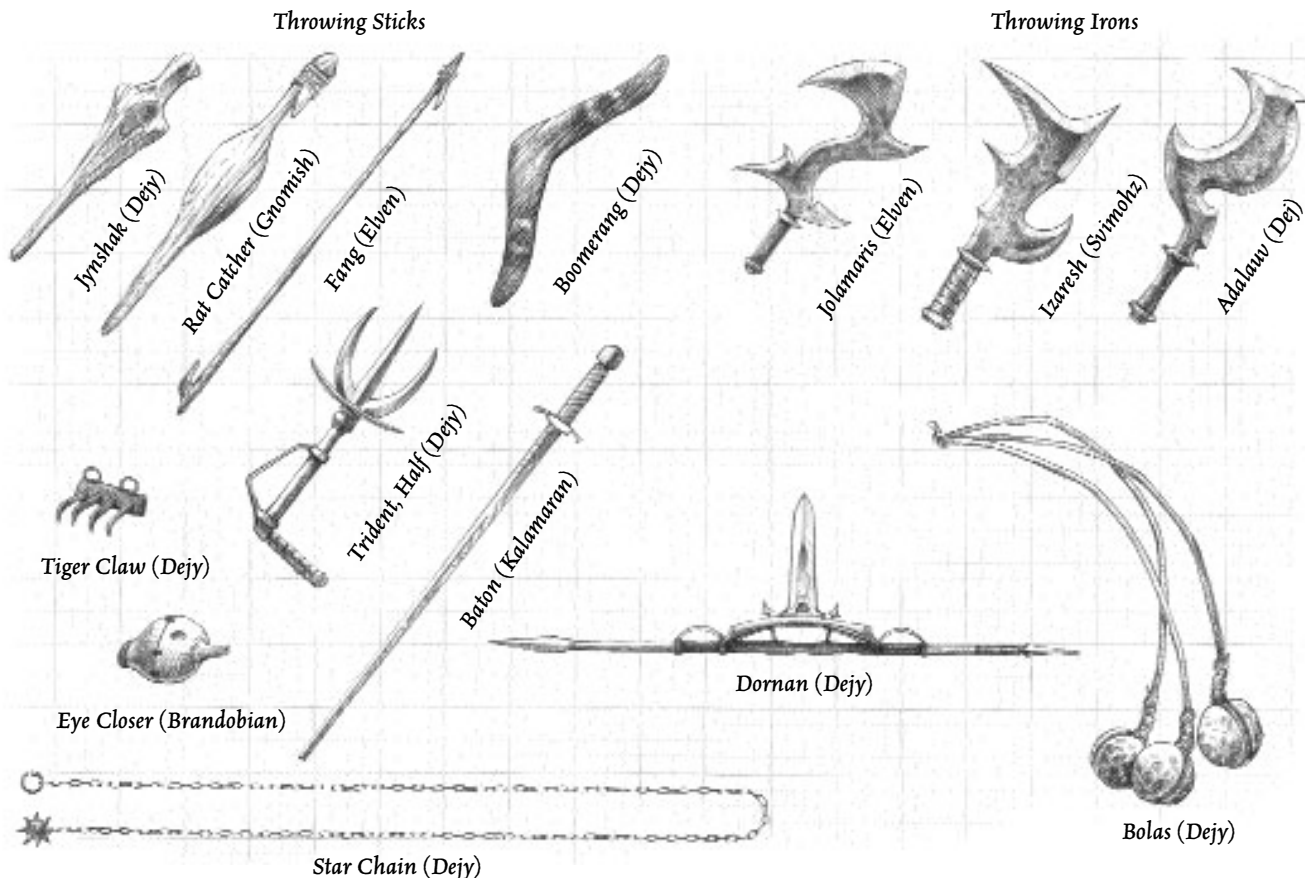
victim must make a Fortitude save or be affected by the contents. The bolt most commonly appears with hand crossbows, but recently has begun to be used with larger crossbows as well.

