

## CONSTRUCTION WITH ENCHANTED MATERIALS

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Sparks ringing off the blacksmith's anvil as his massive form works wonders on a burning red metal shape. From essentially dirt, a sword, a helm, an axe is formed. Such is the stuff of medieval times, a powerful element for Fantasy Gaming. The smith is the life of the army, arming and armoring them. The smith alone has the skills and knowledge to forge metals and form works of craft from them.

For the most part, the blacksmith in a city works for the local authorities. He can only make weapons and armor only with their authorization, limited to useful items such as horseshoes and pots for locals. Normally, adventurers will need to buy used materials, make their own, have an heirloom, or manage to sneak one from a blacksmith. And the quality of these men is not assured. The only smith in town may not really know what he is doing, and produce inferior materials. On the other hand, a skilled and excellent smith can produce wonders, and is known for miles and leagues.

### ALTERNATE MATERIALS

There are many different fantastic and mundane materials that equipment can be made from. This list gives the primary ones encountered and their uses. No item made from these materials can exceed the listed defense unless very large.

**ADAMANTINE:** The king of metals, the loftiest of the materials that is available here. Light, shining light blue in color like foil, the Adamantine must be formed before it hardens. Adamantine has a base defense of 16. Adamantine weapons are hardened (defense hardened) and have Power defense equal to the BOD of the weapon. Adamantine armor is hardened and grants Power Defense equal to the BOD. This material requires Spellsmithing to work.

**AETHERSTONE:** The Aether is largely insubstantial but there are pockets of dust and some large 'islands' of stone that can be mined for their unusual properties. Aetherstone can be worked to produce a sort of non-ferrous metal greenish in color, with odd refractive qualities and a slightly misty, insubstantial texture. Aetherstone has a base defense of 8 and weapons made from this affect desolidified creatures. They also act as transdimensional to strike creatures in other dimensions, assuming they can be perceived, reached, and targeted. Aetherstone armor is hardened vs indirect attacks, prevents teleport vs others and desolid vs others from working, and grants affects desolid to the wearer and his hand to hand attacks. Aetherstone ore requires Spellsmithing to work.

**BEASTHIDE:** Many creatures that walk Jolrhos are very durable, tough creatures such as Basilisk and Rhinoceros. These creatures can be used for armor, their hide being very tough and flexible. Beasthide has a base defense of 4.

**BLOODIRON:** Under the battlefields of Jolrhos can be mined iron at times, iron that has been changed from the presence of the spirits and death nearby. The carnage makes the iron slightly reddish in color, and it resists rusting. Bloodiron has a base defense of 8 and weapons made from Bloodiron do +1 DC damage once they draw blood (does BOD damage). Once the weapon is clean or no additional BOD damage is done for a turn the extra damage fades. Bloodiron ore requires spellsmithing to work, or it does not gain this special power.

**BONE:** Bone is typically only used by poorer and less civilized cultures. The material is very weak and brittle, but light and easy to obtain. Shark tooth swords and arrowheads typically represent weapons of this material. Bone has a base defense of 4.

**BRONZE:** Some less civilized tribes use bronze as a substitute for iron, which is more difficult to obtain and work. Bronze is lighter and cheaper than iron, but is also softer and weaker. Many goblins use Bronze as they are neither quite clever nor patient enough to work iron. Bronze has a base defense of 6.

**CHITIN:** Huge insects crawl the land, giant beetles, spiders, and such. Some of these have incredibly hard shells called chitin, and this material can be made into armor or weapons. It is very sturdy and light, but brittle and difficult to gather. Chitin has a base defense of 7.

**DRAGONBONE:** Dragons are the mightiest creatures on the planet, the emperors of all they survey. Their very bones are stronger and lighter than steel, innately magical and as such are occasionally made into weapons or armor. These are very rare, as Dragons are rarely slain. Dragonbone has a base defense of 9 and enchants easily, matching up to the Body of the material made in real points of magic.

**DRAGONHIDE:** A Dragon's hide, beneath the scales, is a supple, scaled leathery substance. This hide is sturdy and light, and grants protection from the Dragon's breath type. This is more common than Dragon bone equipment, but only because there is more skin than bone on a Dragon. Armor made from this material has 50% resistant ED damage reduction of the elemental type the Dragon is (or the DEF x 3 in Power Defense). Dragonhide enchants easily, matching up to the Body of the material made in real points of magic. Dragonscale has the same stats and effect. Dragonhide has a base defense of 9

**DRAGONSCALE:** Dragons have a coating of strong, horn like scales that is very durable and light. It is not listed in the construction tables, because it has exactly the same characteristics as Eilhas (except cost is doubled). Dragonscale has a base defense of 8.

**DWARVEN STEEL:** The Dwarves of Damasca are the finest metal smiths in the world. Although steel is worked in most countries, Dwarven Steel is an alloy of worked metal that is stronger, keener, and lighter than any other. The steel has a lighter, smoother finish, and is the most common of the better metals encountered. Dwarven Steel has a defense of 8.

