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## INDUSTRIAL

# **EPOCH** AGE FANTASY

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Original d20 System

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# EQUIPMENT CODEX

# THE NEW EPOCH INDUSTRIAL AGE FANTASY

### **BOOK TWO: EQUIPMENT CODEX**

VERSION 1.0

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www.fltgames.com david@fltgames.com

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### **DAVID JAMES LINDSAY**

LEAD DESIGN, AUTHOR, EDITING, FONTS, BORDERS, GRAPHICS, COVER ART, CARTOGRAPHY, LAYOUT & FORMATTING, WEBSITE, LANGUAGES

### BRENDAN CHRISTOPHER GARVEY

LEAD ARTIST, CONCEPT DESIGN, ILLUSTRATIONS

### **ILLUSTRATIONS**

ZHOU CHANGBIN, CHARBEN CHANG JUAN, CHANJA LI YANHUA, MORWEN

### PROMOTION

ANDREW R. W. WOODRUFF

### SPECIAL THANKS

JWGAMES, MARK FINNEGAN, LAUREN KAGE, JOEY ZHANG, JAMIE HIGGINS, JOSHUA SHAIN, GRANT DAVIS, GUAN HUI (HUGHIE), WANG WEI (WAYNE)

BUT MOST OF ALL, THANK YOU VANESSA, MY BELOVED WIFE

### SUGGESTIONS WELCOMED!

David at Flightless Terror Games loves to hear players' opinions: tweaks, errors, suggestions, typos, system exploits, etc. If your suggestion makes it to the next version, you'll receive the updated PDF 100% free:

### david@fltgames.com

### THE NEW EPOCH: INDUSTRIAL AGE FANTASY

The New Epoch RPG: Industrial Age Fantasy has been a game in the making since 2003. The earliest ideas of the game have undergone years of transformation and revision, resulting in a product with a long in-house history.

In the earliest stages, the game was based around the elusive and rare 30-sided die and even featured 14-sided, 16-sided and 18-sided dice. Since 2009 all test versions have migrated to more common dice types. We all remember the fun of different game ideas that were trialed and will mourn the loss of action points, myth points and stratagems. We hope that in future we can bring back nomari, ogrun and the elemental races as well as the full cast of advanced and faction classes that didn't make it to the final cut.

### THE NEW EPOCH: CITY OF STEAM

The New Epoch will soon be playable as a fully 3D online MMORPG called City of Steam. This computer game has been in development since 2009. All the rules, skills, races, and talents you love will be there, and you can explore the City State of Nexus to your heart's desire. It uses cutting edge technology to bring a rich 3D MMO experience to you in your web browser.

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# WEALTH

EQUIPMENT, POSSESSIONS AND MATERIAL WEALTH. THE ITEMS YOU WILL FIND IN THIS BOOK WILL HELP YOU BETTER DEFINE YOUR CHARACTER'S STYLE. IT COVERS EVERYTHING, FROM BACKPACKS TO BUCKETS. IT INCLUDES A VAST RANGE OF TRADITIONAL WEAPONS, FROM SPEARS TO BROADSWORDS, AND MODERN WEAPONS SUCH AS PISTOLS AND REPEATERS. YOU'LL FIND ARMORS, CLOTHING, JEWELS, VEHICLES, THE PRICE OF GOOD LODGING AND MUCH MORE.

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Often, the mark of a good adventurer is the type of equipment he uses. Where a novice employs a short sword, wears scale mail armor and has a pack mule in tow, the veteran uses a clockbow and a chainsword, wears steam powered armor and rides an iron griffon.

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As you peruse this book, you will become familiar with the tools of the adventurer. Not only will these items give your character a better chance of survival, they will also add personality. Style and substance are accentuated by your character's possessions.

You select which items you want your character to have during character creation, and then improve on that equipment list as your adventures unfold.

### EQUIPMENT

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A carefully chosen complement of equipment will give you the opportunity to use your brain when faced with complex puzzles or traps (e.g. using a rope to lasso the lever), present your character with different opportunities in social situations (e.g. producing a musical instrument to charm the local nobility), and give you an edge over your enemies (e.g. dropping a trail of caltrops to slow your foe's pursuit).

In this chapter, the basics of trade, New Epoch technology and cutting edge materials are explained. The sections of this chapter are as follows:

- **STARTING GEAR:** The items your newly made character gets for free at level zero. These vary according to your character class.
- WEALTH: Wealth, currency, trade goods, banks, resale prices, and so on. Everything you need to know about buying and selling in the New Epoch.

There is also another important factor to consider with wealth taxes. Highways, civic buildings and governments. They all survive on funding from the tax payer.

- TECHNOLOGY: What you can expect to encounter in the New Epoch in terms of technology. Firearms, clockworks, steamworks, combustion and phlogiston are important types of technology used in modern inventions.
- ← MATERIALS: In addition to the typical materials of the industrial age (iron, steel, brass, etc.), there are also wondrous materials that can be used to make fine, superior of flawless quality items. Some examples are listed in this section.

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CHAPTER 1: WEALTH

### STARTING GEAR



When you create a character, they start out with the very basics. A warder gets a sword and a tacky suit of armor. An arcanist has a battered staff, a rusty backup weapon of some sort and a frayed robe. A rogue gets a variety of worn tools and materials with which she can employ her skills. Your character doesn't carry a shining suit of armor nor a brilliantly tuned repeater when they begin their career at level zero—they have just enough gear to get started.

The equipment your character begins with are all the things he or she has amassed during childhood, training and young adulthood. Your equipment is not simply purchased at once, all together, the day before you character begins his career. Equipment is given by family members, found, inherited, earned or otherwise acquired during your character's "pre-adventuring" background. It's part of your character's history.

### SIZE, WEIGHT & PRICE

The size and weight of an item is the same, regardless of which character wears or uses it. Armor fits any character from -2 size to +2 size. Similarly, weapons of any kind can be used by a character of any size. Unfortunately, small characters can't carry as much as large ones, so they tend to go for lighter items anyway.

### STARTER KIT



When you create a level zero character, you receive all of the following items for free. If you are creating a character with levels, then you get money to spend on improving this equipment list. The following items do not cost you anything.

**ELVES:** When elves choose their starting items, each is of fine quality. Any items in addition to their starter kit must be fine quality

or higher-you must pay double price.

Other races and cultures don't receive fine quality items when they create characters. But they also don't have to buy fine quality items with their additional starting wealth.

★ MONEY POUCH: [1 POUCH OF 100 <sup>‡</sup>] If the GM allows you to create a character above level 0 you get an extra 100 <sup>‡</sup> for every level you have. These can be kept and used in game, or spent during character creation. You can spend this on any items found in this book.

For elves, any item purchased with this money must be fine quality or higher. In other words, you have to pay double or more to buy these items.

- ► WEAPON: [2 FREE ITEMS] Two free weapons of your choice. These weapons are of common quality (fine quality for elves) and must be the first items on their respective weapon lists. Ammunition must be purchased separately, even for magical weapons. Choose them from chapter 2.
- ★ ARMOR: [3 FREE ITEMS] Three free pieces of armor of your choice. They should be something you can wear/equip chosen from chapter 3. Each piece of armor must be the first in the list and is of common quality, even for elves.
- ← GEAR: [4 FREE ITEMS] Four free items chosen from the Adventurer's Rig section at the beginning of chapter 4. Each item is of common quality (fine quality for elves).
- **CLOTHES:** [5 FREE ITEMS] Five free items of clothing chosen from Chapter 5: Style. Each item is of common quality (fine quality for elves).

### **ADDITIONAL STARTING WEALTH**



When you create a character at level 1 or higher, you get an additional number of shillings to spend. That's  $100 \notin$  for a level 1 character, 200  $\notin$  for a level 2 character, 300  $\notin$  for a level 3 character, and so on.

#### **EXTRA STARTING WEALTH =** 100 ∮ PER LEVEL

This additional starting wealth can be used to buy anything within this book. You must pay full retail price for it, even if you have skills or talents that could help reduce the price. You probably shouldn't spend all your wealth—save a few coins for lodging, food or small expenses.



CHAPTER 1: WEALTH

### TRADE & SHILLINGS, ₱



In the New Epoch, there are many tradable commodities and goods. Money is not the only valuable substance readily available to the adventurer. Some merchants are just as satisfied with livestock, foodstuffs or cloth as they would be with hard currency. More to the point, small town merchants don't typically carry enough cold, hard cash with them to cater for adventurers who want to pawn off their hard earned treasure hoards for cash.

R U G	<ul> <li>1,000 \$\nothermal{f}\$ (one-thousand shillings)</li> <li>100 \$\nothermal{f}\$ (one-hundred shillings)</li> <li>10 \$\nothermal{f}\$ (ten shillings)</li> </ul>
R. SIVA	
G	$10 \neq (\text{ten shillings})$
E	1 ∮ (one shilling)
L	2,000 ∮ per pound of coins
	Value determined by writer
	Value determined by type of goods
	c - -

### HARD CURRENCY

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The most powerful and versatile types of currency are those that can be packed away and taken with you. Hard currency comes in many different forms like gold, silver or copper coins, various bank issued letters of credit and powerful government minted crowns. All types of hard currency are measured in shillings, with one shilling being the smallest measurable unit of currency.

SHILLINGS (f): A measurement for all types of hard currency and used to determine the value of items. For example, one aurum is equal to one hundred shillings, and five argentum is equal to fifty shillings. When goods or services are listed in shillings, the buyer can decide which denominations of crowns, aurum, argentum or aerium they want to pay in.

STANDARD COINS: Gold, silver and copper coins-typically referred to as aurum, argentum and aerium-are the most popular and interchangeable kind of currency in the heartlands, crownlands and borderlands. Each country mints its own coins, though they are of equal weight and value in Avenoss, Ostenia, Stoigmar and other Heartland nations.

- ↔ AERIUM: [AE] Copper coins, valued at 1 ≠ each (the lowest denomination of currency).
- ARGENTUM: [AG] Silver coins, valued at 10 ∮ each.
- ↔ AURUM: [AU] Gold coins, valued at 100 \ each.

CROWNS: Specially minted, used by governments and powerful factions to pay for incredibly expensive goods and restrict civilian access to

powerful or dangerous goods and services. While governments try to track this currency carefully, most are smart enough to know that holding crowns in a lead lined box can prevent monitoring and detection.

+ CROWN: [CR] Platinum coins, valued at 1,000 f each (the highest denomination of currency). 

ELECTRUM: [EL] In ruins that date back to the Era of Myth, electrum coins can often be found. Electrum is simply a naturally occurring alloy of silver and gold, with a small amount of some other metals inside it. The coins themselves come in several different shapes, sizes and weights. Many can still be read, and display various dead languages from the Era of Myth and Residuum.

+ ELECTRUM: [EL] Electrum coins have no specific value because they are an obsolete currency. However, marketplaces will usually buy them for  $2,000 \neq$  per pound, because they can be melted down and separated into gold and silver.

### LETTERS OF CREDIT



Also known as bank notes, letters of credit are written out formal documents issued by a bank. It allows a single individual to withdraw a stated amount of shillings from an account, and is only redeemable at the bank that issued it by the recipient stated on the letter.

If a person has an account in a bank, then they are able to purchase a letter of credit for 10 shillings. Letters of credit are used just like currency-they are given to a merchant in exchange for goods or services. However, they specify an exact amount which cannot be changed by any party. Only a bank can write, cancel or amend letters of credit, with the account holder's permission.

Letters of credit are extremely hard to forge, containing a watermark, the bank's seal, the manager's stamp, several colors of ink and signatures. They typically specify the account holder's name and account number, the amount (in shillings) and the date it was issued. If any details are incorrect, the letter is void. Letters of credit can also be more specific, indicating the person to be payed, the time before which the letter must be cashed, the items purchased or any other details.

### USING AND MOVING CURRENCY

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Discovering a treasure horde with only ancient aerium coins and dull gems can be a logistical nightmare. How can you transport such a massive load of treasure on your own? Will the banks exchange it into modern currency for you? Will the value of the gems cover the cost of the jeweler's identification fee?

BANKS: To open a bank account, you must deposit 100 shillings into the bank and pay an additional 10 shilling service charge. You will be issued with a bank book with handwritten statements that are updated whenever you visit a bank.

Each of the four great heartland nations has it's own national bank (Avenoss, Nexus, Ostenia, Stoigmar). If you are in a different country,

you can withdraw or deposit into your account from the local bank but the bank takes 1% of all transactions.

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**WEIGHT:** The standard coin weighs approximately a third of an ounce (fifty to the pound). It's always best to opt for the highest form of currency you can get, as hoarding aerium pieces is likely to weigh you down. Alternatively, you can open a bank account and pay for a blank letter of credit (allowing anyone to withdraw a stated amount of money from your account).

### 50 COINS (ANY TYPE) = 1 POUND LETTER OF CREDIT = WEIGHTLESS

**EXCHANGE RATES:** Generally, every realm prefers to use it's own currency. So, when carrying foreign currency, characters will have to visit a bank or money changer. A typical service charge of 1% applies to these transactions. That is, you lose 1 shilling for every 100 shillings you want to change.

However, one does not always need to change their money. Establishments and businesses in neighboring realms often accept foreign coin—it saves them exchanging money in the bank whenever they make trips to other realms.

Many shopkeepers have become accustomed to accepting foreign coin. Such traders or merchants might charge a 5% to 10% premium on items. Basically, they ask for extra coins to pay for the inconvenience of visiting a bank or money changer.

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**GEMS & JEWELS:** In many cases, gems can be used as currency. The value of gems does not decrease over time and they are lighter than coins. So, expensive transactions are sometimes paid in gems, rather than coins.

The downside is that gems need to be evaluated to determine their value. Appraisal is available at any jeweler or gem-cutter and typically costs 10 shillings per gem to be identified. Sometimes, a jeweler will be present during an important transaction to make sure that all the gems are real.

### SELLING LOOT



After you begin playing with a character, you need to travel to shops, markets or merchants in order to purchase what you need. Unlike character creation, you can bargain to get better prices, visit pawn shops or peruse markets to find what you want.

Don't assume that the items you want are immediately available for purchase—armor, clothing and certain other items have to be ordered, made or commissioned, which takes time. In general, the more specific the item, the harder it is to get, and the longer it takes to find or make.

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**SECOND HAND GOODS:** In general, a character can sell something in good condition for about one-third of its listed price. If the item is in bad condition, has nicks or dents, or is just downright dirty, then the resale price will drop even lower. Sometimes a shopkeeper simply doesn't need to buy ten secondhand broadswords, so won't give you a good price for them. Repairs, history of use and item condition are all factors which will determine the exact price after any bargaining.

#### **SELLING ITEMS = <sup>1</sup>/<sub>3</sub>** RETAIL PRICE

It is worth noting that characters with the right talents and ranks in the mercantile skill can get much better deals when they sell loot. However, if you come up against a shopkeeper with such skill and talents, your goods will be worth even less.

**TRADE GOODS:** Trade goods are the exception to this rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself. Trade goods do not lose value when sold on to others, but few merchants would be willing to resort to such a rustic practice in civilized lands.

### **TRADE GOODS**

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Merchants commonly exchange trade goods of similar value without using currency. As a means of comparison, some trade goods are detailed below.

- + 1 f: [1 AE] One pound of grain, wheat or coal.
- ← 2 f: [2 AE] One pound of flour, a dozen eggs.
- + 5 f: [5 AE] One chicken, one ounce of pig iron or salt.

+ 10 f: [1 AG] One pound of iron, one yard of hemp, one goat.
+ 20 f: [2 AG] One pound of tobacco, a yard of cotton, a pig.
+ 50 f: [5 AG] One pound of copper, one yard of silk, a sheep.

- + 100 f: [1 AU] One pound of spice, one cow.
- + 200 f: [2 AU] One gallon of fine spirits or quality saffron.
- + 500 f: [5 AU] One pound of silver, a yard of etherweave silk.
- + 1,000 f: [1 CR] One ounce of pure astral dust.
- ← 2,000 f: [2 CR] An elemental opal, a pound of electrum.
- + 5,000 f: [5 CR] One pound of gold, one common sapphire.

### TAXES



Wondrous architecture, marvellous public transport, hospitals and quality schooling, national defense... It's all provided by the ruling bodies of the land, funded by taxes. Although governments also have investments and other revenue streams, they collect taxes to support the creation of all kinds of civic amenities.

Adventurers are not above the law—they need to pay taxes too. Currently, governments are quite liberal or even lazy when it comes to regulating adventuring groups. Such rules are not heavily enforced because the amount of tax collected wouldn't pay for the resources required to effectively acquire it. However, when characters stroll into town bragging about their latest mega treasure haul, the tax collectors are bound to hear about it.

----E ----ADVENTURING TAX: [100 € PER PERSON] When an adventuring

- party grows successful enough for others to hear about, they are expected to pay a once-yearly tax of a hundred shillings for each member of the group. This tax is not paid if the group made no adventuring activities for the entire year.
- **BUILDING TAX:** [1 ∮ PER SQUARE YARD] In towns and cities, new and old buildings alike pay taxes every year. The tax is waived if a house is considered unfit for living, a test carried out by the local government body.
- **INCOME TAX:** [10-20% OF YEARLY INCOME] Regular citizens, not adventurers, pay income tax between ten and twenty percent of their yearly earnings. This tax only applies to income paid from businesses within a country's borders.
- **INHERITANCE TAX:** [5% OF TOTAL WEALTH] When a wealthy noble dies, those that stand to inherit are required to pay a tax on the amount inherited. However, if they died of in foreign lands the tax is waived.
- LAND TAX: [10 ∮ PER SQUARE MILE] Tax on countryside land is paid by landowners to the king or government. This tax is not paid if the land has an infestation of dangerous creatures—a test conducted by the local government.
- **SCUTAGE:** [500 <sup>‡</sup>] More of a fee than a tax, paid to the government in order to refuse compulsory military service. Having relationships in the military removes the need to pay this tax.
- **TARIFF:** [5% OF TOTAL IMPORT VALUE] Import taxes and tariffs are placed on certain products to restrict their flow and monitor the quantity going in and out of a city or country. Some items, such as grains and vegetables have no such taxes.
- **TITHE:** [1-5% OF INCOME PER MONTH] Ostenians are expected to tithe to their church when in their homeland. Foreigners are not expected to do so. The Collections Vicarage conducts such collections once monthly, knocking on doors if citizens are not present during any of the daily morning vespers.
- **TREASURE TAX:** [20% OF TOTAL TREASURE VALUE] Everything on the land rightfully belongs to the government if nobody else has made a claim on it. So, when adventurers loot an ancient abandoned ruin, the government considers it repossession of lost treasures. Some countries have special bureaus to track adventuring groups and make sure they pay the charge for treasure hauls. However, this only applies to treasure looted within a country's borders.

### TECHNOLOGY

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One of the most interesting parts of roleplaying in the New Epoch is the ability to use industrial age tools, armors and weapons. There are four main types of technology, typically not available in other role playing games: clockworks, combustion, steamworks and phlogiston. These branches of technology are supported by large countrywide infrastructures capable of mass production.

**CLOCKWORKS:** Clockworks are clean, quiet and shiny, powered by windup spring and gear mechanisms called clockwork hearts. Clockworks are used in instruments requiring a degree of precision or accuracy. Amongst the various clockwork gadgets that characters will encounter are clockbows, thralls, mechanical titans, and various forms of clockwork transport.

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**COMBUSTION:** Firearms have progressed as far as the percussion cap design, which uses a pressure sensitive charge to ignite the powder for each gunshot. However, traditional favorites with older flint mechanisms, such as the short range blunderbuss, are still widely used. Combustion also fuels some of the more advanced and experimental mounts and vehicles, such as the rocket pack, the vapor drake and the cloud splitter.

**STEAMWORKS:** Steamworks are loud, dirty, industrial engines featuring hissing valves, pneumatic pumps, boilers, furnaces and gauges. Steamworks are strong and robust, though perhaps lacking in finesse. They are used primarily for their strength, power and durability. Characters will undoubtedly stumble across rail haulers, laboring automatons called steam toilers, steam powered armor, flying machines and more.

**PHLOGISTON:** Unlike the defunct scientific theory of the 1600s in the real world, in the New Epoch phlogiston actually exists. It is a colorless, tasteless, odorless substance found in all flammable materials, especially common on the plane of fire. When things are burned they release phlogiston.

The interesting thing about phlogiston is that it is both a negative element and a negative ether. That is, it has negative mass and weight, and also negative esper readings (see gadgets in Chapter 4). Thus it can be used as buoyancy for airships and has many other applications that transcend the boundaries of physics.

### MASS PRODUCTION



Refineries, factories, warehouses, foundries and mining operationsindustrial monstrosities such as these have had a huge impact on infrastructures of the New Epoch.

Though many goods are still hand crafted by skilled tradesmen in small communities, the introduction of several types of mass-produced goods has changed marketplaces irrevocably. Many large scale companies, syndicates and industries export goods to all corners of the known world. CHAPTER 1: WEALTH

Spun cotton textiles, silks and clothing arrive weekly from Yusuna, where slave labor is not an issue. Steel tools, brass goods, wrought iron items, and precious metals travel from the toothward reaches of Stoigmar to the pinward lands where they are still more affordable than locally made equivalents. And vehicles, mounts and clockworks roll out of Avenoss en-masse, undercutting market prices everywhere.

In the poorer reaches of the borderlands, local resources are exploited to cater for the appetites of foreign consumers. Merchants are now able to profit greatly from mass-produced goods, a fact that is putting traditional craftsmen out of jobs.

### **AVAILABILITY**

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All the items described in this chapter are available to characters in major cities. However, as characters move away from population centers, the availability of certain rare items decreases. In a small borderland hamlet, there may not be any shops at all, as goods are shared amongst all, services are performed without pay, and tools are given to those in the community who need them. It would be impossible to find a master armorsmith in a small village

**PRICE FLUCTUATION:** In unfavorable circumstances, such as when there is a realm-wide shortage or in a remote trading settlement, items could cost as much as 50% more than normal. Conversely, when favorable circumstances arise, prices drop as much as 50%, such as when there is a surplus. If there is any question about the availability of certain resources, items, goods or services, then ask your game master.

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**EXPENSIVE ITEMS:** Exceptionally expensive items (those costing 10,000 shillings or more) are usually available only from certain factions and government departments. Sellers of these items or services might require special services, favors or alternative payment—a priceless item deserves a priceless favor in addition to the standard payment.

**AVAILABILITY OF TECHNOLOGY:** In the simplest terms, the heartlands (Avenoss, Ostenia, Stoigmar and the City State of Nexus) are the most developed and wealthy places characters will encounter. Within these lands, especially in large cities, the industrial infrastructures are well established and hence, the easier it is to find good firearms, clockwork gadgets and steamwork devices.

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As you travel away from the heartlands, into the crownlands, then into the borderlands the availability of technology decreases until finally, in the ring planes, there are no firearms, clockworks or steamworks at all. In these places, magic and sorcery fulfils the needs of the population, because wizardry does not require a massive industrial infrastructure to support itself.

In the crownlands most items will be available, but not any cutting edge or specialist equipment. Buyers can also expect to pay a little extra to purchase high-magic or high-tech items as they are imported, not locally made. Merchants who cater to frontier markets have more overheads than city businessmen: additional transport costs, guards and protection for the shipment, border taxes, packaging for fragile goods and more. All these factors will drive prices up in hard to get places.

However, whenever the livelihood of the local people depend on specific technologies, they can be found in abundance. For example, mining villages in toothward Elixium will be saturated with the technologies of their trade. Burrowing excavating machines, ore detectors, sorting machines and gas masks are but a few of the devices that might be present.

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**AVAILABILITY OF MAGIC:** The availability of sorcery, enchanted goods and other forms of wizardry is related to the population, not the location of industrial infrastructure. General magic supplies such as magic weapons (relics, scrolls, wands, etc.) are available from any capital city in any realm, even the badlands. It just depends on whether a character has the contacts and the coin to get such items. Practitioners of sorcery and magic are generally less interested in profit than gunsmiths, clockwork engineers or steamwork mechanics, and might have qualms about who they sell to.

### MATERIALS

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Weapons, armor, gadgets, vehicles and all things found in the following chapters are typically made from the most affordable materials that are best suited to their design. However, it is possible to commission a weapon, armor, vehicle or other item to be made with extra fine and rare materials, altering the physical and statistical properties of the item. When made out of better materials, items can be fine, superior of flawless in quality. Some such materials are listed below to give you an idea of what is available.

### LEATHERS

Typical leathers come from ox hide or other large mammals. In some

climes, reptilian scaled hide is also useful for weapons and armor. These various leathers are cured in fats and oils, dried and tanned, then cut into patterns for making items. Some special and hard to find leathers are noted below.

- **STERNHIDE:** A Perivian style of leather that involves layering, stitching and flattening different leathers into one piece of material. It is incredibly resistant to piercing, but weakens quickly with time (the leather's layers separate) so is best when new. It is also heavier than other leather types, often riveted or reinforced with metal to prevent bending and folding.
- FAERIESILK: Light, flexible and soft to the touch, it is produced by faeries kept in captivity and is a national secret of Yusuna. It is thicker and more resistant than normal silk, especially against magics, elemental damage and ethereal damage. However, it's overall protection is not as good as normal leather.
- **CINNABAR SKIN:** A secret style of leather tanning known only to master armorers in Ijolea. It is thought that transmutation reagents and enchanted inks are used to produce it's deep crimson hue. It is both rigid and light, though not overly supple.

REPTELLUM: Large predatory reptiles have skins thick enough to

treat with strong alchemical reagents, the result of which is reptellum. The original purpose of reptellum was as a substitute for vellum paper, though it's hardness and rubbery but smooth finish made it more popular as a type of leather working material.

- UMBRAHUSK: A blackish chintinous but flexible material, taken from the shell of giant, subterranean insects of the same name. It is woven in such a way that it remains stiff when still, but softens during movement. While it seldom breaks and is incredibly durable, it is impossible to repair without slaying another umbrahusk and taking its shell for replacement parts.
- ALCHEMIST'S LEATHER: Using the most advanced alchemical techniques, leather can undergo various transmutations and hardening procedures till it almost doubles in hardness while retaining most of its flexibility. Alchemist's leather is available from any capital city, with the best types available in the city state of Nexus.
- TROLLHIDE: Trollhide is normal leather cured in troll's blood-a reliable embalming fluid with regenerative properties. The difficulties in capturing and bleeding a troll makes trollhide especially difficult to produce.

### METALS

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Brass, steel and alloys made from iron, tin, copper and carbon are the most commonly used in the manufacture of weapons, armor and vehicles. The development of factories and infrastructure in the new epoch has led to monolithic cathedral-style forgeries and factories, all pulling huge hauler-loads of raw metals from the mountainous surrounds of Avenoss, Ostenia and Stoigmar. The metals and alloys noted below are too rare to feature in anything mass-produced and require a high degree of skill and precision to be worked into items.

TITAN SMELT: Old titan wrecks that date back to the era of myth are an excellent source of this incredibly hard and heavy material. Outwardly, it appears to be like polished brass, though it has less luster and can go ten times as long before it anneals (softens and needs to be reforged).

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- ASTRAL GLASS: Borne on winds that traverse the astral sphere, a fine silverish sand can be found that can be forged into astral glass. Astral sand occasionally pools in the nooks and crannies of the divine mechanism, taking centuries to accumulate a mere handful. It is more rigid and harder than any steel and suffers none of the brittleness of normal glass but it hard to maintain.
- ULITHIUM: Ulithium is a dwarven made alloy that combines steel and ether-saturated ore deposits known as 'deep pearls'. The purplish, spikey, crystalline pearls are found only in the deepest mining establishments and must be removed carefully-if broken or cracked during extraction, they lose their value.
- STAHLIUM: Developed in Avenoss, stahlium is the hardest alloy of carbon and iron. Transmutation and magical alchemy play a large part in it's creation, and the metal is kept molten for much longer than in the production of other alloys.
- RITHIAN SILVER: Lightweight, strong and flexible, rithian silver is the finest alloy of the draug. It is actually an alloy of chromium, not silver, and blended with other metals to produce different sheens and shades. It is most commonly used in draug clothing, but can also be fashioned into weapons and armor if need be. It is only fractionally stronger than other metals, valued mostly for it's light weight.

- TUNGSTEN ALLOY: The dwarven secret of making tungsten alloys was leaked to other nations a long time ago, though the great nations still have immense difficulty in producing such alloys to the same level of quality as the dwarves. Typically, tungsten alloys are heavy, very strong, resist extreme heat and cold, are chemically inert and conduct electricity well. Thus they are useful for a variety of applications.
- MYTHRIL: Mythril is simply the best metal known to man. While it can be found, reshaped and reworked easily, none have been able to produce any more of it since the era of myth-the secret died with the paragons during the cataclysm. Mythril is purest white, highly reflective even before it is worked, lighter than almost any other alloy and stronger than all. Weapons made from mythril produce a faintly audible tone when swung through the air, known as the weapon's "song". The pureness of mythril in weapons can be measured by the sweetness of its song.

### WOODS



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which the item was created. Strong woods adorn hafted weapons, light woods in steambows and clockbows, heavy woods in firearms and so on. In addition to these regular wood types, some rare and sought after woods are noted below, which add bonuses to the weapons, armor or items they are fashioned into.

- FEYWOOD: Lighter, stronger and more resilient that normal wood, feywood comes from any tree that grows in a faerie sanctuary grove. Such dangerous places are populated by evil faerie-kin, malevolent trow, wood elves or worse so feywood is hard to come by at the best of times.
- GRAVEWOOD: A white ash-like wood that thrives on blood and bone turned into the soil and is strong at an average weight. Naturally, it is found most in cemeteries and old battlefields. Ostenians seldom fashion this wood because it is thought to anger the dead resting beneath the tree.
- ULIENBARK: Found only in eastern Kalanay and southwestern Avenoss, the Ulien tree sheds a bark once a year. Pieces of bark have varying density and hardness, depending on which part of the tree they came from. The bark is as strong and hardy as the tree itself, but the varying density makes it particularly useful for balancing weapon weight if the right piece is selected.
- BRIARWEAVE: Seeds of Heironul's briarvines can be grown to fit stone molds, specially designed to make plated armor. The briars completely and seamlessly fill the mold in one month, even without sunlight. Magical disjunction can dispel the vine's evil taint, so it can be used to make armor or weapons without fear of briar blight or corruption.
- STONEWOOD: Stone wood is the hardest and heaviest wood found in the crownlands and heartlands. It grows almost anywhere, thought the best specimens are found in Ijolea and Stoigmar.
- AEGIS OAK: Massive aegis oaks are native to Ostenia, but can now be found in Mazrothir and Aglosen. The best wood is actually in the roots which can stretch for miles underground, tapping underground streams for sustenance. Above ground, the aegis oak is very hard to find, as it can retract itself and sprout up elsewhere within one week if endangered.

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CHAPTER 1: WEALTI





# WEAPONS

IN MANY CASES, A CHARACTER WHO CHOOSES HIS OR HER WEAPONS WISELY WILL HAVE AN EDGE OVER THOSE WHO DO NOT. DIFFERENT WEAPONS HAVE DIFFERENT APPLICATIONS, SO MIGHT BE MORE USEFULNESS IN CERTAIN SITUATIONS AND USELESS IN OTHERS. CHOOSING THE RIGHT WEAPON AGAINST AN ENEMY CAN MAKE A BIG DIFFERENCE.

Peruse the following text and tables to familiarize yourself with the weapons of the New Epoch before choosing. You may want to work towards acquiring a certain weapon, or improve your skill at using one you already have.

Classes are built to be good with certain types of weapons and poor with others. No class is good at everything, not even multitalented bards or explorers. Read your class discipline to find out which weapons will work well for your character. See the notes below for a very general guide to classes and their preferred weapons.

- ----ARCANIST: Arcane and scientific weapons.
- BARD: Arcane, martial or scientific weapons.
- BERSERKER: Martial and occult weapons only.
- + CHANNELER: Divine or martial weapons.
- + EXPLORER: Projectile and scientific weapons.
- GUNNER: Martial and projectile weapons only.
- MECHANIST: Martial and scientific weapons.
- **NECROLYTE:** Occult and scientific weapons.
- ROGUE: Martial, occult or projectile weapons.
- WARDER: Divine or martial weapons.

### WEAPON FAMILY

5010505 E Weapons are given a family category-typically one of six kinds: arcane, divine, martial, occult, projectile and scientific. This broad and general categorization is only meant to notify users which abilities the weapon will be good at.

+ ARCANE: Arcane weapons can perform melee or ranged attacks.

- + DIVINE: Divine weapons can perform melee or ranged attacks.
- MARTIAL: Martial weapons can only perform melee attacks normally. They can attack at range (be thrown) but take penalties.
- OCCULT: Occult weapons can perform melee or ranged attacks.
- + PROJECTILE: Projectile weapons can only perform ranged attacks normally. They can attack in melee but take penalties.
- SCIENTIFIC: Scientific weapons explode, spray or blossom into clouds.

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### **RULES OVERVIEW**



Weapons have rules that govern how they are used in combat. If you know how the combat rules work, then you'll be able to notice the differences between weapons and compare them better. A summary of these rules is provided below for convenience but when in doubt, refer to the Adventure Codex for clarity.

WEAPON ATTACK: You make a skill check against the target's Dex, Guts or Wits when you want to attack with your weapon. Normally, it requires a single attack action to make an attack. However, there are many abilities that require long actions or other action types to perform their attacks. These abilities also require steam to activate.

MAIN HAND ATTACK = d20 + WEAPON SKILL BONUS

**OFFHAND ATTACK =** d20 + WEAPON SKILL BONUS - 5 (AND -5 TO ANY DAMAGE DEALT)

When you are holding a weapon in each hand and you make an attack with your main weapon, you may use a free action to receive a bonus attack with your offhand weapon. This offhand attack takes a -5 weapon check penalty and a -5 damage penalty. See chapter 5 of the Adventure Codex for details on attack actions.

REACH: Any weapon with a reach can attack targets in melee (you hit your enemy with it). Bigger weapons can reach farther than small ones. Typically, one-handed weapons have 1 yard of reach (you have to be right next to the target), while two-handed weapons have 2 yards of reach (you can be next to the target or have one yard of separation between you).

RANGE: Any weapon with a range can attack far away targets. The farther away the target is, the more difficult it is to hit. Also, shooting at an enemy right next to you is also tricky.

- + MELEE RANGE: [-2/-5 PENALTY] A weapon without a reach takes this penalty when shooting in melee range (any time you are within an enemy's reach). Two-handed weapons take a -5 penalty. One-handed weapons take a -2 penalty.
- + SHORT RANGE: [NO PENALTY] When firing at a target within your weapons short range, you don't take a penalty.
- MEDIUM RANGE: [-2 PENALTY] At mid-range, you suffer a small penalty to attack rolls (2 × base range).
- LONG RANGE: [-5 PENALTY] At long range, it is difficult to hit. You suffer a large penalty on attack rolls (3 × base range).

HIT OR MISS: If your skill check equals or exceeds the target's defense (dex, guts or wits) you hit and can deal damage. If your skill check is lower than the target's defense, you miss. Sometimes, you score a critical, an automatic hit regardless of the actual result.

DAMAGE: You roll dice to determine how much damage you deal. Usually, it's one or two dice, plus bonuses from your vitals and the weapon's quality. Abilities may require you to roll multiple dice in addition to your weapon damage.

- + ONE-HANDED WEAPON = 1 DIE: One handed weapons deal one damage die plus any other bonuses you might have.
- + TWO-HANDED WEAPON = 2 DICE: Two-handed weapons deal two damage dice, plus any other bonuses.

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DAMAGE TYPE: Damage always has a type. Usually, it's physical damage, but sometimes it could be elemental damage or ethereal damage. There is also a very rare and unusual special damage type.

- + PHYSICAL DAMAGE: Most weapons cause Physical damage.
- + ELEMENTAL DAMAGE: Acid, Electric, Flame, Ice and Lightning damage are all type of elemental damage.
- ETHEREAL DAMAGE: Dark, Healing, Light, Necrotic and Poison damage are all types of ethereal damage.
- SPECIAL DAMAGE: Some rare and unusual abilities cause Special damage.

CRITICALS: When your d20 comes up with the critical number or greater, your attack succeeds regardless of the difficulty. The critical number is usually 20, but can be lower if you have talents or weapons that increase the critical range. Criticals dent armor and deal maximum damage (roll for dents, but not for damage).

> +0 CRITICAL = 20+1 CRITICAL = 19, 20+2 CRITICAL = 18, 19, 20+3 CRITICAL = 17, 18, 19, 20ETC.

+ ARMOR DENTS: [1d4 / 1d6 / 1d8] First, a critical hit dents armor. This reduces the effectiveness of the target's protection and makes them more vulnerable to other attacks.

The number of dents you deal depends on the damage type. Physical criticals deal 1d8 dents. Elemental criticals deal 1d6 dents. And ethereal criticals deal 1d4 dents. Special damage doesn't dent armor on a critical hit.

MAXIMUM DAMAGE: After denting armor, criticals deal maximum damage. You don't need to roll any damage dice because they all count as maximum.

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### AMMUNITION

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Projectile and scientific weapons all require ammunition of some sort. You don't record the number of gunshots you have stored in your backpack. It is assumed that you are maintaining and replenishing your basic weapon ammunition at all times, scavenging off enemies, purchasing from shops and melting down lead into gunshot moulds whenever you rest. Ammunition is infinite.

However, weapon capacity still limits the number of things you can do before a reload is required. Furthermore, some weapons are very awkward and slow to reload.



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CAPACITY: While some rare attacks may not use ammunition, a typical attack uses one or more shots. With each attack, you subtract the ammunition cost from your current capacity until you reach zero, then you need to reload.

AMMUNITION USE: If your weapon has a capacity, attacks and abilities consume its ammunition. If your weapon's capacity isn't high enough to perform an ability, then it's impossible for this weapon to do.

- + PROJECTILE: The size of the area determines the ammunition cost. For example a slash 6 consumes 6 ammunition, a cone 5 consumes 5 ammunition, and a lance 8 consumes 8 ammunition. Certain projectile weapons have special area rules that allow you to consume less ammunition.
- SCIENTIFIC: Unless otherwise stated in an ability description, scientific weapons consume only 1 ammunition per attack, regardless of the area size.

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**RELOADING:** Reloading restores the capacity of the weapon to its normal maximum. This is either a utility action or a long utility action, depending on the type of weapon.

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### QUALITY



Weapons have varying levels of quality: flawed, inferior, cheap, common, fine, superior, flawless. All of the weapons listed in this chapter are of common quality-they have no bonuses nor penalties. If you want to buy weapons of better quality, they cost much more. Weapons of lower quality on the other hand, cost less than others but take penalties on all statistics.

WEAPON	PRICE	Снеск	DAMAGE	RANGE	
Flawed	1/10 ×	-3	-3	-3	
Inferior	¼5 ×	-2	-2	-2	
Poor	1/2 ×	0 -1 0	6 -1	-1	
Common	1×		-	-	
Fine	2 ×	+1	+1	+1	
Superior	5 ×	+2	+2	+2	
Flawless	10 ×	+3	+3	+3	

+ PRICE: Multiply the price of the typical weapon by this amount. Poor grade weapons cost less than high grade ones.

- CHECK: Add or subtract the bonus from all checks with the weapon skill (not other utility skills-repair, break, etc.).
- + DAMAGE: Add or subtract the modifier on all damage the weapon deals. The modifier is not factored into multiple dice abilities, but rather, subtracted at the last moment when damage is totaled.
- RANGE: The distance of ranged attacks increases by this amount, in yards. This modifies the base range of a weapon, so doubles at medium range and triples at long range.

### WEAPON TABLES





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Here is the format for weapon entries (given as column headings on all tables given in this chapter). If one of the following columns does not appear on the table, then that information does not apply to the weapon group.

NAME: The weapon's name.

- **PRICE:** This value is the weapon's cost in shillings  $(\ddagger)$ , payable in any denomination of currency.
- DAMAGE: The damage dealt by the weapon on a successful hit. This is the base damage of the weapon.
- CRITICAL: [CRIT.] The amount by which the critical range of the weapon improves.

REACH (YDS.): [RCH.] The reach of the weapon, given in yards. RANGE (YDS.): [RNG.] The range of the weapon, given in yards. CAPACITY: [CAP.] The number of shots the weapon can make before it needs to be reloaded.

WEIGHT: [WGT.] This gives the weight of the item in pounds.

#### Axes 10750510 1. 102 015050 FAMILY: MARTIAL VITAL: POWER

ATTACK: MELEE VS. DEX / PHYSICAL -----

An axe strike combines the weight of a hammer with the edge of sword, making it the most damaging melee weapon in existence. One just needs to be strong enough to lug the weapon around and bring it to bear quickly, otherwise it moves too slowly to be effective.

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WEAPON	PRICE	DAMAGE	CRIT.	RCH.	RNG.	WGT.
Axe, 1h	90 <b>∮</b>	1d10	-1	1	5	4 lb.
Axe, 2h	130 <b>∮</b>	2d8	-1	2	-	7 lb.
Pick axe	150 <del>f</del>	2d8	+0	2	-	8 lb.
Hurlbat	210 ∮	1d10	-1	1	10	3 lb.
Streltzi	270 <del>f</del>	2d10	-1	2		12 lb.
Battleaxe	290 <del>f</del>	1d10	+0	1	-	6 lb.
Chain axe	350 ∮	1d12	+0	1	-	10 lb.
Great axe	480 <b>∮</b>	2d10	-1	2	-	15 lb.
Titan grip	590 <b>∮</b>	2d12	+0	2	-	20 lb.

### **BLUNDERBUSSES**

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FAMILY: PROJECTILE VITAL: MASS

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ATTACK: RANGED VS. WITS / PHYSICAL **RELOAD:** LONG UTILITY ACTION

One deafening explosion releases 21/2 ounces of scattershot and generates enough pressure to break the shoulder of any who don't ready the weapon properly. Truly, the fear of being targeted by such a weapon is wholly equaled by the prospect of firing one.

Station I SPECIAL: [CONES COST 1 AMMO] Cone abilities will only cost one ammunition with a blunderbuss, no matter how large they are.

WEAPON	PRICE	DAMAGE	CRIT.	RNG.	CAP.	WGT.
Blunderbuss, 1h	80 <del>f</del>	1d10	+0	6	1	6 lb.
Blunderbuss, 2h	100 f	2d8	+0	8	1	12 lb.
Ruchnitsa	140 <del>f</del>	1d10	+1	12	1	7 lb.
Arquebus	200 <del>f</del>	2d8	+0	10	1	23 lb.
Streuflinte	310 <b>∮</b>	2d8	+1	12	2	14 lb.
Volley gun	400 <b>∮</b>	2d10	+1	8	1	18 lb.
Tolstov 2-shot	430 <b>∮</b>	1d12	+1	10	2	8 lb.
Mazroth defender	590 <b>∮</b>	2d10	+2	14	1	20 lb.
Flak cannon	670 <b>∮</b>	2d12	+0	8	3	22 lb.

axe, two-handed

battleaxe

axe, one-handed



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chain axe

titan grip





volley gun

mazroth defender

flak cannon



**CENSERS** 



VITAL: VIGOR

ATTACK: MELEE VS. DEX OR RANGED VS. DEX / DARK, NECROTIC,

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An intricate device that multiplies the power of relics held within it. Pipes, vials and magical solutions fit into the censer bowl surrounding a single relic which cannot be removed. When the chain is pulled, the relic is exposed, allowing the use of augmented occult magics.

Censers can cause either dark, necrotic or poison damage on a standard attack. The wielder chooses the damage type at the time of

PRICE	DAMAGE	CRIT.	RCH.	RNG.	WGT.
110 <b>∮</b>	2d6	+1	2	10	5 lb.
170 f	2d8	+0	2	14	4 lb.
260 €	2d6	+2	2	8	6 lb.
350 <b>∮</b>	2d8	+1	2	12	8 lb.
470 €	2d6	+3	2	16	8 lb.
540 <b>∮</b>	2d8	+2	2	14	12 lb.
660 <b>∮</b>	2d10	+1	2	16	7 lb.
790 ∮	2d10	+2	2	15	9 lb.
	$ \begin{array}{c} 110 \neq \\ 170 \neq \\ 260 \neq \\ 350 \neq \\ 470 \neq \\ 540 \neq \\ 660 \neq \\ \end{array} $	$110 \neq$ $2d6$ $170 \neq$ $2d8$ $260 \neq$ $2d6$ $350 \neq$ $2d8$ $470 \neq$ $2d6$ $540 \neq$ $2d8$ $660 \neq$ $2d10$	$110 \neq 2d6$ +1 $170 \neq 2d8$ +0 $260 \neq 2d6$ +2 $350 \neq 2d8$ +1 $470 \neq 2d6$ +3 $540 \neq 2d8$ +2 $660 \neq 2d10$ +1	$110 \neq$ $2d6$ $+1$ $2$ $170 \neq$ $2d8$ $+0$ $2$ $260 \neq$ $2d6$ $+2$ $2$ $350 \neq$ $2d8$ $+1$ $2$ $470 \neq$ $2d6$ $+3$ $2$ $540 \neq$ $2d8$ $+2$ $2$ $660 \neq$ $2d10$ $+1$ $2$	$110 \neq 2d6$ $+1 2$ $10$ $170 \neq 2d8$ $+0 2$ $14$ $260 \neq 2d6$ $+2 2$ $8$ $350 \neq 2d8$ $+1 2$ $12$ $470 \neq 2d6$ $+3 2$ $16$ $540 \neq 2d8$ $+2 2$ $14$ $660 \neq 2d10$ $+1 2$ $16$

occult eye

### **CLOCKBOWS**





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VITAL: AGILITY ATTACK: RANGED VS. DEX / PHYSICAL **RELOAD: UTILITY ACTION** 

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It's nasty surprises like poisoned clockbow bolts that really put a kink in your night. Don't let your enemies get the drop on you-get yourself a clockbow and root them out first. The bolt launcher is silent and efficient, capable of emptying your clip in under half a minute. Plus, it's the quietest ranged weapon there is, making it a favorite of the underworld.

WEAPON	PRICE	DAMAGE	CRIT.	RNG.	CAP.	WGT.
Clockbow, 1h	90∮	1d6	+0	20	10	4 lb.
Clockbow, 2h	130 <b>∮</b>	2d4	+0	25	10	7 lb.
Reduced clockbow	160 <b>∮</b>	1d6	+1	25	10	4 lb.
Contra bolt	270 ∮	2d6	+0	30	16	9 lb.
Dual ten	380 <b>∮</b>	1d8	+1	20	20	6 lb.
Heavy clockbow	430 <b>∮</b>	2d6	+1	35	10	11 lb.
Revolving clockbow	610 <b>∮</b>	1d8	+2	30	12	8 lb.
Arbalest	730 ∮	2d8	+0	20	6	14 lb.
Ostenian cross	880 <b>∮</b>	2d8	+2	35	20	12 lb.

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**CHAPTER 2: WEAPONS** 

### DAGGERS



FAMILY: MARTIAL VITAL: AGILITY ATTACK: MELEE VS. DEX / PHYSICAL

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Feeling spiteful? No revenge is sweeter than the one delivered by your own hand—it gives payback a personal touch. Daggers are easy to maintain, come in all shapes and sizes and can easily be concealed or carried without encumbering the owner. The only drawback is their lack of reach and low damage.

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WEAPON	PRICE	DAMAGE	CRIT.	RCH.	RNG.	WGT.
Dagger	60 <del>f</del>	1d6	+2	1	5	2 lb.
Throwing dagger	80 ∮	1d6	+2	1	10	3 lb.
War knife	130 f	1d8	+1	1	-	3 lb.
Stiletto	200 <b>∮</b>	1d6	+3	1	10	3 lb.
Main gauche	240 <b>∮</b>	1d8	+2	1	-	4 lb.
Long tooth	270 <b>∮</b>	1d8	+2	1	5	3 lb.
Katar	320 <b>∮</b>	1d8	+3	1	-	5 lb.
Chain dagger	390 <b>∮</b>	1d8	+3	1	-	4 lb.