Screecher Arrow: This arrow is not used in combat. Its head is shaped like a whistle and when fired it emits a shrill, high-pitched shriek. It does 1 point of damage on a successful hit.

Sculpted Shot: These large lead sling bullets are carefully crafted and dimpled in a special pattern for greater speed, distance and accuracy. Some shots bear extravagant paintings, some of which are very artistic, while others are humorous or belligerent. The makers sometimes add signatures, scriptures or even insults for the intended target.

Since the sculpted shot takes several times longer to make than a common lump of lead, it costs more, but the pickiest slingers make frequent use of them for competition or in desperate situations.

Shuriken: Though primarily listed in the Miscellaneous section of this chapter, shurikens are listed here as a reminder that some D&D rules (crafting, drawing and so forth) treat them as ammuni-



Bola: Primarily a Dejy weapon, the bola consists of three long leather straps with a leather sack attached to each end. Inside each sack is a heavy round weight of stone or iron. The bola is thrown by spinning the weapon around the head, then throwing it low to wrap around the legs of the victim, the weight of the balls cinching the straps tightly around the legs. With its 10-foot length, and a skilled thrower, the bola can be a very effective weapon. Other variations include throwing the bola to bind the enemy's arms at his sides, crushing or strangling the windpipe, or wrapping the bola around the head to crush the skull. Northern Fhokki versions are lighter, for use against small birds and game animals.

D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Boomerang: Except for its special design that allows it to return to the thrower (a full round action), a boomerang is simply another type of throwing stick (see below). It is most common in the hands of Dejy residing in and around the Obakasek Jungle. The boomerang's thrower must make a ranged attack roll against AC 12 to catch the weapon when it returns.

Brass Knuckles: This simple weapon is a heavy piece of bronze with four holes through which the wielder slips his fingers. It is also known as a "face bruiser." This weapon allows the wearer to deal normal damage rather than nonlethal damage with unarmed strikes. Cost and weight given in the table are for a single hand only. Your opponent cannot use a disarm action to disarm you of brass knuckles.

Chain, Single-Spiked: The Malavla (Dejy) wield this parrying chain with a T-shaped handle on one end and a sharp iron spike on the other.

D&D players should note that the single-spiked chain uses the same rules as the standard spiked chain in Chapter 7: Equipment of

the *D&D Player's Handbook*, but gives only a +1 bonus on opposed attack rolls to disarm.

Chain, Spiked: D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Chain, Star: The star chain is a 5 to 10 foot long Malavla (Dejy) chain whip. One end is a ring, and on the other is attached a weighted, star-shaped slashing blade. The star chain is most effective against unarmored opponents.

D&D players should note that the star chain uses the same rules as the standard spiked chain in Chapter 7: Equipment of the *D&D Player's Handbook*, but gives only a +1 bonus on opposed attack rolls to disarm.

Chain, Weighted: The weighted chain is a weapon with a sickle-like blade attached to a short shaft. At the other end of the shaft is a long chain with a weighted end.

D&D players should note that the weighted chain uses the same rules as the standard spiked chain in Chapter 7: Equipment of the *D&D Player's Handbook*, but gives only a +1 bonus on opposed attack rolls to disarm.

Chakram: The chakram is a flat steel ring with a sharpened edge, some 5 to 12 inches in diameter and of varying thickness. The chakram may be thrown or hurled like a discus. Some skilled throwers twirl the blunt inside edge around a finger to gain velocity, and then withdraw at the right instant. The Dejy favor this method, as it is surprisingly accurate with some practice. This ancient weapon is said to originate in the unfathomable Khydoban Desert.

D&D players should note that the chakram also follows the same rules as the shuriken in Chapter 7: Equipment of the *D&D Player's Handbook*.

Chapter 2: Weaponry

Wardar: This wooden spear has a pointed, leaf-shaped butt and a socketed steel head. The wardar is often found along the eastern coast of Reanaaria Bay.

Wardo: This basic spear is wooden and topped with a small, socketed iron head.

