

There are more items available to delver's who find themselves with gold burning holes in their pockets. Below are additional and non-traditional items available in most larger towns and small cities, as well as a comprehensive glossary describing all of the equipment.

PROVISIONS

Ale	10	2
Ale, Dwarven	10	5
Apple	2	0.1
Beans	5	1
Beer	10	1.5
Cabbage	15	0.1
Cheese	10	1
Cow's milk (1 cup)	3	0.5
Dried beef	10	2
Eggs (dozen)	12	6
Figs	20	1
Fresh fish	20	4
Fried chicken	20	20
Goat's milk (1 cup)	3	0.7
Grapes	20	2
Honey	10	5
Lard	10	1
Mead	10	8
Meal, Average	12	5
Meal, Cheap	7	1
Meal, Rich	30	20
Mutton	20	5
Oats	30	2
Pepper	10	10
Salt pork	30	5
Salt	10	1
Salted fish	20	10
Smoked ham	50	70
Strawberries	10	4
Turnips	10	0.5
Wine, well-aged	10	15
Wine, young	10	6

HERBS (1 dose)*

Belladonna	2	40
Cloves	2	10
Feverfew	2	20

Garlic	2	10
Ginger	2	10
Lavender	2	2
Mandrake	2	80
Peppermint	2	10
Wolfbane	2	50

SMITHING

Bag of coal	100	50
Bellows	100	90
Pig iron	300	100
“Portable” forge	2500	5000
Small anvil	400	1200

Gunnes

By 1300 A.K. (in Empire of Khazan reckoning), firearms have been introduced to Trollworld. They are expensive, dangerous, and considered to be a hellish weapon. They are somewhat easier to aim than bow and arrow, but are really only accurate at very close ranges—10 yards or less. They require a Dexterity SR to hit anything when shooting, but the DEX roll is only half the level used for archery. At medium and long range, they require Luck SRs to hit anything. However, they work just fine for mass actions such as armies shooting at other armies. You don’t have to be accurate for that—just somewhere in the vicinity to do damage to *someone*. It is not unusual for warriors to carry 2 or more pistols, primed and ready to fire when needed.

Name	Type	Size	Dice + Adds	STR Req.	DEX Req.	Weight
Arquebus	Flintlock	Longarm	8 + 30	10	8	80
Blunderbuss	Wheellock	Longarm	8 + 15	16	6	110
Bombardelle	Matchlock	Hand Cannon	10 + 40	18, or 2 men		400
Dagg	Wheellock	Pistol	5 + 15	10	8	50
Fire stick	Matchlock	Pistol	5 + 15	12	8	60
Firelock	Wheellock	Longarm	7 + 20	12	8	100
Highwayman's pistol	Flintlock	Pistol	5 + 15	8	8	40
Petronel	Wheellock	Carbine	6 + 19	11	8	80
Rifling	Any	Any	--	--	--	--
Snaphaunce	Flintlock	Carbine	6 + 22	9	8	65
Thunderstick	Matchlock	Longarm	8 + 25	15	8	120
Toradar	Matchlock	Carbine	7 + 20	14	8	100
Black powder (per charge)						1/4

Lead balls	1
Matches	1
Powder horn (10 charges)	20
Ramrod	10
Swabbing (10 patches)	1