**EBON:** Demons forge this material from the rocks of their hellish home, glossy black material many times harder than iron, very light and impressive. Ebon cannot be painted with any material except gold, as no other material will cling to its surface, either flaking off or corroding rapidly.

Ebon weapons are poisonous. If an Ebon weapon does Body damage, it continues to wound the target for a turn following (doing half the base damage, lacking any strength or skill additions, in NND to the target. This is both BOD and STN, using the stun multiplier, not location. Defense for the NND is carrying a holy object, or 10+ Power Defense). This is not cumulative, only once will it poison a target per turn. Ebon armor gives DEF/2 in Presence, and makes the wearer totally immune to any kind of poison to the areas covered (thus, Ebon gauntlets make the hands impossible to poison. An entire suit makes the wearer totally immune). It also grants IR vision.

However, Ebon is evil, and will slowly corrupt the person carrying it. For each day the Ebon weapon is held or carried more than a minute, the weapon Transforms the target 1 Body. This transform is cumulative, and has a cumulative effect. It gives the target a Psychological Limitation: unrepentant evil, VC/T. This manifests as U/S, then U/M, then C/M, and so forth until the complete transformation is finished. For each week without touching the Ebon object, this fades one Body, or the transformation can be removed by dispelling it's effective Active Point cost of 10xWeapon BOD. Ebon has a base defense of 10. This cannot be found in this dimension normally.

**EILHAS:** This is an excellent wood that elves grow and cultivate. It is very likely an enchanted product of elven horticulture, as it is exceedingly strong and light, and has golden leaves year round, with snow-white bark. The wood is used for many magic items and expensive furniture. Eilhas has a base defense of 8.

**EVANTINE:** Evantine is a shining golden material light as a feather and immensely strong. When made into a weapon, it is sharp as a razor. As armor, it grants incredible protection. Evantine is never found, only granted. It is the stuff of Valkyries and is occasionally granted to warriors for the cause of holiness, and then only temporarily. As such, it is the rarest of the metals here. Evantine has a base defense of 15. Evantine weapons glow in the dark for 1 hex of light. They also grant +1 DCV versus evil targets (demons, weres, etc), and are Armor Piercing against such targets. Evantine armor adds the armor's DEF in Presence to the wearer. The armor also grant +1 DCV versus evil targets (demons, weres, etc). Evantine armor is hardened. Evantine is created by celestial forces.

**FELSTONE:** Felstone is a dull, black volcanic resin, harder than steel and very strong. Felstone's color makes it a popular metal with the less-righteous sort and is useful because it is not as reflective and shiny as many other materials. Felstone has a base defense of 9.

**FENEN:** Fenen is an elven product that is woven from Canopy Spider's silk treated with the herb Heth. It is light and supple, comfortable material. Fenen gives excellent protection, and is commonly seen on elves in their homelands. It can be woven with a wide variety of patterns and designs and dyed for various colors. Fenen has a base defense of 4.

Fenen can be braided for greater defense, wrapping it in corded patterns onto molds and using spider silk and wax from giant bees to form plates. Braided or Corded Fenen is slightly heavier than normal Fenen, but it also grants superior protection and is preferred by some elven warriors for this reason. Braided Fenen has a base defense of 5.

**HELVORN:** The only tree or large plant that grows above timberline is Helvorn, a pure white and silver tree with silver and light blue leaves. Helvorn 'burns' cold when split, but only if harvested and split within a day. Due to this property it is used to work Laen (which becomes soft in cold rather than heat). After that Helvorn loses its magical properties and is simply a very light white-blue wood with great durability and beauty. Helvorn has a base defense of 7.

**IRON:** The standard material for weapons and armor. Iron is common in most places of the world, and is the commonest material on the list for equipment. Iron has a base defense of 7.

**LAEN:** Laen is a crystalline substance of smooth clean fractures. It is incredibly strong and hard, and has an usual property of melting at very low temperatures and becoming brittle at very high temperatures. Laen is naturally clear, but can be worked with various materials and blended to almost any color. Laen has a base defense of 10. This ore requires spellsmithing to work.

**LEATHER:** The base for most armor, what is used under the metal or just used on its own. Leather is flexible and sturdy, light and common. Most Leather is made of cattle, and has a base defense of 2.

**MITHRIL:** Silvery material like chrome, magical in nature and fantastically light and hard. Mithril sheds dirt and grime like oil, constantly clean and gleaming. Mithril has a base defense of 12. This ore requires spellsmithing to work.

**OBSIDIAN:** Obsidian is very hard and cleaves into very sharp, glass-like shards which can be made into excellent weaponry. Unfortunately, obsidian is very brittle, and does not last long. Obsidian, like most hard stone, has a base defense of 6.

**STAR IRON:** Meteors fall from the sky and often are large enough to survive the trip. This rock can be mined for the incredibly strong nickel iron alloys and the result is very strong and hard. As rare as many of the more fantastic enchanted metals, but not quite as noble as most, Star Iron has a base defense of 8.

**STEEL:** Steel is forged iron, fired with carbon to incredible heat until it forms a harder material. Steel is not easy to work, and requires uncommon equipment and ores. It is lighter and harder than iron, and makes good equipment. Steel has a base defense of 8.