### DRAGONGUNS



VITAL: POWER DAMAGE: CONE VS. GUTS / FLAME RELOAD: LONG UTILITY ACTION

Extermination, destruction, overkill. That's the dragongun. A divided flask of reagents forms the ammunition, which is mixed and fired out the nozzle as cones of fire. The excruciating pain of the dragongun has led to very strict regulation of the weapon in Avenoss, Nexus, Ijolea, Kalanay and Perivia—there are much more humane ways to kill.

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A standard dragongun attack is a spray of fire. It is a Cone (see Adventure Codex for details). A trained user with the right abilities can make a dragongun spit globules of fuel that explode on impact or mix the reagents differently to cause damage types other than fire.

WEAPON	PRICE	DAMAGE	CRIT.	AREA	CAP.	WGT.
Dragongun, 1h	110 f	1d8	+1	Cone 4	3	5 lb.
Dragongun, 2h	140 f	2d6	+1	Cone 5	3	10 lb.
Light dragongun	220 <del>f</del>	1d8	+2	Cone 5	3	7 lb.
Drake tongue	310 ∮	2d6	+1	Cone 6	4	13 lb.
Kindle right	400 <b>∮</b>	1d10	+2	Cone 5	5	9 lb.
Great dragongun	560 <b>∮</b>	2d8	+1	Cone 7	4	24 lb.
Slag thrower	620 <b>∮</b>	1d12	+2	Cone 5	6	10 lb.
Hydraulic horn	700 ∮	2d8	+2	Cone 6	4	18 lb.
Elder dragongun	900 <b>∮</b>	2d10	+2	Cone 6	5	21 lb.

dagger





chain dagger

drake tongue

great dragongun

light dragongun

slag thrower

CHAPTER 2: WEAPONS

flail star

transmuter's

glove

heavy

gauntlet

chain & ball

double flail



ATTACK: MELEE VS. DEX / PHYSICAL

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This vicious, demolition-ball weapon gains extra momentum, reach and striking power from the chain upon which it swings. Pesky defenders that hide behind shields will pose a problem no longer-the flail wraps right around such obstacles.

WEAPON	PRICE	DAMAGE	CRIT.	RCH.	WGT.
Flail, 1h	90∮	1d8	+1	1	4 lb.
Flail, 2h	120 <b>∮</b>	2d6	+1	2	8 lb.
Chain & ball	170 ∮	1d10	-1-	2	6 lb.
Flail star	180 <del>f</del>	1d6	+2	1	7 lb.
Great flail	250 <b>∮</b>	2d6	+2	3	10 lb.
Double flail	280 <b>∮</b>	1d10	+0	2	8 lb.
Razor chain	410 €	1d8	+2	2	9 lb.
Hydra head	480 <b>∮</b>	2d6	+3	3	14 lb.
Scourge	620 <b>∮</b>	2d8	+2	3	18 lb.

GAUNTLETS



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VITAL: MASS ATTACK: MELEE VS. DEX OR RANGED VS. DEX / PHYSICAL **RELOAD:** UTILITY ACTION

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The gauntlet packs a juicy punch of alchemy and steel. It is a smooth fusion of reagent tubes and flasks shelled in a plated armor exterior. The innards of a gauntlet are filled with transmutation chambers which trained users can exploit to produce semi-magical effects.

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A gauntlet can attack at range or in melee. Melee attacks are martial attacks. It's scientific attacks are at range, usually throwing a heavy metal slug. However, with the right abilities a gauntlet can also squirt a jet of chemicals, smear pungent foam, spit blobs of acid, cough up orbs of fire or launch explosive shells. It causes physical damage by default, but could cause other damage types with the right abilities.

WEAPON	PRICE	DAMAGE	CRIT.	RCH.	RNG.	Сар.	WGT.
Gauntlet	100∮	1d6	+1	1	10	3	3 lb.
Transmuter's glove	140 f	1d8	+0	1	8	2	1 lb.
Hex fist	210 ∮	1d6	+1	1	8	6	4 lb.
Heavy gauntlet	300∮	1d10	+0	1	12	3	3 lb.
Steam fist	480 <b>∮</b>	1d8	+2	- 1	8	2	3 lb.
Mechanist claws	570 <b>∮</b>	1d8	+3	1	10	3	4 lb.
Great gauntlet	610 <b>∮</b>	1d10	+1	1	10	4	4 lb.
Power fist	700 ∮	1d10	+2	1	8	5	5 lb.

hex fist

gauntlet

steam fist

mechanist claws

### GRENADES



FAMILY: SCIENTIFIC VITAL: STAMINA

ATTACK: BLAST VS. GUTS / PHYSICAL -Grenades are all one handed, despite more than one damage die.

**RELOAD:** UTILITY ACTION -Readies a new grenade from a quick slot. Each grenade is destroyed during an attack.

3 M E - N Grenades are flasks of fluid bound in a metal shell. Each grenade has its own variety of knobs, fuses, dials, buttons, pins, triggers and other controls upon it. The volatile chemicals within are not precisely prescribed, rather, the user needs to know how to manipulate these controls to suit the situation at hand. A trained grenadier knows how to mix the chemicals just right... Kaboom!

A standard grenade attack is a Blast (see Adventure codex for details). With the right abilities, grenades can cause different types of damage.

WEAPON	PRICE	DAMAGE	CRIT.	RNG.	AREA	CAP.	WGT.
Grenade	50 <b>∮</b>	2d10	-1	15	Blast 3	1	1 lb.
Pop-can	100 ∮	4d6	+0	10	Blast 4	1	2 lb.
Blasting rod	150 <b>∮</b>	3d10	+1	12	Blast 4	1	1 lb.
Impactor	200 <b>∮</b>	4d8	+2	10	Blast 3	1	1 lb.
Boom bucket	250 <b>∮</b>	4d10	+1	10	Blast 4	1	1 lb.
Pin & trigger	300 ∮	5d8	+0	15	Blast 5	1	2 lb.
Storm jar	350 <b>∮</b>	4d10	+3	10	Blast 4	1	2 lb.
Red glory	400 <b>∮</b>	4d12	+1	8	Blast 7	1	3 lb.

### **GUNBLADES**



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FAMILY: MARTIAL & PROJECTILE VITAL: STAMINA ATTACK: MELEE VS. DEX OR RANGED VS, WITS / PHYSICAL **RELOAD:** LONG UTILITY ACTION

Half firearm, half sword, all style-the gunblade is a popular, crossbreed weapon possessing versatility at the price of power. It is invaluable against skirmishing or fast opponents that like to duck in and out of combat or when scouting in confined spaces. However, compared to a 'pure' weapon of the same type (a pistol or sword), gunblades are found wanting.

SPECIAL: [CLEAVES & SLASHES COST 1 AMMO] Projectile cleave and slash abilities only cost one shot with a gunblade, no matter how large they are. Of course, martial cleaves and slashes don't cost any ammunition at all.

WEAPON	PRICE	DAMAGE	CRIT.	RCH.	RNG.	CAP.	WGT.
Gunblade, 1h	110 f	1d8	+0	1	15	2	3 lb.
Gunblade, 2h	140 <b>∮</b>	2d6	+0	2	15	2	6 lb.
Pistol saber	170 <b>∮</b>	1d8	+1	1	10	1	4 lb.
Rimfire	250 <b>∮</b>	2d6	+1	2	20	3	8 lb.
Linstock	320 <b>∮</b>	1d10	-1	1	15	2	5 lb.
Sword revolver	420 <b>∮</b>	1d6	+1	1	12	6	5 lb.
A xe pistol	540 <b>∮</b>	1d10	+0	1	15	2	7 lb.
Blade rifle	700∮	2d8	+0	2	20	1	12 lb.
Glitter guard	760 ∮	1d10	+1	1	18	3	6 lb.



boom bucket



storm jar



sword revolver

blade rifle

axe pistol

E

hammer, one-handed

pneumatic sledge

steam gavel

double musket

forebearer

shouldergun

drake hunter

revolving musket

honor guard rifle

HAMMERS



VITAL: MASS ATTACK: MELEE VS. DEX / PHYSICAL

In dwarven languages, the hammer is known as the iron father because of it's ability to forge or destroy metal armor. This immensely heavy weapon is perfect for opening tin can warriors and bashing down doors. It's an excellent endurance weapon, good for extended encounters and long battles.

WEAPON	PRICE	DAMAGE	CRIT.	RCH.	WGT.
Hammer, 1h	70∮	1d10	-1	1	5 lb.
Hammer, 2h	110 f	2d8	-1	2	9 lb.
War hammer	110 <del>f</del>	1d10	+0	1	6 lb.
Jackhammer	170 ∮	- 2d6	+1	2	14 lb.
Steam gavel	200 <b>∮</b>	1d12	-1	1	8 lb.
Pneumatic sledge	300 €	2d8	+0	2	16 lb.
Forebearer	320 <b>∮</b>	1d10	+1	1	11 lb.
Great maul	480 <del>f</del>	2d10	-1	2	22 lb.
Grinder	540 <del>f</del>	2d8	+1	2	18 lb.

### **MUSKETS**



VITAL: STAMINA ATTACK: RANGED VS. WITS / PHYSICAL RELOAD: LONG UTILITY ACTION

Like pistols and repeaters, muskets of the New Epoch use percussion cap technology to ignite the charge and send the bullet spinning down the long barrel. While most musket barrels are not yet rifled, and some still make use of ball and powder shot, their qualities are similar—massive range, excellent accuracy and high damage with a slow rate of fire.

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SPECIAL: [LANCES COST 1 AMMO] Lance abilities only cost one shot with a musket, no matter how long they are. The power of a single shot can carry through several targets.

WEAPON	PRICE	DAMAGE	CRIT.	RNG.	CAP.	WGT.
Musket	120 <del>f</del>	2d8	+0	30	1	14 lb.
Light musket	210 ∮	2d8	+2	40	1	10 lb.
Double musket	270∮	2d10	+0	35	2	16 lb.
Shouldergun	390 <b>∮</b>	2d12	+0	50	1	15 lb.
Percussion rifle	450 <b>∮</b>	2d8	+0	40	4	18 lb.
Drake hunter	610 ∮	2d12	+1	30	2	20 lb.
Revolving musket	770∮	2d10	+0	35	3	19 lb.
Honor guard rifle	950 <b>∮</b>	2d12	+1	50	2	25 lb.

CHAPTER 2: WEAPONS

### PISTOLS



FAMILY: PROJECTILE VITAL: AGILITY ATTACK: RANGED VS. WITS / PHYSICAL RELOAD: UTILITY ACTION

Pistols are the fastest firearm to draw, quickest to reload, lightest to carry and easiest to conceal. Each pistol clip holds a number of shots, each packaged in a fine paper cartridge containing a pre-measured amount of black powder, a pressure sensitive explosive gum and a single metal ball or bullet. When the firing hammer strikes the explosive, it ignites the black powder and forces the ball out of the barrel at an incredible speed.

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WEAPON	PRICE	DAMAGE	CRIT.	RNG.	CAP.	WGT.
Pistol	100 <b>∮</b>	1d6	+0	25	3	3 lb.
Muff pistol	160 <del>f</del>	1d6	+1	20	4	1 lb.
Percussion cap	220 <b>∮</b>	1d8	+0	25	4	4 lb.
Hand cannon	310 ∮	1d10	+0	20	2	5 lb.
Pepperbox	400 <b>∮</b>	1d6	+2	20	5	3 lb.
Quad pistol	<b>440 ∮</b>	1d8	+1	25	4	4 lb.
Revolver	580 <del>f</del>	1d10	+0	30	6	4 lb.
Grimshot	690 <b>∮</b>	1d10	+1	25	8	5 lb.

POLEARMS

FAMILY: MARTIAL VITAL: STAMINA ATTACK: MELEE VS. DEX / PHYSICAL

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When enemies won't come any closer, reach out and strike them down with a polearm. This weapon deftly out-ranges all other melee weapons, allowing you to attack from the second rank or third rank of a formation without fear of being struck back. Against an enemy that cannot move closer, a polearm wins by default.

WEAPON	PRICE	DAMAGE	CRIT.	RCH.	RNG.	WGT.
Polearm, 1h	90 <b>∮</b>	1d8	+0	3	10	4 lb.
Polearm, 2h	100 <b>∮</b>	2d6	+0	4	-	7 lb.
Javelin	130 <b>∮</b>	1d10	-1	3	20	3 lb.
Partisan	160 <b>∮</b>	2d6	+1	4	-	7 lb.
Ranseur	250 f	2d6	+2	4	0-	8 lb.
Guisarme	310 <b>∮</b>	2d8	+0	4	-	11 lb.
Great spear	350 <b>∮</b>	1d10	+0	3	8	9 lb.
Halberd	490 <del>f</del>	2d8	+1	4		13 lb.
Drill glaive	580 <del>f</del>	2d10	+1	4	10-1	16 lb.

pistol

hand cannon

halberd

polearm, worhanded

percussion cap

javelin

revolver

grimshot

drill glaive

CHAPTER 2: WEAPONS



### SABERS



FAMILY: MARTIAL VITAL: AGILITY ATTACK: MELEE VS. DEX / PHYSICAL -

Ironically, when it comes to fine swordplay the saber trumps the sword. Parries, ripostes, feint, wraps and slices are all performed more quickly with a saber, making it much better suited to dueling. Sabers are typically single edged, or favor one edge over the other and are curved to their point. Their guard covers the fingers, but lacks the large hilt of a sword.

WEAPON	PRICE	DAMAGE	CRIT.	RCH.	WGT.
Saber, 1h	90∮	1d8	+1	1	3 lb.
Saber, 2h	130 <del>f</del>	2d6	+1	2	5 lb.
Backsword	150 <del>f</del>	1d6	+2	1	4 lb.
Scimitar	200 <del>f</del>	1d8	+2	1	5 lb.
Rapier	280 <del>f</del>	1d6	+3	1	4 lb.
Falchion	390 <b>∮</b>	2d6	+2	2	7 lb.
Myech	520 <b>∮</b>	1d10	+1	1	4 lb.
Great scimitar	610 <del>f</del>	2d8	+2	2	9 lb.
Crescent blade	670 <b>∮</b>	1d10	+2	1	6 lb.

saber, one-handed



**SCEPTERS** 





FAMILY: MARTIAL VITAL: STAMINA ATTACK: MELEE VS. DEX / PHYSICAL

. . The scepter developed from the cudgel or mace as a religious icon of the church. It was used to prevent needless bloodshed by clergymen in the cataclysm and was later developed and improved by those same churches in the New Epoch.

WEAPON	PRICE	DAMAGE	CRIT.	RCH.	WGT.
Scepter, 1h	40 <del>f</del>	1d6	+0	1	4 lb.
Scepter, 2h	70 f	2d4	+0	2	7 lb.
Cudgel	80 <del>f</del>	1d8	-1	1	3 lb.
Mace	110 f	1d6	+1	1	5 lb.
Great mace	170 <b>∮</b>	2d6	+0	2	10 lb.
Morning star	200 <b>∮</b>	1d10	-1	1	7 lb.
Flanged mace	250 f	2d4	+2	2	12 lb.
Swordmace	290 <b>∮</b>	1d8	+0	1	9 lb.
Grand scepter	320 <b>∮</b>	2d6	+1	2	15 lb.

great scimitar

scepter, two-handed

cudgel

morning star

scrolls

parable

dictum

Searmort rod

Staff

SCROLLS



VITAL: ETHOS

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Coil Cago

Steath Shaff

ATTACK: MELEE VS. DEX OR RANGED VS. DEX / LIGHT, SONIC

No. of Concession, Name

The clergymen of the New Epoch have much more than gospel to hurl at their enemies. Scrolls channel the power of the divine mechanism, and can be affixed into empowering horns or frames to enhance their potency. Religious eccentrics have never been so feared nor so respected. Scrolls can cause light or sonic damage. You choose the damage

type when you make a standard attack.

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WEAPON	PRICE	DAMAGE	CRIT.	RCH.	RNG.	WGT.
Scroll	90 <del>f</del>	1d6	+1	21	15	2 lb.
Vesper	140 f	1d8	+0	1	15	2 lb.
Parable	190 <b>∮</b>	1d6	+2	1	15	2 lb.
Dictum	270 ∮	1d10	-1	1	20	3 lb.
Canticle	290 <b>∮</b>	1d8	+1	1	20	3 lb.
Psalter	370 €	1d8	+2	1	20	2 lb.
Scripture	460 <b>∮</b>	1d10	+0	1	12	3 lb.
Doctrine	560 <del>f</del>	1d10	+1	1	18	3 lb.

### **STAVES**





FAMILY: ARCANE VITAL: LOGIC

ATTACK: MELEE VS. DEX OR RANGED VS. DEX / ACID, ELECTRIC, FLAME, ICE

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These decorative and highly ornamental weapons not only serve as a status symbol amongst the world of arcane academia, they also perform admirably as magical arcane weapons. For prestige and power, the staff is an excellent choice.

WEAPON	PRICE	DAMAGE	CRIT.	RCH.	RNG.	WGT.
Staff	160 f	2d6	+0	2	20	4 lb.
Oak staff	230 <b>∮</b>	2d6	+1	2	25	5 lb.
Coil cage	270 ∮	2d8	+0	2	15	5 lb.
Gearwork rod	360 ∮	2d8	+1	2	20	6 lb.
Steam shaft	<b>490 </b> ∮	2d8	+2	2	20	10 lb.
Powered staff	530 <b>∮</b>	2d10	+1	2	10	9 lb.
Archmage hand	800 €	2d10	+0	2	30	6 lb.
Radiant staff	950 ∮	2d10	+1	2	25	7 lb.

canticle

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CHAPTER 2: WEAPONS

### **STEAMBOWS**

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FAMILY: PROJECTILE VITAL: POWER ATTACK: RANGED VS. DEX / PHYSICAL RELOAD: LONG UTILITY ACTION

The jet of steam and pneumatic hiss released with every loosed arrow are telltale signs of the steambow's power. While it doesn't carry the range or power of a musket, it has an excellent capacity-to-damage ratio and is lighter than other big projectile weapons.

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**SPECIAL:** [LANCES COST 1 AMMO] Lance abilities only cost one shot with a steambow, no matter how long they are. The power of a single shot can carry through several targets.

WEAPON	PRICE	DAMAGE	CRIT.	RNG.	CAP.	WGT.
Steambow, 1h	80 <del>f</del>	1d8	-1	35	20	4 lb.
Steambow, 2h	120 <b>∮</b>	2d6	-1	35	20	7 lb.
Composite curve	170∮	2d8	+0	40	20	8 lb.
Reduced steambow	220 ∮	1d10	-1	30	20	5 lb.
Stahl longarm	340 <b>∮</b>	2d8	+1	30	20	9 lb.
Recurve special	420 <b>∮</b>	2d10	-1	40	20	7 lb.
Ostenian wing	510 ∮	2d8	+1	45	20	10 lb.
Sentinel bow	540 <b>∮</b>	2d10	+0	35	20	8 lb.
Great steambow	630 <b>∮</b>	2d10	+1	40	20	12 lb.

### Swords

CHAPTER 2: WEAPONS

- MARIOVERION - MARIAN

FAMILY: MARTIAL VITAL: POWER ATTACK: MELEE VS. DEX / PHYSICAL

Whoever said the pen is mightier than the sword was never faced with the prospect of melee combat. Even after centuries of use, the sword is an excellent match for any melee weapon. It's long, straight, doubleedged blade is capable of fast thrusts, mighty swings and strong blocks.

WEAPON	PRICE	DAMAGE	CRIT.	RCH.	WGT.
Sword, 1h	110 f	1d10	+0	1	4 lb.
Sword, 2h	140 <b>∮</b>	2d8	+0	2	7 lb.
Longsword	170∮	1d8	+1	1	5 lb.
Bastard sword	220 <del>f</del>	2d8	+1	2	10 lb.
Broadsword	290 <b>∮</b>	1d10	+1	1	7 lb.
Chainsword	400 <del>f</del>	1d12	+0	1	9 lb.
Greatsword	450 f	2d10	+0	2	13 lb.
Power sword	520 <b>∮</b>	1d12	+1	1	9 lb.
Vorpal edge	680 <b>∮</b>	2d10	+1	2	14 lb.

steambow, one-handed

> steambow, two-handed

stahl longarm

Ostenian wing

sword, one-handed

chainsword

bastard sword

power sword

greatsword

haa

tome

revelation

prophecy



### TOMES

.

liturgy



VITAL: ETHOS

ATTACK: MELEE VS. DEX OR RANGED VS. DEX / LIGHT, SONIC

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The revelations of the church resound with the harmony of the divine mechanism. Tomes are the most extensive and powerful texts of all, bound in volumes that radiate energy and can channel righteousness from the world machine.

Tomes can cause light or sonic damage. You choose the damage type when you make a standard attack.

WEAPON	PRICE	DAMAGE	CRIT.	RCH.	RNG.	WGT.
Tome	110 ∮	2d4	+1	1	15	5 lb.
Canon	180 <del>f</del>	2d6	+0	1	20	6 lb.
Liturgy	270 ∮	2d4	+2	1	25	6 lb.
Codex	300 <b>∮</b>	2d8	-1	1	15	5 lb.
Opus	410 <del>f</del>	2d6	+1	1	20	5 lb.
Chronicle	500 <b>∮</b>	2d8	+0	1	15	8 lb.
Prophecy	610 <del>f</del>	2d6	+2	1	15	7 lb.
Revelation	870 ∮	2d8	+1	1	20	9 lb
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### **UNARMED**





ATTACK: MELEE VS. DEX / PHYSICAL -----

In the late residuum traditional 'pure' martial arts reached their peak of development. Today, few practice these ancient arts, preferring a more diluted and practical form mixed with street brawling, wrestling and whatever else comes naturally. Each unarmed strike must be learned from a master, and the training fee is listed below. Strikes must be learned in the order below, one after the other.

WEAPON	PRICE	DAMAGE	CRIT.	RCH.
Unarmed	FREE	1d4	+0	1
Gut punch	100 ∮	1d4	+2	1
Neck strike	200 <del>f</del>	1d4	+1-0	2
Eye gouge	300 ∮	1d6	+0	1
Reach strike	400 <b>∮</b>	1d4	+0	3
Stagger slam	500 <b>∮</b>	2d4	+3	1
Hammerblow	700 <b>∮</b>	2d6	+0	2
Great strike	1,000 ∮	2d6	+2	1

### WANDS



FAMILY: ARCANE VITAL: LOGIC

ATTACK: MELEE VS. DEX OR RANGED VS. DEX / ACID, ELECTRIC, FLAME, ICE

The wand and core revolutionized the world of arcane magic. The bygone decades of tedious studying and dedication were swept aside, replaced by trend-setting arcanists wielding the power of an archmage in their hands. While the wand has sped the learning of arcane arts incredibly, the art of manifesting arcane magics without a wand has become scarce so a novice arcanist caught unarmed is easy prey.

PRICE	DAMAGE	CRIT.	RCH.	RNG.	WGT.
120 <b>∮</b>	1d8	+0	1	15	2 lb.
170 <b>∮</b>	1d10	-1	1	20	2 lb.
230 <b>∮</b>	1d8	+1	1	20	3 lb.
340 ∮	1d8	+2	1	25	4 lb.
400 <b>∮</b>	1d10	+0	1	30	2 lb.
480 <b>∮</b>	1d10	+1	1	25	3 lb.
590 <b>∮</b>	1d12	-1	1	20	4 lb.
740 <b>∮</b>	1d10	+2	1	30	4 lb.
	120 <del>f</del> 170 <del>f</del> 230 <del>f</del> 340 <del>f</del> 400 <del>f</del> 480 <del>f</del> 590 <del>f</del>	$120 \neq$ $1d8$ $170 \neq$ $1d10$ $230 \neq$ $1d8$ $340 \neq$ $1d8$ $400 \neq$ $1d10$ $480 \neq$ $1d10$ $590 \neq$ $1d12$	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$

ridge coil

barbed whip

spiral point

wand

whip, one-handed

MANN

**WHIPS** 





FAMILY: MARTIAL VITAL: AGILITY ATTACK: MELEE VS. DEX / PHYSICAL 

The style, elegance and exotic flair of the whip is irreplaceable and memorable. Moreover, the stinging lash of a whip will give your enemies a thrashing they won't soon forget. Life's a cruel mistressyou can be too.

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WEAPON	PRICE	DAMAGE	CRIT.	RCH.	WGT.
Whip, 1h	70∮	1d6	+1	2	3 lb.
Whip, 2h	80 ∮	2d4	+1	3	4 lb.
Bull whip	120 <b>∮</b>	1d6	+2	2	4 lb.
Blade whip	160 <del>f</del>	1d6	+3	2	4 lb.
Whip flail	250 <b>∮</b>	2d6	+0	3	6 lb.
Barbed whip	280 <b>∮</b>	1d8	+1	2	5 lb.
Cat of nine tails	320 <b>∮</b>	1d8	+2	2	5 lb.
Whip jack	440 <b>∮</b>	2d6	+1	3	7 lb.
Chain whip	490 ∮	1d10	+0	2	6 lb.



### WEAPON HOLDERS



Weapon holders include cases, scabbards, baldrics and sheathes. While they are not essential to carrying a weapon (you can carry and equip up to five weapons with or without these items), holders make weapon transport and maintenance a lot more practical.

FIVE WEAPONS ONLY: Regardless of how many weapon holders you wear, you can only have 5 weapons equipped at any time (your character sheet provides only 5 spaces). Any more than this becomes impractical—you can't climb, swim, ride or dodge effectively when you have baldrics, sheathes and scabbards pointing in every direction.

HOLDER	PRICE	WEIGHT	DESCRIPTION
Ammo strap	10∮	1 lb.	Holds ammunition
Bandoleer	30 <b>∮</b>	2 lb.	Holds 1 weapon and ammunition
Baldric	60 <b>∮</b>	3 lb.	Holds 3 weapons
Case	40 <b>∮</b>	4 lb.	Keeps 1 weapon safe from environment
Clasp	20 <b>∮</b>	1 lb.	Holds 1 weapon
Great quiver	30 <b>∮</b>	3 lb.	Holds arrows or bolts
Holster	30 <b>∮</b>	1 lb.	Holds 1 weapon and ammunition
Magic quiver	60 <del>f</del>	2 lb.	Holds 3 wands, scrolls or relics
Peace bonds	10 <del>f</del>	1 lb.	Binds weapons for civilized areas
Powder horn	30 <b>∮</b>	2 lb.	Holds ammunition.
Safelock	80 ∮	-	Locks a weapon in its holder
Scabbard	40 <b>∮</b>	2 lb.	Holds 2 weapons
Sheathe	20 <b>∮</b>	1 lb.	Holds 1 weapon
Spring loaded	50 <b>∮</b>	-	Ready your weapon as a free action
War harness	100 ∮	5 lb.	Holds 5 weapons
Weapon belt	60 <b>∮</b>	3 lb.	Holds 2 weapons and ammunition
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- **AMMO STRAP:** A small strap like this one can hold extra shots close at hand for quick reloads.
- **BANDOLEER:** This is a belt-like utility strap, which features many pockets, clips and pouches, enough to hold 1 weapon and its ammunition.
- **BALDRIC:** [HOLDS 3 WEAPONS] A harness of rings, straps, buckles and belts that you can attach 3 scabbards or holsters to. Typically, two handed weapon holders are kept on the back while onehanded weapon holders are hung from the sides.
- **CASE:** [HOLDS 1 WEAPON] A full case with a barred glass display window.
- **CLASP:** [HOLDS 1 WEAPON] Some weapons are too oddly shaped to fit into sheathes, scabbards or holsters. A simple metal or leather clasp can tie the weapon to any part of clothing.
- **GREAT QUIVER:** Clockbow and steambow ammunition can be kept in this three partition quiver which holds 30 shots. That's ten more than the usual quivers.
- HOLSTER: [HOLDS 1 WEAPON] This leather belt attachment is the perfect holder for a projectile weapon.
- MAGIC QUIVER: [HOLDS 3 WEAPONS] This handy holster holds up to 3 small magical weapons (relics, scrolls or wands) and is worn on the hip for convenience.
- **PEACE BONDS:** [FOR BINDING WEAPONS] Peace bonds are required whenever you enter a city—you must bind the weapon so that it

cannot be drawn quickly.

- **POWDER HORN:** The powder horn pours a slow but constant trickle of black powder. It hangs around the body like a satchel with several pouches for different types of gunshot. Most gunshots contain prepackaged powder but some older models may require the horn and gunshot to be loaded and rammed.
- **SAFELOCK:** [FOR LOCKING WEAPONS] It is simply a safety lock which holds the weapon in the scabbard/holster when not in use. Pressing a hidden button releases the weapon for a few seconds. It does not take any longer to draw a locked weapon in combat. You must make a search check against TN 30 to find the safelock.
- **SCABBARD:** [HOLDS 2 WEAPONS] Bladed weapons need to be sheathed when not in use to preserve their life span and avoid weathering. A scabbard is a rigid cover that the weapon is put into when not in use. Popular scabbard designs in the New Epoch usually have two weapon slots for bladed weapons, one large and one small (a sword and a dagger for example).
- **SHEATHE:** (HOLDS 1 WEAPON) A sheathe is like a scabbard but is usually loose floppy leather or cloth. It is tied to a belt or other piece of clothing and hangs at the side.
- **SPRING LOADED:** [READY WEAPON AS FREE ACTION] This special feature is crafted into the scabbard, holster, baldric or weapon holder. By pushing a button on the weapon holder the weapon springs into the hand of the owner. A weapon drawn from a spring loaded scabbard or holster requires only a free action. Only works with one-handed weapons of 5 pounds or less.

**WAR HARNESS:** [HOLDS 5 WEAPONS] This heavy and cumbersome leather and iron harness is worn overtop of armor. It can hold many weapons.

**WEAPON BELT:** [HOLDS 2 WEAPONS] This belt has all the necessary attachments to hold 2 weapons as well as ammunition and any relevant maintenance tools that might accompany them. It can be worn overtop of armor.

CHAPTER 2: WEAPONS

# CHAPTER 3 ARMOR

CHAPTER 3: ARMOR





The last bastion of defense between you and your enemy is your armor. Protective items such as armor can turn a fatal blow into a grazing one when worn by a proficient user. It is certainly an area of equipment not to be overlooked.

When you enter combat, the armor worn upon your body is the last line of defense against physical damage. Normally, a warrior uses his skill and talents to avoid being wounded. In most cases, armor won't negate damage, but it will prevent a small part of that damage.

CHAPTER 3: ARMOR

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Armor is rarely built or sold in full sets—only the wealthiest nobles, armies and military forces can afford such expensive commissions. Full suits of armor are kept as display pieces in manor houses, reliquaries and museums. Adventurers build up their armor piece by piece, scavenging from fallen enemies, purchasing from armorsmiths, and so on. They need to shed their old, worn and damaged pieces of armor for newer, more protective ones.

### **CLASS & SUITABILITY**

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Characters who are going to see combat will want to wear armor, typically the best type they can afford. While it can increase your chances of survival, it is tough to move about in and can impose penalties to skills requiring agility.

**ARMOR RECOMMENDATION:** The ten base classes are listed below with armor recommendations based on the types of skills they are good at and their vitals. The recommended armor is listed in order from best to worst.

- + ARCANIST: Aegis armor, bracer armor, robe armor.
- + BARD: Aegis armor, bracer armor, light armor.
- BERSERKER: Aegis armor, medium armor, heavy armor, shields.
- + CHANNELER: Heavy armor, robe armor, shields.
- + EXPLORER: Aegis armor, bracer armor, light armor.
- + GUNNER: Aegis armor, light armor, medium armor.
- + MECHANIST: Aegis armor, medium armor, heavy armor, shields.
- **••** NECROLYTE: Aegis armor, bracer armor, robe armor.
- + ROGUE: Aegis armor, bracer armor, light armor, shields.
- + WARDER: Medium armor, heavy armor, robe armor, shields.

These are not hard limitations, but advice on what works well with

characters of that class. An arcanist prefers bracer, aegis and robe armor because they do not interfere with magical weapons such as wands. A berserker or warder prefers medium or heavy armor because of the physical protection it offers in close combat.

### **ARMOR CATEGORIES**



Armors come in many different forms. Each type offers slightly different bonuses so you can choose the armor that best suits your character concept. Detailed descriptions and pictures of each armor type are included later in this chapter, so you can get an idea of the style for that type of armor.

ARMOR TYPE: Armors can be broken down into the following seven categories, as indicated on the character sheet.

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- + LIGHT ARMOR: Light armor is the lightest and most flexible of the physical armors. Most light armors are made primarily of leather, but might include pieces of wood and metal to strengthen impact areas.
- MEDIUM ARMOR: Medium armor is a balance between protection and maneuverability. Medium armor is fashioned mostly from small metal plates, designed to facilitate movement rather than all out defense.
- HEAVY ARMOR: Heavy armor is the best physical protection available, but restricts movement greatly. Heavy armor is made from large, heavy metal plates that seamlessly fit around parts of the body.
- SHIELD: Shields are held in a hand or strapped to one arm, used to deflect incoming attacks rather than reduce the damage of attacks that break through your defenses. But the greatest advantage of a shield is that it protects your armor from damage when struck by a critical hit.
- ROBE ARMOR: Robes are thick, heavy garments that offer cushioning against things that can't be dodged. Some more expensive types of robes are sewn from magically saturated materials and can be harder and lighter than others.
- + BRACER ARMOR: Bracers are part mechanical, part magical protection that can be made to fit around the body. Bracer armor generates a repulsion field that can prevent a small amount of damage and deflect incoming attacks.
- + AEGIS ARMOR: This type of armor is an alchemical device that straps to the body overtop of clothes. Each piece of an aegis features tubes, vials of stimulants, chemicals and alchemical technowizardry.

ARMOR PIECES: Armor is divided into small pieces that can each be worn separately. You can wear up to six pieces of armor and carry a shield as well.

A piece of armor could be anything you want it to be-a helmet, a breastplate, a pauldron, etc. In this way, the visual appearance of your armor is totally up to you.

You could decide that your character is heavily armored only on his left side, or his armor is top-heavy, or he doesn't wear a helmet. In terms of the game rules, pieces of armor are all the same no matter where or how they are worn.

If you want to give your armor a good description, familiarize yourself with some of the terms given below.

- + HEAD: Helmets, sallets, barbutes, coifs, hoods and basinets.
- + SHOULDERS: Pauldrons, spalders, ailettes, mantles and rerebraces.
- · ARMS: Vambraces, gloves, bracers, couters and gauntlets.
- CHEST: Breastplates, plackarts, hauberks and cuirasses.
- + LEGS: Faulds, mail skirts, loin-guards, plackarts and tassets.
- + FEET: Boots, greaves, poleyns, shin guards and sabatons.

### **RULES OVERVIEW**



Before donning a suit of armor, consider the way armor is implemented in the rules of the game. An explanation of all the rules concerning armor is given here.

ARMOR & DAMAGE: Every time you are struck by an attack you reduce the damage of that attack by the appropriate armor value. There are three categories of damage, and an armor value for each type: physical, elemental and ethereal. Total each of these values by adding the statistics of each piece together in the columns on your character sheet ..

REDUCE PHYSICAL DAMAGE BY PHYSICAL ARMOR REDUCE ELEMENTAL DAMAGE BY ELEMENTAL ARMOR REDUCE ETHEREAL DAMAGE BY ETHEREAL ARMOR

#### ARMOR CANNOT REDUCE SPECIAL DAMAGE

- + PHYSICAL ARMOR: Most martial and ranged attacks cause physical damage. Reduce physical damage by your physical armor value.
- ELEMENTAL ARMOR: Elemental damage could be Acid, Electric, Flame, Ice or Sonic. Reduce elemental damage by your elemental armor value.
- + ETHEREAL ARMOR: Ethereal damage could be Dark, Healing, Light, Necrotic or Poison. Reduce ethereal damage by your ethereal armor value.

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CRITICALS & DENTS: When you are stuck by a critical hit, your armor is dented. Armor dents could be any time of structural weaknesstemporary dents and buckles, broken straps, tears in your gambeson, dislodged plates, punctures, and more. It doesn't affect any single piece of armor-it affects all pieces you wear equally.

> PHYSICAL CRITICALS DEAL 1d8 DENTS ELEMENTAL CRITICALS DEAL 1d6 DENTS ETHEREAL CRITICALS DEAL 1d4 DENTS

#### EACH DENT AFFECTS YOUR PHYSICAL, **ELEMENTAL & ETHEREAL ARMOR EQUALLY**

When struck by a critical hit, reduce your armor totals first, then apply the critical damage. A single dent reduces all three of your armor totals simultaneously. Armor can't be destroyed, even if so dented that it has zero protection.

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PENALTY: Your armor penalties are totalled and applied to your reflex, speed and any skill marked with the helmet icon (?). One of your armor passive scores can reduce this penalty to a minimum of zero (no penalty). You use the passive that matches whichever type of armor is giving you the greatest total penalty.

REST: A minute's rest allows you to remove 1 dent. An hour's rest allows you to remove 10 dents. A day's rest removes all dents. - 10 -

CHANGE: On an hour's rest, you can change a single piece of armor. If the piece of armor is in perfect condition (not dented), you remove 1d4 dents from your total (and your maximum armor may change as normal).

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REPAIRS: On a successful Repair check, you can remove 1d4 dents from your armor. However, you can only try once between each hour's or day's rest.

### QUALITY

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Armors have varying levels of quality: flawed, inferior, cheap, common, fine, superior, flawless. All of the items listed in this chapter are of common quality-they have no bonuses nor penalties. If you want to buy armor of better quality, it costs more. Armor of lower quality on the other hand, costs less than others but has less beneficial statistics.

QUALITY	Price	PHYSICAL Armor	ELEMENTAL ARMOR	ETHEREAL ARMOR	WEIGHT	
Flawed	1/10 ×	-3	-3	-3	+3 lbs.	
Inferior	½ ×	-2	-2	-2	+2 lbs.	
Poor	1/2 ×	-1	-1	-1	+1 lb.	
Common	1 ×	-		-	-	
Fine	2 ×	+1	+1	+1	-1 lb.	
Superior	5 ×	+2	+2	+2	-2 lbs.	
Flawless	10 ×	+3	+3	+3	-3 lbs.	

- **PRICE:** Multiply the price of the typical weapon by this amount. Poor grade weapons cost less than high grade ones.
- ARMOR: Add or subtract the quality bonus from the physical, elemental or ethereal armor value for that piece of armor (to a minimum of 0 armor).
- WEIGHT: Add to or subtract from the weight of the armor (to a minimum of 1 pound). High grade items are lighter. Low grade items are heavier or poorly balanced.

### DONNING GA 01 01 03

The time required to don or shed armor depends on its type. If you ever need to fasten or shed a piece of armor in combat, see below for how long it takes.

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LIGHT: 2 minutes to fasten, 2 long actions to shed per piece. MEDIUM: 3 minutes to fasten, 3 long actions to shed per piece. HEAVY: 4 minutes to fasten, 4 long actions to shed per piece. SHIELD: 1 long action to draw, 1 long action to shed. AEGIS: 3 minutes to fasten, 3 long actions to shed per piece. BRACER: 2 minutes to fasten, 2 long actions to shed per piece. ROBE: 3 minutes to fasten, 3 long actions to shed per piece. - 1 

SLEEPING IN ARMOR: Armors are not designed for sleeping. Many can only be worn only while standing. You can lie down in armor but you won't be able to sleep. The most rest you can get while suited up is an hour's rest.

### **ARMOR TABLES**



The armor tables in the pages that follow have columns listing the statistics of various items. These columns are explained below. If a column is not present in the table, then that type of armor has no effect (neither a bonus nor a penalty).

PROTECTION: Lists the names of common armors in this armor family.

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- **PRICE:** The cost of this piece of armor in shillings (f), payable in any denomination of currency.
- PHYSICAL ARMOR: The amount you subtract from the physical damage taken every time you are hit (minimum of 0 damage).
- ELEMENTAL ARMOR: The amount you subtract from the elemental damage taken every time you are hit (minimum of 0 damage).
- ETHEREAL ARMOR: The amount you subtract from the ethereal damage taken every time you are hit (minimum of 0 damage).
- PENALTY: [PEN.] Add the penalties from each piece of worn armor together, then deduct the appropriate armor passive. This is your total armor penalty (if any), which applies to all passives and skills with the armor penalty icon  $(\mathbf{R})$ .
- WEIGHT: [WGT.] This column gives the weight of the armor in pounds. The weight is the same whether worn or carried.

### LIGHT ARMOR



Leather, heavy cottons, light woods and thin metal lames are used to make most light armors. They are flexible, easy to don and offer average protection against damage. However, they are not suited to long lasting combat.

PRICE	Phys. Armor	Elem. Armor	Ether. Armor	Pen.	WEIGHT
50 <b>∮</b>	2	1	0	0	2 lb.
90 <del>f</del>	2	2	0	0	3 lb.
140 <del>f</del>	3	1	1	0	2 lb.
180 <del>f</del>	2	2	2	0	4 lb.
230 <b>∮</b>	3	2	2	0	5 lb.
300 ∮	3	3	2	0	6 lb.
410 ∮	4	3	2	0	5 lb.
	50 ∮ 90 ∮ 140 ∮ 180 ∮ 230 ∮ 300 ∮	PRICE         ARMOR           50 ∮         2           90 ∮         2           140 ∮         3           180 ∮         2           230 ∮         3           300 ∮         3	PRICE         ARMOR         ARMOR           50 ∮         2         1           90 ∮         2         2           140 ∮         3         1           180 ∮         2         2           230 ∮         3         2           300 ∮         3         3	PRICE         ARMOR         ARMOR         ARMOR         ARMOR $50 \oint$ 2         1         0 $90 \oint$ 2         2         0 $140 \oint$ 3         1         1 $180 \oint$ 2         2         2 $230 \oint$ 3         2         2 $300 \oint$ 3         3         2	PRICE         ARMOR         ARMOR         ARMOR         ARMOR         PEN. $50 \oint$ 2         1         0         0 $90 \oint$ 2         2         0         0 $140 \oint$ 3         1         1         0 $180 \oint$ 2         2         2         0 $230 \oint$ 3         2         2         0 $300 \oint$ 3         3         2         0

- QUILTED ARMOR: Quilted armor, also known as a gambeson or padded armor is a thick, heavy cloth usually worn underneath heavier armor to prevent chafing. Chainmail and heavier armors often include a full-body, one-piece gambeson which is worn underneath to prevent chafing around joints and soften the jarring that occurs when strikes land on rigid armor plates. Generally, it is not suitable as armor on it's own, but it will do for training and other light exercises.
- WICKER ARMOR: Tough reeds can be cured and woven into multilayered latticework armor, known as wicker armor. It often has a layer of leather or several layers of stitched cloth covering to hide the thick glues that hold the wicker layers together. This armor is very light, but it's bulky form makes movement difficult.
- **LEATHER ARMOR:** Specially treated leather armor is very rigid, but will buckle or bend under lethal force. It is arranged into solid shapes to protect the most exposed areas of the body. The balance of flexibility and rigidity makes it a good maneuverable armor that offers light protection.
- **BRIGANDINE ARMOR:** Brigandine armor is a thick suit of leather with small metal plates sewn into it side-by-side for added protection. As such, it is more effective against crushing and slashing attacks than regular leather. However, it is also much heavier and more rigid.
- LAMELLAR ARMOR: The art of fine lamellar armor is a speciality of Stoigmar. The armor is comprised of rows of metal plates called lames, rigidly sewn into overlapping rows. The plates angle outward in the same direction, deflecting slashing attacks that move across them.
- **ETHERPLATE ARMOR:** Using advanced alloys and ether saturation techniques, it is possible to make an incredibly light and maneuverable suit of plate armor. While this is not as thick or protective as heavy plate armors, it is flexible and easy to don. Not only is etherplate more expensive, it is extremely rare and difficult to commission.

quilted armor

wicker armor


# **MEDIUM ARMOR**



Medium armor is fitted and worn differently to light armor—it is usually donned with the help of another. Medium armor puts a lot more weight and stress on the body, restricting movement and speed but still offers decent protection to the wearer.

Armor	PRICE	Phys. Armor	ELEM. Armor	ETHER. Armor	PEN.	WEIGHT
Medium armor	80 <b>∮</b>	3	2	1	-1	6 lb.
Ringmail armor	130 <del>f</del>	4	2	1	-1	6 lb.
Chainmail armor	200 <del>f</del>	4	2	2	-1	9 lb.
Scalemail armor	270 <b>∮</b>	4	3	2	-1	8 lb.
Piecemeal armor	360 ∮	5	3	2	-1	9 lb.
Lockweld armor	420 <b>∮</b>	5	3	3	-1	11 lb.
Clockmail armor	490 <b>∮</b>	5	4	3	-1	9 lb.

- **RINGMAIL ARMOR:** Like brigandine, ringmail is backed on leather, with large, flat, interlocking rings forming a protective layer on the outer side. The rings catch piercing attacks effectively.
- **CHAINMAIL ARMOR:** Chainmail is strong, riveted chain rings called links, latticed together in a tight but flexible weave. Chainmail is especially good protection against piercing attacks, but is weak versus crushing attacks. The finer the chain links in a suit, the better its quality.
- **SCALEMAIL ARMOR:** Layers of interlocking, overlapping metal scales, riveted and attached to chain backing. Each scale is convex to deflect attacks, but under direct pinpoint force, pointed weapons can slide between them.
- **PIECEMEAL ARMOR:** While any armor type can be put together piece by piece, there is also an armor type called piecemeal. This generally refers to a suit of armor that has been highly customized, encompassing pieces from several different armor groups. It provides good protection, but doesn't hold together as well as matching suits of armor.
- LOCKWELD ARMOR: A relatively light suit of bronze, steel and alloys with segmented plates that dovetail, clip or lock together as flexible joints. The ability to seamlessly 'weld' itself together is an excellent advantage, but the armor is much heavier than others of its type.
- **CLOCKMAIL ARMOR:** The underside of a clockwork mail suit hides pulleys, gears and springs that aid in reducing the encumbrance of the armor. On the outside, lightweight alloy plates provide covering, especially so on the legs, shoulders and arms. Clockwork armor's weak spot is the chest, where the winding keyhole and spring mechanisms can get jarred by thrusting attacks.

ringmail armor

chainmail armor



scalemail armor

clockmail armor

# CHAPTER 3: ARMOR

#### **HEAVY ARMOR**



Heavy armor provides the best protection that money can buy. It is heavy, durable and reliable. On the downside, it takes a long time to don, is very heavy and very expensive. The tight fittings impose restrictions on the angles that you can move your limbs, making climbing, sneaking and other movement skills very difficult.

Armor	PRICE	PHYS. Armor	ELEM. Armor	ETHER. Armor	PEN.	WEIGHT
Heavy armor	100 f	4	3	2	-2	9 lb.
Bandedmail armor	160 <del>f</del>	4	4	2	-2	10 lb.
Splintmail armor	250 ∮	5	4	2	-2	15 lb.
Platemail armor	360 <del>f</del>	5	4	3	-2	12 lb.
Storm armor	430 <b>∮</b>	5	4	4	-2	14 lb.
Dwarven armor	520 <del>f</del>	6	5	3	-2	18 lb.
Steam powered	640 <b>∮</b>	6	5	4	-2	16 lb.