POISONS

Type	Cost/Dose (GP)	Weight/Dose (w.u.)	Effect
Curare	35	1	Curare is a neurotoxin that paralyzes muscles including the heart. Beings who take any damage from curare begin losing adds at a rate equal to the number of hits taken. That is, if you take 1 hit from a sword that has curare on it, you lose 1 combat add for the rest of the fight. If you take 3 hits on the second round, you lose 3 more combat adds. Yes, combat adds can go negative because of this effect.
Dragon venom	320	1	Dragon venom is an acid that does extra damage to living flesh. For each hit point of damage taken from a weapon treated with dragon's venom, do an additional 4 hits of damage to the victim.
Hellfire juice	65	1	Hellfire juice is a contact poison that kills living cells. The first time a character takes damage from a weapon with hellfire juice on it, he loses an additional 1D6 hit points. The second time, he loses an additional 2D6; the third time, 3D6; and so forth.
Manbane paste	200	2	Manbane paste is the combination of mandrake and wolfbane powders. It is much more powerful than either of the substances by themselves. Anyone poisoned by it loses 2D6 points from CON and 1D6 points from his or her other two strongest attributes. If CON goes to zero or below, the character is dying.
Mandrake powder	50	1	Mandrake powder directly weakens the CON of the user. If powder gets into a wound or is swallowed in food or drink, the victim loses 1/10th of his current CON over the next day. This is a permanent CON reduction.
Naga spittle	275	1	Does no physical damage to the victim, but reduces INT and WIZ by 50% of their normal maximum, down to a minimum value of 1 each. If either attribute drops to 1, the victim falls unconscious. After 5 combat rounds, the victim's INT and WIZ start returning at 1 point per round.

Scorpion venom 40 1 Slows the victim's responses for the next 3 combat rounds, with the effect that her combat adds total is reduced to 3/4 normal.

Spider venom 50 1 Temporarily paralyzes victims. After 1 combat round, a poisoned creature is at half effectiveness. After 2 combat turns, victims are unable to move. After 5 combat rounds, the poison wears off. Spider venom is generally not powerful enough to affect monsters much larger than humans (i.e., it doesn't affect trolls and dragons). If there is doubt in some case, the GM should rule on it.

Stone-fish toxin 525 1 Upon taking a hit from the poisoned weapon, the victim immediately loses 3D6 points directly from their CON. In addition, they must make a L1SR vs CON to avoid dropping dead on the spot from shock, as this poison causes excruciating pain. Assuming they survive the shock, the pain continues for 3 full rounds, and the victim fights at one-quarter effectiveness for that time. This poison is very rare, and spoils rapidly (within an hour if exposed to air, within a week if kept in a tightly sealed container).

Werebane syrup 130 3 Against creatures other than were-creatures, this poison does only an extra 2 points of damage. Against were-creatures, quadruple any weapon damage that gets through their armour. Also, a were-creature must make a L2SR vs CON or take an extra 8D6 damage as the poison attacks their lycanthropy. If the SR is missed and the were-creature survives, it is permanently cured of lycanthropy.

Wolfbane powder 50 1 Wolfbane powder is an attribute reducer, attacking where the character is weakest. If taken internally or smeared into an open wound, it causes the victim to *permanently* lose 3 points from the lowest attribute. If the attribute goes to 0 or less, the character has a heart attack and dies. Lives can be saved by bringing the attribute back to a positive value via drugs, magic, or first aid.

Antidotes x0.75 1 There is a specific antidote available for each of the poisons listed above. If taken a short time before the poison affects the character, the poison does no damage. If it is taken directly after the poison affects the character, the poison is nullified and does only its initial damage. Antidotes lose their effectiveness about one day after being taken.

Immunity potion x10 1 There is a specific magical immunity potion for each of the poisons listed above. If the user takes it, he is permanently immune to that particular poison.

Armor and Weapons Glossary

Adze: Essentially a carpenter's tool shaped like an axe, but with the blade at right angles to the handle.

Ankus: Basically an elephant goad. Usually has a sharpened point with a recurved side hook. Some have short hafts, for use while riding, while others are longer so that they can be used while walking alongside the animal.

Arbalest: Some of the larger crossbows had a stirrup at the fore to place the foot in order to obtain leverage in cocking the bow. A lever arrangement (belt and claw, or cord and pulley) could be used to aid in drawing back the cord. See crossbow.

Arming doublet: Quilted garment worn under armour.

Arquebus: A smoothbore matchlock which resembles a crossbow in some respects.

Arrows: A straight, thin shaft, normally wooden, with a pointed head at one end; the other end has between two and four stabilizing fins, often made from feathers. Some arrows have metal shafts rather than wooden. Arrows are designed to be shot from a bow.