**STONE:** Almost the commonest material available. If nothing else can be found, or if the warrior is too crude to work metal, stone will serve in a pinch. Stone is heavy and blunt, but works well for crushing weapons. For maces and similar weapons, the damage is not reduced. Most hard stone has a base defense of 6.

**VHAETH:** Vhaeth is a plant that grows in marshy areas of the northern lands. It has very sturdy and sharp leaves, long and sword-like in shape. If dried and treated with an herb called Heth, the leaves harden into a light, lethal weapon. Many elves use Vhaeth weapons, as working metals requires a great deal of equipment and pollution. Treated Vhaeth has a base defense of 6.

**WOOD:** The most common material available. Too light and blunt to make into a substitute for iron in weapons, it can be used for poor armor if absolutely necessary. Only the poorest and least educated races will use wooden armor. Wood has a base defense of 4.

**WYRMSKIN:** The hide of Wyrms, Hydras, and Wyverns has all very similar properties, and is referred to as Wyrmskin. Their skin is tough and durable, and makes an excellent replacement for leather in items. Wyrmskin has a base defense of 8. Wyrmskin provides 25% resistant ED damage reduction to the elemental type of the Wurm if it comes from those creatures.

There are some materials that are not used for constructing weapons and armor, but are used in their working. Such materials are used for decoration and beautifying the finished work. Much of this will be mundane materials such as gold, silver, jewelry, lacquer and so forth, but some will have special properties.

**ITHILNAUR:** This material is created by mixing Mithril, Laen, and some other materials to form a silvery and easy to work metal. It is soft as silver and very pleasing to the eye, but has a unique property of glowing softly under starlight. The light is about as much as a candle, but large quantities can be somewhat useful light. This material is very expensive and the recipe to make it is a closely guarded secret of elves. Ithilnaur has a base defense of 3.

**URLN** This is a light metal, with a very artificial gold color to it, almost lemon yellow with sparkling bits (imagine iron pyrite in smooth form). The metal is not particularly useful for weapons or armor, but is very sympathetic with magic, and can actually add to magic put into it. Urln has 1 character point of magic per kilo that can be used for permanent spells in it, but this point can only be used if 2 points per kilo are from the caster. In other words, the caster puts 2 xps into an Urln item, and it donates 1 point for free. Each point the Urln donates only comes after 2 from the caster. Thus, many magic items include Urln somewhere in them. Urln has a base defense 5 and Power DEF of 5. Like gold, Urln does not corrode.

Spellsmithing is a special magical skill that allows a smith to work enchanted materials. An ordinary smith cannot work any material that requires a Spellsmith to work. This is a very unique and valuable ability, a rare and highly valuable one. Any material that requires a Spellsmith to work will hit creatures that require an enchanted or magical weapon to hit them. In addition all spellsmithed materials are treated the same way as silver weapons for such creatures as Werewolves.

## **ARMORSMITHING**

Creating armor is a unique skill, and much in demand. The average person will not have access to an armorer, since his skills are purely martial in nature. In general, an armorer will only be found near or in cities. The exceptions to this are cloth and leather armors, and enchanted metal armorers.

Cloth armor such as quilted armor needs only the materials and the services of any weaver. This kind of armor is only prohibited the masses by cost. Leather armor requires a leather smith, tanner, or leather worker. Similar to cloth, a fitting and the materials are all they need, and leather armor is often seen on more fortunate freemen.

Metal armor is the most expensive, even composite armor. Armor smithing is a slow and complex process with metal, one of greater cost than weapon smithing. Time of construction depends on the armor type made.

The following chart gives a general idea of average armor construction times, with the soft and composite forms for reference. The times given here assume proper materials and equipment; as well as any assistants are all available.

TIMES FOR CREATING ITEMS			
ITEM	TIME	ITEM	TIME
Heavy Cloth	8 days	Chain Mail	28 days
Soft Leather	6 days	Lamellar	28 days
Heavy Leather	8 days	Banded Mail	25 days
Laminated Cloth	10 days	Plate and Chain	30 days
Quilted Cloth	10 days	Field Plate	30 days
Cuir Boullis	12 days	Plate Armor	35 days
Studded Leather	10 days	Jousting Plate	40 days
Brigandine	20 days		
Ring Mail	20 days	Small Shield	1 day
Scale Mail	25 days	Medium Shield	1 ½ day
Bezainted	25 days	Large Shield	2 days
Splint Mail	25 days		

### Armorer Skill

There are smiths of varying skill and quality, those that make works of art, and those that crank out cheap and shoddy armor. This affects the quality of the armor produced and the time it takes to make it. Of course, the character may not find out until too late that Murph the armorer is actually Murph the beet farmer unless rich adventurers come into town - and that 'chainmail' he just made is going to fall apart with the first blow.

The armorer's Professional Skill roll is made, adjusted by time, of course, and equipment (treat a full smithy as +3 to the roll). The armor can be produced even with a very catastrophic roll, but will result in heavier or poor quality armor. If, however, the roll is successful, it can result in a very fine quality armor that took less time to produce.