- **BANDEDMAIL ARMOR:** Banded armor is layers of horizontal hardened steel called bands backed on leather with chainmail covering the joints and extremities. Banded armor is heavy and inflexible, making it especially protective versus crushing attacks. Slashing weapons, however, can find the grooves between bands.
- **SPLINTMAIL ARMOR:** Splintmail is made from very heavy steel plates arranged in vertical splints, backed on a combination of leather and chain. The armor features several heavy metal plates fixed over crucial areas, adding extra protection against slashing attacks. The construction of splintmail makes it incredibly dense and heavy.
- **PLATEMAIL ARMOR:** Plate armor is the most well-known type of heavy armor, with large plates beaten from steel covering the entire body and a layer of chainmail beneath for added protection. Platemail has no obvious vulnerabilities, except that it is slow and clanky—easy to hit, but very hard to penetrate.
- **STORM ARMOR:** Storm armor is an oversized powered by acid tanks which feed electrical energy to the suit, which is able to give some assistance to the legs and arms. It lacks the protection of other powered armors, but is more elegant than dwarven armor and lighter than steam powered armor.
- **DWARVEN ARMOR:** Dwarven armor was designed for netherdeep exploration, using different alloys and weight distribution to boost the armor's effective protection. While it can shield the user from harm and intense underground pressure, it is heavy, unwieldy and difficult to move around in.
- **STEAM POWERED ARMOR:** Steam powered armor encases the wearer in a protective exoskeleton. It contains a boiler, furnace and many intricate pneumatic systems that aid movement but is still incredibly heavy and features some exposed pneumatics that reduce the armor's potential durability. The cost and weight of the water and coal are negligible (you can assume the furnace and boiler are always stoked and ready).

bandedmail armor

splintmail armor

CHAPTER 3: ARMOR



# SHIELDS



Shields are fastened to one arm and used to deflect incoming blows. They are most useful for deflecting attacks in melee combat. Against most ranged firearms, magical attacks or area effects, they are ineffective.

ARMOR	PRICE	Phys. Armor	Elem. Armor	Ether Armor	PEN.	WEIGHT
Buckler	50 <del>f</del>	1	1	1	-1	2 lb.
Rotella	70 ∮	2	1	1	-1	3 lb.
Pelta	120 ∮	2	2	2	-1	3 lb.
Tourney	150 <del>f</del>	3	2	3	-1	6 lb.
Round	170 ∮	4	3	2	-2	4 lb.
Tarch	210 <b>∮</b>	4	3	3	-2	5 lb.
Eye	270 <b>∮</b>	4	4	3	-2	6 lb.
Kite	330 ∮	5	4	4	-2	7 lb.
Pavise	400 <b>∮</b>	5	5	4	-3	12 lb.
Heater	470 <b>∮</b>	6	6	3	-3	9 lb.
Cauldron	580 <b>∮</b>	7	6	5	-3	25 lb.
Tower	360 <del>f</del>	ME	DIUM CO	OVER	-4	15 lb.
Hallguard	650 <del>f</del>	HE	AVY CO	VER	-5	20 lb.

- **BUCKLER SHIELD:** A shield gripped in the hand so that is can punch out to deflect blows.
- **ROTELLA SHIELD:** Fencing shield with round bands on the front to catch and trap light weapons.
- **PELTA SHIELD:** A half shield or crescent strapped to the arm, constructed with light weight, durable materials.
- **TOURNEY SHIELD:** A heavy, square, metal, ostenian shield with a notch taken out of its corner to hold a lance.
- **ROUND SHIELD:** A round wooden shield, usually covered in a decorative layer such as leather, paint or lacquer.
- TARCH SHIELD: A Stoigmari round and concave shield that the user can put his arm through.
- **EYE SHIELD:** A heavy metal boss protrudes from the center of this shield, which is good for barging, bashing and deflecting weapons.
- **KITE SHIELD:** A long Ostenian shield, pointed at the bottom and rounded at the top, good for protecting the legs and body when mounted.
- **PAVISE SHIELD:** This tall, squarish Avenian shield has one or more stakes fastened to it so that it can be rammed into the ground and used as light cover (+2 to all defenses, +2 armor).
- HEATER SHIELD: Large, heraldic shaped shield, made from tough, thick steel and decorated with the symbols or motifs of the user.
- CAULDRON SHIELD: A wide and low dwarven shield, highly concave and incredibly heavy.
- **Tower Shield:** This massive shield covers the entire body, granting medium cover (+5 to all defenses, +5 armor) to any who duck behind it. However, it is not useful as a form of personal protection, as enemies can step around it too easily.
- **HALLGUARD SHIELD:** This double-strength tower shield is thick enough to deflect musket rounds and blunderbuss slugs. It grants heavy cover to those that can get behind it (+10 to all defenses, +10 armor). It is massive, square and has an adjustable face that can be expanded to block off an entire hallway section up to 2 yards wide and 3 yards tall. The shield is usually mounted on wheels with a lock to prevent it moving backwards. It can only be used for indoor defenses—you can't travel with it.

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CHAPTER 3: ARMOR



# **ROBE ARMOR**

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Armored robes are woven into patterns and reinforced with special materials, minor enchantments or hidden armor plates. The earliest robe armors were developed by the church to look like normal clothes, worn by priests and important clergymen who needed to conduct risky business. The robes are often made from magical weaves that sense the wearer's stress and become rigid, providing cushioning against enveloping area attacks. They are about as rigid as light or medium armor, but are stronger at protecting against ethereal attacks, due to their ether-saturated textiles.

ARMOR	PRICE	Phys. Armor	ELEM. Armor	ETHER. Armor	PEN.	WEIGHT
Robe armor	70 <b>∮</b>	1	2	3	-1	4 lb.
Ropeweave robe	120 <b>∮</b>	2	2	3	-1	4 lb.
Ironknit robe	190 <del>f</del>	3	2	3	-1	6 lb.
Voidspun robe	240 <b>∮</b>	2	3	4	-1	5 lb.
Astralyarn robe	310 <b>∮</b>	3	3	4	-1	5 lb.
Harbinger robe	380 ∮	4	4	3	-1	7 lb.
Etherweave robe	420 <b>∮</b>	3	4	5	-1	5 lb.

- **ROPEWEAVE ROBE:** Ropeweave is a thick type of hemp fabric with heavy cotton woven onto a canvas backing. The end result is a durable, blanket-like material that maintains enough flexibility to be worn as clothing.
- **IRONKNIT ROBE:** Iron knit is an extremely heavy material in which iron thread is woven into the cotton. This is often adorned by large metal rings, heavy buckles and clasps which decorate the mantle of the robe.
- **VOIDSPUN ROBE:** Light, flexible and soft to the touch, voidspun fabric is produced by silk faeries kept in captivity and is a national secret of Yusuna. It is thicker and more resistant than normal silk, especially against magics, though not as protective as other wondrous materials.
- ASTRALYARN ROBE: Astralyarn is a type of material made in conjunction with astralglass. It glints with a metallic sheen and is excellent at protecting against all types of direct damage.
- **HARBINGER ROBE:** This fusion of plate armor, chains and reinforced textiles has a gothic style to it, but some of the most advanced robe-smithing techniques. The physical protection of this robe is better than most, but the ethereal protection doesn't compare to etherweave nor astralyarn.

ironknit robe

**ETHERWEAVE ROBE:** Etherweave material shimmers even without light, presenting different colors when viewed from different angles. Glowing runes, embroidery and other ornamental needlework are telltale signs of its power.

ropeweave robe

CHAPTER 3: ARMOR



#### BRACER ARMOR



Bracer armor contains inertial supports, gyroscopic weights and magnetic fields that can deflect incoming attacks. There are different types of bracers that can be attached to any part of the body. An experienced user can use them to great effect, generating a force field that can protect on all sides. Only movement fast enough to deliver lethal force is deflected, and slow movements like a handshake are ignored. Bracer armors are also constructed out of tough but light materials that can reduce the severity of enemy attacks that make it past the wearer's defenses.

PRICE	Phys. Armor	ELEM. Armor	ETHER. Armor	PEN.	WEIGHT
80 <del>f</del>	1	2	0	0	3 lb.
120 <del>f</del>	1	2	1	0	2 lb.
190 <b>∮</b>	2	3	0	0	3 lb.
240 <del>f</del>	2	3	1	0	2 lb.
320 <b>∮</b>	2	3	2	0	3 lb.
370 <b>∮</b>	4	4	0	0	3 lb.
<b>4</b> 30 <b>∮</b>	3	4	2	0	2 lb.
	80 ∮ 120 ∮ 190 ∮ 240 ∮ 320 ∮ 370 ∮	PRICE         ARMOR           80 ₱         1           120 ₱         1           190 ₱         2           240 ₱         2           320 ₱         2           370 ₱         4	PRICE         ARMOR         ARMOR           80 ∮         1         2           120 ∮         1         2           190 ∮         2         3           240 ∮         2         3           320 ∮         2         3           370 ∮         4         4	PRICE         ARMOR         ARMOR         ARMOR           80 ₱         1         2         0           120 ₱         1         2         1           190 ₱         2         3         0           240 ₱         2         3         1           320 ₱         2         3         2           370 ₱         4         4         0	PRICE         ARMOR         ARMOR         ARMOR         PEN.           80 €         1         2         0         0           120 €         1         2         1         0           190 €         2         3         0         0           240 €         2         3         1         0           320 €         2         3         2         0           370 €         4         4         0         0

- **APPRENTICE BRACERS:** Apprentice bracer armor is squarish and fits solidly over the protected areas. It has slow gyroscopic weights, and very little magnetic deflection capabilities.
- **MAGNETIC BRACERS:** Magnetic bracer armor is curved and ergonomic, with rounded edges and flowing engraved designs around the resonators Small sets of four resonance prongs protrude from each piece of armor, adding to the potency of the armor.
- **GYROSCOPIC BRACERS:** Large circular discs covered in grating and steel rims contain spinning weights that reach a thousand revolutions per minute. These create a great stability effect that can deflect blows with weight alone.
- **ELECTROMAGNETIC BRACERS:** Well balanced and powerful, electromagnetic armor is an improved design on typical magnetic armor. It includes a jumpsuit to protect the wearer from static interference and emits a low machine hum when donned.
- **INDUCTION BRACERS:** This armor has a traditional arcane style to it, featuring tiny pendulums and weights that can capture the wearer's movement as energy and store it in arcane energy crystals. The energy is released in defensive force waves that repel incoming physical and elemental attacks. However, it is very poor at detecting and reducing ethereal damage.
- **ARCHMAGUS BRACERS:** These armored, rune engraved bracers have an excellent combination of arcane and magnetic deflection and the highest quality alloys of all. They combine cutting edge science and magic to make a powerful protective combination.

apprentice bracers

magnetic bracers



### **AEGIS ARMOR**



Though a system of pipes, needles and tubes, the aegis feeds the body stimulants that keep the mind sharp and awake. It has a small amount of protective covering, mostly to protect the components of the aegis itself, and straps that fix the parts in place. Fitting an aegis can be unpleasant, as it has a symbiotic relationship with the owner's body, making the wearer appear pale and unhealthy.

In operation, the aegis performs a series of alchemical and magical operations upon the users body to toughen skin, buff their resistance to ethereal interference and regulate the

Armor	PRICE	Phys. Armor	ELEM. Armor	ETHER. ARMOR	PEN.	WEIGHT
Aegis armor	80 ∮	0	1	2	0	3 lb.
Alchemical aegis	150 f	0	1	2	0	2 lb.
Catalytic aegis	190 <b>∮</b>	17	1	2	0	3 lb.
Biomancer aegis	240 <b>∮</b>	1	2	3	0	2 lb.
Augmented aegis	360 <b>∮</b>	2	2	3	0	3 lb.
Orb aegis	430 <b>∮</b>	1	3	4	0	3 lb.
Neuromancer aegis	510 <b>∮</b>	2	3	4	0	2 lb.

- ALCHEMICAL AEGIS: The alchemical harness utilizes reagents that are wholly made in the laboratory. The various vials, tubes and stimulants are of the most basic quality.
- **CATALYTIC AEGIS:** Glowing green wires can be seen through the glass windows of this aegis. Electric catalysts are used to excite the stimulants, granting an additional boost in performance. These fragile windows aside, the catalytic aegis is heavy and strong, made with black wrought iron and bright steel rivets.
- **BIOMANCER AEGIS:** Adrenaline and thought stimulants are collected from the body, pooled and purified in this aegis. The strong symbiotic drain of this aegis pales the skin and can make some look very unhealthy. The aegis itself has only caging around the pipes and small metal fittings to protect it.
- AUGMENTED AEGIS: This light and ergonomically-styled aegis uses the most advanced techniques to fortify the mind. The device sheds a small amount of light, usually accentuated by glass-bound pumps that periodically fill and flush phosphorescent chemicals.
- **ORB AEGIS:** This unsettling aegis features a dozen armored astralglass orbs positioned around the body. Within each orb is a large eye, preserved in a glowing blue solution, rigged up to wires that feed from the wearer's body. The eyes twitch and turn, watching for attacks and deploying stimulants into the skin when they sense danger.
- **NEUROMANCER AEGIS:** The neuromancer suit has gratings and grills covering its most essential pieces with steel bolts fastening to thick fluted metal rims. Its tubes and sharp edges fuse into the body and can be painful to remove. The neuromancer aegis grants you the wits and looks of a true mastermind.

alchemical aegis









GEAR



the New Epoch, it is little wonder that characters don't save much money for retirement.

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**ADVENTURERS' RIG:** Every party needs a pathfinder, a lantern bearer and a cartographer—each one equipped from one of the following lists.

- **EXPLORING GEAR:** Bedrolls, bolt cutters, compasses, flint strikers, rations, rope, shovels, tents and water flasks. Nothing out of the ordinary, just the essentials.
- LIGHT & VISION: Phlogiston bulbs, hooded lanterns and ether lamps—all forms of lighting to use in the subterranean depths, underwater environments and moonless nights.
- STATIONERY: Fountain pens, vellum, sealing wax, reading spectacles and calligraphy brushes. Those planning on mapping their adventures need to equip themselves with the stationery necessary to do the job.

TOOLS OF THE TRADE: In order to get the job done, each character needs to be armed with the right tools.

- SKILL KITS: Skill kits are a set of common tools and instruments that aid a particular skill. Sometimes, you can't even perform a skill until you have the right tools.
- GADGETS: The newest and most bizarre inventions in the world await you in this section. Spectographs, ventrilophones, phantom casters and stasis cubes are but some of the wonders that can be purchased.
- **TRAPS:** Those skilled in setting or disarming traps will want to familiarize themselves with the items in this section. Building a clever trap is often the best deterrent to unwanted trespass.

ALCHEMICAL GOODS: While alchemists do produce medicines and stimulants that are good for everyone, they are also capable of producing lethal toxins that aren't good for anyone.

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- STIMULANTS: Beauty cream, inexplicable elixirs and wonder syringes. Marvelous medicines that often come with odd and unpleasant side effects.
- TOXINS: Poisons, diseases and wicked toxins are also available if you know the right people. Just don't get caught with them in your possession.

# QUALITY



ADVENTURER'S RIG QUALITY: Exploring gear, stationery and light sources can be of higher quality, but they usually have no numerical bonuses (unless specifically stated-locks, for example).

- + FLAWED: [50% WORSE] The rope is only half as long, the flask only holds half as much water as normal, the item is only half as big, twice as heavy, half as effective or luxury. These items break or malfunction 50% of the time.
- **INFERIOR:** [20% WORSE] The manacles are much easier for the prisoner to break, the compass has a large margin of error, the item is one-fifth smaller, one-fifth heavier or one-fifth less effective. These items break of malfunction 20% of the time.
- POOR: [10% WORSE] Slightly lower grade rations, unreliable alarm clock, blotchy ink, the item is slightly smaller, heavier, less effective or noticeably poorer craftsmanship. These items break or malfunction 10% of the time.
- AVERAGE: [NORMAL] These items are of typical quality, and don't suffer unwarranted mishaps.
- FINE: [10% BETTER] The safebox has an extra number in the combination, the rope is 10% longer and stronger than normal, the mining pick is slightly lighter, an item that is larger, lighter, more effective, or simply looks better.
- SUPERIOR: [20% BETTER] The etherlamp has a slightly better illumination aura, the spyglass has even greater magnification that normal, the item is 20% bigger, lighter, more effective, or more luxury.
- + FLAWLESS: [50% BETTER] The lock is incredibly hard to pick, the tent can fit an extra three people inside it, the crowbar can open tougher doors, the item is one-and-a-half times as big, effective, or luxury.

TOOLS OF THE TRADE QUALITY: Tools of high quality may grant a bonus or a penalty, depending on how well made they are.

- SKILL KITS: The skill check bonus of a these items is modified by quality. For example, a fine skill kit grants a +3 bonus to your skill check and an inferior one grants no bonus at all. Flawed skill kits are so badly made that they grant a -1 penalty, so you'd be better off without it.
- GADGETS: High quality items increase the number of times these items can be activated. You can't buy a lower quality gadget if the quality would reduce activations to zero or less. It simply cannot be manufactured at such a low quality.
- + TRAPS: Traps gain quality bonuses to attack checks, damage rolls and the critical range in the same way that weapons do.

ALCHEMICAL GOODS QUALITY: Alchemical goods might gain a bonus due to quality, depending on what type of item it is.

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- STIMULANTS: The effects of stimulants don't change with quality. However, the shelf life of a good stimulant increases to 2 years, 5 years or 10 years while the shelf life of a low quality stimulant is reduced to 6 months, 1 month or 1 week.
- TOXINS: High quality toxins receive a bonus to their rating (affects attack checks) and a damage bonus for fine, superior or flawless quality. Conversely, low quality toxins take penalties to the same stats.

# **ADVENTURERS' RIG**



Before you start considering gadgets, toxins, traps and explosives, you'd best purchase the basics. Those explosives will do you no good when camping in the rain on a stormy night.

Adventurers' rig is a term that encompasses all of the basic items that any adventuring party would be expected to have at least one of. Typically these odds and ends are distributed across the backpacks of each person in the group to share the load.

# **EXPLORING GEAR**



Often called general equipment, exploring gear covers all the common items you'd expect to have on any well-organized expedition of ten or more people. If what you want isn't here, then the GM can use the items listed here to make and approximate value for what you want to buy.

COMPLETE RIG: [1,500 €, 170 LB., (10% DISCOUNT)] The full set of exploring gear without a light source or stationery. Contains nine days' worth of rations, nine days' worth of firewood and nine days' worth of drinking water. All items are of common quality. Any good supply store can put together a full set of these items and sell the whole rig with a discount-the full cost is normally over 1,700 shillings.



- ALARM CLOCK: This simple clock with a timer that can be set to 'ring' or 'ping'. A ring will wake everybody nearby. A ping will notify only those who are already awake. It has a maximum time limit of 8 hours.
- BEDROLL: A roll-up mattress that adds some comfort when sleeping away from the comforts of the cities.
- BLANKET: A blanket to stave off the cold at night, or when moving through frigid lands.
- BOLT CUTTERS: These bolt cutters can cut through steel wires easily, but can't break through solid steel chains.

Ітем	PRICE	WGT.	ITEM	PRICE	WGT.
Alarm clock	90 <b>∮</b>	½ lb.	Pick, mining	27 f	9 lb.
Bedroll	22 f	4 lb.	Pitons (10)	38 ∮	3 lb.
Blanket	38 ∮	3 lb.	Pole (3 yds.)	12 ∮	2 lb.
Bolt cutters	26 <b>∮</b>	2 lb.	Rations (1 day)	20 <b>∮</b>	1 lb.
Canvas (5 sq. yds.)	15 f	2 lb.	Rock hammer	32 <b>∮</b>	2 lb.
Chain (10 yds.)	45 <b>∮</b>	8 lb.	Rope (10 yds.)	50 <b>∮</b>	5 lb.
Chalk	3 <del>f</del>	½ lb.	Sealing tape	18 ∮	½ lb.
Compass	75 <b>∮</b>	½ lb.	Sleeping bag	45 <b>∮</b>	4 lb.
Crowbar	18 <del>f</del>	3 lb.	Spade, shovel	22 <b>∮</b>	5 lb.
Firewood (per fire)	7 <del>f</del>	3 lb.	Spyglass	150 <b>∮</b>	1 lb.
Fishing rod	35 ∮	2 lbs	Tape measure	60∮	1 lb.
Fishnet (10 sq. yd.)	60 <b>∮</b>	7 lb.	Tent	95 <b>∮</b>	10 lb.
Flint striker	40 ∮	½ lb.	Twine	5 <del>f</del>	1/2 lb.
Grappling hook	55 <b>∮</b>	3 lb.	Waders	10 ∮	2 lb.
Lock	110 ∮	½ lb.	Water flask	25 ∮	5 lb.
Manacles	75∮	2 lb.	Whistle	14 ∮	½ lb.

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- CANVAS (5 SQ. YDS.): This large, waterproof sheet has a variety of uses as a mat, awning, makeshift shelter, improvised raincoat, etc.
  CHAIN (10 YDS.): This heavy set of metal links can hold 5 tons of weight (10,000 pounds). However, it is also incredibly heavy. It requires a TN 50 break check to burst.
- **CHALK:** Chalk can be useful to the adventurer who wants to leave markings on trees, floors, brickwork or other surfaces when exploring. It's also used to graffiti walls in cities.
- **CROWBAR:** A crowbar automatically succeeds on any break check on TN 15 or less. It grants additional leverage when trying to force something open.
- FIREWOOD (PER FIRE): Enough kindling and slow burning wood to make a fire that lasts a whole night.
- FISHING ROD: A retractable pole, a reel of twine and a variety of different sized hooks to catch fish upon.
- FISHNET (10 SQ. YDS.): A large net that can be cast into moving water in order to catch fish.
- FLINT STRIKER: This small, tinderbox-sized device has a round steel file set against a large piece of flint and a tin oil bottle. The flint can be turned with the user's thumb, producing a small shower of sparks that easily lights the oil nozzle, producing a small controlled flame that can ignite flammables as a long action. It can be used ten times before the oil runs out.
- **GRAPPLING HOOK:** Throwing a grappling hook requires a throw check. You'll also need rope or chain to attach to the hook if you want to climb it.
- **LOCK:** This is an average lock, requiring a TN 20 to open. For double, triple, four times or five times the price, you can purchase a better lock (TN 25, 30, 35 or 40 respectively). These TN's can also be adjusted by the level of quality you want.
- **MANACLES:** These large steel handcuffs can be adjusted to fit the wrists of any size creature. Most manacles come with a lock—add the price of the lock you want to the cost of these manacles.
- **MAP:** Purchasing a map is a good way to avoid getting lost. Each map allows you to succeed on any navigate check with a TN of 20 or lower when you are moving through the area it covers. If the map isn't relevant to where you are going, you don't get a bonus.
- PICK, MINING: This mining pick makes excavation much faster when working with hard, brittle rock but isn't useful with crumbling or loose earth.
- PITONS (10): Large iron spikes that can be driven into rock, stone, brick or any surface with a rock hammer. Useful for climbing,

trap making and anchoring things to walls and ceilings.

- **POLE (3 YDS.):** Poles come in handy for scaffolding, vaulting, reaching through bars and many other applications. They are light weight, wooden or metal and can easily be linked together to make longer structures.
- **RATIONS (1 DAY):** These hardy meals include salted meats, dense breads, dried fruit and preserved foodstuffs. The food is bland, but nourishing. Rations generally last for a month before they begin to rot or spoil.
- **ROCK HAMMER:** This rock hammer is perfect for a variety of tasks: forcing pitons into stone walls, removing floor tiles, driving nails into wood, and so on. It is not suited for combat.
- **ROPE (10 YDS.):** This rope can hold one ton (2,000 pounds) of weight. It requires a TN 40 break check to burst.
- SEALING TAPE: Can seal up leaks in water pipes, steam boilers, phlogiston tanks, hoses, and so on.
- **SLEEPING BAG:** When sleeping in intensely cold environs, sometimes a sleeping bag is required in addition to a blanket. It requires a long action to get into or out of.
- SPADE OR SHOVEL: Good for clearing loose earth, mud, sand or clay, but useless with hard rock, bricks or stone.
- **SPYGLASS:** Objects viewed through a spyglass are magnified many times, appearing much closer. You can see five times further than normal with a spyglass, assuming good visibility (multiply your normal vision distance by five).
- **TAPE MEASURE:** When you need to know the exact proportions of something, you can measure it by pulling the tape out from the box. It retracts the tape automatically when unlocked and idle.
- **TENT:** A tent large enough to provide shelter for two, a poor tent provides shelter for only one, a fine tent shelters three, a superior tent shelters four and a flawless tent shelters five people.
- TWINE: A ball of heavy duty string.
- **WADERS:** Walk through thigh-deep water without getting your boots wet. The lightly armored consider it a luxury. The heavily armored consider it a necessity—it prevents rust, softening of leathers and other deterioration due to dampness.
- **WATER FLASK:** A metal container for a day's worth of water (1 pound for an empty flask and 5 pounds when full). In climates hot enough to cause perspiration, the flask only provides half a day's water.
- **WHISTLE:** This whistle can mimic bird calls with a convince check, or be used to give a signal to other characters.

# LIGHT & VISION

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Light sources are important when exploring subterranean areas, or during night when outdoors. Not all races can see in the dark, so your adventuring party will usually have one character hold a lantern when exploring. The quality of your light source, its weight and the duration that it stays lit are factors that you should take into account when purchasing from the following table.

ALCHEMICAL CELL: This heavy power cell is needed for etherlamps and phlogiston bulbs. It is heavy for its size but still doesn't last as long as conventional oil.

- **BEACON:** [AURA 20-40 / 2 HOURS] This bright lantern is very heavy and costly on oil but has the best illumination of any oil lamp. Illuminates brightly out to 20 yards and dimly out to 40 yards, consuming 1 pint of oil in only two hours.
- **BEAM LANTERN:** [LANCE 30-60 / 8 HOURS] Produces a focused line of light. It illuminates brightly at 30 yards and dimly out to 60 yards. It consumes 1 pint of oil in eight hours.
- **CANDLE LANTERN:** [AURA 5-10 / 4 HOURS] A candle lantern is typically only suitable for reading or personal use. It illuminates brightly to 5 yards and dimly out to 10 yards, consuming a candle every four hours.

Ітем	PRICE	WGT.	Ітем	PRICE	WGT.
Alchemical cell	30 ∮	2 lb.	Flares (10)	40 <b>∮</b>	1 lb.
Beacon	125 <del>f</del>	3 lb.	Hooded lantern	70 ∮	2 lb.
Beam lantern	85 ∮	3 lb.	Oil (1 pint)	8 <del>f</del>	1 lb.
Candle lantern	16 ∮	1 lb.	Oil lamp	25 <b>∮</b>	1 lb.
Candles (10)	12 ∮	1 lb.	Phlogiston bulb	200 <b>∮</b>	6 lb.
Chemsticks (10)	60 <del>f</del>	1 lb.	Tinted Panes	26 ∮	-
Etherlamp	170∮	3 lb.	Torch	4 ∮	1 lb.

**CANDLES (10):** Inexpensive and disposable, each candle can burn as a candle lantern if the flame is not harassed by wind or breeze.

- CHEMSTICKS (10): [AURA 5-10 / 2 HOURS] These glass vials have a button at one end. When pushed, it breaks an inner seal, allowing two fluids to mix, producing an alchemical light. The light is usually colored, illuminating as a candle, but lasting only two hours. It can be used in any environment, even underwater.
- **ETHERLAMP:** [AURA 15-30 / 4 HOURS] Produces a light-tinted with either green, blue or red—can't produce pure white or yellow light. Illuminates brightly out to 15 yards and dimly out to 30 yards, consuming one alchemical power cell in four hours.
- **FLARE (10):** [AURA 10-20 / 2 HOURS] Scraping one end along a dry surface provides enough friction to light a flare. It burns brightly and consistently for two hours but can be extinguished by submersion in water, useless if it gets damp before lighting.
- HOODED LANTERN: [AURA 10-20 / 8 HOURS] Illuminates brightly out to 10 yards and dimly out to 20 yards, consuming 1 pint of oil in eight hours.
- **OIL (1 PINT):** A pint of lamp oil. Has a different burning duration, depending on the type of light source it fuels.
- **OIL LAMP:** [AURA 5-10 / 16 HOURS] An oil lamp can produce a very small, very efficient flame to make the most of your oil supplies. It produces bright illumination within 5 yards and dim illumination out to 10 yards. It burns for an amazing 16 hours on a single pint of oil.
- **PHLOGISTON BULB:** [CONE 25-30 / 4 HOURS] The glass bulb contains phlogiston that glows brightly when a strong magnetic field runs through it. Mirrors behind the bulb increase the range of the light, but it is large and unwieldy. It illuminates a cone shaped area, brightly out to 25 yards and dimly out to 50 yards, consuming one alchemical power cell in four hours.
- TINTED PANES: These change the color of light produced.
- **TORCH:** [AURA 10-20 / 4 HOURS] Usually a bunch of oil-soaked rags wrapped around a steel frame. Torches produce an average light radius, bright out to 10 yards and dim out to 20 yards. They burn for four hours before becoming useless. The main advantage of a torch is how readily it sets other things alight.



#### **STATIONERY**

# A Station Constant

First in line are those with weapons readied, second are those who light the way, coming up behind are the navigators. Mapping is the most overlooked niche of exploration, and one that carries very real consequences if not done properly. Walking into a labyrinth is suicidal without a good cartographer at your side.

There are other avenues that books, papers, pens and office clutter also fill. It's often important to the adventurer who likes to keep a record of their travels, or one who regularly sends correspondence to others. The readily available and affordable services of the local library, scriptorium and post office are ones that no one should ignore.

QUALITY: High or low quality stationery does not grant any numerical bonuses. High quality stationery items are usually just ornamental.

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- **BOOK, EMPTY:** A hard bound book with nothing but fifty empty sheets of paper on the inside (100 blank pages).
- **BOOK, PUBLISHED:** A printed book, already written and published (100 pages).
- **BRUSH:** Brushes come in all different shapes and sizes. Finer, smaller brushes tend to cost more than larger ones, because they need a finer grade of sable (foxes tail hair, used in the brush).
- **CARTOGRAPHER BELT:** A holster for a mapping easel and fountain pen worn around the midriff. Both the easel and pen are kept on a string that retract when dropped. An indispensable item to characters who are mapping dangerous areas.
- **INK:** Black ink is the most common type, used by most scribes across the prime material. Any dark colored ink such as red, blue or

Ітем	PRICE	WGT.	Ітем	PRICE	WGT.
Book, empty	70∮	3 lb.	Mapping easel	40 <b>∮</b>	2 lb.
Book, published	100 <b>∮</b>	3 lb.	Paint	18 <del>f</del>	1 lb.
Brush	5 <b>∮</b>	½ lb.	Paper (10)	25 ∮	-
Cartographer belt	34 <b>∮</b>	2 lb.	Parchment (10)	14 ∮	1 lb.
Ink	22 <del>f</del>	½ lb.	Scroll case	23 <del>f</del>	1 lb.
Ink pad	30 ∮	½ lb.	Seal, stamp	38 <b>∮</b>	½ lb.
Fountain pen	55 <del>f</del>	½ lb.	Sealing wax	12 ∮	½ lb.
Quill pen	10 ∮	½ lb.	Vellum (10)	10 ∮	1 lb.
Magnifying glass	65 <del>f</del>	½ lb.	Waterproofing wax	26 <b>∮</b>	1 lb.

green costs twice the normal price. Any light colored ink such as yellow, white or pink costs five times the normal. Metal flecked ink such as gold, silver or copper costs ten times the normal price. A single vial of ink has enough for 100 pages of text.

- **INK PAD:** A pad with ink that is good for up to a thousand stamps. Special colors, see 'ink' above.
- **FOUNTAIN PEN:** A modern writing tool that can hold several pages' worth of ink before it needs refilling. Typically comes with several nibs and a blunt syringe or a refill tube.
- MAGNIFYING GLASS: This helps to determine the validity of seals, watermarks and other small details.
- **MAPPING EASEL:** A hand-held board with sliding rules and holes for compasses, altimeters and other useful cartographer's tools. Don't go delving without it.
- **PAINT:** Fine paints, used for portraits, calligraphy or scribing, come in small jars. Typical colors are the listed price while unusual colors are double price. A set of paints is the same value as ten separate jars. A single jar of paint has enough for one painting on its own, but can last as long as 10 paintings when part of a set with many colors.
- **PAPER (10):** Paper is thick, durable and accepts ink well. It is dry immediately once written upon. Paper has no significant weight when compared to parchment or vellum.

**PARCHMENT (10):** Parchment is less durable than paper, doesn't dry quickly, looks cheap and tacky and occasionally doesn't take the ink—waxy patches reject the ink, and it may be necessary to write around them. However, parchment is much cheaper than paper.

QUILL PEN: An old-style writing tool, accompanied by an ink well into which the ink is poured.

SCROLL CASE: This scroll case holds up to ten paper documents. SEAL, STAMP: This seal bears the symbols and words of your

- choice. It can form a seal with wax or an ink pad.
- SEALING WAX: This wax melts quickly over an open flame and cools quickly when a metal seal is pressed onto it. Such antiquated methods are still used to stamp official documents and seal letters of high offices.
- **VELLUM (10):** Leather, pressed flat and fused together with heat to produce an incredibly durable type of paper. It is however, much thicker and heavier than other paper.
- **WATERPROOFING WAX:** This wax can be rubbed over a document to make it resistant, but not immune, to water. It is a one use item—you have to buy one application of this wax for every item you want to waterproof.

# **TOOLS OF THE TRADE**



Any tool your character could use during your adventures is one worth having. Tools, skill kits, gadgets and traps are but some of the things you might use to thwart enemies, solve puzzles or impress your friends. There are three categories of tools you'll find in this section: skill kits, gadgets and traps.

# SKILL KITS

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Many, but not all skills can benefit from the use of a skill kit. This packaged collection of items grants a small bonus to your skills, and often negates a penalty that would come about from having no tools at all.

Some skills have bonuses that come from elsewhere. The ride skill, for example, can receive bonuses from mount upgrades which are listed in Chapter 7: Machines.

R at an QUALITY: The quality of the tools affects the bonus, the price and the weight in the same way it affects weapons and armor. Any skill kit can be purchased at a higher quality to reduce its weight and enhance the bonus it provides. Lower qualities are also available for those who want to save their shillings.

- + FLAWED: Skill bonus -1, weight +3 lb., price ×1/10
- + INFERIOR: Skill bonus -, weight +2 lb., price ×1/5
- + POOR: Skill bonus +1, weight +1 lb., price ×1/2
- + COMMON: Skill bonus +2, weight -, price ×1
- + FINE: Skill bonus +3, weight -1 lb., price ×2
- ← SUPERIOR: Skill bonus +4, weight -2 lb., price ×5
- + FLAWLESS: Skill bonus +5, weight -3 lb., price ×10
- ALCHEMIST LAB: [+2 REPAIR] An alchemist's laboratory kit contains all manner of glassware, burners and odd devices. It is used for crafting repairing and maintaining gauntlets, dragonguns, relics, censers and aegises.
- APPRAISAL KIT: [+2 MERCANTILE] This small wooden box contains a special lens for checking the light refraction of gems, a tiny set of scales, several types of wood and metal polish and a cloth. As a set, they provide a +2 bonus to your mercantile check when you try to appraise an item.
- ARMORSMITH TOOLS: [+2 REPAIR] These tools are laid out in an unfolding case. They are the perfect instruments for repairing and maintaining medium and heavy armor.
- BLACKSMITH TOOLS: [+2 REPAIR] Useful for crafting and repairing non-bladed martial weapons like hammers, scepters, flails, some polearms, horseshoes, nails, arrowheads, and so on.
- BLADESMITH TOOLS: [+2 REPAIR] Tools designed specifically to craft, and repair martial bladed weapons such as axes, swords, sabers, gunblades, daggers and some polearms.
- BLOCK & TACKLE: (+2 HEAVE) A pulley, used for hoisting heavy goods onto vehicles with the minimum required effort. While it is difficult to attach firmly (requires pitons, screws or some form of structural support) it makes hoisting much easier, granting a bonus to heave checks. Requires some sort of rope and a fixture to be effective.



- CLIMBING HARNESS: [+2 CLIMB] This harness includes clips, safety hooks and rings that can aid in climbing.
- CLOCKWORK TOOLS: [+2 REPAIR] Used to craft, repair and maintain clockbows, bracers, clockwork armor, pocket watches, clockwork vehicles and any other relevant items.
- **DEMOLITION TOOLBOX:** [+2 BREAK] This box contains several heavy items such as a sledgehammer, pry bar, nail removers, carpenter's saw, metal files, and so on.
- DETECTIVE GEAR: [+2 SEARCH] A black phlogiston bulb, ear horn, fingerprinting tools, magnifying glass, magnet and other personal effects can help find things that others may overlook.
- FLIGHT KIT: [+2 PILOT] An altimeter, weather and pressure charts, technical specs for the vehicle and other various bits and pieces make up this kit, suitable for piloting a railway rail hauler, cargo zeppelin, an ironclad or phlogiston warship.
- GUNSMITH TOOLS: [+2 REPAIR] The best tools available for repairing firearms of any type. They are also used in the crafting of pistols, blunderbusses, muskets, repeaters and gunblades.
- HANDLER'S TACK: [+2 HANDLE] Bits, bridles, harnesses, yokes and many other animal or pet handling items are in this kit. It aids with handle checks on any creature than can be fitted with the tack. Only one creature can be fitted per handler's tack kit.
- LEATHERWORK TOOLS: [+2 REPAIR] When repairing whips, light armor, saddles or other leather items, these leather working tools grant a bonus on repair checks.
- LORE REFERENCE: [+2 LORE] A general reference book on a single topic provides a bonus to lore checks of the same topic. A book such as this covers a whole field of knowledge (ancient history, creature lore, factions and politics, geography, etc.) and is very general in nature, helping the reader to find a reference, rather than provide specific information.
- MAKEUP KIT: [+2 CHARISMA] Makeup can make you more attractive, or less attractive to your audience, depending on how you use it and who that audience is.
- MUSICAL INSTRUMENT: [+2 PERFORM] The right instrument can improve your performance-drums, harp, harpsichord, horn, lute, mouth organ, shawm, steam accordion, viol, whistle, zither. A

vocal performance alone does not gain this bonus. Instruments could weigh anything from 1 pound to 5 pounds, depending on what you want.

- **NAVIGATION SET:** [+2 NAVIGATE] A compass, sextet, rule, marking pins and other small instruments grant a bonus on navigate checks.
- SCIENCE LAB: [+2 REPAIR] The only tools suited to crafting, maintaining and repairing mythgauges, wands and staves.
- **SCRIPTORIUM TOOLS:** (+2 REPAIR) Good for repairing and restoring books, tomes, scrolls, quills and any kind of paper item.
- SEWING KIT: [+2 REPAIR] Used for crafting and repairing robes, clothes and any item of cloth or textile nature.
- **STATUS SYMBOLS:** [+2 CONVINCE] While impersonating another is illegal, others are much more willing to believe you when dressed in a guardsman uniform or bearing the mark of a government office. This box contains many small decorative items that can be used to make you look more trustworthy.
- **STEALTH KIT:** [+2 STEALTH] Soft overshoes to muffle your footfalls, cloaks to hide in shadows, hoods to conceal your face, camouflage to blend into your surrounds, face paint to cover your features and several other items make up the basis of this kit. It helps you hide and move without being spotted.
- **STEAMWORK TOOLS:** [+2 VARIOUS] Used to craft, repair and maintain steambows, steamwork armor, ironclad ships, steamwork vehicles and any other relevant items.
- **SURGICAL TOOLS:** [+2 MEDICINE] Incredibly sharp blades, thermometers, special scissors, anesthetics, fine tweezers, oddlyshaped clamps, pliers and rolls of bandage make up this kit. It increases the user's proficiency at administering medicines, treating wounds and curing diseases.
- SWIMMING GEAR: [+2 SWIM] Flippers worn as shoes, fins along the arm and a fitting wetsuit help swim though any type of water.
- **THIEVES TOOLS:** [+2 THIEVERY] Picks, latches, keys and files are useful items when it comes to entering uninvited. These grant you a bonus to picking locks only, not picking pockets.
- **TRAPSMITH TOOLS:** (+2 TRAPS) Arming and disarming traps shouldn't be attempted without a set of trapsmith tools. They grant a significant bonus to the art of trap making.
- **WAINWRIGHT KIT:** [+2 REPAIR] This set of tools grants a bonus on repair checks with any wheeled vehicle. The bonus stacks with other tool kits that might be used,

Ітем	PRICE	WGT.	EFFECT
Alchemist lab	120 <del>f</del>	6 lb.	+2 Repair*
Appraisal kit	105 <del>f</del>	3 lb.	+2 Mercantile
Armorsmith tools	100 <del>f</del>	7 lb.	+2 Repair*
Blacksmith tools	90 <b>∮</b>	5 lb.	+2 Repair*
Bladesmith tools	95 <b>∮</b>	6 lb.	+2 Repair*
Block & tackle	80 ∮	5 lb.	+2 Heave
Climbing harness	85 <del>f</del>	3 lb.	+2 Climb
Clockwork tools	100 <del>f</del>	2 lb.	+2 Repair*
Demolition toolbox	110 ∮	5 lb.	+2 Break
Detective gear	125 <del>f</del>	3 lb.	+2 Search
Flight kit	100 <del>f</del>	3 lb.	+2 Pilot
Gunsmith tools	90 <del>f</del>	5 lb.	+2 Repair*
Handler's tack	100 <b>∮</b>	6 lb.	+2 Handle
Leatherwork tools	95∮	4 lb.	+2 Repair*
Lore reference	100 <b>∮</b>	5 lb.	+2 Lore
Makeup kit	80 <del>f</del>	3 lb.	+2 Charisma
Musical instrument	75 <del>f</del>	1-5 lb.	+2 Perform
Navigation set	105 <b>∮</b>	2 lb.	+2 Navigate
Science lab	90 <b>∮</b>	4 lb.	+2 Repair*
Scriptorium tools	95 <b>∮</b>	5 lb.	+2 Repair*
Sewing kit	85 <b>∮</b>	2 lb.	+2 Repair*
Status symbols	75∮	3 lb.	+2 Convince
Stealth kit	70 <del>f</del>	4 lb.	+2 Stealth
Steamwork tools	100 <del>f</del>	6 lb.	+2 Repair*
Surgical tools	140 ∮	3 lb.	+2 Medicine
Swimming gear	75∮	4 lb.	+2 Swim
Thieves tools	110 <del>f</del>	3 lb.	+2 Thievery
Trapsmith tools	130 ∮	5 lb.	+2 Traps
Wainwright kit	90 <del>f</del>	6 lb.	+2 Repair*

\* Only applies to specified items.

### GADGETS



Fabulous contraptions abound! These trend setting new inventions will give your character an edge over other adventurers. They allow you to do things that were never thought possible before, all thanks to the advances in modern science.

HOW TO PURCHASE: [CITY, 1 DAY] The first difficulty in finding a good gadget is population. These specialist tools are only available from a city or larger settlement.

Secondly, because these gadgets are so new and experimental, flawed designs are all too common. Finding a real gadget amongst a pile of junk takes time and effort, but it's inevitably something you will have to do. You can expect to spend a full day of searching to find a credible inventor with the gadget you need.

ITEM	PRICE	ACTIVATIONS	WEIGHT	EFFECT
Arcanometer	300 ∮	1 minute / hour	2 lb.	Detects arcane magic.
Astral rule	450 <b>∮</b>	l use / hour	3 lb.	Find your exact location.
Babblecaster	220 <del>f</del>	unlimited	2 lb.	Magnifies your voice.
Brass lung	480 <b>∮</b>	1 hour / day	10 lb.	A cylinder of fresh air.
Chronometer	250 <b>∮</b>	unlimited	1 lb.	Determine exact time.
Clockwork abacus	190 <del>f</del>	unlimited	3 lb.	Do complex calculations.
Compression box	950 <b>∮</b>	unlimited	10 lb.	Reduces weight & size of contents.
Crystal scope	730 <b>∮</b>	1 hour / day	4 lb.	Views a chosen location at any time.
Dictograph	560 <b>∮</b>	unlimited	5 lb.	Can type out documents.
Doppeltyper	810 ∮	unlimited	8 lb.	Makes exact copies of documents
Diving apparatus	460 <b>∮</b>	unlimited	25 lb.	Resist deep sea pressure.
Divinometer	300 ∮	1 minute / hour	2 lb.	Detects divine magic.
Encoder/Decoder	530 <b>∮</b>	unlimited	3 lb.	Writes and deciphers secret messages.
Ethereal specs	970 <b>∮</b>	1 hour / day	2 lb.	See through walls, clothes and flesh.
Extending ladder	<b>410 ∮</b>	3 uses / day	6 lb.	Extends up to ten yards.
Fable gauge	560 <b>∮</b>	1 hour / day	2 lb.	Detects lies.
Flux field detector	600 <del>f</del>	1 minute / hour	4 lb.	Detects presence of any magic type.
Gas mask	260 <b>∮</b>	unlimited	2 lb.	Protects lungs from clouds & toxins.
Grapple gun	310 <del>f</del>	3 uses / day	6 lb.	Grapple, rope and winch all in one.
Iron sniffer	450 <b>∮</b>	1 hour / day	4 lb.	Detects presence of metals.
Lock breaker	830 <del>f</del>	1 use / day	3 lb.	Picks conventional locks.
Luminamp	380 ∮	unlimited	3 lb.	Increases intensity of light.
Memory box	1,000 ∮	unlimited	10 lb.	Remembers everything.
Merchant scale	360 <b>∮</b>	3 uses / day	4 lb.	Counts money & rejects counterfeits.
Night goggles	<b>470 ∮</b>	3 hours / day	2 lb.	Allows vision in pitch blackness.
Occultometer	300 <b>∮</b>	1 minute / hour	2 lb.	Detects occult magic.
Phantom caster	840 <b>∮</b>	1 use / day	9 lb.	Projects illusion.
Phonograph	320 <b>∮</b>	unlimited	6 lb.	Plays back sound from phonodiscs.
Pocket professor	680 <b>∮</b>	1 use / day	3 lb.	Answers general knowledge questions
Range finder	260 €	unlimited	2 lb.	Determines exact range.
Smother spray	310 ∮	3 uses / day	4 lb.	Extinguishes fires.
Spectograph	680 <del>f</del>	1 use / day	4 lb.	Captures pictures of real life.
Stasis bar	750 <b>∮</b>	3 uses / day	3 lb.	Stays firmly in place, even in mid air.
Stasis cube	1,000 ∮	unlimited	10 lb.	Objects within are frozen in time.
Steamstress	510 <b>∮</b>	1 use / day	9 lb.	Sews garments by itself.
Thermo bottle	270 ∮	3 uses / day	5 lb.	Warms or chills liquids.
Toxin tester	370 <b>∮</b>	unlimited	3 lb.	Detects poison in food and drink.
Utility knife	440 <del>f</del>	unlimited	2 lb.	A tool for every occasion.
Warning bell	470 <b>∮</b>	4 hours / day	4 lb.	Rings when 'if statement' is fulfilled.
Weather gauge	220 <b>∮</b>	1 use / day	3 lb.	Determines the forecast for tomorrow.
Welder	<u>330</u> ∮	1 use / day	6 lb.	Joins or breaks solid metal apart.
Winch	370 <b>∮</b>	unlimited	10 lb.	Hauls heavy loads.
Wireless telegraph	950 <b>∮</b>	1 use / day	4 lb.	Send letters to far away places.

- ACTIVATIONS: [LONG ACTION] Activating any gadget is a long action. Once activated the gadget can be used for the specified duration.
- + 1 MINUTE / HOUR: Can be used for 1 minute every hour.
- ↔ 3 USES / DAY: Can be used 3 times per day.
- + UNLIMITED: Can be used as often as desired.

Gadgets can be activated a certain number of times, after which they can't be used until the recharge time has elapsed. Low or high quality gadgets have a different number of activations than normal.

- **EFFECT:** Each gadget has a unique effect that occurs when activated. Read the descriptive text for more details how to operate the gadget.
- **QUALITY:** Higher quality gadgets have more activations than normal. Where the number of uses is stated in hours, minutes or seconds, increase that number by the above amount. If the activations is reduced below 1, this gadget can't be produced at such a low quality.
- ← FLAWED: -3 to activation allowance.
- ✤ INFERIOR: -2 to activation allowance.
- ← POOR: -1 to activation allowance.
- COMMON: No change.

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- + FINE: +1 to activation allowance.
- ← SUPERIOR: +2 to activation allowance.
- + FLAWLESS: +3 to activation allowance.

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**ESPER READINGS:** The unit for measuring magical concentration is the esper, E (an anagram that stands for 'ether saturation per element resistance'). Elements are what make up the material world (trees, stones, water, air). Ethers are what make up the immaterial world (magic, spirits, light, darkness). Esper is a measure of the saturation of ethers in the area compared to how much the elements are resisting those ethers. Elements don't usually accept a high saturation of ethers, so anything below 10 espers is considered normal. When readings go above 10 espers, it means that there is some sort of 'magical' phenomenon present.