Assegai: A spear with a leaf-shaped head on a fairly light wooden staff. The shaft may be reinforced with iron to strengthen it, but in this case it cannot be thrown.

Athame: Ceremonial sacrificial knife, double bladed, with a black handle; a favourite of Wizards.

Atl-atl ("spearthrower"): The common form is a straight, flat stick with cord loops at the handle end and a notch upon which to rest the butt of the javelin. It acts by effectively extending the thrower's arm length to impart greater force to a javelin throw.

Back plate: A form-fitted piece of plate armour, enclosing and protecting the back half of the upper body.

Bagh nakh ("tiger claws"): Four or five curved iron spikes attached to a crossbar; when held in the hand, the spikes extend in front of the fist. Holes or rings at the end of the crossbar allow a good grip. They are easily concealed in the palm, and are a favourite assassination weapon.

Banded mail: Mail with strips of leather interwoven through the rings.

Bank: A dagger with a strongly curved, sickle-shaped blade and a straight handle.

Bardiche: A polearm with a long chopping blade, often with a slight curve.

Barding: Defensive covering for a horse. Comes in a variety of types, including plate armour, mail, cuirboille, and quilted armour.

Baton (weighted stick): A light truncheon like a policeman's billyclub.

Bich'wa: A double-curved, double-edged blade with a looped hilt. Originally made from buffalo horns, it resembles a scorpion's sting in shape. It can be built to include bagh nakh; in game terms, if this is used, pay for both separately, but the combined weapon deals damage for both devices.

Billhook: A broad blade with a single cutting edge and a variety of spikes and hooks projecting from the back and end, all mounted on a long shaft. This is the weapon, originally an agricultural implement, from which guisarmes and fauchards were derived.

Black eagle blade: A hardwood club with razor-sharp obsidian blades set along the edges.

Black powder: Gunpowder made with charcoal, saltpeter, and sulphur.

Blackjack: A leather-covered bludgeon with a short, flexible shaft or strap, used as a hand weapon to disorient and subdue foes without killing them.

Blowpipe: A long tube of wood, reed, or cane through which darts are propelled by the breath of the user. Because darts are light and not propelled with much force, it is common to poison them in order to make them effective.

Bludgeon (club): This is your common heavy wooden club. It may be bound with iron to prevent splintering, but is otherwise just a simple bashing weapon.

Blunderbuss: Smoothbore gunne of large calibre with a bell-mouthed muzzle designed to scatter the charge when fired. Often carried for protection against thieves.

Boar spear: A medium-length spear with a very sharp, double-edged blade for the head. The shaft has a crosspiece a short way down, to prevent the boar from sliding along the shaft to gore the wielder.

Bombardelle: An early form of hand cannon characterized by a short barrel, loaded through the muzzle.

Bonesplitter: A very heavy, single-edged sword. The extra mass due to the thicker back "edge" of the sword increases its cutting power significantly.

Boomerang: A heavy, curved piece of wood, designed to return to the thrower if it misses its target.

Bracer: Protective metal armor for the wrist and forearm. Used by archers as protection from the recoil of their bowstrings.

Branch knife: A multi-branched, incredibly nasty-looking weapon meant to be thrown horizontally, not overhand like an axe. Any of several sharpened blades may strike, which accounts for its power.

Brandestock: A long-hafted weapon with a small axe head on one side and a short spike on the other. It has a long sword blade concealed in the handle which may be readily extended.

Breast plate: A form-fitted piece of plate armour, enclosing and protecting the front and sides of the upper body.

Broad axe: A heavy war axe with a single crescent-shaped blade and a medium length haft.

Broadsword: A long, straight, wide blade which may be single- or double-edged. May or may not have an elaborate hilt.

Buckler: A small, round shield carried by infantry. It can be strapped to the forearm, which allows it to be used with two-handed weapons such as a greatsword.