ARMOR QUALITY	
SKILL ROLL	EFFECTS
-6+	Armor destroyed and useless
-5	x1.15 weight and time, x.8 defense
-4	x1.15 weight and x.8 defense
-3	x1.15 weight and time
-2	x.8 defense
-1	x1.15 time
0	no effect, normal armor
1-2	x.8 weight
3-4	x1.1 defense
5-6	x1.1 defense, x.8 time
7-8	x.8 time and weight
9+	x.8 time and weight, x1.1 defense

The armorer will almost always have a good idea of the quality of the material they have produced, and will usually charge the buyer accordingly. A useful guideline is that for each good effect, the cost goes up by +1/4, so 3 useful effects is x1.75 cost. A player character with armor smith, KS: armor, or a similar skill can try to see the quality with a successful roll, but having spent time and materials on the armor, the smith is not likely to take rejection well.

### ARMOR

## Materials

Certain materials have special qualities when made into armor. Armor materials that match enchantment points do so by adding one real point of enchantment for each 1 point paid for its magical power. For example, a suit of Dragonbone armor is made, with 12 body total. Dragonbone armor matches 1/4 the BOD in real points, so when Merlin enchants the item, for each 1 point he spends, the armor supplies 1 point in Real Cost. In essence, the total cost of the spell is halved, but the mage must spend the points of experience first before the armor matches it, rounded up. Merlin casts a spell on the armor that costs 5 real points. He spends 1 experience point, the armor matches that with 1 point, then Merlin spends 1 point, and so forth, Merlin spending a total of 3 points and the armor 2. The total cost paid by the player is half, rounded up.

**ADAMANTINE:** Adamantine armor is hardened and grants Power Defense equal to the BOD.

**AETHERSTONE:** Aetherstone armor is hardened vs indirect attacks, prevents teleport vs others and desolid vs others from working, and grants affects desolid to the wearer and his hand-to-hand attacks. A Helvorn shield protects from indirect attacks and can shield bash a desolidified target.

**CHITIN:** Chitin armor degrades over time, after six months it loses 1 BOD per month until it is a quarter its starting BOD. At this point it loses 1 DEF per month, crumbling and cracking until it is destroyed.

**DRAGONBONE:** Dragonbone enchants easily, matching 1/4 BOD of the armor in real points of magic.

**DRAGONHIDE:** Armor made from this material has 50% resistant ED damage reduction of the elemental type the Dragon is (or the DEF x 3 in Power Defense). Dragonhide enchants easily, matching 1/4 BOD of the material made in real points of magic.

**DRAGONSCALE:** Armor made from this material has 50% resistant ED damage reduction of the elemental type the Dragon is (or the DEF x 3 in Power Defense). Dragonscale enchants easily, matching 1/4 BOD of the material made in real points of magic.

**EBON:** Ebon armor gives DEF/2 in Presence, and makes the wearer totally immune to any kind of poison to the areas covered (thus, Ebon gauntlets make the hands impossible to poison. An entire suit makes the wearer totally immune). It also grants IR vision.

**EVANTINE:** Evantine armor adds the armor's DEF in Presence to the wearer. The armor also grant +1 DCV versus evil targets (demons, weres, etc). Evantine armor is hardened. Evantine is created by celestial forces.

**HELVORN:** Helvorn shields and armor have double defense against cold attacks of any kind.

**LAEN:** Laen Armor is has triple defense against heat attacks (for the armor, this does not defend the wearer) and is immune to acid of any kind.

**MITHRIL:** Mithril armor has hardened defenses (for the armor, not the defense covering the wearer). Mithril also adds 1/10<sup>th</sup> the total BOD of the material in matching enchantment points.

**WYRMSKIN:** Wyrmskin provides 25% resistant ED damage reduction to the elemental type of the Wyrmskin if it comes from those creatures.

This represents composite armor or hard armor that has been made of different materials.

Composite armor is assumed to have leather as it's base (as normal) with the alternate material on top, such as Scales of Chitin on top of leather. However, see below for armor made of materials other than leather.

HARD/COMPOSITE ARMOR							
MATERIAL	PD DEF	ED DEF	KG WT	BOD	COST	TIME	PER MOD
Adamantine	x1.8	x1.75	x.5	x1.5	x25	x1.75	--
Felstone	x1.3	x1.3	x.75	x1.3	x7	x1.3	--
Aetherstone	x1.3	x1.6	x.8	x1.3	x8	x1.2	-1
Bronze	x.75	x.75	x.8	x.75	x.8	x.8	--
Chitin	x1.1	x1.3	x.55	x.8	x1	x1.5	-1
Dragonbone	x1.25	x1.5	x.7	x1.1	x10	x1.2	-1
Dwarven Steel	x1.25	x1.3	x.75	x1.3	x5	x1.5	--

