

# ELNƳERJ KHNRTJ NNA FNGLERJ

Melee Weapons	Dice	Enc.	Cost	DN	SN
Axe, broad	2 + 3	1.5	25	3	12
Axe, war (2-handed) (1)	3 + 1	3	85	5	15
Boar spear (2-handed) (1)	3	2.5	18	9	14
Cutlass (2)	2 + 1	1	36	9/14	10
Dirk	1 + 2	0.5	4	5/11	1
Hatchet	1 + 2	1	2	2/7	3
Knife, small (3)	1 - 2	0.5	1	1/12	5
Katar	1 + 3	1	13	6	4
Mace (4)	2	1	11	4	6
Misericorde	1	0.5	9	7/9	1
Morningstar (4)	2 + 1	2	12	11	13
Rapier (2)	2	1	42	10/14	6
Scimitar	2 + 2	1	32	10	7
Spear	2	1	10	9/12	9
Staff (1)	1 + 2	1	1	5	3
Sword, 2-handed (1)	3 + 2	2	90	8	16
Sword, broad	2 + 3	1	30	10	9
Sword, short	2	1	15	9	6
War hammer (4)	2 + 3	1.5	20	5	13

Ranged Weapons	Dice	Enc.	Cost	DN	SN
Bow, long	2 + 3	2	24	13	12
Bow, small	2	1.5	12	12	9
Crossbow (5)	3	2.5	45	8	12
Crossbow, hand (5)	1	1	60	14	4
Javelin (6)	1 + 1	1	4	9	9
Sling	1	0.5	2	11	1

(1) 2-handed weapons can be used with one hand if the character has 2 x DN and 3 x SN.

(2) Basket, hilt or guard counts as one-point armour if the DN requirement is met.

(3) Not intended for combat, will break on a roll of '1'.

(4) +1 when attacking undead creatures.

(5) Requires one complete combat turn to load.

(6) Can fire up to 3 per turn (requiring 3 separate rolls on the Marksmanship table).

Ammunition	Enc.	Cost
10 Arrows	1	2
10 Arrows, balanced (1)	1	30
10 Arrows, barbed (2)	2	12
10 Bolts	2	4
10 Bolts, hand crossbow	1	9
Arrow quiver or bolt case	0.5	2
Bag of shot (3)	0.5	1

(1) Increases Marksmanship by +2.

(2) +2 damage.

(3) A bag of sling shot stones will last one full session of play (at least).

Shields	Prot.	Enc.	Cost	DN	SN
Buckler	1	1	7	6	1
Target	2	1.5	16	5	5
Tower (1)	3	3	30	4	9

(1) Protection is reduced to 1-point if slung on the back rather than used actively.

Armour	Prot.	Enc.	Cost	DN	SN
Leather	2	2	12	1	2
Mail, chain	5	5	60	1	8
Mail, ring	3	4	35	1	6
Plate	8	7	300	1	14
Scale	6	5	190	1	10

### KEY

**Dice:** the number of 6-sided dice plus points added to generate a combat total.

**Prot.:** the points of damage deflected by the armour or shield.

**Enc.:** encumbrance, the general size, weight and design of an item.

**Cost:** the cost of a new, good quality item in gold ducats, silver shillings (s) and/or copper pennies (c).

**DN:** the minimum Dex. required to use the item. Where 2 numbers are given, the second represents the Dex. required to throw the indicated weapon or make use of a special feature. If the character has insufficient Dex. reduce the combat total by the difference.

**SN:** the minimum ST required to use the item. If the character has insufficient ST, reduce the combat total by the difference *and* reduce ST by one point for each turn the character fights with the over-sized weapon.

Item	Cost	Enc.
Animal feed (usually grain of some sort; lasts 7 days)	1	2
Animal, dog	2	ST
Animal, farm (goat, sheep, cow, bull etc.)	2-10	3 - 6
Animal, horse	150	26
Animal, hunting bird (hawk, kestrel etc.)	10	1
Animal, mule	12	30
Backpack (holds 10 enc. but items in the pack only weight half their normal rating)	2	2
Bedroll	3s	1
Belt or harness	2s	0
Blanket, large	1s	0.5
Boots, fancy (multiply by 5 to 10 for increasing quality)	5	0
Boots, walking	2	0
Box, small wooden	6s	0.5
Building, cottage (4 rooms)	900	na
Building, shack (1 room)	100	na
Building, shop (4 - 6 rooms, possible second story)	1500+	na
Building, town house (8 rooms, 2 stories)	2000+	na
Candles (12, each burn for approximately one hour)	5c	0.5
Clothing, cold weather	7s	1
Clothing, common	1s	0.5
Clothing, fine (multiply by 5 to 10 for increasing quality)	3	0.5
Compass	5	0
Dice, one set	5c	0
Holy symbol	2-10	0
Inn, basic beverage (multiply by 5 to 10 for increasing quality)	5c	na
Inn, basic meal (multiply by 5 to 10 for increasing quality)	1s	na
Inn, basic room (multiply by 5 to 10 for increasing quality)	2	na
Jewelry, average	100	0