Bullova: A long-handled axe with a wide variety of single-bladed heads available. (As a game standard, axe-heads should be considered slightly curved and about 10 inches long.)

Bullwhip: A woven leather whip, sometimes tipped with steel. It is normally used as an animal herding tool, but can be used in combat.

Butterfly knife: A long double-edged blade with quillions sweeping forward and backward, giving rise to the name.

Caltrops: Four spikes radiating from a common point so that, in any position on the ground, one spike stands upright. These are often poisoned to more effectively incapacitate creatures trying to pass through them. Small caltrops have spikes about 3" to 4" high; large ones are assumed to be about 8" to 10" (for very large or tall monsters. Then there are war-jacks...)

Cannon: A tubular plate armor wrapping around the upper and lower arm.

Carbine: A gunne with a medium-length barrel (18" to 3').

Cat-o'-nine-tails: A whip used in flogging prisoners. As the name suggests, they tend to have 9 leather thongs, knotted at the ends. Some are fitted with metal spikes to slice the victim's flesh.

Centaur's hammer: A war hammer made of iron or steel, primarily used by mounted fighters.

Chakram: A flat steel ring 5" to 12" in diameter, which can be thrown like a frisbee or whirled around the finger before release. The outer edge is sharpened.

Chausses: Mail protection for the legs, either in the form of mail hose or strips of mail laced round the front of the leg.

Chauves souris: A polearm with a long, broad, triangular blade, with two similar but shorter blades projecting at 45 degree angles from the base.

Cleaver: Primarily a butcher's tool, the cleaver consists of a heavy, broad, single-edged blade on a short haft. The width of the blade adds considerable weight to the weapon, allowing it to chop effectively. The end of the blade is flat, so the cleaver cannot be used to stab.

Coif: A mail hood, often worn under a helm to protect the neck and ears. The mail coif is usually worn over a padded hood to provide protection against shock and penetration. (Pronunciation note: "qwoff".)

Common sling: A strip of flexible material (usually leather) with a pocket near the middle. A stone or lead ball is placed in the pocket; one end of the sling is tightly wound around the hand, and the other end is held loosely. The sling is whirled around and the loose end released, flinging the missile with considerable velocity.

Common spear: A shaft with a simple metal head, sturdy enough for thrusting and light enough for throwing.

Cranequin: A rack & pinion cocking device for a powerful arbalest (see crossbow).

Cross-thrust sword: A large sword with two very broad blades set so that the cross-section is X-shaped. It can thus cut as well as thrust, but the crossed blades prevent deep cuts. Expensive to make.

Crossbow: The most common heavy bow, mounted on a stock with a groove on top for the arrow and a mechanical arrangement for holding and releasing the string. It has much more punch than a longbow, but the shorter, heavier arrows (called "bolts" or "quarrels") somewhat lessen the range.

Crowbar: A metal bar between 3 and 5 feet in length, about 1" thick, used in much the same way as a club or quarterstaff.

Cuirass: A backplate and breastplate designed to be worn together.

Cuirboille: Heavy leather boiled or coated with beeswax. It is wrapped around a form to dry, and ends up quite rigid and resistant to bending.

Cuisses: Armour plating for the front of the thighs.

Cutlass: A short, thick sword with a curved blade, sharpened on the convex side.

Dagg: An early version of a wheellock pistol, favored by cavalry. Also called a tack.

Dagger mace: A mace made with a sharp dagger blade sticking through the head, allowing a stabbing attack with a lot of crushing force behind it.

Darts: Short missile weapons designed to fly such that a sharp, weighted point will strike first. In game terms, darts are fired from a blowgun and are quite small, doing little or no damage. They often have their tips coated with poison, though, and it is the poison that damages the target. For larger, hand-launched darts, see “porcupine spines.”

Demi-lune (“halfmoon”): A polearm with a crescent-shaped blade at right angles to the shaft.

Dirk: A short, thick-bladed dagger tapering uniformly from hilt to tip. Dirks are usually single-edged.