Warsang: This heavy, all-steel lance comes with a long, diamond-shaped head. They are most commonly found in and around the city of Zoa.

SWORDS

A sword is a long, usually pointed and tapered, metal blade ranging from 3 to 6 feet (or more) in length. The sword blade can be used for piercing and slashing, with the flat of the blade being used as a tool for reprimanding or knighting. The sword is the primary weapon of most fighters. Though it appears to be a fairly simple weapon, each section of the sword has a specific name and purpose (listed at the beginning of this chapter).

All of the following swords are used one-handed unless noted otherwise.

Adarosh: This is a Fitonshir (Dejy) sword whose blade and crossbar hilt are both forged of a single piece of bronze. The blade is single-edged except at the tip, where it is double-edged. The adarosh is worn as a sign of mourning, and it is considered dishonorable to use this weapon in combat. The only exception is when avenging the death of a loved one.

Antler Sword: This sword has a double-edged iron blade that grows slightly narrower towards the point. Attached to the pommel is a thin crossbar whose curved quillons point away from the grip and give this weapon its name. The antler sword is generally found among elves of the northern lands.

Aselika: This high elven steel sword comes with a padded hilt. From midpoint to tip, the aselika is curved and double-edged, while the lower half is straight and single-edged only.

Backsword: This is a wide, heavy single-edged steel blade, reminiscent of a cross between a scimitar and a broadsword with a half basket hilt. The backsword is curved near the tip to increase the amount of damage dealt by slashing or thrusting attacks. As sailors and pirates favor the backsword, it is generally found in coastal regions, particularly Reanaaria Bay.

Bastard: This common sword is a longsword with a straight, double-edged blade that is generally between 44 and 50 inches long. The bastard sword has a plain crossbar hilt and an extended grip that allows it to be wielded either one- or two-handed. The bastard sword is also known as a “hand and a half sword.” Other swords referred to as “hand and a half” are variations on the bastard sword, and can be found throughout Tellene.

D&D players may find more information on this weapon in Chapter 7: Equipment of the *D&D Player's Handbook*.

Beheading: Named for its primary function, this long, two-handed sword has a slightly curved, single-edged blade. It also has a long, unguarded hilt that runs half the length of the entire sword. At the end of the hilt is a ring-shaped pommel. It is sometimes serrated on the dull side.

Bent Paladin: The “bent paladin” sword is so named for three reasons. First, it is a sword with a deeply curved, single-edged blade and a bone or horn namely hilt. The blade is double-edged only at the tip. The oppositely curved blade and hilt give it a “bent” look. Second, the pommel is crafted into a shape symbolizing the wielder's primary deity. For example, a paladin of the Bear, would have the