Ebon	x1.35	x1.5	x.75	x1.3	x10	--	-1
Eilhas	x1.15	x1.3	x.6	x.85	x8	x1.25	--
Evantine	x1.75	x1.75	x.5	x1.5	x50	--	+1
Helvorn	x1.1	x1.5	x.6	x.8	x7	x1.25	--
Iron	--	--	--	--	--	--	+1
Laen	x1.3	x1.5	x.7	x1.1	x10	x1.5	--
Mithril	x1.5	x1.5	x.6	x1.4	x12	x1.75	--
Star Iron	x1.3	x1.4	x.8	x1.3	x7	x1.2	--
Steel	x1.2	x1.2	x.8	x1	x3	x1.2	--
Vhaeth	x.75	x1.5	x.5	x.5	x1.2	x1	-1
Wood	x.5	x.85	x.5	x.5	x1.1	x1.25	-1

Composite Armor will often be made with different material to replace the cloth or leather armor that usually is used. If so, consult this chart.

COMPOSITE ARMOR (SOFT AREAS)							
MATERIAL	PD DEF	ED DEF	KG WT	BOD	COST	TIME	PER MOD
Leather	--	--	--	--	--	--	--
add Dragonhide	+2	x1.75	x.8	x1.25			--
add Wyrmskin	+1	x1.5	x.85	x1.1			--
add Fenen	+1	+1	x.8	x.8			-1
add Fenen	+1	+1	x.9	X1			-1

Soft Armor can be simply made out of another material, this assumes the base is leather (if the suit is cloth, treat it as soft leather for the purposes of this chart). This is for armor made entirely from another material. This armor is equivalent to a suit of leather or cloth such as Cuir Boullis in construction.

SOFT ARMOR							
MATERIAL	PD DEF	ED DEF	KG WT	BOD	COST	TIME	PER MOD
Braided Fenen	5	5	5.5	10	18/KG	3day/KG	--
Fenen	4	4	5.0	9	10/KG	1day/KG	--
Leather	--	--	--	--	--	--	--
Wyrmskin	5	5	17	15	20/KG	2day/KG	+1
Dragonhide	6	8	25	18	30/KG	2day/KG	+1

**Armor Example**

A priest commissions a suit of Dragonbone Scale Mail, and does not have any Dragon's bones handy. Providentially, there is a supply of Dragonbone for the smith, and he is able to construct the armor... for a price.

Scale Mail looks like this normally:

ARMOR	rPD	rED	PD	ED	KG WT	ARMOR DEF	BOD	COST	TIME	PER
Scale Mail	5	4	5	4	14.0	7	10	14 SP	25 days	+2

and the Dragonbone has these modifiers:

MATERIAL	PD	ED	KG WT	BOD	COST	TIME	PER
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	<b>DEF</b>	<b>DEF</b>					<b>MOD</b>
Dragonbone	x1.25	x1.5	x.7	x1.1	x10	x1.2	-1

Which results in this suit of armor:

<b>ARMOR</b>	<b>rPD</b>	<b>rED</b>	<b>PD</b>	<b>ED</b>	<b>KG WT</b>	<b>ARMOR DEF</b>	<b>BOD</b>	<b>COST</b>	<b>TIME</b>	<b>PER</b>
Dragonbone Scale	6	6	6	6	9.8	9	11	140 SP	1 month	+1

This is a pretty fine suit of armor, lighter than ring mail, but with as good protection as chainmail. In addition, as it is Dragonbone, the armor actually has (BOD/4) 2 free points for enchantment in the armor, making enchanting the armor easier for the Priest, should he desire this.

## Shields

Shields are much easier to construct than armor, requiring only a day or two (for a large shield) from a carpenter or smith. The GM should remember that shields are made of wood, with at best a simple rim of metal or bands across it for reinforcement. Usually a leather strap was on the user's end for holding on. Metal shields would be very heavy if they were strong enough to give any protection.

### Shield Reinforcement

This is for shields made of normal materials (wood usually), and reinforced with a more unusual metal.

SHEILD REINFORCEMENT						
MATERIAL	PD DEF	KG WT	STR MIN	BOD	CP COST	TIME
Adamantine <sup>1</sup>	x1.35	x.75	x.75	x1.25	x10	x1.65
Ebon <sup>2</sup>	x1.25	x.8	x.8	x1.2	x5	--
Dragonbone	x1.2	x.7	x.7	x1.1	x3	x1.25
Aetherstone	x1.2	x.85	x.85	x1.25	x1.7	x1.15
Star Iron	x1.1	x.9	x.9	x1.2	x1.6	x1.15
Iron	--	--	--	--	--	--
Steel	x1.1	x.9	x.9	x1.1	x1.25	x1.25
Dwarven Steel	x1.2	x.85	x.85	x1.1	x1.5	x1.5
Felstone	x1.2	x.8	x.8	x1.1	x1.7	x1.25
Laen	x1.2	x.75	x.75	x1	x3	x1.75
Mithril <sup>3</sup>	x1.25	x.8	x.8	x1.2	x4	x1.25
Evantine <sup>4</sup>	x1.3	x.75	x.75	x1.2	--	--

### Shield Construction

This chart is for shields that are entirely made of a given material. Heavier materials are not listed, as they would at least double the weight of the shield, for little appreciable increase in defense and utility.