Double-bladed broad axe: Two huge crescent-shaped blades faced away from each other on a relatively short, thick haft.

Dwarven mask: Originally developed by the dwarves to protect them when working at their forges. Also useful against dragon-fire and other great heat sources.

Dwarven spike shield: A target shield with a sharpened 6" metal spike extending from the front.

Dwarven war axe: The dwarven war axe has a hook on the back of the blade, useful for scaling walls and pulling mounted opponents from their steeds. It has a sharp point at the top for thrusting, and the regular blade for cutting and slashing.

Elbow Gauntlet: A gauntlet whose cuff reaches the elbow, obviating the need for separate protection for the forearm.

Elephant axe: A large two-handed axe used, amongst other things, to hamstring elephants. The head is of iron, fitted into the wooden handle by means of a tang.

Epaule de mouton: Steel plate armour for the entire arm.

Epee: A thin blade used primarily for thrusting, heavier than the foil but less flexible. Also a fencing weapon, but with a larger hand guard than the standard foil.

Estoc: A sword with a very long, narrow blade intended solely for thrusting, having a point but no sharp edges.

Extended brandestock: A brandestock with a substantially longer shaft.

Falchion: A broad, curved, single-edged blade, wide near the point, with the back joining the edge in a concave curve. (A heavy “Arabian scimitar.”)

Falx-arr: A curved cutlass-like blade, sharpened along the inner curve, on the end of a long wooden handle.

Fang-wing: A double-edged knife balanced for throwing. The hilt has the tooth of a large creature embedded in it — dragon, tiger, and shark teeth are favorites.

Fauchard: A polearm with a long, single-edged, curved blade with (largely ornamental) prongs on the back.

Finger gauntlets: Gauntlets with each finger protected by its own separate set of lames.

Fire stick: A hand gunne ignited by a match manually applied.

Firelock: A wheellock musket.

Fish bow: A small, light self-bow, primarily used for fishing. Its main peculiarity is that, due to its small size and the materials used in the string, it can be used effectively underwater.

Fish-spine sword: Originally, the fish-spine sword was made from the snout of the saw-fish, a shark-like fish common to the seas of Trollworld; one end of the snout would be carved into a handle and then wrapped with leather or cloth. Now, this unusual sword has a comb-like metallic blade with tooth-like, very sharp barbs that inflict devastating wounds to unprotected flesh. A full blow from this sturdy weapon could easily bisect or behead an unarmored opponent.

Flamberge: A large sword with undulating or waved edges.

Flanged mace: A mace of all-metal construction, with flanges, spikes, or similar pointed protrusions designed to concentrate the force of a blow on the tip of a flange or spike.

Flintlock: A gun using flint and steel for the ignition of the powder.

Foil: A thin, flexible sword blade only used as a thrusting weapon. Essentially a fencing weapon, it has a small hand guard.

Footman's lance: This is a lance cut down in length to make it somewhat more usable while on foot.

Forkspear: An all-iron weapon with two parallel, double-edged blades at the end.

Full helm: Complete head, face, and neck protection. The face covering may be hinged to swing back or to the side, or it may be a solid piece.

Gaff: A gaff is a sharp metal hook used to latch onto an object for the purposes of moving it.

Garrote: A short (1' to 3') length of fine chain, rope, or wire, sometimes with handles on the ends, used to strangle someone to death.

Gauntlet: Armour for the hand and wrist, made of mail or plate.

Gladius: A short (2'), broad-bladed sword, primarily intended as a thrusting weapon. The edges are not very sharp.

Grand shamsheer (no-datchi): A curve-bladed cutting sword not suitable for thrusting, but excellent for the draw-cut. Use this in game terms for any very long single-edged, narrow-bladed, curved sword.

Grapple hook and rope: An iron grapple attached to a 30-foot-long rope, this requires two hands if used as weapon. Non-combat uses include scaling walls, crossing streams, and the like.