The parts of a sword blade

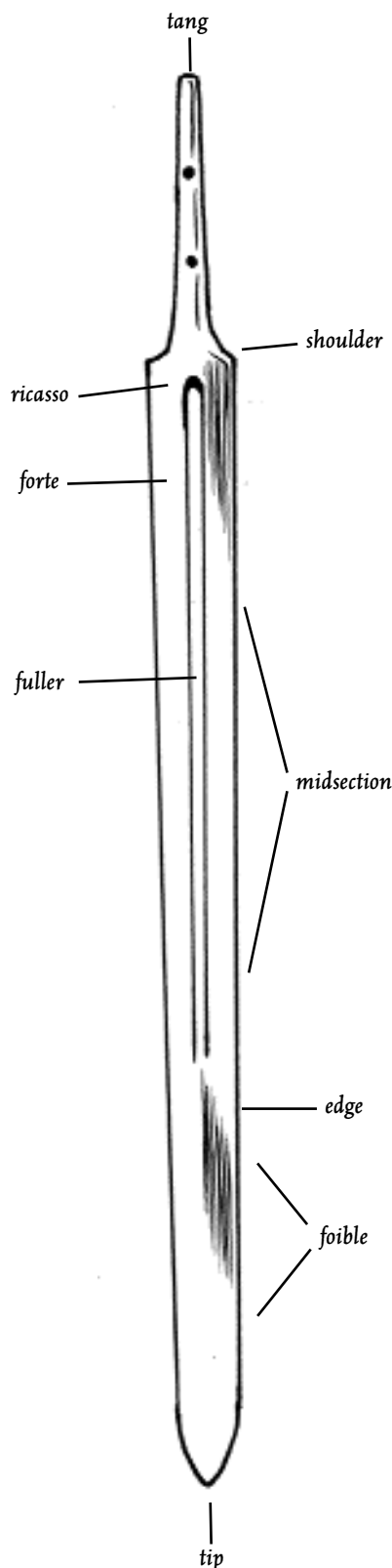


TABLE 2-12: SWORDS

Weapon	Region/User	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type*
Simple Weapons: Light Weapon								
Chopper	Kalamaran	15 gp	1d3	1d4	x3	-	3 lb.	Slashing
Martial Weapons: Light Weapons								
Borfast	Gnome (Forest)	8 gp	1d4	1d6	19-20/x2	-	1 lb.	Piercing
Camishmor	Any	11 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Colbren	Eldoran	10 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Halfling Death	Halfling (any)	14 gp	1d4	1d6	19-20/x2	-	1 lb.	Slashing & Piercing
Jorarek	Dejy (Chinotan)	12 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Khensh	Dejy (Khydoban)	9 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Leaf Blade	Elf (any)	10 gp	1d4	1d6	19-20/x2	-	2 lb.	Piercing
Naaneari	Reanaarian	15 gp	1d4	1d6	x2	-	2 lb.	Piercing
Rosh	Dejy (Byth)	8 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing
Ruji	Dejy (Evony)	8 gp	1d4	1d6	19-20/x2	-	1 lb.	Slashing & Piercing
Sanabal	Gnome (Forest)	10 gp	1d4	1d6	19-20/x2	-	1 lb.	Slashing & Piercing
Shinth	Dejy (Anyth)	9 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Shirosh	Dejy (Byth)	8 gp	1d4	1d6	19-20/x2	-	1 lb.	Slashing & Piercing
Short Sword	Any	10 gp	1d4	1d6	19-20/x2	-	3 lb.	Slashing & Piercing
Small	Gnome (any)	12 gp	1d4	1d6	19-20/x2	-	2 lb.	Piercing
Surtean	Halfling (Golden)	12 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Thondi	Dejy (Defohy)	10 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Wagisashin	Brandobian	10 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Xoolaar	Reanaarian	10 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Martial Weapons: One-Handed Weapons								
Adarosh	Dejy (Fitonshir)	20 gp	1d6	1d8	19-20/x2	-	2 lb.	Slashing & Piercing
Antler	Elf (any)	12 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Aselika	Elf (High)	10 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Backsword	Any	12 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Bent Paladin	Any	18 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Bevelia	Elf (Wood)	18 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Boar Sword	Kalamaran	45 gp	1d6	2d4	x2	-	4 lb.	Piercing
Bograz-Akkel	Hobgoblin (Krangji)	22 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Borelka	Elf (Gray)	25 gp	1d6	2d4	x2	-	2 lb.	Piercing
Broadsword	Any	20 gp	1d6	1d8	19-20/x2	-	4 lb.	Slashing & Piercing
Canfort	Gnome (any)	15 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing
Carp's Tongue	Reanaarian	20 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Caterum	Halfling (Golden)	15 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Colnester	Mendarn	18 gp	1d6	1d8	x2	-	2 lb.	Slashing & Piercing
Cotanen	Brandobian	24 gp	1d6	2d4	18-20/x2	-	3 lb.	Slashing & Piercing
Cutlass	any	12 gp	1d6	1d8	x2	-	2 lb.	Slashing
Damrik	Dwarf (Mountain)	30 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Daranit	Gnome (Rock)	15 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Dastmar	Gnome (Deep)	15 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Debren	Koraki	15 gp	1d6	1d8	x2	-	3 lb.	Slashing
Deshko	Dejy (Khydoban)	25 gp	1d6	2d4	x2	-	3 lb.	Slashing
Durellen	Elf (Drow)	25 gp	1d6	2d4	18-20/x2	-	3 lb.	Slashing
Dvortha	Skarrnid	20 gp	1d6	2d4	18-20/x2	-	3 lb.	Slashing & Piercing
Eldril	Brandobian	30 gp	1d6	2d4	18-20/x2	-	3 lb.	Slashing & Piercing
Emanesh	Meznamishii	15 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Fargrum	Dwarf (Hill)	20 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Fish Spined	Dejy (Khydoban)	14 gp	1d6	1d8	19-20/x2	-	2 lb.	Slashing
Foil	any	15 gp	1d3 N	1d4 N	x2	-	2 lb.	Bludgeoning
Fonsha	Slennish	5 gp	1d6	1d8	19-20/x2	-	2 lb.	Slashing
Formar	Dwarf (Stone)	16 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Fulzek	Dwarf (Stone)	50 gp	1d6	2d4	19-20/x2	-	3 lb.	Slashing & Piercing
Geoceo	Zoan	18 gp	1d6	1d8	x2	-	3 lb.	Slashing
Gimzek	Dwarf (any)	15 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Gokira	Basiran	30 gp	1d6	2d4	18-20/x2	-	3 lb.	Slashing & Piercing
Gundmar	Dwarf (any)	18 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Heselevai	Elf (Wood)	15 gp	1d6	1d8	x2	-	3 lb.	Slashing & Piercing
Hurraaar	Reanaarian	45 gp	1d6	2d4	x2	-	2 lb.	Piercing
Huuramau	Reanaarian	18 gp	1d6	1d8	19-20/x2	-	3 lb.	Slashing & Piercing
Inoyen	Dejy (Narhino)	15 gp	1d4	1d6	19-20/x2	-	2 lb.	Slashing & Piercing
Jesasila	Elf (Wood)	18 gp	1d6	1d8	x2	-	2 lb.	Slashing & Piercing
Jordenvi	Dejy (Thondehe)	13 gp	1d6	1d8	19-20/x2	-	2 lb.	Slashing
Jor-Hath	Dejy (Shan-Gyr)	12 gp	1d6	1d8	x2	-	2 lb.	Slashing & Piercing