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IMMORTAL MAGIC: [10,000+ E] Progenitor fey magics or paragon

magics that have survived till the current day are immensely ether saturated, even in elements that would normally resist the saturation.
 ENCHANTMENTS: [1000+ E] Common enchantments upon weapons, armor or jewelry generally fall into 1-2,000 esper range. They register as 1,000 plus 100 for each rank of the enchantment. The highest saturations that mankind has produced since the Era of Myth are around the 5,000 esper mark.

- MAGICAL EFFECTS: [100+ E] Any magical effect that is still in play, such as an ability with a duration that hasn't expired, typically reads between 100 and 500 espers.
- RESIDUAL MAGIC: [10+ E] Some residual ether saturation can still be detected up to 24 hours after an ability duration expires. These are usually 50 espers or less. Imbibing alchemical concoctions gives a particularly long-lasting, residual ether saturation.

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- ARCANOMETER: [1 MINUTE PER HOUR] This hand held device detects the presence of arcane enchantments, abilities and residue from arcane spells in a 5 yard cone. It cannot detect divine, occult or pseudoscientific magics—readings are all zero. Furthermore, it can't identify the source of the magic, only the saturation of magic in the area it is pointed at—sometimes, several weak saturated objects will be mistaken for a single powerful one when they are in the same area. Like all magic detection devices, the arcanometer gives a reading in E, espers. See the earlier entry on 'Esper Readings' for more details.
- ASTRAL RULE: [1 USE PER HOUR] This appears as a threedimensional compass, a glass sphere with brass ribs on the outside within which turns an arrow. Dials on the side of the device allow one to manipulate the device. With such a device, you can find your exact location in any plane in the divine mechanism you can never get lost.
- **BABBLECASTER:** [UNLIMITED USE] This device appears as a cone with a handle and trigger. It amplifies the voice of the user ten times, making them as loud as a rail hauler whistle.
- **BRASS LUNG:** [1 HOUR PER DAY] Not to be confused with an iron lung (hospital apparatus), the brass lung includes a cylinder, a thick hose, a mouthpiece and leather straps to attach the device to your body and mouth. It allows you to breathe clean fresh air (from the cylinder) for one hour.
- CHRONOMETER: [UNLIMITED USE] This device is worn upon the forearm, and appears to be a clock with several layers and turning

dials on the outer rim. The chronometer can tell the current time of day on any of the planes in the divine mechanism.

- **CLOCKWORK ABACUS:** [UNLIMITED USE] This device features numbered buttons and mathematical symbols with a roll of paper fixed at the top. It is used to do complex mathematical calculations, which are typed out on the rolling paper at its top.
- **COMPRESSION BOX:** [UNLIMITED USE] This box contains an occult field that shrinks items placed inside it. It is also equipped with an intelligent system of valves and compressors containing phlogiston (a gas with a negative weight) and air. When contents are placed within the box, the gas/air mix is changed and compressed, giving more lift to the box. The box is big enough to hold up to 100 pounds, but only weighs 10 pounds in total, even in full.
- **CRYSTAL SCOPE:** [1 HOUR PER DAY] The fog and lack of clarity with crystal balls made them obsolete many years ago. Now, a box with a large square lens and a remote spy scope are used instead. The spy scope is positioned in a place where it can watch over an area and the box can view the spy scope area for up to one hour per day.
- **DICTOGRAPH:** [UNLIMITED USE] This is a heavy device with a roll of ink-saturated ribbon, paper rollers, a sliding centerpiece and buttons for every letter in the alphabet. Of course, there are different language versions for each country they are available in. One can type out their words on this machine, which is faster than writing by hand.
- **DOPPELTYPER:** [UNLIMITED USE] This machine produces doppeltypes, exact copies of documents in only one color (usually black). One simply puts a blank piece of paper in one roller and the original in another then turns the handle to roll the documents through the machine. This produces an accurate copy of the original document, without watermarks, seals or other copyproof measures.
- **DIVING APPARATUS:** [UNLIMITED USE] This is a large rubber, waterproof suit with brass fittings, finned shoes and a metalrimmed glass window in front of the face. On the rear is a 500 yard hose which runs up to the surface, allowing the user to breathe underwater endlessly at such depths. At greater depths, the hose cannot be used because of the pressure—a brass lung is required. Normally, a person can only survive at up to 100 yards depth.
- **DIVINOMETER:** [1 MINUTE PER HOUR] This hand held device detects the presence of divine magic within a 5 yard cone. It can't detect arcane, occult or pseudoscientific magics, and can't identify the source of such magics. It can only give a reading in 'espers' to describe the level of magical saturation in the area it is pointed at. See the earlier entry on 'Esper Readings' for more details.
- **ENCODER/DECODER:** [UNLIMITED USE] This gadget looks like a tube featuring a combination tumbler with six numbers and paperthin slots on opposite sides. Running a document through this device with a 6 digit encoding key transforms the letters and words into code and symbols. Running it through backwards turns an encoded message into a legible document. This is a permanent change (a transmutation effect with a duration of instant). The document will be totally illegible unless another character with the same encoding key can run it backwards through an encoder of their own. Encoding keys are usually agreed upon before correspondence between people begins.
- ETHEREAL SPECS: [1 HOUR PER DAY] These heavy, brass-rimmed spectacles have several layers of lenses, each controlled by levers on the sides. They allow the wearer to see through up to two layers of obstruction. Layers might be ceilings, floors, walls, armor, clothes or even flesh (to view the bones beneath). Some

walls are made of several layers to hedge out ethereal specs. Wearing these in public is a criminal offense.

- **EXTENDING LADDER:** [3 USES PER DAY] At first this item appears to be a 1 yard ladder with a few, wide, evenly spaced steps. However, a small turning wheel near one end causes the ladder to extend to 10 yards long. You don't require a climb check to scale a ladder unless other conditions are truly perilous. If held by an ally at both ends, climbing success is guaranteed even for the most heavily armored warriors. The ladder can be extended only three times per day—any more and the spring mechanisms break
- FABLE GAUGE: [1 HOUR PER DAY] This hand held, triggeroperated gauge can target a single character within 5 yards. This device increases your wits by +10 against any who would attempt to bluff you. When the target fails a convince check and they were lying, the gauge sounds a small bell housed inside it.
- **FLUX FIELD DETECTOR:** [1 MINUTE PER HOUR] This complex looking device detects any type of magical effect in a 5 yard aura. It can pick up arcane, divine, occult or scientific magics nearby and return both the direction and saturation strength of the magic. The reading is given in espers (ether saturation per element resistance) and the direction is shown by an arrow. Two failings of this device are that it can't point up or downwards (only a horizontal arrow on the display) and it does not find the type of magic present (arcane, divine, occult or scientific). See the earlier entry on 'Esper Readings' for more details.
- **GAS MASK:** [UNLIMITED USE] This large device is fitted with pipes, filters, tubes and other gadgetry. Breathing through the mask halves the damage taken from any breath toxin or cloud effect. However, while wearing it your vision distance is halved and very blurry.
- **GRAPPLE GUN:** [3 USES PER DAY] The grapple gun fires a grappling hook and line up to 100 yards. It bites into whatever it hits, or tries to snare on something when it retracts (you make a throw check with a +20 bonus). The gun then winches in the line, pulling up to 300 pounds up with it—dwarves and orcs may need to employ two grapple guns for the same effect. If employed as a weapon, it attacks as a pistol with a -10 check penalty and bites into the target's flesh then reels in one of the combatants (whichever is smaller, or the target if both are the same size). The grapple gun can't be upgraded like a weapon.
- **IRON SNIFFER:** [1 HOUR PER DAY] A large battery pack and a long rod with handles and a wire-mesh cone at one end. This detects the presence of any metal in a 5 yard cone. It produces clicks, slow if there is no metal nearby and fast if there is a lot. If a search check is involved, you gain a +20 bonus to find metal items) To use this item effectively, you need to remove armor and other metals you are wearing. It can be used 1 hour per day.
- **LOCK BREAKER:** [1 USE PER DAY] This spider-like apparatus has four legs that latch onto a lock, a knobbley spike that probes the keyhole and a single soft metal key that is cut with files inside the device's body. It produces a single key for any lock once per day—an instant bypass. Each lock breaker can only cut a single key before it exhausts it's power cell and key-cutting materials for the day. The lock breaker can't beat combination locks, safebox dials or other special security measures.
- **LUMINAMP:** [UNLIMITED USE] A regenerating alchemical power cell and a set of focusing crystals make up this construction set. Once applied to a single item of your choice, it doubles the light intensity of that source. The range of a light source is doubled. Once attached to a light source, it cannot be removed.
- **MEMORY BOX:** [UNLIMITED USE] This heavy black box is a storage device for information that can be displayed on paper. Pieces of paper are put into the device and it saves all the information on the page. At any later date, the information can be recalled, reproduced (on a new sheet of paper) or organized but

never deleted. As far as anyone can tell, it has an unlimited storage capacity. The box produces memorytypes for recalled information much in the same way as the doppeltyper produces doppeltypes.

- **MERCHANT SCALE:** [3 USES PER DAY] While this object carries the name 'scale' it is actually a glass box filled with clockworks, lenses and weights. Pouring money into the funnel at the top of the merchant scale, then turning the handle on its side makes the device sort through the money, count the acceptable currency and reject any that are counterfeits or damaged. This can be done three times per day.
- **NIGHT GOGGLES:** [3 HOURS PER DAY] Wearing these goggles changes the world into different shades of green. It allows you to see in pitch black darkness up to half as far as your normal vision would allow. However, if there are any light sources in your field of vision, you suffer 'white out' and can't see anything at all.
- **OCCULTOMETER:** [1 MINUTE PER HOUR] Like the arcanometer and divinometer, this gadget detects the presence of magical phenomenon, but can only find occult magics. The device takes readings from a 5 yard cone area and gives a reading measured in Espers (ether saturation per element resistant). See the earlier entry on 'Esper Readings' for more details.
- **PHANTOM CASTER:** [1 USE PER DAY] This boxlike item has a slot into which a picture is inserted and a lens out of which a threedimensional illusion is shot. The picture provides the image which the phantom caster converts into an illusion. The illusion looks real from 10 yards, but any closer inspection reveals it as a fake. It cannot produce moving illusions, so is usually used for static displays only. However, it does very well at converting sketches and black and white spectographs to color.
- **PHONOGRAPH:** [UNLIMITED] This bulky device can record and play back about 10 minutes of sound or music. The sound quality is poor, crackly and marred with interference. To erase unwanted sound, simply record over it.
- **POCKET PROFESSOR:** [1 USE PER DAY] This wondrous tool is the size of a lunch-box, but contains a great sum of knowledge. A thin tape, containing a written question can be fed into the pocket professor and a one-word answer is produced after one minute. The device has enough power to answer only one question every day. The trick is asking the right question—it can only answer lore question of TN 25 or less, and can only produce a single word as an answer. It does not know gossip nor rumor and the information it carries is usually one year old. If it can't produce an answer, it becomes inoperable for the rest of the day.
- **RANGE FINDER:** [UNLIMITED USE] A gun-like device with two scopes and a central eye piece. By pointing it and focusing the scopes onto the same point, you can determine the exact range to a target, up to 1,000 yards away (provided you have a clear line of sight).
- **SMOTHER SPRAY:** [3 USES PER DAY] One squirt of this produces a wide, short range cone that completely extinguishes fires. If fired upon the floor, it clears a 2 yard by 2 yard square. If fired upon a person, it negates all diminishing fire damage they might be suffering.
- **SPECTOGRAPH:** [1 USE PER DAY] This device captures pictures of real life. To operate it, one must point it at the desired scene and press the firing button. A bright flash is observed and a minute later, the spectograph ejects a small 6 inch black and white picture that is perfectly realistic.
- **STASIS BAR:** [3 USES PER DAY] This 1 inch thick, 1 foot long metal rod contains the amazing ability to hold itself rigidly in place with micro-telekinetic forces, even while in mid air. Pressing the button upon its side triggers the effect, which can be turned on and off only three times per day. If the bar encounters more than a ton (2,000 pounds) the telekinetic field fails. If the bar is left in stasis it can go an hour before falling. The rod does not

work in the outer astralsphere and is subject to drift in the inner astralsphere as there is no plane of reference for it to lock onto.

- **STASIS CUBE:** [UNLIMITED USE] This glass cube has fragile pipes and toggles all around the outside. When something is placed inside the cube and the lid is closed an arcane time-freezing field is initiated. Objects in the box will not age a second. It can hold up to 20 pounds of gear. It can be opened or closed as many times as necessary each day.
- **STEAMSTRESS:** [1 USE PER DAY] This clever steam-powered device sews new items of clothing for you. The measurements of the person and other various instructions are fed into the machine by flipping levers and turning dials on its control panel. Then, it takes the wool yarn you provide and begins knitting, weaving and sewing—a process that takes eight hours to complete. Everything that comes out is of poor quality, but that's a small price to pay for the convenience of new clothes overnight.
- **THERMO BOTTLE:** [3 USES PER DAY] Heats or chills any liquid put into it. More of a luxury than a necessity, but still a popular item amongst those traveling to frigid or sweltering climates. It can heat or cool any liquid three times per day, but can keep it at that temperature for an infinite duration.
- **TOXIN TESTER:** [UNLIMITED USE] A slip of cardboard placed in food or water is taken out and inserted into the toxin tester. If colored bands appear through the display window after one minute, then it is not safe to consume the sample. A cardboard slip can also be placed on the tongue of a subject then fed to the machine to determine whether they have been poisoned.
- **UTILITY KNIFE:** [UNLIMITED USE] This small square object can unfold, revealing a knife, several screwdrivers, a saw, pliers, a file, spanner, ruler, a magnifying glass and other miniature tools. It can be used in the place of any tools that a character might require (GM's decision), but only grants a +1 skill bonus, rather than a +2 bonus (or greater).
- WARNING BELL: [4 HOURS PER DAY] The warning bell rings out loudly and flashes red alarm lights when a condition set by you is fulfilled. It rings for one minute before running out of power. The condition you can set must be an 'if statement'. For example, if any creature enters this 3 yard square; if that creature speaks; if the sun comes up; if the fire goes out.
- WEATHER GAUGE: [1 USE PER DAY] The weather gauge measures air pressure, humidity, temperature and wind strength. It can forecast the weather once per day but can only read one day ahead. The information it returns is in percentages, with only the highest three listed: 94%/58%/33% chance of rain/cloudy/hail, for example.
- **WELDER:** [1 USE PER DAY] This incredible simple gadget has a handle, a canister and a fine nozzle. It can cut through 1 inch thick metal plating or weld metal items together permanently. And it has enough juice to cut through a door once per day.
- WINCH: [UNLIMITED USE] This clockwork winch is a simple yet effective design. It can be held or fastened to something solid, after which it can pull about 2000 pounds of weight up a 50 yard steel rope. It can pull a load once per minute and the clockwork heart needs to be manually turned between loads.
- WIRELESS TELEGRAPH: [1 USE PER DAY] This telegraph machine sends an ethereal signal to the nearest town where a post office receives the message, transcribes it into the local language and delivers the letter (delivery must be paid upon arrival). Of course, if nobody is available to receive the message within three days, the letter will be destroyed.

#### TRAPS



Traps, an adventurer's nightmare. Crushing walls, falling rocks, swinging axes, caltrops, explosions and acid splashes-just a sample of the nasty surprises that some folk like to leave about for unwanted intruders to blunder into.

The actual components of a trap (trip wires, pressure plates, sensors, etc.) are considered minor details of construction. This section of the equipment codex deals with the fundamental parameters common to all traps: triggers, area, damage and effects. These can be bundled together like components to build traps of any size, shape or design. There are scores of pre-made traps also available in the Master's Codex for players and GMs who don't have time to craft their own.

Once set, a trap is completely invisible and can never be relocated or reused. However, they can be found and disarmed, or reset for free. Some traps even reset themselves on a timer.

**TRAP RATING:** Traps have a rating that determines how hard they are to set and disarm, and governs the effectiveness of its attacks. The higher the rating, the more deadly a trap is, and the more difficult it becomes to set and disarm. The following bullet points show how to build a trap from scratch. Each trap must have at least one trigger square, one area square and one die of damage.

#### TRIGGERS + ATTACK TYPE + DICE QUANTITY + DICE TYPE + DAMAGE TYPE + DURATION + EXTRA EFFECTS

**TRAP ATTACKS:** When a creature enters a trap trigger square, the trap attacks everything in its area (usually includes the creature that triggered it). The trap makes an attack roll (d20 + Rating).

The result of the attack is compared to the dex, guts or wits (the person setting the trap decides when they set the strap) of the targets in the area. For every target the trap was successful against, damage and any effects are applied.

#### d20 + TRAP RATING VS. TARGET'S DEX/GUTS/WITS

- FINDING A TRAP: [TN = TRAP RATING] To find a trap trigger you must use the search skill, which is a minute action. You can cover a number of 1×1 yard squares equal to your speed on each search check. You can search for a trap trigger without moving into a square but if you move through a trigger square and fail your search check, the trap activates.
- **SET OR RESET TRAP:** [TN = TRAP RATING] You can set a trap, requiring an hour action. The target number required by the check is equal to the trap's rating. If you fail the check, the trap components are destroyed.
- **DISARM TRAP:** [TN = TRAP RATING] You can use the trap skill to disarm any type of trap. This is a minute action.
- TRAP PRICE: [TRAP RATING × 10 ∮] The price of a trap is equal to five times the trap's rating.
- **TRAP WEIGHT:** [TRAP RATING × ½ lbs.] The weight of the trap is equal to half the trap's rating.
- QUALITY: [CHECK, DAMAGE, CRITICAL] The quality of a trap has the same effect on attacks and damage as a weapon. You get a bonus or penalty to attack checks, damage, and criticals for high or low quality traps. The quality does not make it easier, nor harder to set a trap.

Component	RATING	DESCRIPTION
Triggers		
1 Trigger	+1	One 1×1 yard square.
2 Triggers	+2	Two 1×1 yard squares.
3 Triggers	+3	Three 1×1 yard squares.
4 Triggers	+4	Four 1×1 yard squares.
5 Triggers	+5	Five 1×1 yard squares.
Attack type		
Standard attack	+0	A standard melee or ranged attack.
Small area 1	+1	Cone 1, lance 1, wall 1.
Small area 2	+2	Cone 2, lance 2, wall 2.
Small area 3	+3	Cone 3, lance 3, wall 3.
Average area 1	+2	Slash 1, split 1, square 1.
Average area 2	+3	Slash 2, split 2, square 2
Average area 3	+4	Slash 3, split 3, square 3.
Large area 1	+3	Blast 1, cleave 1, cloud 1.
Large area 2	+4	Blast 2, cleave 2, cloud 2.
Large area 3	+5	Blast 3, cleave 3, cloud 3.
Combo 2	+4	Two melee or ranged attacks.
Combo 3	+8	Three melee or ranged attacks.
Combo 4	+12	Four melee or ranged attacks.
Dice Quantity	1 - 42 -	A State of California
1	+1	Trap rolls one damage die.
2	+2	Trap rolls two damage dice.
3	+3	Trap rolls three damage dice.
4	+4	Trap rolls four damage dice.
5	+5	Trap rolls five damage dice.
Dice Type	1. 18	
d4	+1	Trap rolls four-sided damage dice.
d6	+3	Trap rolls six-sided damage dice.
d8	+6	Trap rolls eight-sided damage dice.
d10	+10	Trap rolls ten-sided damage dice.
d12	+15	Trap rolls twelve-sided damage dice.
Damage Type	- 131	0.0.0.0.0.0.0.0.0
Healing	+10	Healing
Dim damage	+3	Damage is diminishing damage.
Half damage fail	+3	Still deals half damage on failed attack.
Duration	Ser la	
1	+1	A A A A A A A A A A A A A A A A A A A
2	+2	Status effects last this many rounds.
3	+3	Most areas can be persistent for this
4	+4	many rounds. Walls last this many minutes.
5	+5	A A BARRIER
Extra Effects	1.60	110 - 0 - 0 - 2/0
Status effect, minor	+2	Distr., enrage, off guard, silence, stuck.
Status effect, avg.	+4	Blinded, deafened, sickened, slowed.
Status effect, major	+6	Confused, petrified, prone, stunned.
Reset timer	+4	Trap resets by itself after one minute.
Adding poison	+10	Add a poison of your choice to the trap.

**TRIGGERS:** Each trigger is a 1×1 yard square which will activate the trap as soon as a creature enters or brushes by the area. Traps attack as an interrupt action as soon as activated.

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**ATTACK TYPE:** The type of attack or area that the trap performs on activation. In all cases, the area is fixed, as a permanent part of the trap's construction. See Chapter 5 of the Adventure Codex for more details on attack and area types.

The target number for trap attacks could be dex, guts or wits the person setting the trap decides the nature of the attack. Guts attacks do not cause half damage by default.

- ← STANDARD ATTACK: The simplest is a melee or ranged attack with a range of 10 yards (it attacks the activator).
- ✤ SMALL AREA: The trap makes an attack against all targets in a cone, lance or wall area.
- AVERAGE AREA: The trap makes an attack against all targets in a slash or square area, or makes a split attack against a number of targets with a range of 10 yards.
- LARGE AREA: The trap makes an attack against all targets in a blast, cleave or cloud area.
- COMBO: The trap makes several attacks against a single target.

**DICE QUANTITY:** This is the number of dice the trap deals as damage. There is no limit to how many damage dice a trap have.

DICE TYPE: This is the type of dice the trap uses to roll damage.

**DAMAGE TYPE:** The type of damage the trap deals. This could be any type of physical, elemental or ethereal damage.

Diminishing damage is available for the right price. Also, any type of trap attack could cause half damage on a failed attack (dex, guts or wits) but this only applies to the trap's damage—not status effects or toxin damage. Traps cannot deal special damage.

**DURATION:** This can increase either the duration of status effects delivered by the trap attack or the duration of the trap's persistent area effect.

In the case of persistent areas, the attack is rolled at the beginning of each target's turn. The targets make reflex rolls and each try to get out of the trap area on their turn. If they can't get out of the trap's area, they will be attacked again at the beginning of their next turn.

**EXTRA EFFECTS:** Some traps have additional status effects that are inflicted upon any target that is hit by the trap (on a successful attack check). The more powerful and debilitating the status effect, the more pricey and difficult the trap becomes.

Reset timers are a common feature in secure dungeons, but increase the cost and complexity of a trap.

Toxins can be added to the trap, as found under the section on Alchemical Goods later in his chapter. Each dose of toxin is good for a single activation of the trap (which could affect multiple targets). Such toxins add damage and status effects to a successful attack (nothing on a missed attack) but are costly and difficult to set without spoiling the toxin. A failed check destroys both the trap components and the dose of toxin. **EXAMPLES:** Here are some example traps to give you an idea of what's possible. You can use them as they are or scale them to your own needs by upgrading or downgrading.

- ★ ACID BURST TRAP: (240 <sup>f</sup>/<sub>7</sub>, 12 lbs.) [+24 RATING, DEX / 2 TRIGGERS / BLAST 3 / 3d8 ACID <sup>DIM</sup>] A bulb of acid splashes over the area.
- ← LIGHTNING TRAP: (230 ∮, 11½ lbs.) [+23 RATING, GUTS / 1 TRIGGER / LANCE 5 / 4dl0 ELECTRIC / HALF DAMAGE FAIL] A blazing arc of lightning electrocutes all in its path.
- ← BLADE TRAP: (230 £, 11½ lbs.) [+23 RATING, DEX / 3 TRIGGERS / MELEE / 5dl2 PHYSICAL] A blade swings out of the wall, floor or ceiling.
- ← BURNING OIL: (320 ₱, 16 lbs.) [+32 RATING, GUTS / 3 TRIGGERS / BLAST 3 / 4dl2 FLAME <sup>DIM</sup> / HALF DAMAGE FAIL] Gouts of flame and burning napalm.
- ★ CALTROPS, NORMAL: (90 €, 4½ lbs.) [+9 RATING, DEX / 1 TRIGGER / MELEE / 2d8 PHYSICAL] Tiny, spiked balls that are dropped over the target area.
- ← CALTROPS, POISONED: (130 <sup>‡</sup>, 6½ lbs.) [+13 RATING, DEX / 1 TRIGGER / MELEE / 3d8 POISON <sup>DIM</sup>] Caltrops that drip with deadly poison and are better camouflaged.
- ← CLAYMORE TRAP: (230 手, 11½ lbs.) [+23 RATING, GUTS / 1 TRIGGER / CONE 8 / 4d10 PHYSICAL] Explosive burst that erupts from the trap in a chosen direction.
- ← CLEANSING RAY: (350 £, 17½ lbs.) [+35 RATING, DEX / 4 TRIGGERS / LANCE 10 / 2d12 HEALING / RESET TIMER] A ray of healing that can harm undead and heal the living.
- ← COLD SNAP: (260 <sup>‡</sup>, 13 lbs) [+26 RATING, GUTS / 2 TRIGGERS / SLASH 5 / 3d8 COLD / STUNNED 3 ROUNDS] Releases chemicals that freeze on contact with the air.
- ★ CRUSHER: (360 <sup>‡</sup>, 18 lbs.) [+36 RATING, GUTS / 4 TRIGGERS / SQUARE 3 / 10d12 PHYSICAL / HALF DAMAGE FAIL] Falling blocks, crushing walls or cave-ins.
- ★ DART TRAP: (150 <sup>f</sup>/<sub>2</sub>, 7½ lbs.) [+15 RATING / 1 TRIGGER / COMBO 3 / 3d6 PHYSICAL] Darts that fire from hidden holes in walls, floors or ceilings.
- GAS TRAP: (200 €, 10 lbs.) [+20 RATING, WITS / 2 TRIGGERS / CLOUD 3 (3 ROUNDS) / 4d8 POISON] Silent and deadly release of poisonous gas.
- ← FLESH MITES: (310 €, 15½ lbs.) [+31 RATING, WITS / 1 TRIGGER / RANGED / 5d12 NECROTIC <sup>DIM</sup> / SICKENED 3 ROUNDS] A jar of carnivorous insects is smashed over the target.
- ← PENDULUM TRAP: (260 f, 13 lbs.) [+26 RATING, DEX / 2 TRIGGERS / SLASH 3 / 4d8 PHYSICAL / PRONE 2 ROUNDS / RESET TIMER] Swinging weights, smashing hammers, heavy spinning blocks that knock targets of their feet.
- ★ PIT TRAP: (220 \$, 11 lbs.) [+22 RATING, WITS / 4 TRIGGERS / SQUARE 2 / 4dl0 PHYSICAL] Concealed holes that open up below your feet. Pits are 1 yard deep for each damage die.
- ← ROLLER: (390 £, 19½ lbs.) [+39 RATING, DEX / 2 TRIGGERS / LANCE 10 / 6d12 PHYSICAL / 5 ROUNDS] Falling logs, avalanches and rolling boulders. The lance effect moves 10 yards downhill each round until it momentum.
- ★ SEARING LIGHT: (360 <sup>‡</sup>, 18 lbs.) [+36 RATING, WITS / 5 TRIGGERS / SPLIT 5 / 3dl2 LIGHT / BLINDED 3 ROUNDS] Mirrors and lenses focus intense light at all targets within range.
- ► SIREN: (260 <sup>‡</sup>, 13 lbs.) [+26 RATING, WITS / 1 TRIGGER / CONE 5 / 4d8 PHYSICAL / DEAFENED 5 ROUNDS] The wailing cacophony alerts everyone within a 50 yard area.
- ★ SPEAR TRAP: (280 <sup>‡</sup>, 14 lbs.) [+28 RATING, WITS / 2 TRIGGERS / COMBO 4 / 4dl0 PHYSICAL] Large spears thrust out of walls, floors or ceilings.
- ★ WALL OF DARKNESS: (380 <sup>‡</sup>, 19 lbs.) [+38 RATING, GUTS / 2 TRIGGERS / WALL 5 (3 MINUTES) / 7dl2 DARK / CONFUSED 3 ROUNDS] Impenetrable dissonant darkness sucks the illumination out of the air.

# ALCHEMICAL GOODS



Alchemy, medicine, pharmaceuticals, herbalism, chemistry and anything that can be accomplished in a laboratory-it's all for sale in this section. While it doesn't cover everything that alchemists can do, it does cover the aspects of alchemy that are profitable.

#### STIMULANTS



Medicines, remedies and wondrous cures are just some of the goodies that you'll find here. All beneficial to some degree, stimulants are easily administered, weightless and have some remarkable effects.

In addition to the time required to draw such items from a belt pouch, pocket or backpack, applying the substances below takes time. The fastest applications are from syringes. A substance that needs to be poured down the throat is awkward to drink when harried by enemies. Substances that need to be rubbed on or applied to wounds require a long time to work into the skin effectively.

QUALITY & SHELF LIFE: A stimulant has a shelf life of 1 year. After that time, the stimulant becomes spoiled, has no effect and probably tastes even worse. High quality can increase shelf life to 2, 5, or 10 years (fine, superior, flawless). Low quality can reduce shelf life to 6 months, 1 month or 1 week (poor, inferior, flawed).

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DOSE: The number of applications that come in a single purchase. Different types of doses may take longer to administer than others. When all the doses have been administered, the item can be discarded.

- + DOSE: [MINUTE ACTION, PRONE] A cream, balm or some other form of medicine that requires a long time to administer. Characters applying the cream are prone until they abort applying the cream or reach the end of the minute action.
- + JAB: [UTILITY ACTION] A syringe containing the substance which can be injected anywhere on the body, so long as there is exposed skin.
- QUAFF: [LONG ACTION, OFF-GUARD] A liquid substance that must be drunk. Drinkers will be off-guard until the beginning of their next turn.
- -----DURATION: The duration for which the primary effects and side effects stay active. When the duration ends, all status effects or other effects end.
- PRIMARY EFFECT: The main purpose of the stimulant, typically a bonus or benefit of some sort.
- SIDE EFFECT: The unwanted effects that come with the stimulant, usually an unwanted penalty of some kind.

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WEIGHTLESS: While stimulants will fall to the floor when dropped, they can be considered weightless for game purposes. They don't add any significant weight to your load.

- ALOGIA SYRUP: [1 DOSE] All Vigor vital skills receive a +2 bonus for one hour. All other skills receive a -1 penalty.
- AMBROSIA: [1 QUAFF] +1 to all checks and +1 to all damage rolls for a day (24 hours, or until you take a day's rest).
- ANTIDOTE: [1 JAB] This instantly cures any status effect imposed by a poison (except 'diseased') and reduces all diminishing damage from that poison to zero.
- BEAUTY CREAM: [1 DOSE] This special ointment is applied to the whole body. Your body will appear to be 20% younger for an entire week, but the softness of your skin makes you more susceptible to some attacks (-1 guts defense). Applying two doses has no greater effect, nor does it extend the duration.
- BITTERSWEET: [1 QUAFF] This gel dissolves in the mouth with a bittersweet flavor. Charisma checks made to change a target's disposition are more effective-a successful check allows you to move the target's disposition two steps in your chosen direction.
- BLESSED SALVE: [3 DOSES] Rubbing this liquid onto the throat and neck grants the blessed status effect (+2 to all checks, +2 to damage) for one hour.
- CLOUD ELIXIR: [1 DOSE] All Agility vital skills receive a +2 bonus for one hour. All other skills receive a -1 penalty.
- CONTRABACTER: [9 DOSES] A week's worth of antibacterial pills that will remove the diseased status effect if taken for a full week. It must be taken with food to be effective. It can weaken the body's natural defenses, inflicting a -2 penalty to your Guts defense for the entire week.
- ELEMENTAL TALC: [1 DOSE] All Mass energy vital skills receive a +2 bonus for one hour. All other skills receive a -1 penalty.
- FAERIE NECTAR: [1 JAB] Gain +2 Dex and +2 Speed for one hour. Any character injected with this will be attacked by any nearby wild fey creatures-they can't resist the smell.
- KAPFF: [9 QUAFFS] After crushing, brewing and drinking these beans, you may go 24 hours without sleep, but take a -2 penalty on all actions until you rest. You can continue to take kapff to extend the time awake, but the penalties stack together (-4 penalty for 48 hours, -6 penalty for 72 hours, and so on).
- HARMON SEEDS: [1 DOSE] All Ethos vital skills receive a +2 bonus for one hour. All other skills receive a -1 penalty.
- HEALING POTION: [3 QUAFFS] The healing potion is only effective when you rest for one minute or more. You replenish 1d12 Health for this rest, in addition to any other Health gained.
- HEALTH BALM: [3 DOSES] A slow but penetrating balm that is rubbed into bruised, scrapes, cuts and abrasions. It must be used with an hour's rest. It grants double Health for this rest.
- HUSTLE PUNCH: [3 JABS] This glass syringe is bound in brass and comes with three disposable needles. A single jab of the syringe grants the hasted status effect for one minute, after which you are Beaten for a minute (even if you have health and steam left).
- INEXPLICABLE ELIXIR: [3 QUAFFS] Imbibing a single quaff of this elixir removes all unwanted status effects, including active toxins, but reduces your health to one point.
- LIFE SYRINGE: [1 JAB] Any dead character can be revived by stabbing this syringe through the rib cage directly into their heart. It must be applied within one minute of their death-too late and it is useless. It does not remove any status effects-fatal diseases will kill again after 10 minutes if not cured.
- LOGISTIKON OIL: [1 DOSE] All Logic vital skills receive a +2 bonus for one hour. All other skills receive a -1 penalty.
- LOVE POTION: [1 QUAFF] After drinking the full contents of this potion, the drinker falls hopelessly in love with the first person they see. It moves the target's disposition up to 'ally' instantly. The

target becomes obsessed with their loved one, seeking them out and doing anything in their power to be close to them.

LUCK TINCTURE: [1 QUAFF] This horrible tasting tincture grants makes the user incredibly lucky (+3 to all critical ranges).

- **MERESSENCE:** [1 DOSE] All Stamina vital skills receive a +2 bonus for one hour. All other skills receive a -1 penalty.
- MIRACULOUS MEDICINE: [3 JABS] This instantly restores health equal to your level+10 and steam equal to your level+10. It makes characters dizzy (distracted status effect) for three rounds.
- **PAINKILLER:** [1 JAB] This reduces some of the penalties for being beaten—you only take a -5 penalty to all checks, defenses and damage rolls, you can use abilities and spend steam as per normal, other penalties unchanged. This lasts for 10 minutes.
- **PERIWINKLE:** [3 DOSES] Taking one of these pills allows you to enter an uninterrupted sleep (if you choose to go to sleep). You can't be awoken by any less than vigorous shaking.
- **PHABULOUS PHILTER:** [1 QUAFF] A fabulous curative that leaves drinkers stunned with pleasure. Restores health and steam to full, but also gives the stunned status effect for five rounds.
- **POTION OF PERCEPTION:** [3 QUAFFS] This potion grants a +3 bonus to the drinker's Wits, +3 to Reflexes and doubles your

normal vision range.

QUIB'S FORMULA: [3 QUAFFS] This recent medical breakthrough was made by the clergyman Aston Quib, but all attempts to mass produce it have resulted in failure. It restores 2d12 health instantly with no known side effects and is available only from churches. REGRET-ME-NOT: [1 QUAFF] Prevents pregnancy in women.

SALAMANDER BLOOD: [1 DOSE] All Power vital skills receive a +2

- bonus for one hour. All other skills receive a -1 penalty.
- **SHIELD OINTMENT:** [1 DOSE] Grants the protected status effect (+5 to all defenses, +5 armor) for 10 minutes, but inflicts a -2 penalty to speed.
- **SILVER TONGUE:** [1 QUAFF] This makes lies roll off the tongue, granting a +10 bonus to convince checks. When it comes into contact with truth serum, both substances are neutralized.
- **STEAM TONIC:** [3 QUAFFS] This refreshing tonic can be sipped to replenish your steam to its maximum. Unfortunately, it burns on the way down, causing 2d12 Special damage.
- **TRUTH SERUM:** [1 JAB OR QUAFF] The victim of a truth serum suffers a -10 penalty to convince checks. If they fail their check, they accidentally tell the truth instead of lying. When it comes into contact with silver tongue, both are neutralized.

Ітем	PRICE	Dose	DURATION	PRIMARY EFFECT	SIDE EFFECT
Alogia syrup	100 f	1 dose	1 hour	Boosts Vigor skills by +2.	Penalizes all other skills by -1.
Ambrosia	180 <del>f</del>	1 quaff	1 day	+1 bonus to all skills and damage.	-
Antidote	30 <b>∮</b>	1 jab	Instant	Neutralizes toxins.	Can't remove diseases.
Beauty cream	40 <b>∮</b>	1 dose	1 week	Makes you appear younger.	-1 penalty to guts defense.
Bittersweet	50 <b>∮</b>	1 quaff	1 hour	Manipulate others more effectively.	+
Blessed salve	60 <del>f</del>	3 doses	1 hour	Grants the blessed status effect.	-
Cloud elixir	100 <b>∮</b>	1 dose	1 hour	Boosts Agility skills by +2.	Penalizes all other skills by -1.
Contrabacter	70∮	9 doses	1 day	Cures diseases after taken for 1 week.	-2 penalty to guts defense.
Elemental talc	100 f	1 dose	1 hour	Boosts Mass skills by +2.	Penalizes all other skills by -1.
Faerie nectar	50 <b>∮</b>	1 jab	1 hour	Become more agile.	Fey creatures attack you on sight.
Kapff	10 <del>f</del>	9 quaffs	24 hours	Keeps you awake.	Cumulative fatigue penalties.
Harmon seeds	100 f	1 dose	1 hour	Boosts Ethos skills by +2.	Penalizes all other skills by -1.
Healing potion	50 f	3 quaffs	1 minute	Heal 1d12 during a minute's rest.	19. 2 18 4 6 V
Health balm	40 ∮	3 doses	1 hour	Heal double during an hour's rest.	
Hustle punch	70 <b>∮</b>	3 jabs	1 minute	Hasted status effect.	Beaten for 1 minute after use.
Inexplicable elixir	100 f	3 quaffs	Instant	Removes unwanted status effects.	Reduces health & steam to 1 point.
Life syringe	180 <del>f</del>	1 jab	Instant	Revives the recently deceased.	Stream and a
Logistikon oil	100 <del>f</del>	1 dose	1 hour	Boosts Logic skills by +2.	Penalizes all other skills by -1.
Love potion	90 <b>∮</b>	1 quaff	8 hours	Causes target to fall in love.	H. A.
Luck tincture	80 <del>f</del>	1 quaff	10 minutes	Grants the lucky status effect.	+ 74
Meressence	100 f	1 dose	1 hour	Boosts Stamina skills by +2.	Penalizes all other skills by -1.
Miraculous medicine	120 <b>∮</b>	3 jabs	Instant	Restores some health and steam.	Distracted for 3 rounds.
Painkiller	150 <b>∮</b>	1 jab	10 minutes	Reduces wounded status penalties.	-
Periwinkle	50 <b>∮</b>	3 doses	8 hours	Allows for undisturbed sleep.	-
Phabulous philter	100 f	1 quaff	Instant	Restores health and steam to full.	Stunned for 5 rounds
Potion of perception	140 <del>f</del>	3 quaffs	1 hour	Increases wits, search and reflexes.	
Quib's formula	160 f	3 quaffs	Instant	Restores 2d12 health instantly.	4 0 0 0 0 0 0 0 0 0 0
Regret-me-not	20 <b>∮</b>	1 quaff	1 week	Contraceptive pill for women.	1 month of problems if taken by men.
Salamander blood	100 <del>f</del>	1 dose	1 hour	Boosts Power skills by +2.	Penalizes all other skills by -1.
Shield ointment	90 €	1 dose	10 minutes	Grants the protected status effect.	-2 penalty to speed.
Silver tongue	30 <b>∮</b>	1 quaff	1 hour	Bonus to convince checks.	4
Steam tonic	80 ∮	3 quaffs	Instant	Restores steam to full.	Lose 2d12 health.
Truth serum	60 <del>f</del>	1 jab/quaff	1 hour	Penalty to convince checks.	

# Toxins



These highly illegal substances are difficult to procure, very dangerous and also pricey. However, when it comes to assassinations, political espionage or inheriting your father's estate, nothing gets the job done better than a premeditated poisoning.

TOXIN ATTACKS: [INTERRUPT ACTION] When a creature comes into contact with a toxin, the toxin attacks the target as an interrupt attack. If the toxin fills an area, it continues to attack every round (usually at the beginning of each target's turn). Ingested toxins only make one attack, as they are neutralized in the stomach.

A toxin attack is a d20 roll plus the rating of that toxin. If it equals or exceeds the target's guts, then it delivers full damage and can apply all status effects. If it fails the attack, it deals half damage, and does not cause any status effects. The target's guts defense should have any situational modifiers applied to it (prone, helpless, etc.).

#### TOXIN ATTACK = [d20 + TOXIN RATING] VS. [TARGET'S GUTS]

APPLYING TO A WEAPON: [LONG ACTION] You can apply a contact or wound poison to a martial weapon, clockbow or steambow. You can also apply it to any trap that causes physical damage. Poison can't be applied to firearm bullets, arcane weapons, occult weapons, divine weapons or scientific weapons. Each martial weapon, clockbow bolt or steambow arrow can accept one dose of poison at a time.

You don't make poison attacks when applying poison to a weapon. If your attack succeeds, the poison damage and effects are applied in full. If you attack fails, the damage and effects are not applied.

For martial weapons, the first successful strike delivers (uses up) the poison. For clockbows and steambows, the poison it is applied to the arrow or bolt you shoot-if you hit, the poison damage and effects are applied to the target but if you miss, the poison is wasted.

RATING: Poisons each have their own rating. If they make an attack, use this rating as their attack bonus. If the medicine skill is used to cure a disease, use this rating +10 as the target number. . 

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DELIVERY: The method of delivery is an important factor when dealing with poisons. There are five ways a poison can be delivered:

- + CONTACT: This type of toxin only needs to touch the skin of the target to be effective. It can be applied to a weapon, smeared on a door handle, or just squirted at the target. You need to hit the target, but needn't deal any damage.
- **EXPOSURE:** This special type of toxin is very dangerous because it is ever-present. It doesn't dissipate nor weaken like a cloud. Any in the area are attacked by the toxin each round.
- + INGESTED: This type of toxin needs to be consumed orally. It must be eaten or drank.
- INHALED: This toxin can affect any who breathe it. The toxin creates a persistent Cloud 1 effect and lasts 1 minute, attacking any who enter the area.
- WOUND: To have any effect, this type of poison needs to make

Ітем	PRICE	RATING	DEVLIVERY	DAMAGE	STATUS EFFECTS	DURATION			
Addleroot	55 <del>f</del>	8	Contact	2d6 POISON DIM	Distracted	1 hour			
Bane poison 260		30	Contact	3d10 POISON DIM	Slowed, Diseased*	1 minute			
Blackroot sap 30 ∮ 16 Co		Contact	3d4 POISON DIM	Sickened	1 minute				
Blightwood dew 50 €		25	Ingest	Ingest 2d6 POISON DIM Deafened		1 day			
Bloodburn shrooms	45 <del>f</del>	11	Ingest	2d4 FLAME DIM	Confused, Enraged	1 minute			
Ghast weepings	90∮	22	Contact	3dl0 Necrotic <sup>Dim</sup>	Stuck, Stunned	3 rounds			
Grave spores	190 ∮	14	Inhaled	2dl0 Necrotic Dim	Sickened, Diseased*	2 weeks			
Hazelblight oil	35 <b>∮</b>	20	Contact	3d4 POISON DIM	Blinded	1 minute			
Inheritance powder	130 <del>f</del>	35	Ingest	1d8 Poison Dim	Diseased*	1 month			
Knockout gas	90 <b>∮</b>	16	Inhaled	2dl2 Poison Dim	Blinded, Deafened, Helpless	1 minute			
Lich dust	150 <b>∮</b>	28	Wound	3d6 NECROTIC DIM	Petrified	1 hour			
Myth radiation, mild	240 <del>f</del>	20	Exposure	1d4 SPECIAL per round	Sickened, age 1 year / hour exposed	1 minute			
Myth radiation, strong	520 <del>f</del>	30	Exposure	2d4 SPECIAL per round	Sickened, age 1 year / minute exposed	1 hour			
Myth radiation, severe	900 <del>f</del>	40	Exposure	3d4 SPECIAL per round	Sickened, age 1 year / round exposed	1 day			
Nethervine extract	85 <del>f</del>	30	Inhaled	3d10 POISON DIM	Confused	3 rounds			
Paragon flesh	1,000 ∮	50	Ingest	3dl2 Light Dim	Blessed, Lucky, Protected, Diseased*	3 minutes			
Pertulian essence	20 ∮	17	Inhaled	2d6 POISON DIM	Silenced	1 minute			
Prismatic mold	145 <del>f</del>	23	Contact	3d10 POISON DIM	Confused, Distracted	1 minute			
Saltcoiler venom	90 ∮	22	Wound	3d8 POISON DIM	Sickened	5 rounds			
Scuttlewaste	130 <del>f</del>	33	Contact	2d12 Poison Dim	Hasted, Diseased*	1 hour			
Shiverblight	120 <b>∮</b>	24	Wound	2d6 COLD DIM	Prone, Sickened	1 hour			
Trowfoot	40 ∮	15	Wound	3d8 POISON DIM	Slowed	5 rounds			
Wilder wort	30 <b>∮</b>	21	Ingest	1d4 Poison Dim	Blinded, Deafened, Diseased*	1 week			
Wraithweed	50 <b>∮</b>	26	Wound	2d6 POISON DIM Stuck		1 minute			
Wyvern sting	170 ∮	37	Wound	3d12 POISON DIM	Sickened	1 hour			

\* Target dies when the disease duration ends. Diseases can only be removed by certain stimulants, the medicine skill or divine magic.

it into the target's bloodstream. You need to deal at least 1 point of damage to deliver the toxin.

**DAMAGE:** The quantity of dice, type of dice and type of damage the toxin causes. Most poisons cause diminishing damage.

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- **EFFECTS:** Each toxin also inflicts one or more status effects if it makes a successful attack. On a failed attack, it doesn't inflict any of the status effects.
- **DURATION:** The effects of the disease (not the damage) continue for this duration. The diseased status effect kills when its duration ends, but it isn't removed.

**QUALITY:** High quality toxins receive a +1 bonus to their rating (affects attack checks) and a +1 bonus damage die for fine quality. The check bonus and bonus damage dice both increase to +2 for superior quality and +3 for flawless quality.

Poor quality toxins take a -1 penalty to their rating and -1 damage die, while inferior or flawed quality toxins take a -2 or -3 penalty to both respectively.

WEIGHTLESS: While vials of toxin will fall to the floor when dropped, they can be considered weightless for game purposes. Toxin vials are so small that they don't add any significant weight to your load.

- **ADDLEROOT:** In addition to the mild pain of the poison, the milk of this Perivian root causes blinking lights to appear in one's field of vision and disorienting popping sounds in the ears.
- **BANE POISON:** A bane poison is a type of poison that is made to affect a certain type of creature. Usually it pertains to a single creature—rat bane poison is effective only against rats. However, it can be made to affect a whole kingdom of creatures (undead, insects, humanoids, etc.) but takes longer to work and has reduced strength (no slowed effect, 10 minutes, 2d10 damage).
- **BLACKROOT SAP:** A sap which sickens the target for a minute before neutralizing naturally. Only fatal to elderly or children.
- **BLIGHTWOOD DEW:** This poison is probably one of the least deadly things to come out of the blightwoods of Heironul. It deafens for a day, but is not usually fatal.
- **BLOODBURN SHROOMS:** These burning, spicy mushrooms cause the target to fly into a rage, attacking friends and foes alike. It must be ingested to work properly, so is often found to be the cause of tavern brawls.
- **GHAST WEEPINGS:** Slivers of horrid, slimy ghast skin will paralyze any who touch them and decay the flesh around that area.
- **GRAVE SPORES:** These spores grow around the graves of the recently dead, often caused by residual ether saturation from necromantic magics. They cause a sickness that is difficult to cure.
- **HAZELBLIGHT OIL:** This oil stings and blinds instantly, affecting any who come into physical contact with it. The stinging and blindness subside after a minute.
- **INHERITANCE POWDER:** Also called arsenic, inheritance powder causes a seemingly natural death, making it a great way to knock off close relatives and friends whom you stand to inherit from.
- **KNOCKOUT GAS:** A single smell at 1 foot or closer causes the victim to fall unconscious. The gas subsides quickly in one round, so is usually applied to the target's face with a rag.
- **LICH DUST:** The decayed brain of a lich, vampire or ghoul is a powerful toxin, typically dried and applied as a concentrated powder. If lich dust gets into a wound it turns the target to stone. After one hour, the character slowly 'thaws', but will remain

numb for hours.