Jewelry, impressive (+1 Chr. when worn and visible) (1)	1000+	0
Jewelry, modest	10-20	0
Kit, alchemical (vials, pestle and mortar etc.)	150	3
Kit, armour repair	50	5
Kit, boat repair	85	4
Kit, bow maintenance (required to use a bow over an extended period)	2	1
Kit, carpentry	9	2
Kit, climbing (hammer, pitons, belaying pins and rope)	5	2
Kit, clothing repair	1	1
Kit, fishing (+1 to catch fish)	2s	1
Kit, locksmith (+1 when picking locks)	20	0.5
Kit, medical (supplies for 7 days, doubles normal healing rate)	25	2
Kit, metal worker's	15	8
Kit, ship repair	250	9
Kit, weapon repair	12	3
Kit, writing (ink, sealing wax, etc. includes sealed box)	2	1
Lamp oil, flask (6 refills)	2	0.5
Lamp oil, skin (1 refill)	4s	0
Lantern (provides light for one hour, 30 ft. radius, 60 ft. beam)	5	0.5
Magical casting focus, level 1	1000	0
Magical power focus level 1	3000	0
Magnifying glass	6	0
Matches, dwarf-made (12 per box, almost impossible to blow out)	1	0
Mirror, steel (hand-sized)	5s	0
Money belt (concealed), holds 200 coins	1	0.5
Money purse, holds 50 coins	5s	0
Oilskin, large	7s	1
Parchment (12 sheets)	1	0
Playing cards (one deck)	2s	0
Provisions (7 days)	7s	3
Rope, hemp (per 10 ft.) 50 enc. breakage	1s	1
Rope, silk (per 10-ft.) 100 enc, breakage	1	0.2
Saddle and harness (includes all the miscellaneous riding gear you need)	7	3
Satchel (holds 5 enc. items in the satchel weigh half their normal rating)	1	1
Sheath or scabbard, spare	1	0
Sheath or scabbard, with secret compartment	5	0
Shop (multiply the cost of the kit by 100g)	x 100	na
Snuff box	2	0
Spell Stone (each costs [1d6 x 5] x spell level)	*	0
Telescope (4 x magnification)	50	0.5
Tinder box (flint, steel and tinder)	5c	0
Torch (provides light for 20 minutes over a 20 ft. radius)	2c	0.5
Trade goods, average	300	100
Trade goods, basic	100	100
Trade goods, luxurious or exotic (or both)	900	100
Wagon, large (6 passengers or 360 trade goods)	50	na
Wagon, small (4 passengers or 240 trade goods)	30	na
Water skin	5s	0

(1) An increase in Chr. from ostentatious jewelry applies only for Saving Roll purposes (power is not modified).

Basic Kit	Enc.	Cost
Backpack	2	2g
Bedroll	1	1s
Boots, walking	0	2g
Clothing, common	0	1s
Lamp oil, skin	0	4s
Lantern	0.5	5g
Money purse	0	5s
<b>Total</b>	<b>3.5</b>	<b>10g, 1s</b>

Level	EP	Bonus Points	Key Points	Wizard	Rogue	Talent
1	0	+0	+0	1	1	First if human
2	60	+2		1	1	
3	120	+2	+1	2	1	
4	180	+2		2	2	New or +3
5	260	+2	+1	3	2	
6	340	+2		3	2	
7	420	+2	+1	4	3	
8	520	+2		4	3	New or +3
9	620	+2	+1	5	3	
10	720	+2	☼	5	3	
11	840	+2	+1	6	4	
12	960	+2		6	4	New or +3
13	1080	+2	+1	7	4	
14	1220	+2		7	4	
15	1360	+2	+1	7	5	
16	1500	+2		8	5	New or +3
17	1660	+2	+1	8	5	
18	1820	+2		8	5	
19	1980	+2	+1	8	5	
20	2160	+2	☼	9	5	New or +3
21	2360	+2	+1	9	5	
22	2560	+2		9	5	
23	2760	+2	+1	9	5	
24	2980	+2		9+	5	New or +3
25	3220	+2	+1	9+	5	
26	3460	+2		9+	5	
27	3700	+2	+1	9+	5	
28	3960	+2		9+	5	New or +3
29	4220	+2	+1	9+	5	
30	4500	+2	☼	9+	5	

#### KEY

**Level:** experience level of the character.

**EP:** the experience points required to obtain the level.

**Bonus Points:** each level, the player may advance 2 of his character's attributes by one point or one attribute by 2 points.

**Key Points:** at the indicated levels, the key attribute increases by one point in addition to any bonus points spent. If the character has more than one key attribute, the player may choose which one to improve.