THIEVES' TOOLS

While the common thieves' tool kits contain the basic equipment for important skill checks (such as Disable Device and Open Locks), a good thief need not limit herself to only those items. Both standard thieves' kits and other additional items are listed here.

Acid, Akirakar: If faced with a lock that his best efforts cannot pick open, a Kalamaran rogue may turn to akirakar, which roughly translates in Merchant's Tongue as "fire acid" or "metal-eating acid." Only the most daring risk its use, however, for the acid easily eats through most other substances as well... especially flesh.

A clever thief does not often use such things himself, however. First, the acid is very hazardous to carry. While it may be contained in glass (and possibly ceramic) containers, such vessels are fragile. Imagine falling down a pit and hearing the sound of breaking glass as acid begins to seep through clothing and over one's back.... Second, if the acid does not do the job, it may ruin the lock and any hope of opening it in another way. Third, it is a blow to the professional reputation of a thief to have to resort to such means as acids!

In D&D terms, akirakar deals 2d6 points of damage per round, though total immersion deals 20d6 points per round. Its fumes are identical to common (hydrochloric) acid as detailed in Chapter 7: Equipment of the *D&D Player's Handbook*, and Chapter 8: Glossary of the *D&D Dungeon Master's Guide*.

HackMaster: *Metal-eating acids can eat through a lock if the lock fails a saving throw (for metal) vs. acid (most locks save as soft metal and thus need a 13 against acid; the very finest of locks may save as hard metal). If the lock succeeds at the saving throw, it cannot be opened. If it fails a second saving throw, it will be ruined (and unopenable!). A thief (or assassin) who resorts to*

acid to open locks takes a -1 hit to temporal Honor for each person who hears of it (up to 12 maximum).