**MYTH RADIATION:** Some artifacts and ruins from the Era of Myth give off radiation. Little is understood about this phenomenon because it is extremely hazardous. For some reason, pieces of irradiated material must be kept in lead boxes or else they leak radiation. It usually radiates outwards from an object and permeates everything in sight. Where the strength of the radiation is severe, mundane objects begin to glow.

Each round of exposure deals 1d4, 2d4 or 3d4 points of special damage which can only be stopped by an interposing sheet of lead. Futhermore, exposure causes rapid aging—the target ages 1 year after an hour, minute or round.

- **NETHERVINE EXTRACT:** This gas is made by boiling the sap of certain blightwood vines native to Heironul. It causes hallucination, and bewilderment in addition to a throbbing, crippling pain.
- **PARAGON FLESH:** This mythical toxin does actually exist, but is incredibly hard to procure. One tiny scrape of paragon flesh gives the user a feeling of ultimate power, invigoration and bliss. However, their insides begin to disintegrate from the moment it is eaten, resulting in death after three minutes. People who have survived the experience (magical curing) have gone insane (see Chapter 6, Adventure Codex).
- **PERTULIAN ESSENCE:** Breathing this gas seizes up the throat and vocal chords, resulting in a minute of uncomfortable asphyxiation.
- **PRISMATIC MOLD:** The mold is a naturally occurring plant that hides deep in damp subterranean caves. Its light emitting tendrils are used to catch small insects, reptiles and animals which it can slowly dissolve and suck the nutrients out of. One small touch causes the victim's world to spin and blur.
- **SALTCOILER VENOM:** Though this poison is of moderate strength, it remains in the body for a long time. The sickening effect of the venom lasts for almost a minute.
- **SCUTTLEWASTE:** This fatal drug is used voluntarily by extremist fanatics. It forces the body to produce adrenaline, making the victim more active, faster and stronger. However, after one hour of increased heart rate, the body gives up—the victim dies.
- **SHIVERBLIGHT:** This poison draws the warmth out of the body sharply and swiftly. The uncontrollable convulsive shivering that accompanies the hypothermia leaves victims prone and sickened. These conditions subside after an hour.
- **TROWFOOT:** Trow are evil woodland creatures that delight in tricking and stealing from intruders. In their old age, they grow a weed with leaves that excrete the poison trowfoot. Trow are immune to the disease—in fact, the weeds eventually form roots that allow the trow to metamorphose into some other type of plant creature.
- **WILDER WORT:** Wilder wort is a small purple flower that causes blindness, deafness and eventually death if ingested. But the real danger is that it infects all other plants that grows nearby the flower, contaminating any organics within 10 yards and poisoning their flowers or fruit. Fortunately, contaminated trees, flowers and fruit bear characteristic purplish spots that can be easily identified.
- **WRAITHWEED:** This necrotic weed has tiny yellow seeds that are poisonous if they enter the bloodstream. These seeds quickly travel to the feet and begin sprouting thin yet strong roots that reach to the ground and hold the victim in place. While incredibly painful, the roots don't live much longer than a minute, and fray and break easily. Those who die from wraithweed grow into wraith spore plants, which can be found in the Creature Codex.
- **WYVERN STING:** One of the strongest natural poisons in existence, the wyvern sting is very hard to collect because it is only produced during an adrenaline rush (fear, anger, excitement), and neutralizes within minutes of the wyvern calming down.





# STYLE

FASHION AND PULP CULTURE HAS SPREAD FASHION ACROSS THE HEARTLANDS. LOOKING THE PART CAN BE EVERY BIT AS HARD AS PLAYING THE PART, ESPECIALLY WHERE ADVENTURERS COMPETE TO GET BETTER CONTRACTS AND HIGHER PAY RATES. IN BYGONE YEARS, ALL AN ADVENTURER NEEDED TO DO WAS SCRAPE TOGETHER A SWORD AND A SUIT OF ARMOR. IN THE NEW EPOCH, IDOLIZED ADVENTURERS ARE THE ICONS THAT SHAPE FASHION.



**CLOTHING:** Textiles, fabrics, silks, cotton and many other fantastic materials arrive in the heartlands daily where talented tailors and seamstresses sew them into fine garments for every bosser and bodger on the street.

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VICES: Your habits are an important part of your character's style. Smoggers, gum, puffers, jerky and sour spores are but some of the interesting things your character can consume to chill their nerves when on the job.

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**JEWELRY:** Jewels, gemstones and metalwork produce fine jewelry. Few are wealthy enough to commission such works, but adventurers have a habit of running into treasure chests laden with this stuff.

- + JEWELRY: A list of different types of jewelry and prices.
- **GEMSTONES:** The types of gemstones common to the New Epoch with prices illustrations and descriptions of each.
- **•• ENCHANTING:** Magical enchantments can be placed upon gemstone inlaid jewelry, detailed here.

**PETS:** Machines, insects, ethereals and any other type of exotic creature. Pets are a personal choice, so it all comes down to style and preference when you decide which one you want, if any.

- + PETS: A list of the most common pets for adventurers.
- ← PET UPGRADES: The prices and descriptions for armor, shock collars and obedience training for your pet.

STYLE OVERVIEW

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Welcome to the age of steam. In this chapter, you will be able to flick through the full range of industrial age fashion, as if you were walking the isles of an ostenian seamstress' shop.

**WHAT'S NEW:** Since the beginning of the New Epoch, several tailoring breakthroughs have been made that have revolutionized clothing across the heartlands and crownlands. Some of the minor epiphanies include one piece trousers, leather, spectacles, caps and hats, zippers, high heels, buckles, goggles, long coats, piercings and racing gear. But the most important and significant change has been the recent move to mass produced goods.

CHAPTER 5: STYLE

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- **BUCKLES:** Brass buttons, clasps, pins and buckles are a part of all good tack.
- **CAPS & HATS:** Flat caps, bowlers, toppers, tricorns and capotaines are an intrinsic part of New Epoch fashion.
- FLAIR: Badges, buttons, clips and tags. All kinds of clip on, buckle-up accessories can be tagged onto existing items of clothing.
- GOGGLES: Whether you want workman's goggles, telescoping lenses or aviator's glasses, there's a variety of goggles to fit every occasion.
- + HIGH HEELS: Women's boots have heels that range from one to three inches.
- LEATHER: New methods of treating leather has made it easier to use, bringing in a resurgence of leather made garments.
- LONG COATS: Long overcoats, deep pockets and high collars are popular amongst many different cultures.
- **••** MASS PRODUCTION: Factories in the crownlands produce clothing in huge quantities. While they aren't as fine as handmade garments, they are much more affordable. Tailors and seamstresses now work only for the wealthy elite.
- ONE-PIECE TROUSERS: The days of two separate trouser legs are over. Today's trousers are one-piece garments with both lets attached.
- PIERCINGS: Earrings, nose rings, odd jewelry and clip on curios are just some of the accessories that industrial age characters might wear.
- RACE GEAR: Riding chaps, wrist cuffs, cargos and flight jackets are a certain style that has been popularized by airship pilots and vapordrake riders.
- **SPECTACLES:** The scribe's reading aid has now become a type of fashion accessory. Monocles, wire frames, reading lenses and tinted glass are used to produce interesting designs.
- ← ZIPPERS: The zipper seals up dresses, jackets, coats and trousers with at least the same strength as buttons. While zippers are quicker and easier to use, they are more difficult to repair.

# QUALITY



While craftsmanship does make a difference in comfort, it doesn't have any effect on the actual numbers of the game. A fine quality hat is something that you might want in order to distinguish yourselves from others. A low quality garment is one you could use for a disguise or temporary outfit. An outfit of superior clothes would grant entrance to riven manor parties that have a dress code.

**APPRAISE:** In addition to the price of an item, the quality also affects the difficulty of an appraisal check (mercantile skill). The lower the quality, the easier it is to appraise. The higher the quality, the less accurate your estimates are.

**PRICE:** Unless otherwise stated, higher or lower quality items have no effect other than adjusting the appraisal TN and the price of the item, as shown below.

- + FLAWED: -15 appraisal TN, 1/10× price
- + INFERIOR: -10 appraisal TN, <sup>1</sup>/<sub>5</sub>× price

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← POOR: -5 appraisal TN, ½× price

- **COMMON:** +0 appraisal TN, No price difference
- ← FINE: +5 appraisal TN, 2× price
- + SUPERIOR: +10 appraisal TN, 5× price
- + FLAWLESS: +15 appraisal TN, 10× price

# CLOTHING

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Plenty of descriptions are provided below so you can familiarize yourself with the various terms and styles of industrial age fantasy clothing. Of course, not every possibility is listed here. Use these ideas as inspiration for designing your own character costumes, taking the prices of other garments as guidelines for your own ideas.

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**WEIGHT:** The weight of your clothing doesn't factor into your load. It never weighs enough to make a significant impact on your burden. However, you can only carry about 3 full changes of clothing. There's just too much other adventuring gear that takes precedence when it comes to packing your travel bags.

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APRON: An apron or pinnie designed for the trade of your choice: carpenter, mechanic, chef, engineer, etc.

- ARM POUCHES: Pouches for storage that buckle onto the arm.
- **BACKPACK:** The biggest of storage containers possible to be carried by one person. Larger models can hold up to 100 pounds and have a metal or wooden frame to distribute weight evenly.
- BANDANA: A piece of cloth tied tightly around the head to hold in one's hair.
- BELLS: Small bells can be attached to any piece of clothing.
- BELT: Most commonly, a leather belt with a brass buckle.
- BELT POUCHES: Pouches for storage that buckle onto the belt or around the waist.
- **BICORN:** A hat with a brim folded up lengthwise, making two points at either end. Usually worn with points to the left and right, displaying a logo of some sort on it's front.

BLOUSE: A shirt, made to fit the female figure.

- **BODICE:** As a corset but isn't an undergarment. Often highly decorative and ornamental, worn with a dress to form a gown.
- **BOOTS, CALF:** These short boots come up to the mid calf, and have a wide range of styles. Otherwise, their manufacture is the same as shoes.
- **BOOTS, KNEE:** As calf boots, but they go up to the knees, typically fitting over any lower leg clothing.

BOOTS, RIDING: Boots covering the entire leg up to the thigh.

BOWLER: A small rounded hat with a short, curved brim.

- **BRASS BUTTONS:** Your normal buttons can be replaced by ornamental brass, steel or copper buttons.
- BREECHES: Common, loose-fitting trousers with plenty of space for movement.
- BUCKLES: Straps and stuff with buckles to go on your thighs, shins or arms.
- **BUTTON CHAINS:** Links or chains that drape between buttons on the sleeves, chest, shoulders or back.
- **CAPE:** A striking, flowing garment that attaches to the shoulders and billows outward as one walks.
- **CAPOTAIN:** A soft hat with a tapering cap and a floppy brim, often upturned on one side.
- **CARGOS:** Heavy cotton trousers with multiple pockets down the sides for tools and other items.
- CHAPS: Thick leather leggings, typically oilskins, worn over top of other garments to protect from chafing.
- **CHOKER:** Strap of material that fits snugly around the neck. Unlike the jewelry item of the same name, this type of choker is made from common materials such as brass, leather, fabric, etc.

CLIPS: Wooden or metal ties to hold your hair in place.

CLOAK: Long hooded coat, often worn for camouflage.

HAPTER 5: STYLE



BODY		Price	MALE	FEMALE	COATS	Price	MALE	FEMALE
Bodice		44 <b>∮</b>	×	V	Cloak	40 <b>∮</b>	V	~
Corset		37 <b>∮</b>	x	V	Frock coat	75 <b>∮</b>	V	V
ł	Doublet	30 €	V	V	Greatcoat	45 <del>f</del>	V	~
Dress		41 <b>∮</b>	x	V	Highway mantle	60 <b>∮</b>	V	~
Ŀ	Gown	65 f	×	V	Morning coat	55 f	V	~
	Halter	34 f	×	V	Robe	50 f	v	~
	Shirt	38 <del>f</del>	-		Tails	58 f	~	~
S	Tunic	25 f	V	×	Waistcoat	39 f	v	~
P	LEGS	PRICE	м	F	JACKETS	PRICE	м	F
2	Breeches	26 f	V	×	Jacket	42 ŧ	V	-
	Cargos	42 f	V	V	Jacket, evening	65 f	V	~
1	Dress pants	53 f	~	×	Jacket, flight	54 f	~	~
ģ	Hose, leg	21 f	~	V	Jacket, half	38 <del>f</del>	V	~
	Overalls	46 f	v	×	Jacket, military	53 f	~	~
đ	Petticoat	35 ∮	x	v	Jacket, smoking	45 f	V	x
	Shorts	25 ∮	v	v	Accessories	PRICE	м	F
2	Skirt	20 f 40 f	×	v		26 f	~	V
R	The second second		×	~	Apron			2
	Skirt, half	22 €		23	Arm pouches	21 <del>f</del>	~	~
l	Skirt, split	30 €	×	~	Backpack	34 <b>∮</b>	~	~
ł	Trousers	31 <b>∮</b>	~	~	Brass buttons	20 <b>∮</b>	~	~
ĉ	NECK	PRICE	M	F	Belt	18 <del>f</del>	~	~
	Collar	8 <del>]</del>	V	r	Belt pouches	22 <del>f</del>	~	~
	Choker	15 f	×	~	Buckles	15 f	~	~
Ĺ	Cravat	12 f	V	×	Button chains	25 <del>f</del>	r	~
E	Jabot	20 f	~	V	Cape	36 <del>f</del>	r	~
	Mantle	25 <del>f</del>	V	V	Chaps	40 <b>∮</b>	~	~
	Ruff	15 ∮	V	r	Codpiece	20 <b>∮</b>	V	x
	Scarf	21 <del>f</del>	V	r	Cuffs	26 <del>f</del>	V	V
	Shawl	37 ∮	×	~	Daypack	25 <b>∮</b>	V	~
	Tie	11 <del>f</del>	V	V	Eye patch	5 <del>f</del>	V	~
	HATS	PRICE	м	F	Flair	9 <del>f</del>	V	~
	Bandana	13 <b>∮</b>	V	V	Gathering	15 <del>f</del>	V	~
	Capotain	25 <b>∮</b>	V	V	Girdle	17 <del>f</del>	×	V
	Clips	7 <del>f</del>	V	V	Goggles	41 <del>f</del>	V	V
Ľ	Bicorn	25 <del>f</del>	V	V	Handkerchief	12 <del>f</del>	V	~
ł	Bowler	31 <del>f</del>	V	V	Harness	35 <del>f</del>	V	V
ť	Flat cap	17 <del>f</del>	V	V	Insignia	49 <b>∮</b>	V	V
	Flight cap	20 <del>f</del>		V	Maille	44 <del>f</del>	V	V
ę	Hood	15 f	V	V	Mask	25 f	~	
	Ribbons	26 <del>f</del>	V	V	Monocle	38 <del>f</del>	~	×
ŝ	Snood	14 f	×	V	Oversized	18 f	V	Sec.
Ĩ	Topper	40 f	V	V	Plates	46 <del>f</del>	~	~
à	Tricorn	35 f	V	v	Pocket chains	20 f	V	
	Wide brim	21 f	~	v	Sash	5 f	~	~
1	Arms	PRICE	м	F	Satchel	23 f	~	~
¢	Gloves	29 <del>f</del>	V	V	Shoulder pads	20 J 21 f	-	1
	Gloves, fingerless	29 f 17 f	~	~	Spectacles	52 f	v	
1		17 <del>f</del> 36 <del>f</del>		v		32 f 35 f	~	
4	Gloves, long		V		Spurs			
2	Gloves, workman		~	~	Steel caps	43 f	~	~
2	Hose, arm	15 f	~	~	Suspenders	11 f	~	~
S.	Sleeves	24 ∮	V	1	Thigh pouches	25 <b>∮</b>	~	~
	FEET	PRICE	M	F	Umbrella	32 <b>∮</b>	~	~
	Boots, calf	36 <del>f</del>	V	~	Under bust	25 <del>f</del>	V	~
	Boots, knee	45 f	~	~	Underclothes	20 <del>f</del>	~	~
	Boots, riding	55 <del>f</del>	~	V	Veil	25 ∮	×	r
	Shoes	60 <b>∮</b>	V	V	Wig	58 <del>f</del>	~	-
14	Slippers	33 <del>f</del>		~	Wings	45 <del>f</del>	r	~
the second	Socks	22 f	~	~	Wrappings	6 <del>f</del>	~	~
	The second se	The state of the s		1		and the second		

CODPIECE:									
attention	to and	accer	ntuates a	ma	an's pri	vate bits	wit	hout sh	owing
them. Co	odpiece	s are	a statem	ent	about	the wea	irer's	potend	cv.

COLLAR: Extra collar that fits over any existing one, or stands alone on it's own.

- **CORSET:** A women's undergarment, made to squeeze the waist and push up the bust. Formal versions are unsuitable for any strenuous physical movement but types of looser adventuring corsets are available for the fashion conscious.
- **CRAVAT:** A type of wide, bib-like, decorative neck piece. It may incorporate frills, floral patterns, puffy lace or satin.
- **CUFFS:** Tough leather wrist guards used for rope handlers or riding to protect the wrist from chafing and rope burn.
- **DAYPACK:** This pack fits over the shoulders. It can hold up to 50 pounds, suitable for short overland trips.
- **DOUBLET:** A traditional shirt, buttoned down the middle with long sleeves. Some doublets are thick and heavy, worn over top of a regular shirt.
- **DRESS:** Dresses come in a plethora of styles and cuts: the fitting riven wrap, the ostenian sheath, the avenian ballroom dress or the stoigmari gown.

DRESS PANTS: Fine, tailored dress pants.

- **EYE PATCH:** The loss of an eye can leave unpleasant scars. It can be covered with an eye patch.
- FLAIR: Badges, pins, clips and other assorted pieces of flair—any personal effect that isn't found elsewhere can be purchased as a piece of flair.
- FLAT CAP: A common cap worn by street urchins, chimney sweeps and laborers.
- **FLIGHT CAP:** A fur-lined cap covering the ears and back of the head. Straps hang from the sides for tying up during flight. Often has fittings for goggles.
- **FROCK COAT:** Often referred to as a pirate jacket, after their popularity with sky gypsies and vagrants preying upon the sky lanes. A fine, velvet and lace garment for discerning gentlemen, also tailored to fit the ladies.
- **GATHERING:** Gathering is the addition of eyelets, ties, buckles or straps which can be drawn together to gather the material. It is often added to the back of coats and jackets to bring in the waistline, but also found in skirts and dresses.
- **GIRDLE:** In past times, referred to any type of thick belt worn around the waist. In recent times, girdles are made only for the female body, aimed at bringing in the hips and waistline.
- **GLOVES:** Most types of gloves are just regular leather or suede with some form of lining.
- GLOVES, FINGERLESS: Often called thieves' gloves, these keep the user's hands warm, but allow for work that requires fine manual dexterity.
- **GLOVES, LONG:** Gloves that include long sleeves up to the elbow or even upper arm. Many styles—might be fine white silk, or rough hemp and cotton.
- GLOVES, WORKMAN'S: These protective leather and metal gloves are made for heavy duty work such as metal smithing, machine operating, advanced construction or steam engineering.

**GOGGLES:** Popularized by tinker adventurers and now available in clothing stores everywhere. Goggles come in many different varieties. The kind you can buy for this price aren't useful for anything except style.

**GOWN:** A dress with a fitted or tight bodice and a straight or full skirt, worn for formal occasions.

- GREATCOAT: Standard, long overcoat or trench-coat.
- **HALTER:** A type of bodice that exposes the midriff, covering only the bust and shoulders.

CHAPTER 5: STYLE

- HANDKERCHIEF: These small cloth squares are used from the highest stations of government to the poorest gutters of poverty.
- HARNESS: A stylistic equivalent of a climbing harness, riding harness, pilot harness, etc.

**HIGHWAY MANTLE:** A thick, oilskin coat and mantle with many pockets and zippers that can be split down the legs for riding. **HOOD:** Keeps the rain off your head while concealing your features.

- **HOSE, ARMS:** Arm hose is a pair of sleeves, worn under other pieces of clothing for comfort. They typically cover the forearm, elbows and upper arm, preventing chafing from bracers, armor, wristwatches or other gadgets. Can be tied to a chest garment via eyelets and laces provided.
- HOSE, LEGS: Stretchy, tight leggings that prevent rougher, outerlayer clothes, boots and gadgets from chafing.
- **INSIGNIA:** Metal or embroidered insignias can be added to any garment of clothing.
- JABOT: A decorative ruffle that hangs down the front of a blouse or shirt.

JACKET: A typical jacket comes in many different cuts and styles.

- JACKET, EVENING: A short, tailor-made, formal jacket for courtly occasions in the afternoon or evening.
- JACKET, FLIGHT: A pilots leather jacket or riding jacket, featuring zippers, straps and buckles.
- JACKET, HALF: A short jacket that covers the shoulders only, coming down as far as the stomach. May or may not have full sleeves.
- JACKET, MILITARY: A stiff jacket, usually double-breasted. Can be specifically tailored to wear over some types of light armor.
- JACKET, SMOKING: A round-the-house type of garment, similar to a bath robe. Features pockets specifically designed to hold pipes, flintstrikers, puffers, smogs, snuff boxes and other personal effects.
- JUMPSUIT: A one piece, full-body hose garment with elastic seams. MAILLE: Mail links, like chainmail but lighter, often seen in draug
- fashion. They can be added to certain parts of clothing for effect, but not adequate as protection.
- MANTLE: A mantle is a large oilskin shoulder piece with a hole for the head. It is simply placed on top of anything else you might

be wearing, offering waterproofing to upper body garments. **MASK:** Covers your face.

- **MONOCLE:** A monocle comes on a chain and can be tucked into a breast pocket when not in use. Otherwise, it fits into the eye (squint to hold it) and is a vision aid.
- **MORNING COAT:** A formal type of coat worn to special functions and occasions that occur before or during midday.
- **OVERALLS:** Tough and durable working overalls for mechanists, engineers or laborers. A favorite garment among orcs, as one pair of overalls covers everything and is generally quite affordable.
- **OVERSIZED:** This is added to the cost of any other item in order to oversize it. Typical examples are oversized belts, collars, boots or pocket chains.
- **PETTICOAT:** A feminine lace and silk skirt worn under a skirt, typically showing only the lower hemline.
- **PLATES:** Thin metal plates can be added to clothes and are common in draug fashion. While stylish, they don't add any bonus to your armor.
- **POCKET CHAINS:** Chains that keep your most valuable items attached to your trousers or vestments. While pocket chains can keep your coin purse safe from thieves, they only serve to notify muggers that you have something worth stealing.
- **RIBBONS:** Ties to fashion your hair with, made from either silk or cotton.
- **ROBE:** A long, loose-fitting garment falling to the ankles. Robe clothing is not armor and has no armor value nor penalty.
- **RUFF:** A stiff neck piece of cotton or lace, gathered or drawn into deep, full, regular folds.
- **SASH:** A length of satin tied as a belt. Often called a cummerbund, used to tidy the waistline where a blouse or shirt and trousers meet.
- SATCHEL: This small bag slings around the shoulder. It holds a maximum of 20 pounds.
- **SCARF:** Avenian wool, ostenian silks or stoigmari furs are typically the best for these garments.

SHAWL: Thick, hand-woven overthrows that come from Yusuna. SHIRT: Shirts come in a variety of shapes and sizes: duelling shirts,

CHAPTER 5: STYLE

silken shirts, hunting shirt, etc.

- SHOES: Any style of leather footwear with buckles or laces, leather inner soles and thick waterproof soles and heels.
- SHORTS: Typically strong and durable, with lengths varying from the thigh to the mid-calf.

SHOULDER PADS: These puff out the shoulders of the wearer.

- SKIRT: Skirts come in all manner of textiles-silk, cotton, satin, hemp, wool, linen, quilting, etc. There are also numerous styles attributed to the short skirt: straight skirt, cargo skirt, miniskirt, pleated skirt, trouser skirt, etc.
- SKIRT, HALF: Fashionable skirt covering only one side, worn with trousers, pants, armor or some sort of other leg-ware.
- SKIRT, SPLIT: A skirt split down both sides, either for riding or for allowing greater flexibility.
- SLEEVES: Loose fitting sleeves tied at the upper arm with ribbons or laces, covering the arms below it.
- SLIPPERS: Soft and very comfortable, only lords and ladies ever wear them outside their own homes.
- SNOOD: Those who keep their hair long may need to use a snood to hold it in.
- SOCKS: Socks of typical length rise to just above the ankle. However, recent trends have produced some socks that come up to the thigh.
- SPECTACLES: Spectacles, also known as reading glasses, are lenses that fit over the ears and nose. They come in many different styles, even with thick frames suitable for dungeoneering. They can aid those with near sight or far sight problems.
- SPURS: Clipping onto the heel of your boots, spurs feature a spiked wheel called a rowel. In past times, they were useful for controlling horses but now they are simply a type of fashion accessory.
- STEEL CAPS: Steel caps can be applied to a shoe or boot during or after creation. The effects are the same but the look is differentcaps added during creation are hidden beneath the shoe leather while caps added after creation are applied to the outside of the shoe, making them bulkier.
- SUSPENDERS: Oversized garments and certain fashion styles may need suspenders to hold them up. These straps fit over the

shoulder and clip onto the breeches or belt line.

TAILS: A style of coat, with a short, jacket-like front and long coatlike tails at the back.

THIGH POUCHES: Pouches for storage that buckle onto the leg.

- TIE: A common neck piece that ties around the collar of a shirt or blouse. Usually straight and silken, tucked into a vest or waistcoat.
- TOPPER: A tall, black top-hat, typically worn by the gentry and the wealthy elite.
- TRICORN: A hat with a wide brim folded up at three equidistant corners, resulting in three corner points. It is sometimes called a pirate hat because of its popularity with the sky gyspies.
- TROUSERS: Rough workman's leggings made from stiff cotton and hemp stitching.
- TUNIC: An outdated type of shirt characterized by it's two piece construction. Because these are flat-fronted and roughly made, these became a male only garment.
- UMBRELLA: This 1 yard long invention opens up to protect the user from rain.
- UNDER BUST: A type of bodice that fits under the bust with shoulder straps to hold it up. Fulfils the same role as a corset with less discomfort-offers support to, and aggrandizes, the bust.
- UNDERCLOTHES: You don't need to purchase these-it's assumed your character has enough of his or her own.
- VEIL: This can be either attached to a hat of worn on its own. Veils tend to crop up in funerals and weddings.

WAISTCOAT: A small vest, usually worn over a shirt.

- WIDE BRIM: A waterproof hat with an especially wide brim. Excellent cover against the rain but awkward in windy climes.
- WIGS: Certain offices of power require these to be worn during formal proceedings.
- WINGS: Wire frame wings that span from the shoulders. Typically part of costume wear, not adventuring gear. They do not grant the ability to fly.
- WRAPPINGS: Feet, hands, shins or forearms are sometimes tied in cloth wrappings. This could be of financial necessity, because of a muscle sprain, or simply for a certain type of style.


#### VICES



Equally important in defining your character's style are vices. These consumables add a certain flavor to your character concept and can help define his or her habits. Of course, not having any vices is also a style and is much better for your health. Moreover, there's a limit to how much smogging or puffing your fellow group members will tolerate.

There is nothing illegal nor truly addictive about the items sold here. Dangerous and harmful drugs won't be found here.

**WEIGHT:** Vices have no significant weight unless they are being transported in bulk. Ten items of vices don't weight much, but they take up space which could be a problem. If it comes into question, 30 vice items are the maximum you can comfortably take with you (in addition to your adventuring gear).

Ітем	PRICE	Ітем	PRICE
Gum, smokey (10 pcs.)	4 <del>f</del>	Nectar bud (1)	2 f
Gum, flavored (10 pcs.)	5 <del>f</del>	Pipe	15 f
Fizzle sand (5 oz.)	7∮	Pipe shag (1 oz.)	6 <del>f</del>
Flint striker	40 <b>∮</b>	Puffer case	15 f
Hip flask	15 <del>f</del>	Puffers (tin of 5)	12 f
Iron candy (1 pc.)	6 <del>f</del>	Smog box	15 f
Incense (10 sticks)	8 <del>f</del>	Smogs (pack of 20)	8 <del>f</del>
Jelly berries (5 oz.)	3 <del>f</del>	Snuff box	15 f
Jerky (5 oz.)	5 <del>f</del>	Snuff, plain (1 oz.)	16 f
Kindle sticks	10 <del>f</del>	Snuff, scented (1 oz.)	20 <del>f</del>
Liquor (1 pint)	30 <b>∮</b>	Sour spores (5 oz.)	7 <b>∮</b>

GUM, SMOKEY (10 PCS.): Chewing gum made with smog weed flavor. Prolonged chewing stains and blackens the teeth and is mildly addictive.

GUM, FLAVORED (10 PCS.): Chewing gum made with sweet flavors

such as mulberry, mint or apple.

FIZZLE SAND (5 OZ.): A spoonful of this powder bubbles and fizzes on the tongue.

**FLINTSTRIKER:** Used for lighting smogs, incense, pipes and puffers. As per the description under Exploration Gear in Chapter 4: Gear.

HIP FLASK: A tin flask that holds up to ten shots (1 pint) of liquor. IRON CANDY (1 PC.): A large ball of hard boiled candy that lasts for up to 24 hours.

INCENSE (10 STICKS): Scented incense sticks burn for 1 hour each.

- JELLY BERRIES (5 OZ.): Soft, chewy droplets of gelatinous candy coated in fine castor sugar. Irresistible and mildly addictive to children.
- JERKY (5 OZ.): Salted, dried meat sticks are chewy and have an infinite shelf life.
- **KINDLE STICKS:** Small sticks with an alchemical sulfurous head. The head produces a flame when scraped across a dry surface friction or direct heat of any kind makes them ignite. Between forty and fifty come in a box—they are not carefully counted.
- **LIQUOR (1 PINT):** Many varieties of liquor are available from Chapter 6: Goods & Services listed under Food, Drink & Lodging. One pint is equal to ten shots.
- NECTAR BUD (1): A short stick upon which some type of candy is mounted, typically hard boiled.
- PIPE: A smog pipe, for the antiquated smogger.
- **PIPE SHAG (1 OZ.):** Smog weed, cut into fine strips and dried. Good for packing into a pipe. Much more carcinogenic than smogs, as the concentration is stronger. Very bad for one's health.
- **PUFFER CASE:** A fashionable tin box for holding up to 20 puffers dry.
- PUFFERS (TIN OF 5): These thick, smog weed rolls burn for 15 minutes. They are meant to be tasted, not inhaled.

SMOG BOX: A tin box for keeping up to 50 smogs dry.

- **SMOGS (PACK OF 20):** Smogs are a common vice of many citizens in all tiers of society. Their detrimental effects to one's health are well-known but are ignored by their consumers. Once you start smogging, you can't stop.
- SNUFF BOX: A tin box that keeps up to 5 ounces of snuff dry.
- SNUFF, PLAIN (1 OZ.): Snuff is powdered smog weed, sniffed into the nose. It carries the same health risks as smogs.
- SNUFF, SCENTED (1 OZ.): Some snuff comes with added flavor mixed into the smog powder-strawberry, banana, menthol, etc.
- SOUR SPORES (5 OZ.): An incredibly sour and acidic treat that comes in a soft shell. Once the shell is broken in the mouth, the sweet sourness assaults your taste buds.



CHAPTER 5: STYLE



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#### **IEWELRY**

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While most common folk consider it a luxury that they can't afford, jewelry is still used on special occasions such as marriages, awards or celebrations.

The noble elven houses and wealthy merchant class, however, acquire collections of splendid jewelry in order to display their power and riches to others. If keeping up appearances is important to you, then make sure you have the right jewelry to show it.

In adventuring groups, however, jewelry is prized for its ability to hold magical enchantments and bestow the benefits upon the wearer. WEIGHT: While pieces of jewelry aren't weightless, they just don't have any significant weight. If it comes into question, jewelry weighs 2× to 10× as much as the standard coin. So, you could have 5 to 25 pieces of jewelry to the pound.

1 QUALITY: The craftsmanship of jewelry and the materials used both contribute to the expense of such items. Many other factors can also affect the sale price of jewelry to some degree, such as the history of the item, the distance from civilization, the reputation of the jeweler who crafted it, and so on. Gemstones have quality ratings of their own, derived from the size and weight, the purity of the jewel and the skill of the gem-cutter.

APPRAISAL: In general, the main cost of jewelry is determined by the materials used-the metal and gemstones. Silver is usually for common jewelry items, gold for fine items, platinum for superior items and other wondrous alloys and metals for flawless items. The target number for each type of item is given with its description below.

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- + GEMSTONES: If the jewelry has gemstones, use the highest appraisal TN-either the jewelry TN or the gemstone TN, whichever is higher.
- + QUALITY: Common quality has no modifier to the appraisal TN. For fine, superior or flawless jewelry, increase the TN by +5, +10 or +15. For poor, inferior or flawed quality, decrease the TN by -5, -10 or -15.
- **ENCHANTMENTS:** Enchantments do not affect the appraise TN. However, the mercantile skill cannot reveal any of the magical

properties of the jewelry either. Only the lore skill, or an arcane, divine or occult weapon skill can identify the magical enchantments on a piece of jewelry.

**PRICE:** The price of the jewelry in shillings (\$). Add the price for any gemstones to this price. Each gemstone increases the value and the appraisal difficulty of the jewelry.

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ENCHANTED JEWELRY LIMIT: For enchanted jewelry, there is a limit to how many pieces you can benefit from. You may have two rings, one head piece (replaces helmet or equivalent armor), one necklace and 2 other pieces of jewelry. See the following section on enchantments for details on these limits.

#### AMULET: [APPRAISE TN 23] An amulet is usually meant to have

RING	APPRAISE	PRICE	OTHER	APPRAISE	PRICE
Band	15	50 <del>f</del>	Anklet	13	60 <b>∮</b>
Class ring	18	80 <del>f</del>	Armlet	16	90 <b>∮</b>
Dedication ring	22	100 ∮	Bangle	13	70 <del>f</del>
Interlock ring	20	130 ∮	Belly chain	16	80 <b>∮</b>
Jeweled ring	23	100 ∮	Bracelet	14	80 <b>∮</b>
Signet ring	17	70∮	Brooch	21	70 <del>f</del>
Thumb ring	19	90 f	Chatelaine	20	100 <del>f</del>
Toe ring	16	60 ∮	Clasp	14	60 <b>∮</b>
HEAD	APPRAISE	PRICE	Cuff links	19	70 <b>∮</b>
Circlet	22	150 <del>f</del>	Earrings	19	60 <del>f</del>
Coronet	25	200 <b>∮</b>	Gearlet	18	100 <del>f</del>
Crown	18	240 <del>f</del>	Hairpin	15	50 <b>∮</b>
Diadem	33	290 <b>∮</b>	Hoops	18	50 <b>∮</b>
Tiara	30	170 ∮	Neck watch	22	180 <del>j</del>
NECK	APPRAISE	PRICE	Nose ring	16	40 <b>∮</b>
Amulet	23	130 <b>∮</b>	Pendants	21	70 <b>∮</b>
Bead necklace	16	40 ∮	Piercings	18	60 <del>f</del>
Choker	18	100 ∮	Pocket watch	19	120 <b>∮</b>
Locket	22	120 ∮	Studs	16	40 <b>∮</b>
Medallion	20	150 <del>f</del>	Wristwatch	21	140 <b>∮</b>
Neck chain	19	70 ∮			
Pendant	21	140 ∮			
Torc	17	60 <b>∮</b>			

CHAPTER 5: STYLE

some sort of magical enchantment placed upon it. However, sometimes it is simply a piece of jewelry.

- ANKLET: [APPRAISE TN 13] Worn around the ankle or shin, the anklet is similar to a bracelet in construction.
- **ARMLET:** [APPRAISE TN 16] A band of jewelry that is fitted to the upper arm, otherwise similar to a bracelet.
- **BAND:** [APPRAISE TN 15] A simple band of precious metal. If a band features gemstones, they are set into the band itself, not held on the outside with prongs.
- **BANGLE:** [APPRAISE TN 13] A loose fitting ring that squeezes over the hand to rest upon the wrist.
- **BEAD NECKLACE:** [APPRAISE TN 16] Glass beads, pearls, wood or other materials can be used to fashion bead necklaces.
- **BELLY CHAIN:** [APPRAISE TN 16] A chain worn around the waist which drapes over the hips, often considered raunchy or improper by wealthy folk.
- **BRACELET:** [APPRAISE TN 14] A thick arm band made from precious metals that clips shut. Bracelets may have inscriptions and precious gems set into them.
- **BROOCH:** [APPRAISE TN 21] An ornamental clip or pin, often attached to the breast of a shirt, jacket or bodice.
- **CHOKER:** [APPRAISE TN 18] A thick bank that fits tightly around the neck. The choker is often made with gemstones and precious metal inlays.
- **CIRCLET:** [APPRAISE TN 23] An ancient style of crown with neither an arch through its center nor a cap over top. By law, only barons, viscounts and other minor nobles are allowed to wear crowns.
- **CLASP:** [APPRAISE TN 14] Like a brooch but less decorative, clasps are more functional and can hold a cape to the shoulders, clip a sash to the waist or attach a scarf to a collar.
- **CLASS RING:** [APPRAISE TN 18] A class ring displays the wearer's status. This is fashionable in arcane schooling establishment to distinguish students of each grade, in wealthy merchant circles to be a part of special trade groups, or in nobility to mark one's position in a family hierarchy. The higher the station, the more elaborate a class ring can be.
- **CORONET:** [APPRAISE TN 25] A coronet, unlike a crown, never has arches and consists of gemstones or ornaments fixed on a metal ring. Coronets are worn in ostenian courthouses to signify positions of power in the government.
- **CROWN:** [APPRAISE TN 28] A crown has arches, a cap (typically velvet or felt) and any number of ornamental fixtures around it. It is a symbol of authority in Ostenia and thus it is a crime to wear one without first being crowned by the king.
- CUFF LINKS: [APPRAISE TN 19] These links tie the ends of large cuffs together. They are often ornamental and decorative.
- CHATELAINE: [APPRAISE TN 20] A decorative set of chains that hang from a belt via hooks or clasps. Each chain features a single tool or useful object such as a watch, key, thimble, scissors, etc.
- **DEDICATION RING:** [APPRAISE TN 22] A promise ring, engagement ring or ring for some other type of dedication. Usually a simple, pure design bearing a single jewel.
- **DIADEM:** [APPRAISE TN 33] A diadem is a decorative head band, not truly a crown. It is usually worn at an angle so only the crest is visible from the front.
- **EARRINGS:** [APPRAISE TN 19] Any style of earring can be purchased as this item. Recent popular styles feature old clockwork brass gears and springs in their construction.
- GEARLET: [APPRAISE TN 18] A bracelet or anklet featuring a small,

combination lock that opens to reveal pictures or small notes.

- **HAIRPIN:** [APPRAISE TN 15] Hairpins can be fashioned from any precious metal, and are often highly ornamental. They usually have a clip of brass, steel or some other hard metal.
- HOOPS: [APPRAISE TN 18] Large rings that dangle from the ear, typically without precious stones to decorate them.
- **INTERLOCK RING:** [APPRAISE TN 20] Several rings looped into each other, either as a curio or as a type of stoigmari wedding ring.
- **JEWELED RING:** [APPRAISE TN 23] A ring bearing many pronged sockets for precious gemstones.
- LOCKET: [APPRAISE TN 22] A necklace that can be opened to show two display windows, typically for spectographs or doppeltypes.
- **MEDALLION:** [APPRAISE TN 20] A large, coin-like piece of jewelry typically hanging off a necklace. Medallions are commonly used to commemorate events, champion status or symbolize and achievement, just like a medal.
- **NECK CHAIN:** [APPRAISE TN 19] A simple neck chain crafted from a precious metal with a clip at each end.
- **NECK WATCH:** [APPRAISE TN 22] The largest personal timepiece is the neck watch, hung from the neck on a thick chain (usually golden). They are seldom used today, as pocket and wristwatches are smaller, lighter and just as accurate. Instead, neck watches have become a decorative piece of jewelry, a status symbol or a gift, especially so in Avenoss.
- NOSE RING: [APPRAISE TN 16] A new trend in piercing jewelry is to have a bar pierced through one side of the nose. Like an earring, it can have precious stones displayed on the outer side.
- **PENDANT(S):** [APPRAISE TN 21] A necklace or earrings that feature hanging pieces in their design. Often teardrop shaped, pendants could be long or short, light or heavy depending on their materials and design.
- **PIERCINGS:** [APPRAISE TN 14] Eyebrow rings, belly rings, studs and any other type of body piercing can be purchased with this item.
- **POCKET WATCH:** [APPRAISE TN 19] Larger than the wristwatch but smaller than the neck watch, a pocket watch is kept on a firmly fastened chain and tucked into a pocket. It could feature any number of precious gems or metals in its construction.
- SIGNET RING: [APPRAISE TN 17] A ring that bears an insignia which can be used to make a mark in sealing wax. When purchased anew, you can decide upon the insignia for such an item.
- **STUDS:** [APPRAISE TN 16] Earring without hanging hooks, or other piercings that don't hang are usually called studs.
- **THUMB RING:** [APPRAISE TN 19] A large ring worn upon the thumb, often much thicker and heavier but less decorative than other rings.
- **TIARA:** [APPRAISE TN 30] The tiara is a semicircular type of crown, decorated as a circlet or coronet. It can be worn as a head band or a crown because of its semicircular shape.
- TOE RING: [APPRAISE TN 16] A ring worn around one of the toes. These are not common in heartland nor crownland cultures.
- **TORC:** A semicircular, one-piece necklace with no links nor moving parts and usually few gemstones or jewels. Torcs are not a popular jewelry choice in the heartlands or crownlands.
- **WRISTWATCH:** [APPRAISE TN 21] A fine timepiece with a winding handle and a glass face. Gold, silver and precious gems are often used to adorn the watch face beneath the glass.

GEMSTONES



Jewelry, clothing, ornamental weapons and other decorative items are often embellished by the addition of precious stones. These contribute wealth and style to the item and drive up the price. Add the cost of any gemstones to the price of the item they are set into. -1 10 E 185 -ENCHANTMENTS: Gemstones are extra good vessels for magical enchantment. The higher quality a gemstone, the more ethers it can hold-more powerful enchantments can be placed upon it. When set into a piece of jewelry, an enchanted gemstone bestows a bonus upon the wearer. **P** QUALITY & APPRAISAL: Use the mercantile skill to appraise gemstones. If you succeed, you discover the quality of the gem (1/10×, 1/5×, 1/2×, 1×, 2×, 5× or 10× the normal value). High quality gems are prized for their ability to hold greater enchantments. 3 M 📾 WEIGHT: Gems are weightless. That is, they don't have any substantial weight, not enough to have any significant effect on your load bearing capacity. AMBER: Resins from trees that have fossilized over time. Amber gems GEMSTONE APPRAISE PRICE GEMSTONE APPRAISE PRICE Azurite 18 100 **∮** Carnelian 25 1,000 ∮ 100 **∮** 1,000 € Mercurial Ice 17 Mirrorstone 27 Turquoise 19 110 f Opal 26 1,000 € 130 f Tiger's eye 19 Pluryst 30 1,100 € Lapis lazuli 17 150 f Baublecoal 1,400 € 27 Oil shell 16 160 f Moodstone 29 1,700 € Citrine 17 180 f Garnet 1,800 € 31 Onyx, iron 18 200 f Opal, elemental 30 2,000 € 15 200 **∮** 30 2,000 € Quartz Opal, ethereal Zircon 17 250 f Pearl, black 27 2,500 f 20 Bloodstone 300 € Spinel 31 2,500 € Peridot 23 300 **∮** 29 2.800 f Topaz 3,000 € Gemwood 22 350 f Clock gem 30 Chilt 22 400 **∮** 27 3,500 € Tone gem Jacinth Onyx, black 21 400 f 33 4,000 € Amber 17 500 f Tethraline 32 4,800 f

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often contain interesting finds such as preserved insects, leaves, butterflies or flecks of other substances.

21

22

23

26

22

24

25

Umbra eye

Pearl, white

Amethyst

Ozandyr

Ulorean coral

Onyx, winter

Jade

500 f

550 f

600 **∮** 

650 **∮** 

700 f

800 **∮** 

900 **∮** 

Sapphire

Emerald

Diamond

Pearl, deep

Soul stone

Sapphire, pink

Ruby

33

32

33

34

37

36

5,000 f

5,500 f

6,000 f

6,300 f

7,000 f

8,500 €

40 10,000 €

**AMETHYST:** A beautiful purple gem, once extremely valuable until huge deposits were discovered in the Stonechasms near the Perivian border.

ASTRALGLASS: This variety of glass is made from astral dust that collects in the nooks of the divine mechanism. When produced

Amethyst 700 €

Winter onyx 800 f Ozandyr 900 f

correctly, it takes a slight purple tint when it gets hot or yellowgreen when cold.

- AZURITE: A blue gem with crooked bands of other colors running through it.
- **BAUBLECOAL:** Baublecoal is a green or brown gem that has a reflective finish. When two baublecoals are struck together to produce a small shower of sparks. Amazingly, this can be done hundreds of times before marring or scratching becomes visible, or about a thousand times before the gem is completely exhausted.
- **BLOODSTONE:** Any stone containing jasper is known as bloodstone, a deep red gem with a spattering of other minerals inside it.
- **CARNELIAN:** An impure red color with minuscule blackish patterns running through it. Used for minor decorations in ancient Hlur, Pflay and Skrie but very unpopular in recent years because trade routes through Mazrothir have been closed.
- CHILT: A smokey, blue gemstone valued for it's magic focusing abilities, found only in former Mazrothir.
- **CITRINE:** An inexpensive yellow variety of quartz often used instead of topaz. Easily fools the unwitting eye.
- **CLOCK GEM:** A miniature timepiece from the Era of Myth. Such clocks have a tiny infinite magical energy source and are intricate and beautiful.
- **DIAMOND:** The hardest gemstone known to man with many uses besides that of decoration: glass cutters, engineering tools, etc.
- **EMERALD:** The most brilliant of green jewels is the emerald. This gem is found in Kalanay, Perivia and Heironul mainly, so can be hard to find the crownlands.
- **GARNET:** A reddish violet gem with deep and rich color. Though it is rare in all parts of the known world, where it does occur its purity is very good.
- **GEMWOOD:** A gem with mottled colors, taken from petrified trees near the eastern border of Yusuna, or the fringes of Ghor.
- **JACINTH:** This brilliant orange-red gem is a type of zircon, but valued closer to a ruby.
- JADE: Jade is an ornamental stone used to carve bracelets, beads and other jewelry items.
- **LAPIS LAZULI:** Lapis is a vivid blue rock, occurring in great quantities in the Stonechasms, northern Ostenia and Western Knurr. It is only used as a jewel in the cheapest of finery, and more commonly suited to mosaics or expensive tile work.
- **MERCURIAL ICE:** Also called hermatite or silverstone, mercurial ice gems appear as pebbles of polished silver metal.
- **MIRRORSTONE:** A stone with a perfect mirrorlike finish. Easily cracked or chipped when struck or scratched.
- **MOODSTONE:** A weaker version of the soul stone that can be found on the material planes. It makes only slight changes, which are hard to discern and interpret.
- **OIL SHELL:** The inner surface of shells can be beautiful and colorful. Many shells produce a characteristic oil-spill or fractured pattern that is impossible to replicate.
- **ONYX, BLACK:** A variety of quartz, usually deep black gem with glittering bands of brown or orange.
- **ONYX, IRON:** Iron onyx is black with fine bands of white, orange, brown and red running through it
- ONYX, WINTER: Winter onyx forms with concentric circles of blue.
- **OPAL:** The most common type of opal is found on the prime material plane. It is mostly black, flecked with small pockets of any other color.
- **OPAL, ELEMENTAL:** Opals found on the plane of fire, earth, water or air are known as elemental opals. Each type of elemental opal is flecked with colors: fire opals have red, orange or yellow; earth opals have black and green; water opals have blue and turquoise;





Moodstone 1,700 ∮ Garnet 1,800 ∮ Elemental opal 2,000 ∮

Ethereal opal 2,000 # Black pearl 2,500 #





Topaz 2,800 \$



Spinel 2,500 €

Clock gem 3,000 \$



Tone gem 3,500 ∮ Jacinth 4,000 ∮







Tethraline 4,800 £ Sapphire 5,000 £

Emerald 5,500 \$



Ruby 6,000 ∮ Pink sapphire 6,300 ∮







Diamond 7,000 € Deep pearl 8,500 €

**≨** Soul stone 10,000 **∮** 

air opals have white and yellow. Fire opals are warm to the touch, earth opals calm the senses, water opals are cold to the touch and air opals excite the senses.