SHEILD REINFORCEMENT						
MATERIAL	PD DEF	KG WT	STR MIN	BOD	CP COST	TIME
Adamantine <sup>1</sup>	x1.35	x.75	x.75	x1.25	x8	x1.3
Aetherstone <sup>2</sup>	x1.2	x.85	x.85	x1.25	x3	x1.2
Felstone	x1.2	x.8	x.8	x1.1	x2	x1.2
Dwarven Steel	x1.2	x.85	x.85	x1.1	x1.5	x1.25
Ebon <sup>3</sup>	x1.25	x.8	x.8	x1.2	x5	--
Evantine <sup>4</sup>	x1.3	x.75	x.75	x1.2	x20	--
Iron	--	--	--	--	--	--
Laen	x1.2	x.75	x.75	x1	x4	x1.25
Mithril <sup>5</sup>	x1.25	x.8	x.8	x1.2	x4	x1.25
Star Iron	x1.1	x.9	x.9	x1.2	x3	x1.25
Steel	x1.1	x.9	x.9	x1.1	x1.25	x1.25

SHEILD CONSTRUCTION						
MATERIAL	PD DEF	KG WT	STR MIN	BOD	CP COST	TIME
DragonBone <sup>6</sup>	x1.3	x1.1	x1.1	x.9	x10	x3

Dragonhide <sup>7</sup>	x1.25	x.8	x.8	x.9	x10	x2
Bone	x1.1	x.85	x.85	x1.1	x1.5	x2
Chitin <sup>8</sup>	x1.2	x.85	x.85	x.85	x3	x3
Eilhas	x1.15	x.85	x.85	x1	x2	x1.5
Fenen	x.8	x.8	x.8	x.85	x3	x3
Braided Fenen	x1	x1	x.8	x.85	x4	x4
Helvorn <sup>9</sup>	x1.1	x.85	x.85	x1	x1.75	x1.5
Leather	x.8	x.85	x.85	x.8	x.75	x1
Vhaeth	x.1	x.85	x.85	x.9	x1.5	x2
Wood	--	--	--	--	--	--
WyrmSkin <sup>10</sup>	x1.2	x.8	x.8	x.85	x6	x3

### Construction and Reinforcement notes

Something that is useful to note here is that a shield could be constructed entirely of a different substance and be reinforced with something other than iron. An ordinary, default shield is made of wood with iron reinforcement, but this can vary. In order to do this, you build the shield out of the material desired (an Eilhas Shield, rather than ordinary wood, for example), then you apply the modifiers for the reinforcement (mithril bands, a nifty looking shield).

### WEAPONSMITHING

Like armor, weapons making is a specialized skill that is not a common sight outside cities. However, due to farming and the origin of many weapons, at least a version of many can be found in almost any community:

Hand Axe	Hammer	Pick
Flail	Net	Spear
Poleaxe (called a bill)		Whip
Military Fork (pitchfork)		

In addition, many weapons cannot be restricted (usually because you can't keep someone from doing it, like picking up a stick and calling it a club):

Dagger	Sling	Club	Quarterstaff
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These are weapons that will be found on peasants and freemen even if they are called by different names or are tools (like the poleaxe/bill or military fork/pitchfork). In frontier or wilderness areas, the laws may be more lenient, allowing more deadly weapons just to stay alive.

Making weapons is neither as time consuming nor as complex in most cases as armor, and thus is cheaper and faster to produce. Metal weapons like swords will take one day per damage class of the weapon. Mostly wood weapons like flails, maces, polearms, and axes take three hours per Kilogram to crank out, although the heads will need the services of a smith to make, as the metal weapons. Arrows take two hours to complete, including fletching, head, and all the design. If the arrow or bolt heads and fletching are completed in advance, the arrow takes about ten minutes to assemble. Complex weapons such as crossbows take a day per kilogram weight to produce.

### Weaponsmith Skill

Like armorers, weapon makers have varying skills. Use the chart below similar to the armorers' chart.

WEAPON QUALITY CHART	
SKILL ROLL	EFFECTS
-7+	Weapon destroyed
-6	x1.15 weight and x.8 DEF and BOD
-5	x1.15 weight or time and x.8 DC, DEF or BOD
-4	x.8 damage class
-3	x.8 DEF or BOD
-2	x1.1 weight/STR MIN
-1	x1.15 time
0-1	No effect
2	x.8 weight and STR MIN
3	x1.1 DEF, BOD, or DC
4	x1.1 damage class
5	x.8 weight or time and x1.1 DEF, BOD, or DC
6	x.8 weight and x.8 DEF and BOD
8+	x.8 time and weight, x1.1 DEF, BOD, and DC

Like armor, the cost can rise by quality, .25 per good effect. A poorly made weapon can be the death knell for a warrior, as it breaks at the wrong time, or just isn't sharp enough to penetrate the armor of an opponent. Like armor, the character can attempt to assess the quality of the weapon purchased with a skill roll. A character with weapon smithing or the equivalent can make minor repairs, such as bring the weapon up to full damage class, or trim some weight, but failure can destroy the weapon. At the very least, if the character is unsuccessful, the weapon cannot be fixed, at least not without the proper equipment being used.