Aniseed: A small quantity of this simple, plant-derived flavoring can be used to throw off creatures that track by scent (such as dogs or owlbears). Dropping a vial of aniseed in an appropriate place (at a fork in the trail or at the base of a wall, for example) can ruin the pursuing beast's ability to scent for 1d4+1 hours (Fortitude save (DC 10) negates). Even if the aniseed affects the creature, a spell such as Delay Poison can remove the effect. Still, the beast must pick up the scent anew once the aniseed has done its work.

HackMaster: *Trained guard dawgs (and similar creatures) can avoid this smell with a successful saving throw versus poison. As aniseed is designed to work against dawgs, the GM may allow other creatures a +1 to +3 bonus on the saving throw. Once dropped, the aniseed remains potent for 5-20 (5d4) minutes.*

Arm, Artificial Lockpicking: This partial wooden arm is designed specifically for one-armed thieves who have had their hand or lower arm removed through violence or punishment. It includes a socket specially designed to fit into any of several picks and files. The user holds one pick in place with this artificial arm and works the tumblers with a pick in her flesh hand. Note that the user's arm must be severed below the elbow, not above, or she does not retain enough muscle strength in that arm to move the attached artificial arm.

The user suffers a -2 circumstance penalty to Disable Device and Open Lock checks when using this arm, but it is still better than nothing. The artificial arm does not help the thief with Climb, Craft, Escape Artist, Forgery, Heal, Sleight of Hand, and Use Rope checks; or attack rolls.

TABLE 7-12H: THIEVES' TOOLS

Item	Legality*	Cost	Weight			Availability			Item	Legality*	Cost	Weight			Availability		
			(lbs.)	Hi	Med	Low	(lbs.)	Hi				Med	Low				
Acid, metal-eating (1 vial)	L	50 gp	1	45	25	5			Funnel, small	L	3 cp	-	90	80	70		
Aniseed (1 vial)	L	2 sp	-	70	45	20			Glass Cutter	L/I	120 gp	1	50	35	15		
Arm, Artificial Lockpicking	I	50 gp	3 lbs.	40	20	1			Gloves, Climbing (pair)	L/I	12 gp	1/2	90	80	70		
Arm Sling	L	3 cp	-	85	65	45			Hand Warmer	L	2 sp	3	60	40	20		
Arrow, major grapple	L/S	10 gp	-	30	15	2			Hooked Pole	S	5 gp	5-8	75	65	55		
Arrow, minor grapple	L/S	6 gp	-	40	25	10			Keymaking set	L/S	50 gp	3	75	65	55		
Arrow, stone biter	L	1 gp	-	45	25	10			Limewood Strips (2)	L	3 cp	-	80	60	40		
Arrow, stone biter, adamantite	L	7 gp	-	20	10	1			Listening Cone	L	2 gp	0.5	70	50	30		
Arrow, wood biter	L	8 sp	-	65	45	25			Lock Chisel (set of 3)	L	2 gp	1	80	60	40		
Blade Pole	S/I	3 gp	7	60	30	5			Lockpick Set	I	30 gp	1	70	65	60		
Blinding Powder	var.	var.	-	50	35	10			Mini-Blade	L	5 cp	-	70	60	45		
Book, Hollow	L	var.	var.	70	45	20			Mirror Pole	S	22 gp	8	70	60	50		
Boots, Bladed (pair)	I	15 gp	3	55	40	25			Pin Ring (iron)	S/I	2 gp	-	65	55	45		
Boots, Climbing (pair)	L/I	15 gp	1	90	80	65			Ring, Pin (silver)	S/I	10 gp	-	55	40	25		
Boots, Hollow (pair)	I	15 gp	3	55	35	15			Salimic Acid (1 vial)	S	150 gp	-	65	55	45		
Bow, Folding	L/S	45 gp	2	45	30	15			Sharkskin (per sq. ft.)	L/S	12 gp	1 lb.	60	40	10		
Caltrops (10)	L/S	3 gp	1	80	55	30			Skeleton Key	I	var.	-	55	35	5		
Catstink (1 vial)	S/I	40 gp	1	40	20	3			Strapping (pair)	L	3 sp	1	90	85	80		
Cutter, Bolt	L/I	10 gp	5	60	50	30			Tar Paper	L	1 sp	-	80	60	40		
Cutter, Wire	L/I	5 gp	1	60	50	30			Thieves' tools (kit)	I	40 gp	1 lb.	60	50	40		
Dagger, Climbing	L	5 gp	1	45	30	5			Water Shoes (pair)	S/I	5 gp	1	55	45	35		
Darksuit	S	30 gp	5	40	20	5			Wax, Block	L	3 cp	2	65	55	45		
Dawg Pepper (packet)	S	1 sp	1	70	50	30			Weapon Black (1 vial)	S	2 gp	1	50	35	10		
Death Knife	S/I	12 gp	1	50	20	5			Woodland Suit	L/S	35 gp	5	75	65	55		
Face Black (1 vial)	L/S	10 sp	-	95	95	95			Wrist Sheath	S	3 sp	-	60	40	20		
Footpads	I	8 gp	3	55	45	25											
Forger's Kit	I	30 gp	2	50	20	5											