- **OPAL, ETHEREAL:** Opals that form on the ethereal planes are slightly transparent and take on the ability to absorb and shed light. During the day, they are black and colorless but once there is no other light nearby, they glow dimly.
- **OZANDYR:** A mottled blue and yellow gem that is slightly transparent and warm to the touch. Ozandyr is found on the plane of earth and outer ring only.
- **PEARL**, **BLACK**: Black pearls are much harder to come by, and thus more highly valued.
- **PEARL, DEEP:** Not a true pearl but a mineral gemstone, a deep pearl is actually naturally formed astralglass, found only in the deepest dwarven mines. Unlike man-made astralglass, it changes color with the seasons, not the temperature. It turns red, purple, blue or green for summer, autumn, winter or spring.
- **PEARL, WHITE:** Pearls are found in many different climes, though they are especially common and cheaply purchased in Sabla's seaside trade towns of the Pinward Ulorean Ocean.
- **PERIDOT:** A green gemstone, similar in appearance to emerald, but easy to tell apart.
- **PLURYST:** This deep purple gemstone is often mistaken for amethyst or quartz. It has a deeper, richer color and polishes to a more reflective finish but is less transparent.
- QUARTZ: White quartz, and many other colored varieties of quartz, are found throughout the prime material plane.
- **RUBY:** A deep red gemstone, highly valued for its unique color and rarity. Jaorahm and Azuria produce the best rubies, though they are difficult to mine so far out into the borderlands.
- **SAPPHIRE:** The most prized blue gemstone. The greatest quantities of sapphire are found in eastern Perivia, eastern Yusuna and the mountainous reaches of Azuria.
- **SAPPHIRE**, **PINK**: This rare breed of sapphire can be mined only in distant borderland areas. Though no large scale mines exist so far out into borderland wilderness areas, there are always entrepreneurs willing to risk small mining operations to acquire this gemstone.
- SPINEL: Spinel usually occurs in black or red, but also has blue, green or brown varieties. Spinel is easily mistaken for ruby, and was equally valued until the early 300s.
- **SOUL STONE:** This interesting stone is found only on the prime immaterial plane, so is incredibly hard to come by. The swirling insides of the gem create patterns of all colors, changing with the wearer's mood.
- **TETHRALINE:** Tethraline crystals are found only in the frigid Tethra hills. They are clear and colorless, but glow green when within 5 yards of an undead creature.
- **TIGER'S EYE:** A type of quartz with yellow, red and brown layers of reflective color.
- **TONE GEM:** These gems vibrate ever so faintly and produce a faint sound, only audible when placed directly next to the ear.
- TOPAZ: A brilliant yellow, blue, brown, red or colorless gemstone.
- **TURQUOISE:** Frequently found in Ghor and Eigonal, turquoise is a semi-precious, blue-green mineral. Unfortunately, even the purest turquoise can fracture, limiting its use and life span as jewelry decorations.
- **ULOREAN CORAL:** A rare breed of cream-colored coral found in the Toothward Ulorean Ocean. It emits a milky glow when it comes into contact with salt water.
- **UMBRA EYE:** A deep black gem with a sparkle in its center found in large quantities in Rith and Ulixium.
- **ZIRCON:** A transparent muddy colored gem found in abundance in the Stonechasms. Purest orange zircon is called jacinth.





Jewelry upgrades are called enchantments. Magical enchantments are both an art and a science—a specialist field of arcane, divine or occult magics that can take a lifetime to master. The secrets of this trade are highly protected, coveted by the masters and passed down only unto those who dedicate their lives to this.

To briefly explain how it works, magical effects are placed upon a gemstone and it is set into a piece of jewelry made from a pure precious metal. The metal in the jewelry acts as a conductor for the magical energy, diffusing the enchantment from the gemstone into the body of the wearer. The enchantment on a gemstone cannot be passed directly into the body—the magic would be wildly transferred and possibly harmful, so magical gemstones are designed not to do so.

Placing gemstones into swords, shields and helmets is generally not a good idea. They are easily damaged and can fall out of their sockets when struck with lethal force.

**ENCHANTED JEWELRY LIMIT:** For normal jewelry, you can wear as much as you like. Enchanted jewelry, however, radiates an esper interference pattern that interferes with other magical enchantments. For this reason, there is a maximum number of enchanted items you can benefit from.

- ✤ 2× RING: You can equip two enchanted rings: one on each hand. They can be worn under armor.
- ✤ I× HEAD: You can wear one piece of enchanted head jewelry. Head jewelry can't be worn in addition to armor—you must choose one or the other.
- + 1× NECK: You can wear one enchanted neck piece under your armor.
- ★ 2× OTHER: You can wear two other enchanted jewelry items. These can be worn under armor.

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**NUMBER OF UPGRADES:** Current enchantment techniques have discovered how to layer up to ten tiers of magic into jewelry and gems (using the very best materials). However, it is well-known that artifacts from the Era of Myth might have even more—the magic of the paragons was far more advanced than that of modern times.

Jewelry must have at least one gemstone in order to hold a magical enchantment, and must be made from purest copper or better. The total price of the item determines how many upgrades (enchantments) a piece of jewelry can hold, so better quality, better materials and higher quantity of gemstones add to the item's enchanting potential.

<b>COTAL JEWELRY PRICE</b> [SHOP PRICE]
100+ <b>∮</b> = 1 UPGRADE
250 + f = 2 Upgrades
$600 + \neq = 3$ Upgrades
$1,000 + \neq = 4$ Upgrades
$2,500+ \neq = 5$ Upgrades
$6,000 + \neq = 6$ Upgrades
10,000 + f = 7 Upgrades
$25,000 + \neq = 8$ Upgrades
$60,000 + \neq = 9$ Upgrades
100,000 + f = 10 Upgrades

**NOT CUMULATIVE:** Bonuses of the same type do not stack. Different types of bonus do stack. If you have two enchantments that grant the same type of bonus, the greater effect cancels out the weaker one. For example, a ring of +3 Power and a ring of +2 Power still

CHAPTER 5: STYI

ENCHANTMI	100	PRICE	EFFECT
Armor	2 ranks	200 <del>f</del>	+1 to one armor
	4 ranks	400 <b>∮</b>	+2 to one armor
	6 ranks	600 <b>∮</b>	+3 to one armor
	8 ranks	800 <del>f</del>	+4 to one armor
	10 ranks	1,000 ∮	+5 to one armor
Defense	2 ranks	200 <b>∮</b>	+1 to one defense
	4 ranks	400 <b>∮</b>	+2 to one defense
	6 ranks	600 <del>f</del>	+3 to one defense
	8 ranks	800 <del>f</del>	+4 to one defense
	10 ranks	1,000 ∮	+5 to one defense
Discipline	1 rank	100 ∮	Discipline with 1 ability
	2 ranks	200 <del>f</del>	Discipline with 2 abiliti
	3 ranks	300 €	Discipline with 3 abiliti
	4 ranks	400 <b>∮</b>	Discipline with 4 abiliti
	5 ranks	500 <del>f</del>	Discipline with 5 abiliti
	6 ranks	600 <del>f</del>	Discipline with 6 abiliti
	7 ranks	700 <b>∮</b>	Discipline with 7 abiliti
	8 ranks	800 <del>f</del>	Discipline with 8 abiliti
	9 ranks	900 <del>f</del>	Discipline with 9 abiliti
	10 ranks	1,000 <del>f</del>	Discipline with 10 abili
Health	3 ranks	300 <del>f</del>	+Level health per day
	6 ranks	600 <del>f</del>	+Level health per hour
	10 ranks	1,000 <del>f</del>	+Level health per minu
Load	1 rank	100 <del>f</del>	+5 load bonus
	2 ranks	200 <del>f</del>	+10 load bonus
	3 ranks	300 €	+15 load bonus
	4 ranks	400 <del>f</del>	+20 load bonus
	5 ranks	500 <del>f</del>	+25 load bonus
Reflex	1 rank	100 f	+2 reflex bonus
	2 ranks	200 f	+4 reflex bonus
	3 ranks	300 f	+6 reflex bonus
	4 ranks	400 f	+8 reflex bonus
	5 ranks	500 f	+10 reflex bonus
Skill	2 ranks	200 f	+1 skill bonus
	4 ranks	400 f	+2 skill bonus
	6 ranks	600 f	+3 skill bonus
	8 ranks	800 f	+4 skill bonus
	10 ranks	1,000 f	+5 skill bonus
Speed	1 rank	1,000 f	+1 speed bonus
opeed	2 ranks	200 ∮	+2 speed bonus
	3 ranks	200 ∮ 300 ∮	+3 speed bonus
	4 ranks	400 €	+4 speed bonus
	5 ranks	400 f 500 f	+5 speed bonus
Steam	3 ranks	300 f	+1 steam per round
olcani	6 ranks	500 € 600 €	+1 steam per round +2 steam per round
· 8 -	10 ranks	1,000 f	+2 steam per round +3 steam per round
Vital	3 ranks	300 f	+1 vital bonus
v Ital	6 ranks	500 £	+1 vital bonus
	9 ranks	900 <b>∮</b>	+3 vital bonus

only grant a total of +3 to your Power vital (the greater one cancels the weaker one), but a +3 Power ring and a +3 Logic ring grant bonuses to each vital (both bonuses count).



- ARMOR: This enchantment adds a bonus to one of your armor score totals (physical, elemental or ethereal).
- **DEFENSE:** This enchantment adds a bonus to one of your character's defenses (dex, guts or wits).
- **DISCIPLINE:** A discipline enchantment grants you new abilities for you to activate. The ring knows a number of abilities from a single discipline, starting from the first ability and working its way up to the ninth. You must expend the necessary steam to activate these abilities—you can't use them for free.

The discipline could be any general discipline found in chapter 8 of the Character Codex. Class specific disciplines cannot be enchanted—they are too specialized and require training before they could be used. Monster disciplines or special abilities from the Creature Codex are similarly not allowed in these kinds of enchantments.

- **HEALTH:** You replenish health without needing to rest. Normally, you gain +Level health every day, hour or minute.
- LOAD: This enchantment increases your load bearing abilities. You gain a bonus to your load capacity, an extra number of pounds for every load.
- **REFLEX:** This grants a bonus to your reflexes, giving you better chances of striking first in combat.
- **SKILL:** You gain a bonus to a single skill, chosen at the time of enchanting (it cannot be changed).
- **SPEED:** You gain a bonus to your movement speed. This consequently offers a small bonus to all other modes of movement you are capable of (swimming, sprinting, climbing, etc.). This bonus is not added to the speed for mounts or vehicles that you ride/pilot.
- STEAM: Your steam replenishes without needing to rest. Normally, you gain a tiny amount of steam every round at the beginning of your turn.
- VITAL: This enchantment grants a small but significant bonus to one of your vital scores.

#### PETS



There are many reasons to own a pet-fashion, companionship, safety, affection and so on. Pets are especially comfortable when you live a decadent life in the upper class districts of Bosfer Hill. As an adventurer, however, you have to question the practicality and logistics of owning a pet, especially if you want to take it with you on your travels.

Companionship and logistics aside, there is a definite stylistic element to owning a pet. It's very 'whirt' (cool) to have a pet lizard that sits upon your shoulders. Conversely, it's just scary to lead an orog around by a chain and collar.

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**QUALITY:** Fine quality pets have 1 additional quick level, superior quality pets have 2 additional quick levels and flawless pets have 3 additional quick levels when purchased. These extra levels don't count towards the price of training (see Pet Upgrades). You might be able to buy a diseased or sickened pet for a lower price, but otherwise

CHAPTER 5: STYLE

lower qualities are not available.

For more information on quick levels see Chapter 1 of the Creature Codex.

-1 1 Lang HANDLING: Pets are like an auxiliary character under your control. When you succeed on a handle skill check, you get to control the pet for a number of rounds.

If you fail your handle check, the pet does nothing but it can still defend itself and act as a normal creature of that type under the GMs control.

PETS FOR SALE: The pets for sale in this chapter are examples of what could be tamed and kept as a pet. Basically, a pet can be any type of creature you like, so long as it can be trained and is relatively obedient. If it can be ridden it's a mount, not a pet.

The price of a pet is mostly related to its rarity and the difficulty of catching and training one. The upkeep of a mount is found from how much the pet eats or consumes and how much it costs to keep or maintain one.

#### **PET DESCRIPTIONS**

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Descriptions of the pets on the table are given here, along with some advice on how to handle such creatures.

ALARM THRALL: This headless, legged box holds a mallet and a gong, and beats them together while shouting "alarm, alarm!" if intruders approach within 50 yards (its maximum detection radius). To decide whether or not to raise the alarm, the thrall has the

Рет	PRICE	Туре	SIZE	UPKEEP
Alarm thrall	250 <b>∮</b>	Machine	-5	5∮/Week
Automaton	1,500 ∮	Machine	+1	70 ∮ / Week
Beetle, giant	180 <del>f</del>	Insect	-2	10 ∮ / Week
Bird of prey	360 <b>∮</b>	Reptile	-2	15 ∮ / Week
Centipede, giant	200 <b>∮</b>	Insect	-2	10 ∮ / Week
Dog	20 <b>∮</b>	Beast	-2	15 ∮ / Week
Elemental spawn	1,000 £	Elemental	-4	30 ∮ / Week
Faerie	230 <b>∮</b>	Fey	-5	10 ∮ / Week
Glitterbug	300 <b>∮</b>	Insect	-4	12 ∮ / Week
Gremlin	1,200 ∮	Ethereal	-3	20 ∮ / Week
Harpling	450 f	Humanoid	-2	30 ∮ / Week
Hencher	900 <b>∮</b>	Machine	-1	40 ∮ / Week
Imp	1,300 <del>f</del>	Ethereal	-3	20 ∮ / Week
Iron maiden	1,800 £	Machine	+0	60 ∮ / Week
Orog	750 <b>∮</b>	Humanoid	+2	80 ∮ / Week
Pack thrall	550 f	Machine	-1	30 ∮ / Week
Pond skipper	150 <del>f</del>	Reptile	-3	10 ∮ / Week
Sentry	600 <b>∮</b>	Machine	-1	20 ∮ / Week
Shield bearer	750 <b>∮</b>	Machine	+0	50 ∮ / Week
Skeletal pet	300 <b>∮</b>	Undead	-2	10 ∮ / Week
Snake	220 <b>∮</b>	Reptile	-3	15 ∮ / Week
Spider, giant	280 <b>∮</b>	Insect	-2	20 ∮ / Week
Squire	800 <b>∮</b>	Machine	-1	10 ∮ / Week
		1 1 1 2	Er k	

ability to distinguish size, race/type and weight. You can give specifications for all three, so it can decide whether or not to raise the alarm-much more accurate than a warning bell gadget.

- AUTOMATON: A humanoid-shaped machine with very limited intelligence, it can perform your orders but takes almost no initiative on its own. However, it is extremely obedient and will obey every order, even destroy itself if the owner wants. It cannot manipulate fine objects with its hands, so either has weapon arms or wields a basic, easily gripped melee weapon.
- BEETLE, GIANT: Giant beetles come in many colors and varieties, none quite so common as the Yusunan rhino beetle with its black, armored carapace. Beetles don't have great personalities, but are tough enough to survive many encounters that other pets would not.

BIRD OF PREY: Usually an eagle, hawk, owl or a falcon.

CENTIPEDE, GIANT: One of the creepier pets that has come about in recent times is the giant centipede of the Stonechasms south of Avenoss. This creature can climb along walls and ceilings, and is an expert at avoiding traps due to its sensitive antennae and even weight distribution.

DOG: Terriers, mastiffs, mutts and mongrels. A man's best friend.

- ELEMENTAL SPAWN: A tiny elemental creature of pure energy. The very nature of these creatures makes them very dangerous, capable of accidentally burning a house down, freezing water or electrocuting you. For this reason, they are not permitted in heavily populated areas.
- FAERIE: Faeries are evil creatures of the forest, with razor sharp teeth and dragonfly wings. They are also the bane of gardeners, as their droppings cause weeds to sprout up out of the ground in mere moments.
- GLITTERBUG: Small winged beetles with a phosphorescent proboscis and a glowing abdomen that lights a large area. Great for exploring in the dark. However, the slightest sign of danger sends them burrowing, taking the light source down with it.

CHAPTER 5: STYLE

- GREMLIN: Gremlins are mischievous creatures from the ethereal plane of energy. They delight in the destruction of machines and technology, so make excellent saboteurs and infiltrators. They despise imps and will attack them on sight, taking a -10 penalty to handle checks until the imp is dead or removed from sight.
- HARPLING: Halfling and harpy crossbreeds are common in the mountainous regions of Avenoss, Ostenia and Stoigmar. Unfortunately, these harplings still have no claim to citizenship and can be kept or sold as slaves in the borderlands. In heartland nations, especially in Nexus, there are many supporters to the plight of harplings, so few slavers trade there.
- HENCHER: This goblin-sized creation features four arms and a small set of wheels instead of feet. It is capable of rolling jumping and hopping up stairs, and can also make good speeds on roads. It is excellent for intercepting and attacking fast targets.
- IMP: Imps are mechanical geniuses that hail from the ethereal plane of logic. They have very little interest in people or their affairs but are very willing to help out engineers, mechanists or architects with great ambitions. They despise gremlins and will attack them on sight, taking a -10 penalty to handle checks until the gremlin is dead or gone.
- IRON MAIDEN: This dazzling, 4-armed, machine swordswoman is and expert of many combat styles and can take on different stances to help defend you.
- OROG: A heavy-set, long armed crossbreed of ogrun and orcs. For some reason, this breed lacks the ability to develop higher intelligence and they have remained barbaric and wild. However, they can be trained as a pet, usually with the aid of a shock collar and strict disciplinary training.

- **PACK THRALL:** These small constructs are typically fashioned as large chests, with four to six hydraulic legs. They are extremely stable and can absorb sudden shock from falling or jarring, so are valued when transporting fragile goods. However, if turned onto it's back, it is helpless and immobile. Most trunks come with a lock (costs extra). They can carry up to 250 lb of equipment. The trunk's feet can't be attacked because they are so close to the ground—the chest on top takes all the punishment, if any.
- **POND SKIPPER:** The pond skipper is a small reptilian lizard that can run along water on its webbed hind legs. It has sharp teeth and fins for swimming, but has relatively low intelligence.
- SENTRY: A sentry thrall is little more than a body with a large (usually two-handed) firearm mounted of some kind of moving legs or wheels. It is a good shot in most cases, but easily destroyed in close combat. Sentry thralls make excellent watchers and snipers, and are often put to work as security measures where trespassing is punishable by death—they don't know how to be merciful, you just state the firing area and if anything in that area moves it get's hit.
- SHIELD BEARER: Shield thralls are moving tower shields, usually supported by a set of small legs. They are trained to defend their owner from physical attacks and will try to interpose themselves between melee and ranged attacks against the owner. The shield they carry can be any purchased from the list in Chapter 3: Armor.
- **SKELETAL PET:** The skeletal pet is a set of bones animated as an animal. Sometimes embalmed animals are also used. Such pets are typically treated with formaldehyde and other preservatives to prevent them smelling or decaying too quickly.

pack thrall

- **SNAKE:** Snakes come in many different widths, lengths and colors. Surgeons can remove their venom sacks to make their bite harmless to the owner.
- **SPIDER, GIANT:** Giant spiders are a definite stylistic choice for those who want to emit a creepy and mysterious look. Most pets will have their venom removed for the safety of the owner.
- **SQUIRE:** This slow but solid construct can hold a weapon and a shield, and attacks the owner's target whenever in combat—it doesn't have to be controlled to do so.

#### **PET UPGRADES**



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Just like all your other equipment, pets can be upgraded. There are two ways in which you can do this—through training or through items. Training teaches the pet to do more tricks, become more obedient and grow stronger or smarter. Items give the pet a slight advantage such as a speed bonus, damage bonus or skill bonus.

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**TRAINING:** Training can be taken multiple times. On the second, third and fourth training session, the price increases by  $2\times$ ,  $3\times$ ,  $4\times$  and so on (the 5<sup>th</sup> training is  $5\times$  the price, for example). As the pet learns more it becomes harder to excel and you must seek out more experienced trainers.

**ITEMS:** Each item grants a numerical bonus which enhances the pet's skills, passives, talents or abilities. This is not an exhaustive list of all

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giant spider

			Contraction ( Second )	
Ітем	It Meets	ne l	PRICE	Bonus
Trainir	ıg	10-5	5 = 0	
Ext	ra level		1,000 ∮	The pet gains a level
Pac	k beast	5	100 <del>f</del>	Load increases by 10%
Wo	rk training	- 210-	100 <del>f</del>	Upkeep reduced by 5%
Items		1		
Arn	nor	300	+ [30×₩₩) ∮	+5 armor bonus
Boo	ots	100	+ [10׆†††] f	+3 speed bonus
Loy	alty collar	80	+ [8×11111] f	+2 handle checks
Sho	ck collar	150	+ [15×ħħ] f	1d6 dmg, +5 handle checks
Stin	nulant	50	+ (5×11111) f	+3 to all skill checks for 1 hour
Wea	apons	200	+ [20×₩₩) ∮	+3 damage bonus
	100 C C C C C C C C C C C C C C C C C C	5 C		1/10/01/10/23

the items a pet could equip-use it as a price guideline when you want to buy or make something new for your pet.

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QUALITY: Items can have varying levels of quality. High quality items grant a bonus of +1, +2 or +3 to one aspect of an item (you decide what bonus it grants when you buy it). Low quality items reduce the bonuses granted by items by -1, -2 or -3.

ARMOR: Armor comes in many different forms and varieties. This grants +5 Physical, +5 Elemental and +5 Ethereal armor.

BOOTS: Boots, wing braces, rubber soles or iron shoes can increase the pets comfort when walking and add +3 to its base speed.

- EXTRA LEVEL: The pet gains a level. The bonuses from this level up are found in the creature codex and are unlike those gained from a class level. The type of creature (beast, elemental, ethereal, reptile etc.) determines what bonuses the creature gets when it levels up.
- LOYALTY COLLAR: This prized collar is a reward to a good pet. It could be a collar, bracelet, anklet or other reward that increases the pet's loyalty. This grants a +1 bonus to handle checks for the owner of the pet.
- PACK BEAST: Pets can be trained to carry more than their normal load limit. This increases their load limit by 10%.
- SHOCK COLLAR: This collar comes in two parts, one of which is fastened around a pets neck and the other which is held in the owner's hand. This grants a +5 bonus to the each Handle check, but also causes 1d6 electric damage every time you attempt the skill.
- STIMULANT: This one-use item is an injection that works on beasts, fey, insects, plants and reptiles. It is one utility action to apply the stimulant (it is a jab), which grants a +3 bonus to all skill checks for 1 hour. It won't work on any other creature type.
- WEAPONS: A weapon is any item that can increase the lethality of the pet's attacks. This could be a clawed glove, a spiked muzzle, a buckle-on blade or a sharp studded breastplate for barging. It adds a +3 bonus to all damage the pet deals.
- WORK TRAINING: Training a pet to work makes them more efficient and hardy. This reduces their upkeep cost by 5%.

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giant beetle

harpling

# CHAPTER 6: GOODS & SERVICES

## CHAPTER 6 GOODS & SERVICES



### **GOODS & SERVICES**

THERE ARE MANY THINGS ADVENTURERS LIKE TO SPEND THEIR COIN ON, NONE QUITE SO IMPORTANT AS A MUG OF ALE, A HEARTY MEAL AND A GOOD NIGHT'S REST, ESPECIALLY AFTER BATTLING CRITTERS AND TREKKING THOUGH THE BORDERLANDS.

BEASTON REAL

This chapter puts the prices of every service at your fingertips and gives plenty of ideas on how adventurers might entertain themselves while stopping over in the local town. Furthermore, if you feel weary of travel, consider booking passage to your next destination aboard a rail hauler or zeppelin—these mass transit vehicles are the fastest and most reliable ways to travel.

If there is something which is not listed here, then use the tables that follow as a tool to approximate the value of what you want. Remember availability and location when you buy items for your character, as rare items are hard to come by in remote places.

FOOD, DRINK & LODGING: This section gives a list of common food, drink, room prices, entertainment and lodging for the travelling soul. These prices can be used as estimates for anything you might want at the local tavern, inn or hotel.

**SERVICES:** Money can be paid for the exchange of services. These come in several varieties.

- HIRELINGS: Soldiers, carpenters, lantern bearers, mercenaries, engineers and masons. Any paid worker that serves you directly is a hireling.
- CORRESPONDENCE: Letters, parcels and crates can be sent via the post. You'll find prices and delivery times here for any size package.
- TRANSPORT: Transportation can be purchased to get from one location to another. The distance and frequency of such voyages is something to be considered when disembarking.

**PROPERTY:** Houses, dungeons and castles are all types of property that wealthy characters can buy and maintain.

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- ESTATES: Houses, shop fronts, warehouses, fortifications and other types of building can be purchased or commissioned. Here is a list of some common types along with their repair difficulties, specifications and prices.
- FURNISHINGS: A list of furnishings is given here along with the repair (and break) difficulties and prices. This is useful for construction, demolition and assessment of damages.

GOODS & SERVICES

Ітем	QUANTITY	PRICE	
Feast	10 people	100 <del>f</del>	
Fine broth	per person	2 ∮	
Meal, poor	per person	2 ∮	
Meal, common	per person	5 <b>∮</b>	
Meal, good	per person	10 <del>f</del>	
Meal, excellent	per person	15 <del>f</del>	
Roast	per person	10 ∮	
Roast	per person		

Ітем	QUANTITY	PRICE
Ablaka	1 shot	4 <del>]</del>
Ale	1 pint	2 ∮
Cider	1 pint	2 <del>]</del>
Dwarven brandy	1 shot	4 <del>]</del>
Eiche Bier	1 pint	3 <del>]</del>
Kapff	l cup	2 <del>]</del>
Liquor	1 shot	3 ∮
Mead	1 pint	2 <del>]</del>
Mulled wine	1 cup	3 <del>]</del>
Nog	l cup	1∮
Pont de glace	1 cup	5 <del>]</del>
Port	l cup	2 ∮
Rithienne wine	1 cup	4 f
Rum	1 shot	2 f
Spirits	1 shot	2 <del>]</del>
Stout	1 pint	2 <del>]</del>
Tea	l cup	1∮
Wine	l cup	2 f

Ітем	QUANTITY	PRICE
Courtesan	per person	30 <b>∮</b>
Dice		1∮
Farrier	per mount	5 <del>f</del>
Gaming cards	ANT - XX	1∮
Hot bath	per person	3 ∮
Lodging, poor	per person	5 <del>f</del>
Lodging, common	per person	10 ∮
Lodging, good	per person	15 <del>f</del>
Lodging, excellent	per person	20 ∮
Music	per person	5 <del>f</del>
Stabling	per mount	10 <del>f</del>
Strumpet	per person	15 <del>f</del>
Vices		2× normal
Wainwright	per mount	5 ∮

#### FOOD, DRINK, & LODGING



Whenever you travel through a town, your character will most likely be on the lookout for a hearty meal and a warm bed. Now, lets see just how many shillings that will cost you... ----

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QUALITY: You can purchase high quality versions of all the following goods and services. They won't grant bonuses nor benefits, but they can definitely make you feel better after a long journey through the wilderness. You can't buy lower quality services because they are already noted as minimum quality in the table.

#### FOOD

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It's not something that every roleplaying group details, but meals are sometimes important-after a trek through the marshes your character could be ravenous for a hearty meal.

- FEAST: The largest, finest and most satisfying meal you can possibly order. This price includes enough for 10 people, but can be increased for more people. Feasts include whatever you desire, limited by what is available to the local area.
- FINE BROTH: Many housewives believe a good broth with a chunk of bread to dunk dispels the fatigue of a cold and speeds recovery from common illnesses.
- MEAL, POOR: A cheap and lousy mean consisting of bread, soup and a pitcher of water.
- MEAL, COMMON: Common meals might include a selection of vegetables and a serving of meat with weak ale or common wine.
- MEAL, GOOD: A hearty meal with a number of choices: bread, meat, vegetables, fruit, ale, wine or a nip of spirits.
- MEAL, EXCELLENT: The best that a restaurant can offer, with cuisine cooked by chefs, ordered from a menu. Often has local specialties as well as imported delicacies.
- ROAST: A roast meal takes many hands to prepare and feeds many mouths. In good lodgings or better, the inn or tavern typically has an oven capable of roasting, or has a place nearby that can cook such things. If given adequate notice, a beast (lamb, goat, cow, pig, etc.) can be slaughtered and cooked.

#### DRINK



Adventurer's are a rough lot. A hard day's battling is typically followed by a hard night's drinking.

VOLUMES OF DRINK: Typically, drinks can be purchased in shots, cups or pints. A pint is equal to ten shots in volume, though there is usually more alcohol content in a single shot. A cup is approximately three or four shots.

If you buy a large quantity, you get a discount. For the price of ten pints, you can buy a whole keg of your favorite drink, containing 15-20 pints. For ten times the price of a cup, you can order a gourd or jar containing 15-20 cups. For the price of ten shots, you can buy a bottle of your favorite liquor, containing 15-20 shots.

HOLDING YOUR LIQUOR: A drink hits you about 15 minutes after you consume it—it's a slow poison. One drink (a shot, cup or pint) doesn't have any effect. Every drink thereafter attacks your guts defense (fifteen minutes after you drink it). The first attack has a +3 attack bonus, the second has a +6 attack bonus, the third has a +9 attack bonus and so on.

- 1

When an attack hits, you become drunk—distracted (-2 all checks, -2 all defenses, can't take long actions). If another attack hits, you become sickened (additional -2 to all checks, -5 guts penalty). If a third attack hits, your steam is reduced to zero and you become exhausted (additional -5 to all checks, -5 to damage rolls, -5 to all defenses, reflex/load/speed halves, can't use abilities, can't heal properly). The third attack is usually the one that makes you throw up your dinner.

Each hour, your condition improves until three hours later all status effects are removed.

**ABLAKA:** [1 SHOT] A popular Stoigmari liquor brewed in Ablaka, a small village near the Ulixi border known for its beautiful clouds and skies.

- **ALE:** [1 PINT] The most common beverage of taverns and inns, served in tall pint glasses. Ten times this price buys you a whole keg of ale.
- **CIDER:** [1 PINT] Made from apples, sweet and mildly alcoholic, preferred by lightweight drinkers such as halflings and goblin gals. Ten times this price buys you a keg.
- **DWARVEN BRANDY:** [1 SHOT] A shot of black, oily liquor drinkable by any race but suited only to the dwarven palette. Ten times this price buys you a bottle.
- **EICHE BIER:** [1 PINT] Oak beer is one of the finest beers produced in Avenoss, and can be found in taverns and eateries throughout the heartlands and crownlands.
- **KAPFF:** [1 CUP] A serving of brewed kapff, the bitter Yusunan drink which is often topped up with milk. As per the description under Stimulants in Chapter 4: Gear. Kapff is nonalcoholic though it does cause insomnia if it is used over a long period.
- **LIQUOR:** [1 SHOT] Commonly available, finely brewed spirits of all kinds can be purchased with this item.
- **MEAD:** (1 PINT) A semisweet beverage made from yeast and honey, sometimes flavored with hops.
- **MULLED WINE:** [1 CUP] Spiced wines such as this are especially popular during winters. Ten times this price buys you a jar.
- **NOG:** (1 CUP) A lovely, warm, soup-drink made from egg and chicken broth. It is a favorite of halflings and popular amongst rivens and children of all races.
- **PONT DE GLACE:** [1 CUP] This Ostenian sparkling wine is served cold. It is available only in the most expensive and well-stocked establishments.
- **PORT:** [1 CUP] Cheap fortified wines that come at half the price of normal wines.
- **RITHIENNE WINE:** [1 CUP] A fine draug beverage. As per the description under Stimulants in Chapter 4: Gear.
- **RUM:** [1 SHOT] A strong golden liquor, popular with sailors and airmen, often associated with sky pirates and sea raiders.
- **SPIRITS:** [1 SHOT] Common home-brewed white spirits are saved for special occasions or especially cold nights. Ten times this price buys you a bottle.
- **STOUT:** [1 PINT] An old, dark ale that derives its better taste from oatmeal, used during the brewing process.
- **TEA:** [1 CUP] A cup of tea is brewed in a pot and poured into a cup for the drinker. Three cups have the same effect as one cup of kapff. Tea is nonalcoholic.

WINE: [1 CUP] Red wine, white wine, ginger wine, rose wine, and many other varieties. Ten times this price buys you a jar.





Sometimes, the standard room isn't enough to get a good night's rest. If the innkeeper has the facilities, you can get better lodging by paying double (fine quality) or even five times (superior quality) the normal price. This might include additional room service, better blankets and pillows, a slightly larger room, a view of the street below, a balcony, a bigger bed for orcish proportions, and so on.

**COURTESAN:** Skilled in the finer points of etiquette, engaging conversation, courtly music and other forms of entertainment, a courtesan caters to lonely lords and ladies.

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- **DICE:** Numerous drinking games or other entertaining tavern pastimes can be played with a cup of five six-sided dice.
- **FARRIER:** A farrier repairs your mount. Such a service is typically available during normal work hours from any stable. This restores a mount's hardiness to maximum. A farrier and wainwright work together in a stables.
- GAMING CARDS: Card games are a good way to pass the time with your fellow tavern patrons.
- **HOT BATH:** Some establishments are able to offer hot bath. Those staying at an inn typically share the water of the bath one by one, but you can have the first bath or order a new bath to be filled for double this price.
- **LODGING, POOR:** Inn with very little to offer in the way of accommodation can usually spare a blanket and a place on the floor near the hearth.
- LODGING, COMMON: A bedroll, a blanket and a pillow with sleeping spaces provided in a large shared room.
- **LODGING, GOOD:** A small, private room with one bed and a door lockable from the inside. Sometimes, a guard will watch over the rooms at night.
- **LODGING, EXCELLENT:** The best kind of lodging includes a laundry service, night clothes, fresh towels and a private room, bed, pillows and blankets. Rooms typically have minor furnishings and lockable doors with a guard or security detail.
- **MUSIC:** Sometimes a musician, dancer, street magician, singer or a group of such entertainers will be willing to perform for a few argentum coins. Instruments of the New Epoch include the shawm, harpsichord, viol, flute, harp, lute and drums.
- **STABLING:** Stabling for your mount can be purchased to keep it safe and locked up during your city excursions. Feed is not included in the price, but all the regular types will be available for sale (acid, coal, fuel, grain, key turns and phlogiston). See Chapter 7: Machines for details on feed.
- **STRUMPET:** These strapping lads and lasses cater to the tastes of the common folk, offering various services and misadventures in places of ill-repute.
- VICES: Any vice other than those listed here is usually available at a tavern or inn at double the normal price listed under Vices in Chapter 5: Style.
- **WAINWRIGHT:** A wainwright refits and repairs wheel or tire damage to your mount, and installs upgrades or modifies the mount. Wainwrights typically have their own workshops, but will offer services to stables so that tired adventurers don't have to seek them out by themselves.

SERVICES

#### SERVICES



Employing the services of others is a common way to spend your wealth. In addition the payment for services rendered, you might also want to make use of the revolutionized postal or transport companies that exist throughout the heartlands.

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**QUALITY:** Quality modifiers don't apply to employment and services. Increasing your helper's fee/salary/wage might make them more efficient. Tipping or bribery is one kind of high quality (more expensive) service.

#### HIRELINGS

Sometimes the best solution for a problem is to hire someone else to

take care of it. The prices found here are daily wages for the services of different professions. Of course, those with exceptional skill will cost more—employment and contract considerations are to be expected.

**CHANCE OF FINDING:** You can't expect to find a person for hire in any old hamlet. But sure enough, as the population density grows so does the chance of finding the right person for the job. The figures given on the table below are the chances on a d20 roll of finding someone for hire in a population of 100,000.

Where the local town or city population is greater than this, multiply the figures appropriately (1 in 20 chance of finding a veteran for hire in a city of 200,000). Where the population is lower, divide the figures (5 in 20 chance of finding a particular type of craftsman in a town of 50,000). As with everything, fractions are rounded up so there is always a minimum chance of 1 in 20, no matter how small the chance gets reduced to.

**PRICE:** The cost of hiring such a person for one day. In the case of mercenaries, adventurers and veterans, a starting price is given which increases according to the risks involved in the job, their skills and renown, the tools and weapons they have, etc. In such cases, the price could increase by anything between 10 and 50 shillings per day.

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The salary per year for laborers, craftsmen, managers and specialists is about  $250 \times$  their daily salary (6 working days a week, 3 weeks a month, 12 months a year). Such workers can get work for every day of the year, some overtime pay and bonuses at seasonal celebrations.

The yearly income for mercenaries, adventurers and veterans is a lower multiple of the daily wage (only  $150 \times$ ) because they can only get work sometimes, and incur many profession related costs—healing, weapon and armor upgrades, mounts and their feed, transport costs, etc.

Ітем	CHANCE OF FINDING PER 100K POPULATION		PRICE
Veteran	1/2 in 20 chance	120+	∮ / day
Adventurer	1 in 20 chance	60+	∮ / day
Mercenary	2 in 20 chance	30+	∮ / day
Specialist	4 in 20 chance	80	∮ / day
Manager	7 in 20 chance	40	∮ / day
Craftsman	10 in 20 chance	20	∮ / day
Laborer	15 in 20 chance	10	∮ / day

- **ADVENTURER:** Some base-class adventurers have a good enough reputation to be hired by other patrons. Their price depends on their level, the dangers that may be involved and how willing they are to carry out the task. Some amount of consideration, discussion and convincing is expected on the hirer's part, especially if there isn't much money for wages. Adventurers earn an average of 9,000 f per year.
- **CRAFTSMAN:** The amount given is the typical daily wage for masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; highly skilled hirelings require significantly higher pay. The average craftsman earns 5,000 ∮ per year.
- **LABORER:** The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers. The average laborer earns 2,500 ∮ per year. This income is just enough to live on.
- MANAGER: A supervisor, store manager, factory foreman or business administrator is a costly but necessary expense if you won't be present to manage matters on your own. An average manager earns 10,000 ∮ per year.
- MERCENARY: Trained warriors, brutes and skilled sellswords can be bought for the right price. Their reputation and loyalty are both questionable—they are generally good only for as long as their contract lasts, and typically unwilling to take any risks that aren't made clear beforehand. An average mercenary earns about 4,500 ∮ per year, as long as he lives through it.
- **SPECIALIST:** Specialist professions such as engineers, doctors, architects, mechanics, lab workers, lawyers, etc. These workers can usually name their own daily price and the value given here is an estimation. The average specialist earns 20,000 ∮ per year.
- VETERAN: Advanced-class professionals are even more demanding and expensive than mercs and other adventurers. However, if they're taken on as peers and given a full share of treasures, they may be willing to join your cause for free. Veterans can expect to earn an average of 18,000 ∮ per year.

#### CORRESPONDENCE

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The Avenian Post was the first company to set up delivery routes to every location in the heartlands. Now, each country has its own post company which delivers all the way out to the crownlands and some borderland locations too.

**QUALITY:** If you pay for fine, superior or flawless quality prices  $(2\times, 5\times \text{ or } 10\times \text{ the normal price})$ , you can decrease the delivery time. Reduce the listed times by 20%, 40% or 60% for fine, superior or flawless quality.

**DELIVERY SPEED:** The values given in this table column show the time in which you can expect the item to arrive. However, many factors such as war, brigand activity or distance can affect the delivery time.

Ітем	DELIVERS WITHIN	PRICE
Express	1 hour	20 <del>f</del>
Messenger	1 day	30 ∮
Post envelope	1 week	1∮
Delivery package	1 month	5 <del>f</del>
Shipping crate	3 months	50 <b>∮</b>
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- **DELIVERY PACKAGE:** [1 MONTH] This package can weigh as much as 100 pounds and takes up to 1 month to deliver. The package travels by rail hauler and spends much time being loaded and offloaded between stations.
- **EXPRESS:** [1 HOUR] Via scientific magics, a letter can be sent in under an hour, but the cost of doing so is extremely high.
- **MESSENGER:** [1 DAY] This entry includes mounted messengers and runners. This is faster and more reliable than the post office, but also more expensive and with a limited range of 10 miles.
- **POST ENVELOPE:** [1 WEEK] Ten postage envelopes and stamps that can be used to send letter sized documents anywhere within the heartlands within a week. Postage to the crownlands (or from any region to another) costs twice as much. Postage to the borderlands (or any nonadjacent region) costs five times as much.
- **SHIPPING CRATE:** [3 MONTHS] The largest container fits up to  $2 \times 2 \times 2$  yards of gear at any weight. Multiple crates can be purchased and pieced together to form any shape crate desired. These are typically used to transport vehicles and require 3 months of delivery time.

#### TRANSPORT



Transportation has been transformed by steam and aviation technology. Rail haulers and sky-bound zeppelins have opened a new era of rapid transit and made the horse and carriage obsolete.

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**FREQUENCY:** This column shows the number of times such transport leaves daily in a city of 100,000. Adjust these frequencies for larger of smaller cities. Departure times are as evenly spaced as possible throughout the day.

Ітем	FREQUENCY	PRICE
Air Passage	2 weekly	100 ∮
City hop	2 hourly	1-5 <b>∮</b>
Coach rental		50 <del>f</del>
Extra luggage		20 ∮
Gate toll		5 ∮ per person
Highway passage	4 daily	15 <del>f</del>
Ocean passage	1 weekly	10 ∮
Rail passage	1 daily	25 <b>∮</b>
Road toll	S. A. A.	1 ∮ per 10 miles
Slow passage	2 daily	10 <del>f</del>

AIR PASSAGE: Airships and zeppelins carry passengers between major cities or metropolises (not smaller settlements) with slightly greater speed than a rail hauler but twice the comfort. Airships travel around 400 miles per day.

- **CITY HOP:** Getting around a city is fast and cheap, especially where light rail and cab coaches are available. A small hop between two city locations costs only a few shillings. In massive metropolises like Nexus, prices could go as high as 5 shillings.
- **COACH RENTAL:** The price to rent a coach for the whole day. This can usually be done from an inn by talking to the proprietor or going directly to the coach depot.
- **EXTRA LUGGAGE:** Typically, up to 100 pounds of luggage can go with you. Anything more costs this amount per 100 pounds or fraction thereof.
- **GATE TOLL:** City gates, country borders and other way stations often charge traffic that moves through.
- **HIGHWAY PASSAGE:** The price given is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 copper piece usually takes you anywhere you need to go. Coaches can travel 150 miles in a day (8 hours).
- **OCEAN PASSAGE:** Passage by sea is available between any coastal locations. Passage is booked according to the number of ports the ship will stop at. Few choose to travel by ship nowadays, as it is slow and lacks the comfort of zeppelins, airships and rail haulers. Ships that ferry passengers across the ocean can travel 200 miles in a day (8 hours).
- **RAIL PASSAGE:** Rail haulers run from town to town on rails of iron. These huge engines pull many passenger carriages behind them and can transport huge volumes of cargo or passengers. Rail haulers can travel 200 miles in a day (8 hours).
- **ROAD TOLL:** A toll is sometimes charged to cross a well-kept and guarded road to pay for its upkeep. You only pay this of you are taking the road by yourself. Otherwise the coach company or driver will pay the costs.
- **SLOW PASSAGE:** Steamwagons can tow up to three carts of passengers behind them, as long as the roads are flat and regular enough to accommodate such travel. Unfortunately, passenger seating is confined and the ride is very bumpy so steamwagon trips are usually short range. Steamwagons and other heavy hauling road vehicles can travel 100 miles in a day (8 hours).

#### PROPERTY



Houses are the last big investment a character typically makes, as such a purchase usually precedes retirement. So how will your character live in his or her retirement—will they occupy a single run down shack in the dirtiest corners of Garret's End, or will they live an opulent live in the Bosfer Hill suburbs? Perhaps you'll have to take a few more contracts before considering your retirement plans.

Long term renting can also be arranged at a monthly rate, usually with some form of down payment (a month or two paid in advance).

The fortifications listed below are even more costly. Furthermore, they do not include fine living quarters or lordly manors. They are solid fortifications, structures built to protect existing warehouses, mansions, storerooms or factories. So any amount of wealth spent on such endeavors should be in addition to the cost of your living quarters.

#### ESTATES



Most buildings fall into three categories: residential, commercial and civic.

Residential buildings are generally two to five storeys high, built side by side to form long rows separated by secondary or main streets. These row houses usually have businesses on the ground floor, with offices or apartments above. Small residences might be attached to shops, warehouses or storage sheds, especially if they're in poorer neighborhoods.

Commercial buildings are designed for businesses. Inns, warehouses, millers, tanners, and other companies that require extra space are generally large, freestanding buildings up to five floors tall.

Civic buildings are massive towering feats of engineering and architecture, designed to impress and fulfil their duty to the people of the city. The specifications depend on the purpose of the building.

**ARCHITECTURE:** Each period of history has varying styles of architecture that sets it apart from others.

- ERA OF MYTH: Romanesque empirical style of building accentuated by pillars and have use of stonework. Magical strengthening of foundations is common, though very few structures can still be found standing.
- CATACLYSM: Iron reinforced stonework, reminiscent of european medieval architecture. Gothic, vertical emphasis and ornate exteriors, but plain interiors. Butresses, layered roof tiles and open chimneys were prevalent throughout the heartlands.
- RESIDUUM: The buildings of this era appear as anything between tudor and Georgian times in England. Simple brickwork, shared chimneys between terraced houses and elevated ground floors are typical of buildings in this era.
- ► NEW EPOCH: Comparable to the styles of Victorian or Edwarian England. Large, adjoined, villa designs, painted with bright colors fill the residential areas. Commercial buildings Civic buildings aspire to the heavens and appear as ugly monstrosities that overshadow their surrounding structures.

REPAIRS: To conduct general repairs on a house takes a whole day

(a day action) for every 100 square yards of a house, or fraction thereof. At the end of the day, you make a repair check against the listed TN of the house to see if your repairs were successful.

If new plumbing is involved, add an extra 3 days. For serious damage caused by explosions or vehicle crashes, add +5 to the TN and add an extra week to the time required.

Castles, forts, mansions and other grand structures take many people to repair them. Each additional person helping with the repairs contributes a +2 bonus to the repair check, and shortens the time needed by 4 hours (half a day).

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**LOCATION:** The housing table assumes the property lies in a medium sized town, or in the surrounds of a large town. Where the population is greater, the price of all housing, properties, buildings and fortifications increases. Where the population is lower, the price decreases.