Great axe: A large, heavy, single-headed axe with a somewhat curved blade, balanced by a small knob on the other side. It has a longer haft than the double-bladed broad axe.

Great shamsheer: Like the grand shamsheer, but somewhat shorter.

Great sword: A very long sword with a heavy, straight, wide double-edged blade, it can be used for cutting or thrusting, although its primary use is cutting due to the weight and momentum of the blade. This same momentum makes it hard to change the direction of a blow once begun. Use this basic definition to classify any very long, heavy, double-edged blade.

Greaves: Metal plating for the lower leg. Some variants cover only the shin, but in most cases a hinged plate protects the calf as well.

Guisarme: This name can be applied to a variety of polearms, but is used here to refer to a slender, incurved sword blade mounted on a pole, from the back edge of which issues a sharp hook. This elongated hook runs parallel to the back of the blade, or diverges at a slight angle.

Haladie: A double dagger, consisting of two short (curved or straight) daggers fastened to opposite ends of a straight handle.

Halberd: A polearm with a long shaft, topped by an axe blade with a beak or point on the opposite side. Usually surmounted with a long spike or blade.

Half-halberd: A shortened halberd, approximately 5 feet in length.

Hand crossbow: A small, light version of a crossbow. It requires two hands to load, but only one to fire.

Hand-and-a-half sword: Much the same as the broadsword, but slightly longer. The hilt accommodates one hand and a partial grip to aid in directing blows.

Hand-spikes (“cesti”): Leather thongs tied over the hands, reinforced by metal plates, which can have spikes protruding from the knuckles.

Harpoon: A flat, triangular piece of metal with barbed edges, the whole attached to a wooden shaft. A rope is often attached to the end for retrieval of the harpoon (and its target). Primarily used for whaling or for spearing large fish.

Hatchet: Essentially a small version of the woodsman's axe, this weapon can be used one-handed.

Haubergeon: A short mail shirt, typically reaching to just below the hips. A longer coat, reaching to the knees, is known as a “hauberk.” In game terms, however, these are essentially the same.

Headsman's axe: A broad, curved, single-edged blade on a wooden haft around 4 feet long. The headsman's axe is a favored method of execution, particularly in those cases where the victim does not deserve the honor of dying “by the sword.”

Heater: A large, squarish shield with a triangular base, carried on the arm. Some of these shields are slightly convex.

Heavy flail: A stout haft with a swinging arm bound to it by spiked iron rings.

Heavy mace: A club-like weapon made all of metal or with a metal head. The head is knobbed with several blunt flanges or spikes.

Heavy Plate: A heavier and more protective form of plate armour.

Highwayman's pistol: An early-model flintlock pistol.

Hoko: A spear with a long, rather wide, straight point, with a secondary blade set at right angles to the first.

Holy water sprinkler: A morningstar made of wood and having numerous spikes projecting from the head. It doesn't actually sprinkle holy water; the name comes from its resemblance to the religious item.

Hungamunga: A hooked throwing knife with a single-edged blade.

Hunting bola: A long cord or thong to which either 2 or 3 stones are attached. Whirled around the head and released at the victim's legs, it can disable small prey and entangle the legs of larger creatures.

Ice pick: A sharply pointed steel rod attached to a wooden handle.

Jambiya: A sword with a curved, double-edged blade. Some were so curved that the end pointed upward; if chosen in this form, the jambiya cannot be thrown. The blade may be rather wide or fairly narrow.

Javelin: A light throwing spear balanced to be thrown with considerable accuracy.

Katar (a.k.a. "punch dagger"): The blade is rather broad at the base, tapering evenly to the point. The peculiarity of this dagger lies in its hilt, which is shaped like an H with 2 flat sidebars and a single or double crossbar. It is held in the clenched fist to be thrust forward, the blade leading the knuckles. For game purposes, the blade is assumed to be double-edged and between 9" and 12" long.

Kite shield: A large, elongated, triangular shield with a rounded top.