## WEAPONS

### Weapon Material

**ADAMANTINE:** Adamantine weapons are hardened (defense hardened) and have Power defense equal to the BOD of the weapon.

**AETHERSTONE:** Weapons made from this affect desolidified creatures. They also act as transdimensional to strike creatures in other dimensions, assuming they can be perceived, reached, and targeted.

**BLOODIRON:** Weapons made from Bloodiron do +1 DC damage once they draw blood (does BOD damage). Once the weapon is clean or no additional BOD damage is done for a turn the extra damage fades. Weapons can be made with Bloodiron without spellsmith skill, but they do not gain this special property.

**CHITIN:** Chitin weapons degrade over time, after six months losing 1 BOD per month until they reach a quarter starting BOD. At this point the weapon loses 1 DEF per month, crumbling and cracking until it is destroyed.

**DRAGONBONE:** Dragonbone weapons match 1/4 Body of the material made in real points of magic.

**EBON:** Ebon weapons are poisonous. If an Ebon weapon does Body damage, it continues to wound the target for a turn following (doing half the base damage, lacking any strength or skill additions, in NND to the target. This is both BOD and STN, using the stun multiplier, not location. Defense for the NND is carrying a holy object, or 10+ Power Defense). This is not cumulative, only once will it poison a target per turn.

**EVANTINE:** Evantine weapons glow in the dark for 1 hex of light. They also grant +1 DCV versus evil targets (demons, weres, etc), and are Armor Piercing against such targets. Evantine armor adds the armor's DEF in Presence to the wearer.

**LAEN:** Laen Weapons are immune to acid of any kind and cannot corrode.

**MITHRIL:** Mithril Weapons have hard defenses and stay naturally clean in any conditions, never corroding.

It should be noted that the defense that a weapon gains by material construction cannot exceed that of its materials. Thus a weapon made of Mithril (defense 12) cannot exceed 12 defense.

WEAPON CONSTRUCTION						
MATERIAL	DC DAMAGE	DEF	BOD	STR MIN/ KG WT	CP COST	TIME
Adamantine <sup>4</sup>	+1	x1.85	x1.3	x.75	x10	x2.5
Felstone	--	x1.3	x1.2	x.8	x4	x1.3
Aetherstone <sup>2</sup>	--	x1.45	x1.1	x.8	x6	x1.5
Blood Iron	*	x1.1	--	x.9	x5	x1
Bone	-1	x.5	x.4	x.2	x.3	x.5
Bronze	--	x.75	x.8	x.85	x.3	x.5
Chitin	--	x.75	x.8	x.65	x.75	x.8
Dragonbone	--	x1.4	x1.1	x.75	x10	x1.2
Dwarven Steel	--	x1.25	x1.1	x.85	x3	x1.25
Ebon <sup>3</sup>	+1	x1.35	x1.2	x.8	x5	--
Evantine <sup>1</sup>	+1	x1.75	x1.3	x.75	--	--
Iron	--	--	--	--	--	--
Laen	--	x1.25	x.9	x.75	x7	x1,5
Mithril <sup>5</sup>	+1	x1.5	x1.25	x.8	x8	x1.75
Obsidian	--	x.7	x.5	X1.25	x.5	x.8
Star Iron	--	x1.2	x1.1	x.85	x4	x1.3
Steel	--	x1.2	--	x.85	x2	x1.25
Stone	-1	x.75	x.5	X1.5	x.3	x.8
Vhaeth	--	x.75	x.8	x.85	x.8	x.75

Wood	-2	x.5	x.5	x.2	x.25	x.75
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### Weapon Example

A warrior commissions a flail made of Dwarven Steel. The weapon normally looks like this:

WEAPON	OCV	RNG MOD	DAM	STN MOD	STR MIN	DEF	BOD	KG WT	CONST TIME	CP COST
Flail	(+1)	--	1D6	--	10	4	3	1.75	5 hours	30

and Dwarven Steel has these modifiers:

MATERIAL	DC DAMAGE	DEF	BOD	STR MIN/ KG WT	CP COST	TIME
Dwarven Steel	--	x1.25	x1.1	x.85	x3	x1.25

This results in a flail completed that looks like this:

WEAPON	OCV	RNG MOD	DAM	STN MOD	STR MIN	DEF	BOD	KG WT	CONST TIME	CP COST
Flail	(+1)	--	1D6	--	8	5	3	1.4	6 ½ hr	90

Which is fundamentally the same weapon, but while it costs a lot more, and takes longer to make, this is a light flail that is somewhat sturdier.