QUALITY: Quality is a very important factor of housing. An increase in the level of quality (from common to fine, for example), is an improvement in all aspects of construction—better plumbing, more steam outlets, sturdier doors and windows, more secure doors, better foundations, hardier woods, and so on.

While it's great to buy a mansion at a bargain price, a shabby old villa (inferior quality) may fail to impress your peers.

ITEM	REPAIR TN	PRICE
Renting		11
Shared Room (per month)		10 ∮
Rented Room (per month)		20 ∮
Shared Apartment (per month)	-	50 <b>∮</b>
Poor Apartment (per month)		100 ∮
Average Apartment (per month)		150 <del>f</del>
Wealthy Apartment (per month)	-	200 <b>∮</b>
Housing		
Single Room	19	500 <b>∮</b>
Pauper's House	22	2,000 ∮
Simple House	25	5,000 ∮
Average House	28	10,000 ∮
Large House	31	15,000 ∮
Manor	34	25,000 €
Mansion	37	40,000 ∮
Estate	40	70,000 ∮
Fortifications		
Tower	45	25,000 ∮
Keep	50	50,000 ∮
Castle	55	100,000 ∮
Fortress	60	500,000 <b>∮</b>
Property		12
City plot (1/10 acre)	41 - 12 ¥	1,000 ∮
Town plot ( <sup>1</sup> / <sub>5</sub> acre)		500 <b>∮</b>
Village plot (½ acre)	0 -	200 ∮
Country plot (per acre)		100 ∮
Wilderness (per acre)		100 ∮
Other	-	
Dungeon (per sq. yd.)	45	25,000 ∮
Factory	40	15,000 <del>f</del>
Great Hall	35	50,000 <del>f</del>
Inn or Tavern	30	20,000 ∮
Warehouse	25	10,000 <del>f</del>
	Alexandre Breath	

GOODS & SERVICES







- AVERAGE HOUSE: An average sized house has three to six rooms and is more spacious than a simple house. Average houses usually have both a kitchen and a bathroom, a living room and several bedrooms. They can house a family of five or six comfortably, possibly more for smaller folk such as halflings.
- **CASTLE:** The most basic castle is a keep surrounded by a 5 yard high stone wall with four towers. Larger and more decadent castles have 10 yard high walls, up to ten towers. Castles of Avenoss, Ostenia and Stoigmar have their own unique architectural styles, a factor to be considered when finding the right craftsmen to build your structure.
- CITY PLOT (1/10 ACRE): A very small plot, less than a tenth of an acre surrounded by tall, multi-storey structures.
- COUNTRY PLOT (PER ACRE): Uncultivated lands, measured in acres. May require some amount of labor to clear the land for construction, industrial or agricultural purposes.
- **DUNGEON (100 SQ. YD.):** Subterranean construction has a price based on every 100 square yards—that's four 5×5 rooms. These dungeon spaces usually have to be constructed simultaneously with any overlying foundations are planned for an above structure. If this is not the case, a dwarven engineer is required to oversee the construction (see specialist under Services above).
- **ESTATE:** As a mansion with a large plot of gardens, lawns and grounds. Employs a compliment of gardeners, chefs, maids, private guards and other servants to tend to it's vast cleaning and maintenance requirements.
- **FACTORY:** A typical factory has space for fifty workers, each performing some task which contributes to the end product. A factory is essentially a warehouse filled with expensive equipment. The equipment is not included in the price and could cost two to five times as much as the factory itself.
- **FORTRESS:** A huge castle, or fortress, is a particularly large keep with numerous associated buildings (stables, forge, granaries, and so on) and an elaborate 20 foot high wall that creates bailey and courtyard areas. The walls are extensive, taller and thicker than those of castles. Fortresses often have several walls to protect their inner courtyards, with the space to house hundreds of houses, soldiers, war machines and vehicles.
- **GREAT HALL:** A massive hall or gathering place such as a cathedral is a wondrous construction, typically featuring many gothic architectural features such as flying buttresses, tall arches and skyreaching steeples.
- **INN OR TAVERN:** Inns and taverns are more expensive than normal buildings because of the extra plumbing required for large kitchens, additional bathrooms and laundry rooms. They also have interior decoration costs that normal houses don't require.
- **KEEP:** This fortified stone building has fifteen to twenty-five rooms and is constructed from reinforced brickwork with iron, steel and weather treated timbers.
- LARGE HOUSE: This four to ten room abode can house up to 10 occupants, with as many as ten rooms, a kitchen, bathroom, living room and often a balcony or garden area.
- MANOR: Manors begin at ten rooms and are usually of superior construction to anything that comes cheaper. Several families can inhabit such a residence, making use of several bathrooms, a kitchen, a hall, living quarters, a study and bedrooms.
- **MANSION:** A mansion is a grandiose manor of more than double size. It is characterized by fine craftsmanship and exquisite building details such as lathed interior balconies, spiral staircases, dovetailed door frames, patterned mosaics, painted frescos and so on. It has every amenity one could want in a home.

CHAPTER 6: GOODS & SERVICES

- PAUPER'S HOUSE: This very small living space is only one or two tiny rooms, fit for only one or two occupants. Typically doesn't contain a bathroom or kitchen, but may have a water tap.
- **POOR APARTMENT:** A small and poorly furnished apartment, rented by one person only. Sometimes includes a bathroom or a kitchen, but not both.
- **RENTED ROOM:** A small room rented by one person with minor furnishings provided.
- SHARED APARTMENT: A group of rooms with two or more occupants paying rent. Typically furnished with necessities only.SHARED ROOM: A single room shared by two or more people.
- **SIMPLE HOUSE:** This small abode houses two to four people comfortably and has between two and five small rooms, sometimes distributed over two or three storeys. A simple house might have a kitchen or a bathroom, sometimes both.
- **SINGLE ROOM:** A single, small room with no bathroom, kitchen or running water. Only large enough for a single person to live with minor discomfort.
- **TOWER:** This round or square, three to four level tower is made of stonework with iron and wooden supports.
- TOWN PLOT (<sup>1</sup>/<sub>5</sub> ACRE): A house-sized plot of about a fifth of an acre surrounded by other housing plots.
- VILLAGE PLOT (½ ACRE): A large village plot of half an acre, measuring 50×50 yards or more.
- **WAREHOUSE:** A massive empty space covered by walls and a roof. Warehouses come in all shapes and sizes, some tall and thin, others flat and wide. There isn't much construction that goes into making a warehouse so they are not as expensive as other structures.
- WEALTHY APARTMENT: A large apartment with bathroom and kitchen, several bedrooms, a study room and sometimes a garage. WILDERNESS CLAIM (PER ACRE): Wild and untamed lands,
- measured in acres.

#### FURNISHINGS

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Why list so many mundane items, you ask? You may never buy them, but you'll definitely destroy a lot of them during your adventures, especially when a fight breaks out indoors—think 'tavern brawl'.

These very normal household tools and items can also give you an idea of the cost of everyday items, just in case you need to buy some of your own, or approximate the cost of something else you want to buy. This list comes in very handy when adventurers start setting up their own headquarters.

You can even use this list to make your own destruction tally, measuring the number of shillings worth of items you have destroyed. You'll very soon rack up a king's ransom worth of destructive achievements.

**BREAK/REPAIR TN:** Statistics are given for breaking and smashing everything here—and that's what adventurer's love to do. You can also use the target numbers given on the table here for repairing broken items.

Reduce the break or repair TN for poor, inferior or flawed items by -5, -10 or -15. Increase the break and repair TN for fine, superior or flawless items by +5, +10 or +15. Basically, the better the manufacture the harder it is to break or repair.

QUALITY: Decking out your new residence in plush furniture adds

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much comfort. It won't grant any bonuses to rest, but it will make the place feel like home.

ARMCHAIR: A soft, comfortable chair for one.

**BARREL:** Barrels come in many different sizes, with thick wooden ribs glued with pitch or wax, bounded with metal bande.

BASKET: Woven from flaxes, wicker or other reed-like plants.

**BATHTUB:** A large iron tub, modified wooden barrel or ceramic bath, usually with a hole and plug at one end.

BED: A bed frame and mattress.

**BELL:** In large houses, or out in countryside farms, bells are used to note the time of meals. Alternatively, they might be rung to sound an alarm in times of danger.

BOOKCASE: Bookcases take a lot of weight, yet tip very easily.

BOTTLE: A bottle, a gourd, a flask or any other liquid container can be purchased.

BOWL, PLATE, DISH: Any type of crockery item can be purchased.

Ітем	BREAK/ REPAIR TN	PRICE	Ітем	BREAK/ REPAIR TN	PRICE
Armchair	22	60 <b>∮</b>	Iron bars	38	80 <b>∮</b>
Barrel	25	35 <b>∮</b>	Iron bars, reinforced	46	160 <b>∮</b>
Basket	15	5 <del>f</del>	Kettle	22	22 <del>j</del>
Bathtub	30	70∮	Knife, cleaver	28	26 <del>f</del>
Bed	24	80 ∮	Jug	3	5 <del>f</del>
Bell	16	15 <b>∮</b>	Ladder	20	18 <del>j</del>
Bookcase	18	30 <b>∮</b>	Linen, blanket	14	25 <del>f</del>
Bottle	7	6 <del>f</del>	Oil drum	24	20 <del>f</del>
Bowl, plate, dish	5	4 ∮	Mirror	6	35 <del>j</del>
Box	15	5 <del>]</del>	Mosaic	27	90 <b>∮</b>
Broom, mop	12	9∮	Painting	10	75∮
Bucket	23	12 <b>∮</b>	Pillar	26	60 <del>f</del>
Cabinet	20	50 <b>∮</b>	Pillory, stocks	35	50 <b>∮</b>
Carpet, rug	33	40 ∮	Pillow	13	24 <del>]</del>
Cauldron	37	80 <b>∮</b>	Pole	23	10 f
Chest	35	60 <b>∮</b>	Portcullis	45	240 <b>∮</b>
Chair	19	25 <del>f</del>	Pot	30	18 <del>j</del>
Chandelier	18	90 <b>∮</b>	Rack	20	30 <b>∮</b>
Chimney	32	70∮	Room lamp	16	25 <del>f</del>
Clock	15	110 ∮	Sack	10	3 <del>]</del>
Crate	25	30 <b>∮</b>	Sink, basin	28	70 <del>f</del>
Cup, goblet, mug	g 9	3 <del>]</del>	Soap	12	1 <del>]</del>
Cupboard	20	30 <b>∮</b>	Sofa	24	85 <del>f</del>
Curtain	14	18 <del>f</del>	Statue	33	90 <b>∮</b>
Cushion	16	14 <b>∮</b>	Stool	20	20 <b>∮</b>
Desk	22	40 <b>∮</b>	Storage wall	26	120 <b>∮</b>
Dividing wall	20	80 <del>f</del>	Stove, oven	32	75 <del>f</del>
Dome	15	170 <del>f</del>	Table	25	25 <del>f</del>
Door, wooden	25	50 <b>∮</b>	Tankard, pitcher	28	7 f
Door, metal	35	150 <b>∮</b>	Tapestry	33	50 <del>f</del>
Door, stone	45	260 <del>f</del>	Towel	14	12 <b>∮</b>
Fork, knife, spoor	n 15	20 <del>f</del>	Vase	3	15 <b>∮</b>
Foundation	50	120 <del>f</del>	Wardrobe	21	60 <del>f</del>
Glass pane	5	10 ∮	Washcloth	15	2 ∮
Gong, large bell	30	25 <b>∮</b>	Well	40	200 <del>f</del>
Hand rail	18	20 <b>∮</b>	Window	19	140 <b>∮</b>
Hearth	40	100 <b>∮</b>	Workbench	38	120 <del>f</del>

- **Box:** Smaller and weaker than both a crate and a chest, boxes are soft storage devices.
- **BROOM, MOP:** Several types of brooms and accompanying shovels are typically kept in a cupboard or closet in the house.
- BUCKET: A wooden bucket with sealed edges and metal ribs.

CABINET: Cabinets hold wines, plates, cups, or other things.

CARPET, RUG: A carpet or rug covers a space of the floor.

- **CAULDRON:** A large iron cooking pot big enough to make soup for tens or hundreds.
- **CHANDELIER:** A fine metalwork item with many candle prongs or lamp mountings. Typically has a chain and winch that can let it down for refilling.
- **CHEST:** A flip-open storage box, often decorated and intricate, especially with smaller chests.
- CHAIR: A typical chair, wooden and upright with back support.
- **CHIMNEY:** A tall brickwork chute that vents smoke from a fireplace or stove. Sometimes a metal tube is used instead of a chimney and attaches to the outside of a building.
- **CLOCK:** The standard household clock (priced here) is made of mainly brass components, and stands 2 to 3 feet tall. It is encased in a wooden and glass box, features a large brass pendulum and has a winding key which is kept by the owner. Because the clockwork mechanisms are larger than pocket watches, they do not require as much winding—once a week is enough. They are also much more accurate than smaller pocket watches.

CRATE: Large wooden box used for storage.

CUP, GOBLET, MUG: Most types of drinking vessel fit this category.

- **CUPBOARD:** Opening cupboards can be freestanding, mounted on walls, or set into a storage wall. They can store any number of items, but are typically associated with the kitchen.
- **CURTAIN:** Gathered material covering a window, or used as a divide for certain room types.
- **CUSHION:** Plush, velvet, silk or satin, cushions can be made to the buyer's specifications.

DESK: A typical desk with two or three drawers.

- DIVIDING WALL: A thin wall that divides a larger room.
- **DOME:** A glass dome on the roof of a building, with wooden or metal dividers between each pane.
- **DOOR**, **WOODEN**: A typical wooden door. Remember to add or subtract the quality modifier to the TN for breaking or repairing. **DOOR**, **METAL**: A tough, metal reinforced door.
- **DOOR, STONE:** An incredibly heavy stone door is very hard to break, and can also be hard to open. Usually a gear mechanism draws the door to the side.
- FORK, KNIFE, SPOON: Common types of cutlery are wooden. Expensive types can be steel or silver.
- **FOUNDATION:** The foundations of a house are typically wooden, but some might be iron or brickwork. Many combine bits of all three materials. When broken, they collapse an entire house, crushing everything inside.
- GLASS PANE: Thin sheet of glass used for windows, cabinets, display cases, etc.
- **GONG:** A large circular bell-device, which can be beaten to sound an alarm.
- HANDRAIL: A wooden or metal rail that adorns balconies and staircases to prevent people from falling.

HEARTH: A brickwork fireplace.

- **IRON BARS:** Typical prison cell dividers, very strong and effective at holding most prisoners.
- **IRON BARS, REINFORCED:** Strong enough to hold orcs, dwarves or hobgoblins.
- **KETTLE:** A kettle is placed over the fireplace or on the stove to boil water.

KNIFE, CLEAVER: A chefs knife or meat cleaver is a large, expensive

piece of cutlery. These can both be used as standard daggers with a -1 damage penalty.

- **JUG:** This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.
- **LADDER:** Kept in a storeroom, garage or attic, a ladder is often kept for making repairs to the roof.
- LINEN, BLANKET, PILLOW: Bed sheets and linen for sewing are items that most households have.

OIL DRUM: A large, heavy metal barrel for holding machine oil.

- MIRROR: A wall mirror, or a freestanding mirror is an expensive thing to have in a house.
- **MOSAIC:** Delicate and beautiful tile work on floors or bathrooms **PAINTING:** A painting is typically mounted on canvas with a wooden frame. Some have a glass window protecting them.
- **PILLAR:** A tall support of either brick, plaster or wood. Destroying a pillar is not fatal to the building unless it is a foundation (see above).
- **PILLORY, STOCKS:** Device into which the head, arms and legs of a prisoner can be locked. When locked into the pillory, it is almost impossible to break free or do anything (impose a -20 penalty to any skill check that could be difficult).

POLE: Poles serve a variety of purposes around the house.

- **PORTCULLIS:** A strong grating, usually iron, that slides up or down vertical grooves in the walls, as in the entrance to a castle.
- **POT:** Cooking pots or bowls are metal and much stronger than crockery dishes.
- RACK: A coat or weapon rack are typical examples.
- **ROOM LAMP:** Unlike the hand held kind, this large lamp stands on a tall wooden shaft and lights a room like a lantern.
- SACK: Hemp sacks are common storage devices.
- SINK, BASIN: A tough iron or plaster basin attached to plumbing for washing hands or dishes.
- **SOAP:** Cleaning fluids and bars of all types for clothes, floors, dishes, etc.
- SOFA: A large, long, armchair-style seat for two or three.
- **STATUE:** A stone sculpture or model. Common quality statues are 1:1 scale (real size), while higher or lower quality ones are larger or smaller.
- STOOL: A small round type of chair with no back support.
- **STORAGE WALL:** A wall, often dividing a room, with cupboards and drawers for storing items. Sometimes part of the structure, sometimes freestanding.
- **STOVE, OVEN:** A black, cast iron device with a small fireplace and a cook top. Usually mounted in a house with a chimney that carries the smoke out of the house.

TABLE: Wooden, metal, glass topped-any type you can imagine.

TANKARD, PITCHER: A large drinking vessel, made from steel, copper or iron.

- **TAPESTRY:** A tapestry is a thick wall rug with a hand woven design. It provides both warmth and aesthetic appeal to a room.
- TOWEL: A length of absorbent cloth.
- VASE: A decorative item into which flowers are placed.
- WARDROBE: Often called an armoire in Ostenia, wardrobes hang clothes to dry and straighten them.
- **WASHCLOTH:** A small cloth used in kitchen's or bathrooms to wash clothes, the body, floors or dishes.
- **WELL:** Some locations can install their own private well, though most places have a simple water tap.

WINDOW: A common window has only decorative divisions of wood or thin iron. Reinforced windows have an extra layers—iron bars (see above)

**WORKBENCH:** More solid than a table, with vices, tool racks and other devices attached.

ERVICES

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## CHAPTER 7 VEHICLES

**CHAPTER 7: VEHICLES** 



## VEHICLES RAN B

THE GREATEST MACHINES OF THE NEW EPOCH ARE VEHICLES. THESE AMAZING CONTRAPTIONS FLY INTO THE CLOUDS AND BEYOND, DIVE INTO THE UNFATHOMED OCEAN DEEPINGS OR PLOUGH THROUGH THE STORMIEST WATERS TO FERRY PASSENGERS TO FAR AWAY DESTINATIONS.

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Vehicles are an inseparable and important part of industrial age fantasy. The floating and flying, wheeled and walking machines of this fantastic setting are treated as a hero would treat a vehicle, horse, griffon or dragon in traditional fantasy settings-you talk about them as if they were living, breathing creatures.

VEHICLE MODES: Your character can travel almost anywhere with the same rate of movement, perhaps reduced by swimming, sneaking, climbing or other obstacles. Vehicles however, can only perform certain types of movement, as noted below.

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+ AIR: Flying below the cloud layer.

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- + AQUATIC: Movement below the surface of water.
- + CLOUD: Flying above the cloud layer.
- \* ROAD: Driving or riding on smooth, flat or level surfaces.
- **TERRAIN:** Driving or riding on lumpy, uneven terrain.
- **WATER:** Movement on the surface of water.

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VEHICLE FEED: Hungry vehicles consume a lot of feed. There are four types of vehicle feed in the New Epoch.

- + ACID: Reactive acids poured into alchemical cells (batteries) can produce electricity to power a vehicle.
- COAL: Coal in a fiery furnace can heat a water boiler to produce steam for steamwork vehicles.
- FUEL: Combustion engines use such highly flammable liquids in their ignition chambers.
- + KEY TURNS: Key turns wind up clockwork heart springs that provide constant power as they unwind.

PILOTING: [PILOT SKILL] Any character can get into a vehicle, start it and pilot in very mild conditions. However, when you need to make special maneuvers and take evasive actions, the Pilot skill is required. Vehicles that have crew requirements cannot be piloted when undermanned.

CHAPTER 7: VEHICLES

### PILOT CHECKS

Huge vehicles such as the leviathan are completely impossible for anyone to pilot on their own because of their size penalty to pilot checks. Even a skeleton crew isn't enough to guide the thing through the safest of waters.

#### **VEHICLE SIZE REDUCES PILOT CHECKS**

You need to remember that for every additional qualified pilot in the crew the captain gains a +1 to her pilot check—the more qualified people there are, the better your chances of making a successful check. There is a maximum of +10 for teamwork like this.

#### **TEAMWORK REDUCES PILOTING DIFFICULTY**

To qualify, a pilot must have a skill bonus that is higher, equal to or up to 10 lower than the captain's bonus. Any lower and they can't offer any assistance. Gunnery officers, deck hands, engineers, passengers and others don't give you any sort of bonus.

#### VEHICLE COMBAT



Vehicles can do combat in exactly the same way that characters can. For the full rules of vehicle combat, refer to the Adventure Codex. But just for reference, see the bullet points below:

- **WEHICLE REFLEX:** PILOT'S REFLEX VEHICLE SIZE
- **WEHICLE DEFENSE:** PILOT'S DEFENSE VEHICLE SIZE
- **WEHICLE ATTACK:** PILOT'S WEAPON SKILL WEAPON SIZE
- ★ VEHICLE ARMAMENTS: The pilot can take control of any one vehicle armament during his or her turn. He or she can operate it single handedly, regardless of size, but can't reload it. Gunnery crews can man and fire other armaments, or help the pilot to reload an armament.

#### VEHICLE ARMOR



Vehicle armor has three values, just like personal character armor. It has a physical armor, an elemental armor and an ethereal armor for softening the blows of different damage types.

However, vehicle armor can only be dented by armaments. Character weapons and abilities have no effect on vehicle armor, even on a critical hit.

#### X / X / X = PHYSICAL / ELEMENTAL / ETHEREAL

#### VEHICLE ARMOR CAN ONLY BE DENTED BY VEHICLE ARMAMENTS

You can still take down a vehicle if your damage exceeds its armor, but you won't be able to weaken it by chipping away at its armor. Personal weapons are simply too small to have any effect on the massive armored hulls of vehicles.

## VEHICLE STATISTICS

**PRICE:** The cost of the item in shillings.

SPEED: Lists the modes of movement available to the vehicle as well as their base speeds.

The vehicle's base speed is in yards per round, usually called the trot speed  $(1\times)$ . This can be increased to  $2\times$  or  $3\times$  speed, incurring a -5 or -10 penalty to pilot checks. Any vehicle can sustain its full speed for as long as needed—vehicles don't need rest, they just need feed.

- MILES PER HOUR: If a vehicle has a basic speed of 30 yards, it also has an overland speed of 30 miles per hour at full speed.
- ✤ MILES PER DAY: You can travel ten times your speed in miles per day (travelling for 10 hours). If a vehicle does 45 yards per round, it can do 450 miles per day on an open highway. However, terrain and weather conditions rarely permit such fast speeds. See the Adventure Codex for details on overland travel.
- **ARMAMENTS:** Lists the size and type of weapons available on the vehicle. The size affects the crew required, price, attack, damage, and range of the weapon in addition to the normal attack and damage modifiers. See the end of this chapter for details on armaments and their statistics.
- **SIZE:** The size of the vehicle, as a numeric value. This number is imposed as a penalty to the vehicle's defenses and every pilot check made with the vehicle. For details on size and vehicle combat, see Chapter 5 of the Adventure Codex.

**CREW:** The minimum number of crew must be present in order to make the vehicle capable of movement, otherwise you can't even make pilot checks. You count as 1 person towards this minimum number of crew.

The maximum number of crew you can take on a vehicle is also given. This is a practical limit—there is only a limited number of seats, bunk-beds, or crew quarters in most vehicles. If necessary, larger vehicles can have their cargo space converted into more room for passengers or crew.

- **FEED:** The type of feed the vehicle consumes and the capacity of the vehicle's stomach—its feed tanks. When a vehicle has no feed in its stomach, it can't be piloted.
- **HUNGER**: How many days or hours the vehicle can operate for on a full stomach of feed. When the feed has all been consumed, the vehicle cannot move and must be fed.
- **HEALTH:** Attacks made against a vehicle may damage it. Health measures how much punishment a vehicle can take before it is completely destroyed (it stops fighting back). Basically, its your vehicle's structural integrity.
- **ARMOR:** The armor of a vehicle, often referred to as barding. The three armor ratings are for physical, elemental and ethereal armor (in that order). Vehicles reduce damage from attacks made upon the hull in exactly the same way as attacks made upon a character.

Vehicle armor is special because it can only be dented by armaments. Personal character weapons and abilities cannot damage vehicle armor, critical or not. Even special armor denting abilities can't affect vehicle armor.

- **LOAD:** The number of tons or pounds that a vehicle can carry. Up until this limit, the vehicle operates well. After this, the vehicle is overladen and cannot move.
- **REPAIR TN:** The target number for a repair check that restores Health equal to your level, or removes one status effect from your vehicle.



travel passes uneventfully as your characters have enough time to succeed on traveling through any kind of terrain. However, it is worth mentioning what the modes of transport are and the conditions that you are likely to encounter.

AIR: Phlogiston is a component in all flying vehicles to provide buoyancy in the air. Phlogiston is inert and lighter than air, but it can only provide lift up to a certain altitude, which generally doesn't break the cloud cover. Phlogiston doesn't get consumed, but is recycled and kept in compressed airtight cylinders.

In addition, the dehydrating and rehydrating of ammonia tanks, and the compression/release of air ballast can increase or reduce the ballast of larger airships, controlling the altitude. As such, they can take to the air with direct vertical velocity and do not make use of runways. In fact, runways do not exist in the New Epoch.

- **AQUATIC:** Aquatic craft have oxygen and nitrogen stores to provide a constant airflow to the pilot. Small vehicles that expose the pilot to the water can dive up to a depth of 100 yards, but any deeper and the pressure, intense cold and oxygen poisoning will kill the pilot. Sealed underwater vehicles are capable of diving up to 5 miles before they suffer serious structural damage from the pressure (the deepest reaches are 10 miles or more).
- **CLOUD:** Some smaller craft have the ability to break through the cloud layer and approach the inner astralsphere. These craft have aerial blades (wings) that can provide the extra lift when the velocity is great enough. Aside from these few vehicles, aerial blades are a relatively new and undeveloped technology that hasn't become mainstream because of the difficulties in taking off and landing (they would require runways).
- **ROADS:** While road building is becoming more and more important, the techniques used to do so are rather antiquated. Cobbled streets, gravel roads and dusty highways are the main arteries by which people travel. Cement, tar and pitch are only used as glue or joiner for slabs of stone, and not as road sealing materials by themselves.

Flat fields and level grasslands are usually just as good as roads for most wheeled or legged vehicles. Only when the ground is soft, thick, lumpy or turf does the speed slow to that of terrain.

- **TERRAIN:** This covers all rough ground types, including slopes with up to 45° inclination. Vehicles capable of handling this type of terrain can take rocky and lumpy ground as well as tall grass, shallow water or deep snow. However, they can't climb rock walls nor overcome obstacles that are the same size or larger than the vehicle or vehicle itself.
- **WATER:** Boats, river barges and seafaring ships all float on water. Inner seas and calm waters are the best for voyages. Oceans can be dangerous, requiring weather forecasters and navigators to plot the way and avoid hazards. Larger seafaring vessels have to drop their anchors in depths of 1 mile or less, so can only rest near land.

VEHICLE FEED



There are five main types of feed that are used in the vehicles of the New Epoch. These are acid, coal, fuel and key turns. There are other fuels and components important to transport, such as phlogiston, ammonia and air compressors which can adjust ballast and lift, but they are not expended in as great quantities as the main fuels, and generally only need refilling if there is a leak.

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WHERE TO REFUEL: Small one or two personal private vehicles can rest and feed at any stable you come across. Stables are assumed to have an infinite quantity of all the fuels listed here and can be transferred within one minute. Stabling for a day or longer requires the payment of a stable fee, as noted in Chapter 6: Services.

Larger vehicles must dock at specially built structures—water docks, sky docks and land docks. Stations can cost three to ten times as much as stables.

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	PRICE
alchemy powered	2 ∮ per lb.
steam powered	1∮ per lb.
combustion powered	3 ∮ per lb.
clockwork powered	2 ∮ per 100 turns
	steam powered combustion powered

- ACID: Chemical cells require new acid to fuel their electric output. The acid isn't consumed as such, but it becomes inert and basic after use. The acid isn't corrosive enough to harm people unless they are overexposed. Acid isn't discarded after use, it's purified and can be used again after adding certain reagents to increase its acidity again.
- **COAL:** Black coal burns hot and slowly, making it the most effective furnace fuel in steam powered contraptions. It is also cheap and readily available. Water is also needed for boilers to produce steam, but this is a negligible cost.
- **FUEL:** Highly flammable oils can be used in combustion engines. These engines are still highly experimental and volatile, used in fast and dangerous vehicles.
- **KEY TURNS:** Clockwork vehicles have keys to wind them. This transfers potential energy into the mount, which is stored until you need to use it. Each full key turn takes 1 standard action to complete, a long action to complete 2 key turns, so some mounts can take up to half an hour to completely wind up. In smaller vehicles, the key is something you can take with you. In larger vehicles, it is simple the name given to the handles of whatever turning mechanism feeds the machine.

CHAPTER 7: VEHICLES

## **AVENOSS** S-OFAN

Avenoss is one of the three great superpowers of the New Epoch. In general the vehicles of Avenoss are faster, lighter and slightly cheaper than those of most other nations. The style of their vehicles is streamlined, matured and refined, favoring clockwork engineering over any other type of technology. Because of the great precision available with clockworks, avenian vehicles have additional speed and maneuverability, but can't take heavy loads nor accept heavy armor plating.



CAVERN CRAWLER: This odd looking orb has wheels, tracks and short arms on every side. It uses these to roll through subterranean caves without problem. Within the orb is a cockpit that spins to remain level at all times. It is slow but careful, as one must be when delving dungeon depths.

#### ← PRICE: 5,000 €

+ SPEED: Road 10 yds. / Terrain 10 yds.

ARMAMENTS: +2 empty slot

↔ SIZE: +2	↔ CREW: 1-2
+ FEED: 30 lbs. Acid	+ HUNGER: 3 Days
✤ HEALTH: 240	↔ Armor: 10 / 5 / 15
+ LOAD: 4 tons	↔ Repair TN: 36
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CLOCKWORK CART: This four-wheeled vehicle can transport as many as three people within an enclosed cab. It requires a good amount of winding every two days but otherwise is a sturdy and reliable small vehicle, capable of taking light loads to nearby destinations.

- ← PRICE: 8,000 f ← SPEED: Road 35 yds.
- + ARMAMENTS: +3 empty slot

+ SIZE: +3	↔ CREW: 1-3
FEED: 1,000 × Key Turns	+ HUNGER: 2 Days
+ HEALTH: 250 Health	↔ ARMOR: 20 / 15 / 10
+ LOAD: 2 tons	+ REPAIR TN: 35

CLOCKWORK GALLEY: As one would expect, the finest clockwork seaborne vessel is an Avenian one. The clockwork galley is fast and streamlined, capable of outrunning anything except levitating frigates and wave skippers. It features rows of synchronized oars and wheel paddles that beat the waves in harmony.

↔ PRICE: 450,000 €

- HEALTH: 1,800

+ LOAD: 200 tons

- SPEED: Water 45 yds.
- ✤ ARMAMENTS: +22 long tom, 4× +15 arcane coil, 2× +10 harpoon
- + SIZE: +20
- + CREW: 60-300 FEED: 60,000 × Key Turns HUNGER: 6 Days
  - ARMOR: 25 / 30 / 20
  - REPAIR TN: 38

VEHICLE	PRICE	SIZE	Speed	CREW	FEED	HUNGER
Cavern Crawler	4,900 €	+2	Road 10 / Terrain 10 yds.	1-2	Acid, 30 lbs.	3 Days
Clockwork Cart	10,000 <del>f</del>	+3	Road 35 yds.	1-4	Key Turns, 1000 ×	2 Days
Clockwork Galley	350,000 ∮	+20	Water 35 yds.	60-350	Key Turns, 60000 ×	6 Days
Cloud Splitter	150,000 <del>f</del>	+15	Air 70 / Cloud 120 yds.	10-80	Fuel, 6000 lbs.	9 Days
Colossus	100,000 ∮	+16	Terrain 15 yds.	10-60	Coal, 14000 lbs.	7 Days
Falconer	1,000,000 ∮	+31	Air 55 yds.	150-400	Acid, 20000 lbs.	20 Days
Falcon	14,000 ∮	+3	Air 100 yds.	2-4	Key Turns, 100 ×	4 Hours
Kraken	340,000 ∮	+25	Aquatic 30 yds.	20-100	Acid, 18000 lbs	17 Days
Krill	12,000 <del>f</del>	+4	Aquatic 35 / Terrain 5 yds.	1-4	Key Turns, 100 ×	4 Hours
L-Boat	710,000 <del>f</del>	+26	Air 75 yds.	40-250	Fuel, 60000 lbs.	15 Days
Wolfhound	3,400 ∮	+1	Road 30 / Terrain 30 yds.	1	Key Turns, 120 ×	1 Day

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CLOUD SPLITTER: The Avenian "wolkenspalter" is a light airship capable of achieving excellent altitude and maintaining amazing speed. Because of these advantages, it is used for reconnaissance, transportation of important personnel and surveying. The heights available to the cloud splitter allow it to climb past the cloud layer and ignore heavier airships below.

- ← PRICE: 90,000 f
- SPEED: Air 75 yds. / Cloud 120 yds.
- ✤ ARMAMENTS: +15 arcane coil, 2× +8 clock gun, +8 empty slot

+ CREW: 5-30 + SIZE: +15 + FEED: 6,000 lbs. Fuel HUNGER: 9 Days ← HEALTH: 1,400 + Armor: 15 / 15 / 20 + LOAD: 50 tons + REPAIR TN: 45 3 🕅 📼 

COLOSSUS: The iron colossus is the largest humanoid construction that Avenoss has ever produced, towering over the actual fire titans of Eigonal and Titan's Reach. These hungry, powerful constructs are slow and unwieldy, but come with all the advantages of a humanoid form-it can grab, climb, run, take cover, and so on.

- ← PRICE: 280,000 ∮
- SPEED: Terrain 25 yds.
- ↔ ARMAMENTS: +20 flak cannon, +12 chem thrower, 4× +10 gatling gun, 2× +8 empty slot, (+21 melee weapon)

↔ SIZE: +18	↔ CREW: 10-20
← FEED: 14,000 lbs. Coal	+ HUNGER: 7 Days
↔ HEALTH: 2,300	↔ Armor: 40 / 30 / 30
+ LOAD: 90 tons	↔ Repair TN: 41

FALCONER: The Avenian "falkner" is a massive floating aircraft platform that launches swarms of "falkes" (falcons) to attack and destroy larger craft. It is amongst the slower vehicles in avenian fleets, has a low cargo capacity and has rather poor armor for its size. The falconer houses 36 of the small fighter birds.

- ← PRICE: 2,400,000 ∮
- + SPEED: Air 55 yds.
- ✤ ARMAMENTS: +30 arcane coil, 4× +16 super magnet, 4× +8 transmutation gun,  $4 \times +14$  empty slot
- + SIZE: +31

- CREW: 150-400 FEED: 20,000 lbs. Acid HUNGER: 20 Davs
- HEALTH: 2,500

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- + LOAD: 250 tons
- + Armor: 25 / 30 / 20 + REPAIR TN: 49

FALCON: The "falkes" or falcons are small short range fighters that launch from a falconer airship. They have amazing maneuverability and speed, with one relatively good sized weapon considering how small they are. Unfortunately, the falcons can only be wound-up from the outside, not while in flight, so the birds must return to their nests for winding every 2 hours.

- + PRICE: 15,000 €
- SPEED: Air 100 yds. / Cloud 130 yds.
- ARMAMENTS: +4 gatling gun, +2 transmfutation gun
- ↔ SIZE: +3
- FEED: 100 × Key Turns
- HEALTH: 300
- LOAD: 1 ton
- ↔ CREW: 1-2 HUNGER: 4 Hours
- + Armor: 10 / 10 / 10
- + REPAIR TN: 43

KRAKEN: Though the Avenian "krake" it isn't the largest craft in the sea, it is one of the most feared. The kraken is a giant sea squid fashioned from incredibly tough iron and tungsten alloys with eight long flexible appendages that can each be mounted with a weapon or claw. From within the kraken, 24 small fighter subs called krill can be launched to attack any other deep sea predators.

+	PRICE:	840,000	ŧ	
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- SPEED: Aquatic 30 yds.
- ✤ ARMAMENTS: +25 arcane coil, 2× +20 mortar, 2× +20 flak cannon, 2× +7 transmutation gun, +15 empty slot
- + CREW: 80-120 + SIZE: +25 + FEED: 18,000 lbs. Acid + HUNGER: 17 Days HEALTH: 2,100 Health + Armor: 35 / 30 / 15 + LOAD: 170 tons + REPAIR TN: 48 11 M

KRILL: Kraken spawn are called krill. These small fighter submarines are launched from bays in the kraken's mouth. These small subs can attach themselves to the hulls of ships, carve holes out of the armor and deploy the pilot and copilot into the enemy vehicle. They are small and agile, and can travel for up to two hours before they need to return to the kraken for winding. In addition to aquatic movement, the krill can walk upon land with some difficulty.

- ← PRICE: 14,000 f
- SPEED: Aquatic 35 yds. / Terrain 5 yds.
- + ARMAMENTS: +4 harpoon, +2 transmutation gun
- + SIZE: +4
- ← FEED: 100 × Key Turns
- + HEALTH: 350 Health
- + LOAD: 1 ton
- ► CREW: 1-2 - HUNGER: 4 Hours Armor: 10 / 10 / 10
- **REPAIR TN: 44**

Avenian Wolfhound

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L-BOAT: In typical avenian style, the air boat (luft boot) is fast and light, even considering its size. It has a fair amount of weapon mountings, but low crew capacity and armor. These make up the bulk of the avenian airforce.

- ← PRICE: 420,000 ∮
- + SPEED: Air 75 yds.
- ← ARMAMENTS: 2× +26 arcane coil, 6× +20 clock gun, 3× +17 empty slot
- ↔ SIZE: +26
- + FEED: 60,000 lbs. Fuel
- + HEALTH: 2,600 Health
- + LOAD: 180 tons
- ← CREW: 40-180 ← HUNGER: 15 Days
- + Armor: 35 / 30 / 25
  - + REPAIR TN: 41

**WOLFHOUND:** Avenian wolfhounds are any type of small, light grounded vehicle especially designed for all terrain use. It features four running legs at the front of the machine and a single large wheel upon the back. The pilot sits in a chair in the center with spring suspension to soften the jarring ride.

✤ PRICE: 2,000 手

- + SPEED: Road 30 yds. / Terrain 30 yds.
- ✤ ARMAMENTS: +2 empty slot

↔ SIZE: +1

- ← FEED: 120 × Key Turns
- + HEALTH: 120 Health
- + LOAD: 1 ton
- CREW: 1
   HUNGER: 1 Day
   ARMOR: 10 / 5 / 5
- + REPAIR TN: 36

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Avenian Falconer

Avenian Falcon



Heartland vehicles are pioneered by the various city states of the heartlands, especially Nexus, Hollow, Torch, Locke and Wroughthame. They are mostly small, private vehicles because heartland states don't have the production facilities nor funds for massive military operations.

In general, Heartland vehicles can br purchased anywhere, even in other crownland nations and a few built-up borderland areas. They use alternate types of fuel, namely alchemical electrical cells filled with acid. As such, heartland vehicles have very efficient fuel consumption, which increases the cost of production. Unfortunately, vehicles produced in the city states have fewer gun mountings due to armament restrictions imposed by Avenoss, Ostenia and Stoigmar.



AMPHIBIAN: This small vehicle sprouts wheeled legs to move about on land, but can retract its wheels and use gripping feet to walk around. Its body is boat shaped, buoyant enough to float on water and propel itself across the surface.

← PRICE: 5,000 f + SPEED: Road 15 yds. / Terrain 15 yds. / Water 15 yds. ✤ ARMAMENTS: 2× +2 empty slot + SIZE: +3 - CREW: 1-2 + FEED: 150 lbs. Acid - HUNGER: 16 Days + HEALTH: 310 Health Armor: 15 / 20 / 15 + LOAD: 4 tons - REPAIR TN: 35 **E E** 

DRAFT WAGON: A four-wheeled draft wagon is used for pulling heavy loads along roads or rough terrain. It also has an incredibly efficient boiler and furnace, and can go 20 hours between meals.

← PRICE: 2,000 f - SPEED: Road 15 yds. / Terrain 10 yds. + ARMAMENTS: None + SIZE: +2 ← CREW: 1-4 + FEED: 100 lbs. Coal HUNGER: 4 Days • HEALTH: 240 Health Armor: 10 / 10 / 10 + LOAD: 5 tons + REPAIR TN: 28 E 000 a 📓 🗆

EMPYREAN: The empyrean was produced for the sole purpose of ferrying passenger traffic from heartland city states to other locations around the Arterial Sea. While is has poor armor and small weapon mountings, its fuel efficiency and speed put some military vehicles to shame.

- ← PRICE: 210.000 €
- SPEED: Air 60 yds.
- ↔ ARMAMENTS: +15 super magnet, 2× +5 transmutation gun, 2× +5 empty slot.
- + SIZE: +22
- CREW: 10-500 - FEED: 55,000 lbs. Fuel
- HEALTH: 2,000 Health + LOAD: 150 tons
- HUNGER: 14 Days Armor: 10 / 20 / 15
  - ← REPAIR TN: 40

Amphibian	5,600 ∮	. 2				
Timpinoiun		+3	Road 15 / Terrain 15 / Water 15 yds.	1-2	Acid, 150 lbs.	16 Days
Draft Wagon	1,500 <del>f</del>	+2	Road 15 / Terrain 10 yds.	1-4	Coal, 100 lbs.	4 Days
Empyrean	300,000 €	+22	Air 60 yds.	10-500	Fuel, 25000 lbs.	14 Days
High Wain	18,000 <del>f</del>	+4	Road 30 / Terrain 15 yds.	2-5	Acid, 400 lbs.	13 Days
Mono Wheel	3,600 ∮	+1	Road 50 / Terrain 15 yds.	1	Coal, 60 lbs.	2 Days
Nautilus	120,000 ∮	+14	Aquatic 40 yds.	6-30	Acid, 1000 lbs.	15 Days
Rail carriage	25,000 <del>f</del>	+7	6 6 6 0 B	0-100		-
Rail hauler	25,000 ∮	+6	Rail 50 yds.	3-15	Coal, 1000 lbs.	5 Days
Rocket Pack	4,200 ∮	+0	Air 150 yds.	1	Fuel, 10 lbs.	4 Hours
Sky Tug	16,000 ∮	+5	Air 20 yds.	1-3	Coal, 500 lbs.	2 Days
Steam Barge	36,000 ∮	+9	Water 15 yds.	3-30	Coal, 3000 lbs.	20 Days
Steam Bike	2,900 ∮	+1	Road 40 / Terrain 20 yds.	1-2	Coal, 90 lbs.	3 Days
Stratos	125,000 ∮	+12	Air 70 / Cloud 105 yds.	6-28	Acid, 2000 lbs.	14 Days
Vapor Drake	6,600 <del>f</del>	+2	Air 90 / Road 20 yds.	1-2	Fuel 400 lbs.	8 Days

HIGH WAIN: A chemical powered highway vehicle used mostly in the city states, crownland nations and surrounds. The carriage requires one driver and an engineer to do infrequent engine patching and tire changing.

← PRICE: 6,000 ∮	
+ SPEED: Road 35 yds. /	Terrain 15 yds.
+ ARMAMENTS: 2× +3 e	mpty slot
<ul> <li>↔ SIZE: +4</li> <li>↔ FEED: 500 lbs. Acid</li> <li>↔ HEALTH: 400 Health</li> <li>↔ LOAD: 5 tons</li> </ul>	← Crew: 2-5     ← Hunger: 13 Days     ← Armor: 20 / 15 / 10     ← Repair TN: 37

MONO WHEEL: The steam monowheel features a seat, pedals, controls and a streamlined engine mounted in the center of a large, gear-like rubber wheel. It is simply the fastest vehicle on flat road, outrunning all other types easily. Unfortunately, it performs less than admirably on rough terrain.

+-	PRICE: 2,500 €	the second
+	SPEED: Road 50 yds. / Terrain	15 yds.
+	ARMAMENTS: None	
+	SIZE: +1	+ CREW: 1
+	FEED: 60 lbs. Coal	+ HUNGER: 2 Days
+	HEALTH: 100 Health	↔ Armor: 10 / 10 / 5
++-	LOAD: 1 ton	+ REPAIR TN: 31

NAUTILUS: The nautilus is the only heartland submarine in production, but it is sufficiently advanced that other nations also use these craft in their own navies. Its greatest advantage is the capability to reach new depths, unlike any other craft that has come before. It can enter trenches and delve in to the uncharted reaches of the deep sea.

← PRICE: 105,000 ∮

- SPEED: Aquatic 40 yds.
- ✤ ARMAMENTS: 2× +14 harpoon, +12 flak cannon, +8 super magnet, +8 empty slot

↔ SIZE: +14	↔ CREW: 6-30
↔ FEED: 1,000 lbs. Acid	+ HUNGER: 15 Days
↔ HEALTH: 1,400 Health	↔ Armor: 20 / 15 / 10
+ LOAD: 35 tons	↔ Repair TN: 41
E	

RAIL CARRIAGE: Rail carriages are towed by a rail hauler, and could contain cargo, passengers or any other goods. They have an excellent cargo capacity due to their rectangular shape and the solid rails upon which they sit.

9-+-	• PRICE: 11,000 \$	2	
-+-	· SPEED: As per rail hauler		Change 17 1
++-	• ARMAMENTS: +5 empty slot		C C C C C C C C C C C C C C C C C C C
-+-	· SIZE: +7	+-	CREW: 0-100
-+-	· Feed: —	+-	HUNGER: -
-	HEALTH: 700 Health	+	ARMOR: 25 / 30
-+-	· LOAD: 80 tons	+	REPAIR TN: 36
1.20		142 E	

RAIL HAULER: The rail hauler is a massive engine built with the single purpose of pulling other rail carriages along tracks. It features several boilers, a coal furnace and must have at least 3 crew members to operate it. It is extremely heavy-it takes a long time to build up speed and just as long to slow down.

+	PRICE: 26,000 € SPEED: Rail 50 yds. ARMAMENTS: +7 empty slot	
++	SIZE: +6 FEED: 1,000 lbs. Coal HEALTH: 600 Health LOAD: 30 tons	++++
-		

CREW: 3-15 HUNGER: 5 Days ARMOR: 35 / 30 / 20 **REPAIR TN: 38** 

ROCKET PACK: This dangerous goblin invention has had some minor improvements since its conception: steering fins on the helmet and appendages, correctional jets, oxygen tank and hand held thrust control. However, the dire peril of the vehicle is still plainly obviousa large, open, combustion jet engine strapped to your back. All Pilot checks take a -5 penalty.

+-	PRICE: 5,000 ∮	-	
+-	SPEED: Air 150 yds.		
+-	ARMAMENTS: None		
+-	SIZE: +0	+-	CREW: 1
+-	FEED: 10 lbs. Fuel	-+	HUNGER: 4 Hours
+-	HEALTH: 60 Health	- +-	ARMOR: 5 / 5 / 5
+-	LOAD: 0 tons	-+	REPAIR TN: 35

SKY TUG: The sky tug is slow but powerful, able to pull massive water and air vehicles into docking positions without risk of damage. They also double as air cranes, hoisting crates from place to place in a shipyard or dock.

<ul> <li>PRICE: 15,000 €</li> <li>SPEED: Air 20 yds.</li> <li>ARMAMENTS: +8 super magn</li> </ul>	net, +2 transmutation gun
- SIZE: +5 - FEED: 500 lbs. Coal	← CREW: 1-3 ← HUNGER: 2 Days
HEALTH: 500 Health     LOAD: 60 tons	

STEAM BARGE: A typical river-boat is the steam barge, a flat-hulled motorized platform upon which goods can be ferried back and forth. The barge has very poor armor and Health, but the best feed efficiency of any coal powered seafaring vehicle.