*L (legal; freely available on the open market); S (shady; available in more liberal countries and in dodgy back-street shops under the counter); I (illegal; from a thieves' guild only). Items with two classifications (such as L/S) may be borderline, or because they are legal only for some specific occupation, with restrictions on their sale.

HackMaster: *The user suffers a -25% penalty to his chance to open locks with this device. Still, picking a lock takes two arms, so without it he has no chance at all. A thief with an arm severed above the elbow can attempt to use the device, but his chance of success is penalized at -40%.*

Arm Sling: This is simply a cloth sling that a rogue wears to appear as if she has a broken or injured arm. Though it gives a -2 penalty to Sleight of Hand checks when using the arm in the sling, the use of this unusual strategy makes sense when the priority is not to be discovered, rather than to be sure of success. When a thief works in a city where he is not a guild member, or one where legal penalties for theft are extremely harsh, he should keep this ruse in mind. Fortunately, a coin-sized object may be concealed in the sling, imposing a -2 penalty to the Search check of anyone frisking you.

Obviously, a character cannot use this trick for an extended period of time in the same place (save possibly by posing as a beggar). There is a limit to how long an arm can plausibly need to heal, after all. DMs may remove the -2 Search check penalty after two weeks in the same town, or one week in the same village or market.

HackMaster: *The sling actually reduces the chances of successfully picking pockets by 5%, but the payoff is that the chances for being discovered are halved (though a natural 100 on d100 always means discovery). People simply do not expect to see a man with a broken arm picking pockets and the expectation affects the perception.*

Arrow (or Bolt), Grapple: A grapple bolt is, simply put, a regular arrow or bolt with a special head like a grappling hook, attached to approximately 100 feet of light rope. Firing this arrow or bolt incurs a -3 circumstance penalty to attack and damage rolls, and requires a successful Use Rope check (DC 10, +1 per 10 feet of distance

shot). The climber must make a successful Climb check (DC 15) to ascend or descend the rope.

HackMaster: *Garweeze Wurld thieves have two versions of grappling arrows or bolts, as seen in Table 7-13H: Special Function Arrows.*

Arrow (or Bolt), Stone Biter: The stone biter has a narrow, heavy head of metal, with small ridges rather than barbs. Careful craftsmanship is needed to produce these arrows from steel and sharpen them to the greatest possible extent. The arrows are designed to give a grip when shot into stone, but only work on relatively soft stone such as sandstone or brick. Firing this arrow or bolt incurs a -4 circumstance penalty to attack rolls, and requires a successful Use Rope check (DC 10, +1 per 10 feet of distance shot). The climber must make a successful Climb check (DC 15) to ascend or descend the rope.