## ARCHERY CONSTRUCTION

BOWS							
MATERIAL	RNG	DAM	WT	DEF	BOD	STR MIN	RMO D
Major	+7%	+1	-3%	+7%	+5%	-5%	+2
Compound	+5%	+1	+5%	+5%	+5%	-5%	+2
Recurve	+5%	+1	--	--	+5%	+5%	+1
Simple	--	--	--	--	--	--	--
Composite	+5%	--	+5%	+5%	+5%	--	--
Artifact	+10%	+2	-5%	var	var	-10%	+2

CROSSBOWS							
MATERIAL	RNG	DAM	WT	DEF	BOD	STR MIN	RMO D
Major	+7%	+1	-3%	+7%	+5%	-5%	+2
Composite	+5%	--	+5%	+5%	+5%	--	-1
Simple	--	--	--	--	--	--	--
Dwarven	+5%	+1	--	--	+5%	+5%	+1
Artifact	+10%	+2	-5%	var	var	-10%	+2

STRING							
MATERIAL	RNG	DAM	WT	DEF	BOD	STR MIN	RMO D
Major	+7%	+1	--	+7%	+5%	-5%	+2
Minor	+5%	--	--	+5%	+5%	--	-1
Normal	--	--	--	--	--	--	--
Elven	+5%	+1	--	--	+5%	+5%	+1
Artifact	+10%	+2	--	var	var	-10%	+2

For Ammunition such as arrows and bolts, consult on the table below. There are three elements that go into making a bolt or arrow: Vane, Shaft, and Head. Thus, each element of the arrow may be of alternate construction, and the results are cumulative.

<b>MASTER ARROW TABLE</b>							
<b>MATERIAL</b>	<b>RNG</b>	<b>DAM</b>	<b>WT</b>	<b>DEF</b>	<b>BOD</b>	<b>STR MIN</b>	<b>RMO D</b>
Weak	-5%	--	--	--	--	--	-1
Minor	--	--	--	--	--	--	--
Normal	--	--	--	--	--	--	--
Major	+2%	--	--	+1	--	--	+1
Artifact	+5%	--	--	+1	+1	--	+1

## **ARCHERY MATERIAL EXAMPLES**

### **ARROWHEADS**

WEAK: bone, wood, bronze, stone

NORMAL: steel, iron

MINOR: Helvorn, Vhaeth, Felstone, Snaketooth, Dwarven Steel, Chitin

MAJOR: Mithril, Laen, Ebon, eilhas

ARTIFACT: Adamantine, Dragonbone, Phoenix Beak, Evantine

### **ARROW VANES**

WEAK: paper, leaf

NORMAL: feather, strong leaf, wood

MINOR: Pegasus feather, vhaeth, chitin

MAJOR: eilhas

ARTIFACT: phoenix feather, dragoncrest

### **BOWSTRINGS**

WEAK: twine, thread

NORMAL: gut, horsehair

MINOR: spider silk, mermaid hair

MAJOR: Pegasus hair

ARTIFACT: dragongut

### **ARROW SHAFTS**

WEAK: weak wood

NORMAL: wood, bone

MINOR: vhaeth, helvorn, chitin

MAJOR: eilhas, Pegasus bone,

ARTIFACT: dragonbone

### **BOWS**

WEAK: willow, pine

NORMAL: ash, yew, chitin

MINOR: eilhas, helvorn

MAJOR: Entbranch, Wyrmbone

ARTIFACT: dragon horn

## CONSTRUCTING UNUSUAL SIZES

In a fantasy campaign, there can be a wide variety of different sizes of buyers, including horses, faeries, giants, and the like. The characteristics of items made to size will vary from the standard statistics. To find the variation, determine the levels of shrinking or growth the character has, and apply the charts to equipment. All following modifiers are applied after material adjustments

WEAPONS OF UNUSUAL SIZES								
MOD PER LEVEL	DC DAMAGE	DEF	BOD	STR MIN/ KG WT	TIME	CP COST	RANGE MOD	RANGE
Of growth	+1/3	X1 +.1	X1 +.2	X1 +.2	X1 +.25	X1 +.5	+5	X1 +.1
Of Shrink	-1	x.75	x.65	x.75	X1.25	X1.1	-1/2	X/8

ARMOR OF UNUSUAL SIZES						
MODIFIERS PER LEVEL	DEF	KG WT	COST	TIME	ARMOR DEF	ARMOR BOD
Of Growth	X1.1	X1.2	X1.25	X1.5	X1.1	X1.25
Of Shrinking	X.8	X.75	X1.25	X1.1	X.9	X.75

## ENCHANTING WEAPONS AND ARMOR

Making Magic weapons and armor can be very, very expensive work. The effort to make a magic item is fairly significant in the first place, spending experience points and researching a special spell. But to this is added the raw materials used, typically an enchanted material. The reason for this is two fold, first Enchanted materials are superior to steel, and after all the work and money put into a magic item the last thing you want to have happen is for it to break. Second, many enchanted materials actually have imbedded power in them, actual points for enchantment that can be unlocked by sorceries.

These materials give free points for enchanting their product as sort of a 'matching' deal. For each point spent by the character, the enchanted material will match that with a free point, until it has no more innate magic to offer. This reduces the experience point cost for the creation of the item, the most painful expense for any character.

The price of any magic item to buy or sell is usually one silver per active point of the item, plus any expense for the actual item (an adamantine battle axe costs more than an iron dagger, for instance).