- ← PRICE: 28,000 € SPEED: Water 15 vds.
- ARMAMENTS: 4× +6 empty slot
- + SIZE: +9

/ 20

- FEED: 3,000 lbs. Coal
- HEALTH: 700 Health
  - LOAD: 50 tons
- ← CREW: 3-30 HUNGER: 20 Days ARMOR: 20 / 10 / 10 ✤ REPAIR TN: 33

**STEAM BIKE:** The steam bike has undergone various transformations since its humble beginnings. Now, the term applies to many types of bike including trikes and quads.

- ← PRICE: 3,000 f
- + SPEED: Road 40 yds / Terrain 20 yds.
- + ARMAMENTS: None
- + SIZE: +1
- + FEED: 90 lbs. Coal
- + HEALTH: 120 Health
- + LOAD: 1 ton
- CREW: 1-2
  HUNGER: 3 Days
  ARMOR: 15 / 10 / 5
- + REPAIR TN: 29

**STRATOS:** This small, private aircraft is typical of heartland design—low consumption rate and good air speed but expensive. The stratos can also break the cloud layer, allowing it to achieve much greater speeds than most vessels. While it has a few weapons, aboard, the transmutation gun is arguably a maintenance tool, so it does not break the armament restrictions of the City States.

← PRICE: 85,000 ∮

- + SPEED: Air 70 yds. / Cloud 105 yds.
- ↔ ARMAMENTS: 3× +10 empty slot, +2 transmutation gun
- +\*
   SIZE: +12
   +\*
   CREW: 6-20

   +\*
   FEED: 2,000 lbs. Acid
   +\*
   HUNGER: 14 Days

   +\*
   LOAD: 16 tons
   +\*
   REPAIR TN: 43

**VAPOR DRAKE:** The combustion powered vapor drake powers into the air. It is streamlined, has sharply slanted wings and foils to give it extra stability at high speeds. The small wheels of the vehicle make it unsuitable for off-road use, though it does well enough if it can find a place to land every seven hours.

← PRICE: 6,000 手

- + SPEED: Air 90 yds. / Road 20 yds.
- ✤ ARMAMENTS: +2 empty slot
- + SIZE: +2
- + FEED: 400 lbs. Fuel
- + HEALTH: 220 Health
- + LOAD: 2 tons
- CREW: 1-2
  HUNGER: 8 Days
- ← Armor: 15 / 10 / 10
- ✤ Repair TN: 39

Heartland Steambike

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Heartland Vapor Drake



Ijolean is an independent wartorn nation, struggling to rebuild. Its vehicles are heavy and slow, though incredibly well armored. Most were produced to repel Avenoss, decommissioned during the thirtyyear Avenian occupation. After Stoigmar intervened and granted Ijolean sovereignty, these battered old hulks have been sold off in order to pay for long overdue infrastructure redevelopments. Although the old vehicles require a lot of maintenance and have poor crew capacity, they have excellent cargo space, incredibly thick armor and come at a very low price, making them the perfect choice for small mercenary companies and private armies.



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**BROADSWORD**: Since Avenoss relinquished control of Ijolea in 342NE, the new Ijolean government has been selling the obsolete warships en-masse in order to fund industrial restructuring. These massive hulking war relics have become instantly popular with mercenary companies, private faction armies and well-to-do adventuring groups. Aside from their sluggish speed and high maintenance needs, the broadsword is incredibly well-armored, has excellent cargo capacity, features plenty of weapon mountings and is very cheap for its size.

- ← PRICE: 330,000 f
- + SPEED: Air 40 yds.
- ✤ ARMAMENTS: +25 steam sheller, +22 demolition ball, 3× +20 long tom, 4× +18 empty slot

Ijolean Broadsword

- + SIZE: +23
- ← CREW: 40-150
- + FEED: 100,000 lbs. Coal
- + HEALTH: 2,500 Health
- + LOAD: 210 tons
- + HUNGER: 12 Days
- + Armor: 45 / 35 / 30
- ← REPAIR TN: 39

VEHICLE PRICE SIZE SPEED CREW FEED HUNGER 300,000 f Air 40 vds. Coal, 100000 lbs. Broadsword +2320-160 12 Days Bronze Titan 23,000 € +5 Air 40 / Terrain 20 yds. 2-2 Fuel, 500 lbs. 7 Days Kettle Tank 25,000 € +7 Road 20 / Terrain 15 yds. 3-12 Coal, 1500 lbs. 5 Days Ironclad 1,225,000 f +30 Water 30 yds. 70-700 Coal, 200000 lbs. 18 Days Rhino Tortoise 5,300 £ Road 20 / Terrain 20 yds. 1-4 Coal 200 lbs. 9 Days +3

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**BRONZE TITAN:** The bronze titan is a massive armored suit of steel with bronze fittings. It accepts only one pilot and one engineer, who must accept very confined quarters. The titan moves swiftly on land but is slow in the air compared to other vehicles. The greatest advantage of a bronze titan is its ability to mimic humanoid movements—it can climb, use harpoons to grapple large vehicles, manipulate levers, pick up items, etc.

- ← PRICE: 42,000 §
- ↔ SPEED: Air 40 yds. / Terrain 20 yds.

Ijolean Rhino Tortoise

- ARMAMENTS: +6 melee weapon, +6 chem thrower, +5 gatling gun, 2× +4 empty slot
- + SIZE: +5
- + FEED: 500 lbs. Fuel
- + HEALTH: 550 Health
- + LOAD: 8 tons
- ↔ CREW: 2
- + HUNGER: 7 Days
- ↔ Armor: 35 / 30 / 25
   ↔ Repair TN: 46

**KETTLE TANK:** Much like the Ijolean Broadsword, the kettle tank is a popular item amongst faction armies and mercenaries. The tank has two forward sets of tracks and one rear set for steering, two minor weapon placements and one great cannon known as the 'spout'. It has excellent armor and load-bearing capacity but is very slow, even on a well paved road.

- ✤ PRICE: 34,000 ∮
- + SPEED: Road 15 yds. / Terrain 10 yds.
- ↔ ARMAMENTS: +8 steam sheller, 2× +5 flak cannon, +5 empty slot
- SIZE: +7
  FEED: 1,500 lbs. Coal
  HEALTH: 900 Health
  LOAD: 20 tons
  REPAIR TN: 36

**IRONCLAD:** This massive, slow ocean ship is something all nations are familiar with though they originated in Ijolean some hundred years ago. Ironclads are armored, steam-powered cargo ships used to transport massive quantities of minerals and supplies. They have cranes and open cargo bays to allow for easy loading. Like other Ijolean vehicles, it is large, heavily armored and slow.

- ← PRICE: 240,000 ∮
- SPEED: Water 30 yds.
- ← ARMAMENTS: 4× +17 long tom, 2× +10 demolition ball, 4× +8 empty slot
- + SIZE: +30
- ← CREW: 40-500 ← HUNGER: 18 Days
- FEED: 200,000 lbs. Coal
- +- HEALTH: 3,000 Health +- LOAD: 440 tons
- + Armor: 40 / 30 / 25
- + REPAIR TN: 34

Ijolean Kettle Tank

**RHINO TORTOISE:** The largest and heaviest vehicle for a single pilot is the rhino tortoise. It has four sets of tracked wheels, a strong frame and thick barding, allowing it to navigate any sort of terrain, carry massive loads upon its back and ignore most man-sized weapon attacks. However, it is hungry, slow and too large to be of any use inside cities, so must be stabled outside.

- ← PRICE: 6,000 f
- + SPEED: Road 20 yds. / Terrain 20 yds.
- ↔ ARMAMENTS: 2× +3 empty slot
- + SIZE: +3
- + FEED: 200 lbs. Coal
- + HEALTH: 360 Health
- + LOAD: 12 tons
- CREW: 1-4
   HUNGER: 9 Days
   ARMOR: 30 / 20 / 15
   REPAIR TN: 38

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CHAPTER 7: VEHICLES

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Ijolean Bronze Titan



Ostenia is a massive empire of colonies, governed by the King and the Church. Ostenian vehicles are massive, splendorous and impressive. They have ornamental finishings, fluted edges, flyings buttresses and aesthetic appeal over and above that of other countries. Their great mass gives a greater crew capacity but results in lower top speeds. The decorative nature of many ostenian vehicles also reduces the effectiveness of their armor-aesthetic choices by the shipwrights, navigitects and engineers give rise to structural weaknesses. While the armies of Ostenia are indeed impressive, the cost of construction for these vehicles is a great weight upon the nation.



APOSTLE: The apostle is Ostenia's elite messenger and personnel airship. While is costs a small fortune, it is simply the fastest ship in the skies. This airship uses the newest aerial blade technology and precious materials in its acid banks. Despite being light, fragile and easily outgunned, the apostle is an excellent and efficient flier with a very comfortable interior.

← PRICE: 58,000 f

+ SPEED: Air 80 yds. / Cloud 130 yds. ✤ ARMAMENTS: +7 clock gun, 2× +5 empty slot

↔ SIZE: +7	CREW: 2-8
+ FEED: 5,000 lbs. Acid	+ HUNGER: 10 Days
+ HEALTH: 1,000 Health	↔ Armor: 20 / 20 / 25
+ LOAD: 13 tons	↔ Repair TN: 45
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CATHEDRAL TITAN: The gargantuan, flying cathedral titan is Ostenia's most ambitious and expensive war machine. There are only three cathedral titans in existence, all regularly maintained but not currently in service-they remain dormant until times of war. In a battle, a cathedral titan serves as a headquarters and refueling station for other ships. It can heal troops, repair ships and provide support fire, but is too slow to be used in offensive maneuvers.

- ← PRICE: 3,500,000 ∮
- SPEED: Air 35 yds. / Terrain 10 yds. / Water 20 yds.
- + ARMAMENTS: +40 divine font, +40 chem thrower, +40 melee weapon,  $3 \times +25$  flak cannon,  $4 \times +20$  harpoon,  $2 \times +15$ transmutation gun
- + SIZE: +43

- CREW: 150-700 - FEED: 100,000 lbs. Fuel HUNGER: 12 Days HEALTH: 6,000 Health ARMOR: 40 / 30 / 50
- + LOAD: 400 tons **REPAIR TN: 50**

CHARGER: A powerful, four-legged clockwork animal, that stomps, chomps and charges with many times more power than a horse. The charger has all the features you'd expect of a flesh and blood animal without the terrible temper.

← PRICE: 3,500 f

**ARMAMENTS:** None

SPEED: Road 35 yds. / Terrain 15 yds.

← SIZE: +1	+ CREW: 1
FEED: 100 lbs. Acid	+ HUNGER: 4 Days
+ HEALTH: 150 Health	↔ Armor: 10 / 15 / 15
- LOAD: 1 ton	↔ Repair TN: 32

AIRBORNE VEHICLE	PRICE	SIZE	SPEED	CREW	FEED	HUNGER
Apostle	250,000 ∮	+7	Air 80 / Cloud 130 yds.	2-9	Acid, 5000 lbs.	10 Days
Cathedral Titan	3,500,000 ∮	+40	Air 35 / Ter. 10 / Water 20 yds.	120-500	Fuel, 100000 lbs.	18 Days
Charger	3,700 ∮	+1	Road 35 / Terrain 15 yds.	200/10	Acid, 100 lbs.	4 Days
Disciple	125,000 ∮	+14	Air 65 / Terrain 15 yds.	15-90	Coal, 13000 lbs.	16 Days
Nymph	2,100 ∮	+2	Water 40 yds.	1-2	Key Turns, 150 ×	1 Day
Lancer	20,000 <del>f</del>	+5	Air 50 / Cloud 70 yds.	3-12	Coal, 3000 lbs.	10 Days
Levitation Disk	4,500 ∮	+1	Air 50 yds.	1	Fuel, 20 lbs.	1 Day
Levitating Frigate	770,000 <del>f</del>	+25	Air 50 / Water 30 yds.	50-400	Coal, 125k lbs.	10 Days
Paladin	710,000 ∮	+28	Air 45 yds.	60-280	Coal, 80k lbs.	11 Days
Pegasus	7,000 ∮	+4	Air 80 / Road 35 / Terrain 25 yds.	1-5	Key Turns, 1000 ×	2 Days
Saint Bastyon	1,800,000 ∮	+35	Air 30 / Water 20 yds.	70-560	Coal, 100k lbs.	10 Days

**CHAPTER 7: VEHICLES** 

THE ARMIES OF OSTENIA CENTER: The Ostenian Cathedral Titan BACKGROUND: Ostenian Paladin and Levigating Frigate

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DISCIPLE: The disciple is one of the smaller airborne Ostenian vehicles in production. While it has the ability to sprout wheeled legs and move about on land, it is slow and has fewer than optimal weapon placements.

- ← PRICE: 220,000 ∮
- + SPEED: Air 65 yds. / Cloud 75 yds. / Terrain 15 yds.
- ARMAMENTS: 2× +14 empty slot, +8 divine font, 2× +6 empty slot
- ← SIZE: +16

- ↔ CREW: 15-40
- + FEED: 13,000 lbs. Coal
- + HEALTH: 2,000 Health
- + HUNGER: 16 Days
- Armor: 20 / 20 / 30
- + LOAD: 33 tons
- 1

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- + REPAIR TN: 43

NYMPH: This high powered jet boat is one of the fastest water vehicles. Though it can't compete with flying mounts, it does very well at getting around islands or canals with speed.

- ← PRICE: 2,500 f
- SPEED: Water 40 yds.
- ----ARMAMENTS: +2 empty slot
- + SIZE: +2
- FEED: 150 × Key Turns -+--
- HEALTH: 240 Health
- + LOAD: 1 ton

← CREW: 1-2 + HUNGER: 1 Day + Armor: 5 / 10 / 10 **REPAIR TN: 30** 

LANCER: The lancer is a type of flying war transport designed for deploying soldiers on enemy vehicles. It isn't fast nor maneuverable, but it is small enough to avoid heavy warship fire and has a good crew capacity for its size. However, it doesn't have room for much else.

- ← PRICE: 30,000 f
- SPEED: Air 50 yds. / Cloud 70 yds.
- ✤ ARMAMENTS: +5 flak cannon, 2× +3 empty slot
- ↔ SIZE: +5 ← CREW: 3-6 + FEED: 3,000 lbs. Coal - HUNGER: 10 Days + HEALTH: 500 Health Armor: 15 / 10 / 15 + LOAD: 10 tons + REPAIR TN: 35 - 1 ----

LEVITATION DISK: The stylish levitation disk is a floating platform that is controlled by pedals under the feet and a single forward lever for one hand. The pilots boots are strapped onto the disk for better stability, and the lever is gripped in the offhand. The disk has wheels that fold out, so it can be towed as a cart when not being ridden (which also saves fuel).

- ✤ PRICE: 3,500 ∮ SPEED: Air 50 yds.
- ARMAMENTS: +2 empty slot
- SIZE: +1
- FEED: 20 lbs. Fuel
- + HEALTH: 120 Health
- + LOAD: 1 ton
- CREW: 1
- HUNGER: 1 Day
- Armor: 5 / 5 / 10
- REPAIR TN: 33

Ostenian Paladin

**CHAPTER 7: VEHICLES** 

**LEVITATING FRIGATE:** Before Ostenia mastered the art of phlogiston airships, its levitating frigates ruled the seas. These large warships can take to the air for only 1 hour per day, granting greater speeds and maneuverability. While they can't take as heavy loads as ironclads, they can be equipped with much heavier weaponry.

None of these ships are used by the Ostenian military because they are too outdated. However, they are durable and very easy to repair so many are still in use today under private ownership.

- ↔ PRICE: 560,000 ∮
- SPEED: Air 50 yds. / Water 30 yds.
- ← ARMAMENTS: +25 long tom, 4× +20 gatling gun, 2× +13 arcane coil, +10 divine font, 5× +8 empty slot

+ SIZE: +25	↔ CREW: 50-400
↔ FEED: 120,000 lbs. Coal	+ HUNGER: 10 Days
+ HEALTH: 2,800 Health	+ Armor: 35 / 30 / 40
+ LOAD: 120 tons	+ REPAIR TN: 34

**PALADIN:** The paladin is a heavy, massive warship with multiple weapon placements of varying sizes. Though it is slow and expensive, the paladin's primary advantage is the variety of weapons it can bring to bear, dealing with small fighter sized craft and large battle cruisers equally well.

- ← PRICE: 1,200,000 ∮
- + SPEED: Air 55 yds. / Cloud 70 yds.
- ← ARMAMENTS: +30 empty slot, +25 divine font, 4× +23 empty slot, 2× +18 long tom, 2× +12 chem thrower
- + SIZE: +31
- ← FEED: 80,000 lbs. Coal
- + HEALTH: 3,800 Health
- + LOAD: 165 tons
- + CREW: 60-360

**PEGASUS:** The pegasus is a graceful, beautiful vehicle with four retracting wheels and great wings that fan out when it takes to the air. The flight of the pegasus is possible due to large phlogiston compressors in the front and rear, so that the clockworks only need to provide the mount's propulsion.

← PRICE: 8,000 f

- + SPEED: Air 80 yds. / Road 35 yds. / Terrain 25 yds.
- ↔ ARMAMENTS: 2× +3 empty slot

+ SIZE: +4	↔ CREW: 1-3
+ FEED: 1,000 × Key Turns	+ HUNGER: 2 Days
+ HEALTH: 410 Health	+ Armor: 15 / 10 / 15
+ LOAD: 2 tons	+ REPAIR TN: 34

**SAINT BASTYON:** One of the largest airships in the sky is the mighty Saint Bastyon. Unlike Ostenia's well-known levitating frigate, the Bastyon stays in the air whenever travelling, but can travel by water to save 25% fuel consumption or rise above the clouds, costing 25% more. Like the Paladin, it is slow and difficult to maneuver but features plenty of weapon mountings.

↔ PRICE: 2,150,000 ∮

- ↔ SPEED: Air 45 yds. / Water 20 yds. / Cloud 55 yds.
  ↔ ARMAMENTS: 2× +37 long tom, +35 divine font, 2× +32 mortar, 2× +30 steam sheller, 4× +20 empty slot, 4× +12 empty slot
- + SIZE: +38

- ← FEED: 100,000 lbs. Coal
- + HEALTH: 4,400 Health
- + LOAD: 290 tons
- ← CREW: 90-500
   ← HUNGER: 10 Days
- + Armor: 35 / 30 / 40

**CHAPTER 7: VEHICLES** 

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✤ REPAIR TN: 40

Ostenian Charger

Ostenian Levitating Frigate



Stoigmar is one of the three great superpowers of the New Epoch. Stoigmari people prides themselves on the load bearing capabilities of their vehicles, the superior dwarven alloy armoring and the huge, albeit few, armament placements. No nation puts so much emphasis on mounting weapons into their vehicles as Stoigmar. However, only a country with the mineral resources as Stoigmar could fuel their vehicles-they consume coal, fuel, acid or keyturns more quickly than other vehicles. Furthermore, their focus on weaponry leaves much to be desired in the cockpit, style and general appearance of their vehicles.

But above all, Stoigmar is most feared for their production capacity. It doesn't matter that their vehicles lack style when they can produce hundreds by the day. The sheer numbers that Stoigmar can field in times of war is enough to deter any aggressors.



ARACHNATANK: A spider-like machine, heavily armored, with gun placements of each side. The arachnatank conquers all terrain types, pushing into mountainous or icy conditions without slowing.

- ← PRICE: 96,000 f
- SPEED: Terrain 20 yds.
- +-ARMAMENTS: +15 mortar, 2× +8 clock gun, 2× +6 empty slot, +2 super magnet
- ↔ SIZE: +12 CREW: 8-20 + FEED: 5,000 lbs. Coal HUNGER: 9 Days + HEALTH: 1,200 Health ARMOR: 30 / 35 / 25 + LOAD: 44 tons REPAIR TN: 45

DESTROYER: The destroyer is Stoigmar's largest land vehicle, with six massive legs and a vertical, cylindrical body. The destroyer has multiple weapon placements all around its hull, and can form a floating weapon platform in a body of water by extending its legs.

- ✤ PRICE: 780,000 ∮
- ← SPEED: Terrain 10 yds. / Water 25 yds.
- ↔ ARMAMENTS: +35 mortar, +30 empty slot, +25 demolition ball, 3× +17 long tom, 3× +17 steam sheller

+ SIZE: +30	↔ CREW: 50-200
← FEED: 30,000 lbs. Fuel	+ HUNGER: 7 Days
+ HEALTH: 3,000 Health	↔ Armor: 35 / 40 / 30
+ LOAD: 240 tons	↔ Repair TN: 42

HAMMER: The largest single weapon that roams the skies is the Stoigmari Hammer airship. The design is the opposite of most shipsinstead of a fuselage and weapons being built around phlogiston cylinders, the Hammer has the phlogiston and fuselage as mere dressings to facilitate the movement of three almighty revolving steam cannons. Because of the special revolving loading system of the hammer, it can fire once every 2 rounds (ignore the normal capacities and loading times).

- ← PRICE: 658,000 f
- + SPEED: Air 45 vds.

LOAD: 140 tons

- ↔ ARMAMENTS: 3× +40 steam sheller, +12 occult reliquary, 2× +10 empty slot
- + SIZE: +25
- CREW: 25-120 + FEED: 30,000 lbs. Coal HUNGER: 16 Days + HEALTH: 2,500 Health
  - ARMOR: 25 / 30 / 20

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**REPAIR TN: 46** 

AIRBORNE VEHICLE	PRICE	Size	SPEED	CREW	FEED	Hunger
Arachnatank	56,000 <del>f</del>	+11	Terrain 20 yds.	10-40	Coal, 5k lbs.	9 Days
Destroyer	600,000 ∮	+30	Terrain 10 / Water 25 yds.	100-200	Fuel, 30k lbs.	7 Days
Hammer	460,000 ∮	+24	Air 45 yds.	30-110	Coal, 30k lbs.	16 Days
Iron Griffon	8,300	+3	Air 50 / Road 30 / Terrain 25 yds.	1-2	Coal, 250 lbs.	4 Days
Leviathan	1,100,000 ∮	+43	Aquatic 25 yds.	40-200	Fuel, 45k lbs.	15 Days
Mammoth	95,000 <del>f</del>	+13	Terrain 10 yds.	20-70	Key Turns, 25k ×	5 Days
Mark II	66,000 <del>f</del>	+9	Air 75 / Cloud 100 yds.	3-18	Fuel, 1k lbs.	6 Days
Propulsion Eel	2,300 ∮	+0	Aquatic 20 yds.	1	Acid, 10 lbs.	2 Hours
Storm Titan	220,000 ∮	+19	Air 30 / Terrain 10 yds.	50-100	Acid, 7k lbs.	12 Days
Vanquisher	480,000 ∮	+20	Air 65 yds.	40-240	Fuel, 25k lbs.	7 Days
Warhorse	3,000 ∮	+2	Road 30 / Terrain 15 yds.	1-2	Coal, 160 lbs.	2 Days
Zeppelin	240,000 ∮	+21	Air 40 yds.	10-100	Coal, 15k lbs.	7 Days

**CHAPTER 7: VEHICLES** 

THE ARMIES OF STOIGMAR CENTER: The Stoigmari Storm Titan BACKGROUND: Stoigmari Hammer and Vanquisher airships

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**IRON GRIFFON:** This massive vehicle has four wheels, powerful wings and a large eagle's head. The griffon has just enough power to take to the air and has wings that fold out to accommodate maneuverability and flight.

- ✤ PRICE: 8,000 ∮
- + SPEED: Air 50 yds. / Road 30 yds. / Terrain 25 yds.
- + ARMAMENTS: +3 empty slot
- ↔ SIZE: +3
- ← FEED: 250 lbs. Coal
- + HEALTH: 360 Health
- + LOAD: 5 tons
- ↔ CREW: 1-2
- + HUNGER: 4 Days
  - + Armor: 15 / 20 / 15
  - + REPAIR TN: 37

**LEVIATHAN:** The massive stoigmari leviathan is the largest vehicle ever to travel beneath the waves. It has a small crew for its size, but plenty of room, weapons and cargo space, and some of the thickest armor ever produced by man.

- ← PRICE: 1,400,000 手
- SPEED: Aquatic 25 yds.
- ↔ ARMAMENTS: 2× +40 harpoon, 2× 35 steam sheller, 2× +30 mortar, +20 occult reliquary, 2× 10 empty slots, +5 transmutation gun
- + SIZE: +43
- ← FEED: 45,000 lbs. Fuel
- + HEALTH: 5,000 Health
- + LOAD: 460 tons
- ← CREW: 50-200
- + HUNGER: 15 Days
- + Armor: 50 / 40 / 30
- + REPAIR TN: 48

Stoigmari Vanquisher

III

Stoigmari Warhorse

Stoigmari Hammer

CHAPTER 7: VEHICLES

MAMMOTH: The great dwarven mammoth is a wonder of Rothiri engineering, produced for Stoigmar before their country was lost to the undead. It consists of a low, flat body with four leg-like appendages and can walk or drive around due to retracting wheels. The body of the mammoth houses many huge weapons that can fold out and bombard enemies. However, you need many crew to keep winding the vehicle from the inside. None of these have been produced since Mazrothir was overrun by undead.

+-	PRICE:	70,000	ŧ
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SPEED: Road 35 yds. / Terrain 20 yds.

✤ ARMAMENTS: 2× +14 empty slot, 4× +10 empty slot

+-	SIZE: +13	↔ CREW: 7-25
+-	FEED: 25,000 × Key Turns	+ HUNGER: 5 Days
	HEALTH: 1,600 Health	+ ARMOR: 25 / 30 / 25
+-	LOAD: 40 tons	+ REPAIR TN: 47
	12	

MARK II: The fastest stoigmari vessel is the Mark II airship, one of the only stoigmari ships to consume fuel rather than coal. The Mark II is exceptionally fast, quite well armored and has good storage capacity, so is often used by tactical teams or faction armies.

- ← PRICE: 65,000 f
- SPEED: Air 75 yds. / Cloud 100 yds.
- ↔ ARMAMENTS: +10 long tom, 2× +8 empty slot, +6 transmutation gun

↔ SIZE: +10	CREW: 3-18
↔ FEED: 2,000 lbs. Fuel	+ HUNGER: 6 Days
↔ HEALTH: 1,300 Health	↔ Armor: 20 / 20 / 15
+ LOAD: 25 tons	↔ Repair TN: 43

PROPULSION EEL: Grasping and squeezing the handles of the propulsion eel pulls the pilot into the aquatic depths. The vehicle is a simple machine that tows a pilot in the direction it is pointed.

++-	PRICE: 1,500 ∮		
++-	SPEED: Aquatic 20 yds.		
+	ARMAMENTS: None		
+-	SIZE: +0	+-	CREW: 1
+	FEED: 10 lbs. Acid	-+	HUNGER: 2 Hours
+-	HEALTH: 60 Health	-+-	Armor: 10 / 5 / 5
++-	LOAD: 1 ton	-+	REPAIR TN: 30

STORM TITAN: Fashioned as a humanoid with dwarf proportions, the storm titan has the ability to throw lightning bolts from its eyes and electrocute vehicles with its hands. It was produced by the steamwork dwarves of Ulixium for Stoigmar during the Ijolean liberation wars and has become famous for its toughness, maneuverability and oversized weapons.

- + PRICE: 190,000 f
- + SPEED: Air 40 vds. / Terrain 15 vds.
- ✤ ARMAMENTS: +20 melee weapon, +20 long tom, 2× +12 arcane coil ×2, 6× +6 empty slot
- ► SIZE: +14
- CREW: 6-16 + HUNGER: 12 Days
- FEED: 5,000 lbs. Acid
- + HEALTH: 2,000 Health LOAD: 60 tons
- ↔ Armor: 35 / 40 / 25
- + REPAIR TN: 46

VANQUISHER: The stoigmari vanquisher is the newest and most maneuverable large craft to come out of the nation. Unlike most other stoigmari craft, the vanquisher consumes fuel and is not overloaded with guns. It can even reach speeds that compare to some avenian airships.

- ← PRICE: 184,000 手
- + SPEED: Air 75 yds.
- ARMAMENTS: 2× +15 long tom, 2× +14 gatling gun, +10 empty slot, 2× +6 occult reliquary
- + SIZE: +21 FEED: 25,000 lbs. Fuel

- + CREW: 20-140 + HUNGER: 7 Days
- HEALTH: 2,100 Health
- LOAD: 100 tons
- ← ARMOR: 25 / 30 / 20 + REPAIR TN: 44

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WARHORSE: The larger and more heavily barded steam bike mounts are known as warhorses. Their wide gripping wheels, greater torque and heavy armor makes them perfect for battling savages in the borderlands.

<ul> <li>✤ PRICE: 4,000 f</li> <li>✤ SPEED: Road 30 yds. / Terra</li> <li>✦ ARMAMENTS: +3 empty slot</li> </ul>	in 15 yds.
+ SIZE: +2	+ CREW: 1
+ FEED: 160 lbs. Coal	+ HUNGER: 2 Days
+ HEALTH: 300 Health	+ Armor: 15 / 10 / 10
+ LOAD: 4 tons	↔ Repair TN: 34

ZEPPELIN: The zeppelin was a revolution in air transport eighty years ago but now they are becoming obsolete with the insurgence of phlogiston airships. Zeppelins are suspended in the air by a balloon of half-and-half helium and phlogiston, with steam powered propeller engines and steering fins to guide them. Every zeppelin has an engine room and a pilot's deck, from which the altitude, speed and direction of the zeppelin can be controlled.

When the zeppelin is defeated, it explodes as a +35 mortar attack with itself as the target and automatically scores a critical hit (maximum damage), taking out anything nearby. Not surprisingly, in times of war zeppelin crews are not drafted voluntarily.

← PRICE: 120,000 ∮

- SPEED: Air 40 yds.
- ARMAMENTS: +25 empty slot, 4× +10 empty slot, (+35 special weapon)
- + SIZE: +21

- + FEED: 15,000 lbs. Coal
- + HEALTH: 3,500 Health
- + LOAD: 130 tons
- CREW: 20-220 HUNGER: 7 Days
- ARMOR: 1 / 1 / 1
- + REPAIR TN: 34

CHAPTER 7: VEHICLES

# YUSUNA

Yusuna is a large but weak nation, ever on the brink of war with Ostenia. While it barely has the budget to invest in war machines and vehicles, it has little choice with such tense border relations and its aggressive neighbors. Vehicles built in Yusuna are typically designed by foreign navigitects employed by the government. Many of the parts are also imported as they can't be produced locally. However, this collaboration results in flying craft which are very air worthy. Many Yusunan designs are based on animals or insects native to Yusuna and her surrounding waters.



**ARMADILLO:** This hulking, rectangular land crawler moves about on six gargantuan sets of tracks. It features a massive loading bay, equipped with cranes and sky hooks for easy placement and rearrangement of cargo, with very decent armors and a few large weapon mountings to cover its flanks. While it is slow, under armed and rather ugly, it has massive storage capacity and excellent fuel efficiency compared to its size.

- ← PRICE: 126,000 手
- SPEED: Terrain 10 yds.

↔ ARMAMENTS: +15 super magnet, 5× +10 empty slots

↔ SIZE: +18	
+ FEED: 4,000 lbs. Acid	+ HUNGER: 10 Days
+ HEALTH: 2,000 Health	↔ Armor: 30 / 25 / 25
+ LOAD: 80 tons	↔ Repair TN: 38

**GRASSHOPPER:** The grasshopper has long powerful legs that can grip the ground and spring the vehicle into the air. Thus, movement happens in hops and bounds. While this can be an uncomfortable ride, the grasshopper has the advantage of great leaping capability, receiving a +10 bonus to all Pilot checks made to perform jumps.

← PRICE: 5,000 <sup>f</sup>
 ← SPEED: Road 30 yds. / Terrain 15 yds.
 ← ARMAMENTS: +1 empty slot
 ← SIZE: +2
 ← CREW: 1
 ← FEED: 100 × Key Turns
 ← HUNGER:

+	FEED: 100 × Key Turns	+ HUNGER: 1 Day	
++-	HEALTH: 60 Health	↔ Armor: 10 / 10 / 5	
+-	LOAD: 1 ton	↔ Repair TN: 35	
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**JAMBIYA:** Yusuna's first and only airship is the small and agile Jambiya. Its small yet roomy interiors are perfect for a crew of military specialists (soldiers, adventurers, etc). It only has one weapon mount and has very little armor, but the speed of the craft allows it to outrun almost any other large craft in the sky.

- ← PRICE: 48,000 ∮
- SPEED: Air 85 yds. / Cloud 110 yds.
- ✤ ARMAMENTS: +5 empty slot, 3× +3 empty slot
- + SIZE: +6
- FEED: 900 lbs. Fuel
- ↔ HEALTH: 600 Health↔ LOAD: 5 tons
- ↔ CREW: 1-7
  ↔ HUNGER: 5 Days
  ↔ ARMOR: 20 / 20 / 20
- + REPAIR TN: 38

AIRBORNE VEHICLE	PRICE	SIZE	SPEED	CREW	FEED	HUNGER
Armadillo	210,000 ∮	+12	Terrain 10 yds.	12-150	Acid, 7k lbs.	10 Days
Grasshopper	2,100 <del>f</del>	+2	Road 30 / Terrain 15 yds.	1	Key Turns, 100 ×	1 Day
Jambiya	40,000 <b>∮</b>	+6	Air 85 / Cloud 110 yds.	1-6	Fuel, 900 lbs.	5 Days
Lantern Ray	9,100 ∮	+2	Aquatic 30 / Water 50 yds.	1-4	Fuel, 500 lbs.	3 Days
Locopede	48,000 <del>f</del>	+9	Terrain 25 yds.	5-25	Coal, 3000 lbs. ×	7 Days
Pincer	36,000 ∮	+7	Aquatic 20 / Terrain 10 yds.	3-11	Acid, 500 lbs.	5 Days

**LANTERN RAY:** This tiny submarine jets through water and can dive up to any depth. It's tough armor plating makes it the perfect vehicle for taking on subterranean creatures or exploring ocean depths at speed. However, It can't be used as a stealth vehicle because of the light emitted from the combustion engine.

++-	PRICE:	11,000 ∮			
+-	SPEED:	Aquatic 30 yds. /	Water	50	yds.

+ ARMAMENTS: +4 harpoon, 2× +2 empty slot

↔ SIZE: +4	↔ CREW: 1-4
+ FEED: 500 lbs. Fuel	+ HUNGER: 3 Days
+ HEALTH: 340 Health	↔ Armor: 30 / 20 / 10
+ LOAD: 2 tons	+ REPAIR TN: 36

**LOCOPEDE:** An interesting and powerful fusion of a centipede and locomotive, the locopede is a many-legged rail hauler that can navigate any terrain with impressive speed. It has a large ram-like scoop on the front, a windowed control room and 50 armored legs on each side which move like waves of steel as it ploughs through the terrain. The locopede has good storage space, but small crew quarters.

← PRICE: 66,000 ∮

- SPEED: Terrain 25 yds.
- ↔ ARMAMENTS: +10 melee weapon (the scoop), 2× +7 empty slot

↔ SIZE: +9	+ CREW: 5-12
↔ FEED: 3,000 lbs. Coal	+ HUNGER: 7 Days
+ HEALTH: 800 Health	↔ ARMOR: 25 / 20
+ LOAD: 20 tons	+ REPAIR TN: 46

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**PINCER:** The pincer is a slow and bulky construct fashioned to appear as a crab or lobster. Though it is slow and has poor fuel capacity, the beach comber can explore as far down as the ocean floor. It is often used for cargo recovery, as it has appendages with "tool-fingers" for cutting, pulling, opening and crushing objects within its grasp.

- ← PRICE: 51,000 f
- + SPEED: Aquatic 20 yds. / Terrain 10 yds.
- ★ ARMAMENTS: 2× +6 melee weapon, +5 arcane coil, 2× +4 empty slot, +3 harpoon
- ↔ SIZE: +7

- + FEED: 500 lbs. Acid
- + HEALTH: 700 Health
- + LOAD: 10 tons
- +- CREW: 3-5 +- HUNGER: 5 Days
- ↔ ARMOR: 25 / 20 / 10

/ 15

+ REPAIR TN: 44

CHAPTER 7: VEHICLES



Vehicles can accept a certain number of armaments. Some vehicles come with unused weapon slots, in which case you can choose whatever type of weapon you want to mount there and purchase it yourself. In general, a ship has a few armaments of its own size, and several smaller supporting armaments as well (a size +23 vehicle would have a size +23 weapon or two, and several smaller ones).

**ATTACK** = d20 + WEAPON SKILL - ARMAMENT SIZE **WEAPON SKILL** = DEPENDS ON TYPE OF ARMAMENT

Armaments are oversized, so you apply the size of the weapon as a penalty to attack checks and a bonus to damage. Furthermore, the size acts as a multiplier for price, damage dice and range, and also indicates how many crew members are required to load and fire it: a +5 size cannon requires two crew members; a +7 size cannon requires three crew members; a +37 size cannon requires eighteen crew members, and so on. Types of armaments, their statistics and the skill that governs their use is given below.

ARMAMENT SIZE (111): The size, 111, of the armament aboard a ship is a factor that affects all of the following statistics.

← GUNNERY CREW: [ħ / 3 CREW REQUIRED] If the pilot is not taking control of an armament, you need one-third the weapon's size in crew to fire or reload it. If less crew are present, the armament can't be operated at all, or must be activated by the pilot. These required crew don't contribute any bonus to the attack check, but any crew above and beyond this number can use teamwork to grant bonuses as normal.

ANY SIZE = PILOT CAN CONTROL 1 WEAPON PER ROUND

SIZE +1 TO +3 = 1 GUNNERY CREW SIZE +4 TO +6 = 2 GUNNERY CREW SIZE +7 TO +9 = 3 GUNNERY CREW ETC...

- **ATTACK PENALTY:** [-**†** ATTACK PENALTY] The lead gunner takes the size penalty when he makes the attack roll with this armament.
- ← AREA: [the × AREA] The type of attack improves with the size of the armament. Areas expand, lances lengthen, clouds bloom and other effects also increase. These are not ability attacks. Armaments cause area effects, splits and combos as their standard attacks.
- **DAMAGE:** (*the* DICE + *the*) The number of damage dice rolled, and the flat damage bonus added on top are both equal to the size of the weapon.
- ► RANGE/REACH: [\*\*\* × RANGE/REACH] The range or reach of the weapon is multiplied by the weapon size. The bigger they are, the further they can fire.

CRITICAL: This improves the normal critical range of your skill

check. For example, a +1 critical bonus improves a critical range of 20 down to a 19 or 20.

**CAPACITY:** This is the number of times the armament can fire before it needs to be reloaded. For most weapons this is only once every minute.

**ARMAMENT ABILITIES:** You can't use any abilities with armaments. Even if you have abilities usable with the staff skill, they can't be used with an arcane coil armament.

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## **ARMAMENT DESCRIPTIONS**

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A small description of each type of armament is given below. Bear in mind the effect of size on the armaments and the practicality of what attack type they offer.

- ARCANE COIL: [STAFF/WAND SKILL] A massive arcane core placed within a resonator coil. You choose the type of core you want to install (electric, fire, ice, sonic) into the arcane coil and the armament always deals that type of damage.
  - You use your Staff or Wand skill to make attacks with this armament. It delivers a Lance attack that damages everything in a line of elemental destruction.
- **CHEM THROWER:** [DRAGONGUN SKILL] An oversized dragongun mounted on a vehicle that spits a massive cone of fire or poison. You decide on the type of damage you want when the armament is installed. The damage type can't be changed on the fly.

You use your Dragongun skill to make attacks with this armament. Its standard attack is a cone of 10 yards per +1 size (a +3 size chem thrower attack is a "Cone 30"). The chem thrower can deal Fire or Poison damage.

**CLOCK CANNON:** [CLOCKBOW SKILL] A massive repeating clockbow that fires fifty bolts in a round. It is designed to spread fire across an arc, striking at each target once.

You use your Clockbow skill to make attacks with this armament. It delivers a Split attack over several targets within the armaments arc of fire. It makes one attack roll for every +3 size of the weapon, or fraction thereof.

**DEMOLITION BALL:** [FLAIL SKILL] A modified crane fitted with a chain and demolition ball. This can be used to flail the enemy at close range. It doesn't consume any ammunition, so it can keep attacking every round without needing to reload.

You use your Flail skill to make attacks with this armament. It deals physical damage and can attack every round.

**DIVINE FONT:** [SCROLL/TOME SKILL] A font, typically adorned with a gear and halo and topped with a tall church steeple. The font is a purpose built worship area that directs energy into its weapon systems. The divine font can deal either Light damage or Sonic damage. You choose the damage type when you install the armament.

You use your Scroll or Tome skill to make attacks with this armament. It can deliver an Aura attack (the attacker chooses who is friend or foe) or a direct Ranged attack.

FLAK CANNON: [BLUNDERBUSS SKILL] The huge flak cannon produces a conical blast of destruction, filled with sending lead pellets, metal shards and nails through everything in its way.

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Туре	PRICE	Аттаск	DAMAGE	CRIT.	RANGE/REACH	Сарас.	RELOAD
Arcane coil	₩##×400 £	Lance [ <b>†</b> †† × 20]	[finit × d10] + finit El./Fi./Ice	+0		2	1 minute
Chem thrower	₩##×300 £	Cone (1111 × 5)	(*** × d8) + *** Acid/Fire	+2		4	1 minute
Clock cannon	₩##×500 €	Split [ 👬 / 3]	(†††† × d8) + †††† Physical	+0	[### × 20] yds.	5	1 minute
Demolition ball	₩##×200 €	Melee	(ħħ × d10) + ħħ Physical	+1	[### × 10] yds.	unlimited	24
Divine font	₩##×400 €	Aura [*** × 3] or Ranged	[thin × d6] + thin Light/Sonic	+1	N HAR	2	1 minute
Flak cannon	₩n++×300 €	Cone (111 × 5)	(†††† × d12) + †††† Physical	+0	14 <u>9</u>	2	1 minute
Gatling cannon	ħħŧ×800 ∮	Combo [ 👬 / 3]	(††† × d6) + ††† Physical	+1	[### × 20] yds.	10	1 minute
Harpoon	ħħŧ×300 €	Ranged	(nn × d10) + nn Physical	+2	[### × 30] yds.	1	1 minute
Long tom	₩n+×400 €	Blast (*** × 1)	(*** × d8) + *** Physical	+2	[### × 50] yds.	3	1 minute
Melee weapon	₩##×200 €	Melee	(nn × d12) + nn Physical	+2	ñnin yds.	unlimited	-
Mortar	₩n++×300 €	Blast [ 👬 × 3]	(ħħ × d10) + ħħ Physical	+0	[fin × 20] yds.	3	1 minute
Occult reliquary	₩##×400 €	Cloud (nin × 5)	[İmin × d8] + İmin Dark/Necr.	+1	[### × 20] yds.	2	1 minute
Steam sheller	ħħŧ×300 ∮	Blast (nin × 2)	(††† × d10) + ††† Physical	+0	[### × 40] yds.	3	1 minute
Super magnet	₩##×500 £	Ranged	(nn × d4) Yards	+5	[### × 30] yds.	5	1 minute
Transmutation gun	<b>₩</b> ₩×600 £	Ranged	[### × d4] + ### Repair/Special	+2	[### × 30] yds.	3	1 minute

You use your Blunderbuss skill to make attacks with this armament. It delivers a Cone attack, dealing Physical damage to everything in the arc.

GATLING CANNON: [REPEATER SKILL] A huge and more powerful version of the repeater.

You use your Repeater skill to make attacks with this armament. It delivers a Combo attack, drilling large bullets into a single target with multiple attack rolls. It makes one attack roll for every +3 size of the weapon, or fraction thereof.

However, it has to be reloaded before you can fire it for the first time, just like a repeater. It unwinds automatically if not fired for 1 minute, otherwise the springs inside become permanently damaged.

**HARPOON:** [POLEARM SKILL] A spear throwing device that can skewer into the hull of a creature or a smaller enemy ship and reel it in.

Use your Polearm skill to make attacks with this armament. On a hit, you deal damage and the harpoon bites in. A harpoon can reel in any vehicle of one half its size or smaller. Each round the harpoon pulls 1d12 yards, moving the smaller craft that much closer to the larger one.

**LONG TOM:** [MUSKET SKILL] A long and accurate cannon, used to fire explosive shells at great range. While it is the longest range weapon, its explosion radius is the smallest, so the most accurate gunnery crews are reserved for long toms.

Use your Musket skill to make attacks with this armament. It delivers a Blast attack but deals decent damage.

**MELEE WEAPON:** [VARIES] A vehicle with humanlike appendages or special weapon cranes can hold a melee weapon. The shape of the weapon and the style of melee makes all the difference when choosing gunnery crews for melee weapons.

You use the martial weapon skill that is closest to whatever weapon your vehicle is holding. The attack is a basic Melee attack, dealing massive damage to a single target.

**MORTAR:** [GRENADE SKILL] Launches large explosive charges that detonate on impact. Often used as bombing weapons, to destroy structures that lie below an airship.

You use your Grenade skill to make attacks with this armament. It delivers a large Blast attack, the largest radius of all armaments,

#### but the shortest range.

**OCCULT RELIQUARY:** [CENSER/RELIC SKILL] The reliquary produces clouds of darkness or decay. The type of relics and embalming fluids used in this magical artillery determine the type (dark, necrotic, poison) and can never be changed. Choose the damage type when the armament is installed.

You use your Relic or Censer weapon skill to make attacks with this armament. The Cloud effect it produces lasts for 1 round, plus an extra 1 round for every +3 size or fraction thereof.

**STEAM SHELLER:** [STEAMBOW SKILL] The steam sheller uses pressure to force a large explosive charge out of the barrel toward the target.

Use your Steambow weapon skill to make attacks with this armament. The steam sheller finds an effective medium between range and blast size.

**SUPER MAGNET:** [GAUNTLET SKILL] The super magnet is a focused ray of magnetic force. When aimed at an enemy ship, it can push or pull the ship 1d4 yards (per size of the weapon).

You use your Gauntlet skill to make attacks with this armament. You decide whether you want to push or pull, make an attack check and then roll the dice for the distance in yards.

If aimed at a man-sized target wearing medium or heavy armor (or sufficient metal), the super magnet can push or pull that target double the distance as noted above, as long as the attack check succeeds.

**TRANSMUTATION GUN:** [PISTOL SKILL] The transmutation gun can mend your ship's hull or rust the enemy's. It doesn't need to be reloaded to change between repairing or rusting. One crewman flips a lever to change between firing modes. The transmutation gun ignores all armor, whether healing vehicles or dealing damage. It cannot cause armor damage on a critical hit either.

Use your Pistol skill to make attacks with this armament. It delivers a Ranged attack that deals Special damage or repairs vehicles and machines just like Healing damage (though only on machines).

Transmutation guns take time to start working, so are ineffective against small agile targets like soldiers or adventurers.

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	VALUE	WEIGHT		<b>QUICK ITEMS:</b> FREE ACTION TO READY	
Crowns			Clothes	Item	WEIGHT
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				2	
AURUM				3	
1 Au = 100 ∮				4	
				5	
Argentum				6	
1 AG = 10 ∮			WEAPON HOLDERS	7	
				8	
Aerium				9	
1 AE = 1 ∮				10	
TREASURE & LOOT	VALUE	WEIGHT	VICES	GEAR: LONG UTILITY ACTION TO READY	
				Item	WEIGHT
		·			
		·	JEWELRY		
			HEAD		
			NECK		
ACCOUNTS & ASSET	S	VALUE	RING		
			RING		
			Other		
			OTHER		

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# **VEHICLES**

Mar Of Station		CHENCHER CONTRACTOR	
NAME	NAME		
MODEL	Model		·
SIZE	Size		
NATION	NATION		
Speed	Speed		
CREW	Crew		
CAPACITY	CAPACITY		
Consumption	Consumption		
LOAD	LOAD		
INTEGRITY	INTEGRITY		
Armor	Armor		
Armaments	Armaments		
Cargo	Cargo		
		Burden 42	
		Single Loai	D
		TOTAL WEIGHT CARRIED	
		Burden Penalty	
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