Arrow (or Bolt), Adamantine Stone Biter: This is as the same as the above arrow, save that adamantine is used in its manufacture. This makes the arrow capable of biting into all but the hardest stone surfaces, but also makes it more expensive.

Arrow (or Bolt), Wood Biter: This has a broad, flat head with backward-facing barbs. It is specifically designed to give a good grip when shot into wooden surfaces. Firing this arrow or bolt incurs a -2 circumstance penalty to attack rolls, and requires a successful Use Rope check (DC 10, +1 per 10 feet of distance shot). The climber must make a successful Climb check (DC 15) to ascend or descend the rope.

Blade Pole: A blade pole consists of a small blade wedged into one end of a pole, used for cutting objects from up to 5 feet away. The most notable use for the blade pole is in cutting trip wires, when the thief is unsure whether traps may be triggered. This device is not used as a combat weapon, for the pole is too thin and the blade is too fine for such use.

TABLE 7-12D: THIEVES' TOOLS

Item	Legality*	Cost	Weight (lbs.)	Item	Legality*	Cost	Weight (lbs.)
Acid, akirakar (1 vial)	L	50 gp	1	Funnel, small	L	3 cp	-
Aniseed (1 vial)	L	2 sp	-	Glass Cutter	L/I	120 gp	1
Arm, Artificial Lockpicking	I	50 gp	3	Gloves, Climbing (pair)	L/I	10 gp	1/2
Arm Sling	L	3 cp	-	Hand Warmer	L	2 sp	3
Arrow, major grapple	L/S	10 gp	-	Hooked Pole	S	5 gp	5-8
Arrow, minor grapple	L/S	6 gp	-	Keymaking set	L/S	50 gp	3
Arrow, stone biter	L	1 gp	-	Limewood Strips (2)	L	3 cp	-
Arrow, stone biter, adamantite	L	7 gp	-	Listening Cone	L	2 gp	.5
Arrow, wood biter	L	8 sp	-	Lock Chisel (set of 3)	L	2 gp	1
Blade Pole	S/I	3 gp	7	Lockpick Set	I	20 gp	1
Blinding Powder	var.	var.	-	Mini-Blade	L	5 cp	-
Book, Hollow	L	var.	var.	Mirror Pole	S	22 gp	8
Boots, Bladed (pair)	I	15 gp	3	Pin Ring (iron)	S/I	2 gp	-
Boots, Climbing (pair)	L/I	15 gp	3	Ring, Pin (silver)	S/I	10 gp	-
Boots, Hollow (pair)	I	15 gp	3	Salimenza (1 vial)	S	150 gp	-
Bow, Folding	L/S	45 gp	2	Sharkskin (per sq. ft.)	L/S	12 gp	1
Caltrops (10)	L/S	3 gp	1	Skeleton Key	I	var.	-
Catstink (1 vial)	S/I	40 gp	1	Strapping (pair)	L	3 sp	1
Cutter, Bolt	L/I	8 gp	5	Tar Paper	L	1 sp	-
Cutter, Wire	L/I	3 gp	1	Thieves' tools (kit)	I	30 gp	1
Dagger, Climbing	L	5 gp	1	Thieves' tools (kit), masterwork	I	100 gp	2
Darksuit	S	30 gp	5	Water Shoes (pair)	S/I	5 gp	1
Death Knife	S/I	12 gp	1	Wax, Block	L	3 cp	2
Dog Pepper (packet)	S	1 sp	1	Weaponblack (1 vial)	S	2 gp	1
Faceblack (1 vial)	L/S	10 sp	-	Woodland Suit	L/S	35 gp	5
Footpads	I	8 gp	3	Wrist Sheath	S	3 sp	-
Forger's Kit	I	25 gp	2				

*L (legal; freely available on the open market); S (shady; available in more liberal countries and in dodgy back-street shops under the counter); I (illegal; from a thieves' guild only). Items with two classifications (such as L/S) may be borderline, or because they are legal only for some specific occupation, with restrictions on their sale.