**Wizard:** the maximum spell level that a wizard of this level can learn and cast.

**Rogue:** the maximum spell level that a rogue of this level can learn and cast.

**Talent:** the character chooses a new talent at this level or adds a bonus of +3 to one existing talent. *Note that unarmoured warriors gain a bonus point of protection at each talent bonus level.*

☼: the player may select an additional key attribute.

## Range and the Marksmanship Table

**Close** range can be considered to be within 20 ft. indoors and 20 yards outside.

**Medium** range is 21 to 60 ft. (or 21 to 60 yards).

**Far** range is 61 to 100 ft. (or up to 100 yards) and greater within reason.

Marksmanship	Analysis	Close Range	Medium Range	Far Range
1 to 3	Rotten	12	<b>Miss!</b>	<b>Miss!</b>
4 to 6	Very bad	11+	12	<b>Miss!</b>
7 to 9	Bad	10+	11+	12
10 to 12	Poor	9+	10+	11+
13 to 15	Passable	8+	9+	10+
16 to 19	Average	7+	8+	9+
20 to 24	Fair	6+	7+	8+
25 to 29	Good	5+	6+	7+
30 to 34	Excellent	4+	5+	6+
35 to 39	Marksman	3+	4+	5+
40 to 45	Heroic	<b>Hit!</b>	3+	4+
46 or more	Legend	<b>Hit!</b>	<b>Hit!</b>	3+
<b>Saving Roll level to avoid being hit</b>		<b>3rd</b>	<b>2nd</b>	<b>1st</b>

Level	Target	Analysis	Example for climbing...
<b>1</b>	20+	Challenging	<i>A rough stone wall with plenty of bits to grip on to.</i>
<b>2</b>	25+	Tricky	<i>The same wall but it's dark, windy and raining.</i>
<b>3</b>	30+	Advanced	<i>A wall made of smooth stone; finger tip grips only!</i>
<b>4</b>	35+	Excruciating	<i>As above but the climber is under attack...</i>
<b>5</b>	40+	Deadly	<i>As above but the wall has a 100° incline.</i>
<b>+1</b>	+5	Stop already!	<i>Hanging from the ceiling in the rain, at night being shot at.</i>

## **First level Spells**

These spells are known to all wizards. Rogues begin with one spell but must buy others from those they meet. They cost 2 power each to cast (1 + 1).

### **(1) Bolt**

A burst of magical energy specifically targeting one foe within 30 ft. The damage delivered equals the wizard's Chr. Each 2 extra power spent increases the damage caused by 3. This is the basic signature spell for many wizards; each player should personalise the spell with a unique name and dramatic effect. See the example below.

### **(2) Crowd Shadow**

As long as the caster remains in a group of 15 - 20 similar sized creatures, he will not be identified as himself, instead he will be overlooked as 'one of the crowd'. The spell lasts one full turn +1 full turn per 2 additional power.

### **(3) Detect Magic**

Anything magical within 30 ft. of the caster begins to glow with a dim purple light. The spell wears off after 2 minutes (one turn).

### **(4) Focus Bond**

See above; guards against loss. Requires special herbs and spices with a value of not less than 10g x the focus level and takes 1d6 hours per level of the focus to perform.

### **(5) Focus Bond Arcane**

See above; guards against destruction. Requires special herbs and spices with a value of not less than 50g x the focus level and takes 2d6 hours per level of the focus to perform.

### **(6) Ill Cast Eye**

Enemies may be driven away by the horrific glare of the caster's eye. Total the wizard's IQ, LK and Chr. and match them against the foes scores or MR. If the target's score is equal to or lower than that of the caster they must flee in terror for one combat turn.

### **(7) Lock Wise**

The wizard may open or seal any normal lock, window or door that he can see within 30 ft. If he chooses to seal the portal the spell lasts 3 full turns (30 minutes).

### **(8) Marsh Light**

A glowing light hovers around the wizard's staff, hand or head (his choice) providing light equal to that of a torch for one full turn.

### **(9) Sanctuary Sphere**

A stationary bubble of invisibility is created large enough to conceal the caster and 5 other man-sized or smaller beings. The sphere remains intact for 3 full turns.

### **(10) Seeking**

Invisible creatures, hidden doors and traps are revealed to the caster. No additional knowledge is inferred just that something unseen by normal sight exists in the specified location.

### **(11) Transference**

Allows the wizard to teach one known spell to a rogue. The cost to do so increase by 2 points per spell level above one. Wizards almost never charge less than 10g per power point spent. The recipient of the new magic must be in the same room as the wizard and the process generally takes 1d6 hours per spell level.

### **(12) Vorpall Blade**

Adds 2 extra combat dice to any one bladed weapon within 20 ft. of the caster. The spell lasts one combat turn +1 turn per 2 additional power.