Knuckledusters: An iron bar with finger holes in it to give weight and solidity to a punch; similar to modern "brass knuckles."

Kris: This dagger comes in many traditional shapes; the common concept is a blade with several undulations. For game purposes, it is assumed that the blades are forged with a significant portion of meteoric iron in combination with special spells that dampen low-level magic.

Kukri: A heavy, curved, single-edged blade sharp on the concave side.

Kumade ("rake"): A pole weapon on a heavy shaft. The head is like a grappling hook with 2 or 3 prongs, plus a spike or pick facing in the opposite direction.

Lamellar: Small metal or leather plates laced together for strength and rigidity.

Lance: The archetypal knight's weapon. A very long pole with a metal tip, and sometimes with a hand-guard. Most effective when used from the back of a charging horse. The lance is almost impossible to use effectively on foot, excepting when it is set to receive a charge.

Lantern shield: A round, buckler-type shield to which are attached a number of offensive weapons. The center of the shield is fitted with a short (3") spike. It has a fitting in the front allowing a small lantern to be attached to it; some fencers will use this in an effort to dazzle opponents.

Lasso: A rope with a slip knot, thrown over the target to bind and injure (by choking, dragging along the ground, and so forth). It is an ancient weapon, used by gladiators and nomadic herders.

Lead balls: The projectile propelled by black powder in gunnes, or by centripetal force in slings. Lead balls are usually round.

Leather jerkin: Unpadded leather tunic covering the chest and extending to the hips. Heavier and thicker than an ordinary jerkin, but less so than an arming doublet.

Light crossbow: A lighter version of the standard crossbow. Not as powerful, but correspondingly easier to draw (i.e., it can be drawn by hand rather than requiring a mechanism).

Light flail: Having a more slender haft than the heavy flail, this weapon sometimes has two or even three swinging chains with small weights attached at the end.

Long spear: A long spear best used on foot. It cannot be thrown.

Longbow: A self-bow made as long as the user is tall, of the best materials available (preferably, yew or hazel, although ash, ironwood, and osage make acceptable substitutes).

Madu: A small (7") round shield with two long horns (commonly antelope horns) extending 14" to the front and back of the shield. The horns are tipped with steel for reinforcement.

Mail: Interlinked and riveted small metal rings.

Main gauche: The "left-hand" dagger, used to guard and parry while using a sword in the right hand. The blade is usually straight and double-edged with a short grip but an elaborate hand-guard.

Manople: A short sword attached to a hand and wrist gauntlet. Its blade is about 30" long, with two 10" blades to either side. Rather awkward in melee because the gauntlet deprives one of the use of the wrist; GMs may feel inclined to penalize players using this weapon if they are engaged in infighting.

Matches: Twisted vegetable fibers soaked in saltpeter, used to ignite the powder in matchlocks.

Matchlock: A gun operated with a burning match cord held by a serpentine.

Mattock: An agricultural tool used for digging and mining. It is quite effective at crushing or piercing anything it hits. Mattocks are one of the traditional weapons of angry mobs, along with pitchforks and flaming torches.

Maul: A hammer with a heavy, metal head on a 5-foot wooden shaft. Occasionally the head is also made of wood.

Misericorde: A long, narrow-bladed dagger intended for thrusting.

Mitre: A hafted weapon with an enlarged, spike-studded head, the mitre is usually lighter and less club-like than a heavy mace.

Mitten gauntlet: A gauntlet with articulated transverse lames covering the fingers as a whole.

Morningstar: A short-hafted weapon with a heavy iron chain connecting the haft to an iron ball studded with spikes.

Muffler: A mitten-like extension to the sleeve of a haubergeon or hauberk, the muffler has a hole at the wrist that allows the wearer to remove his hand.

Musket: A gunne with a long barrel, generally over 4' in length.

Net: A weighted and sometimes barbed version of an ordinary fishing net, made with heavier, stiffer fibers.

Open-face helm: Protects the crown and back of the head, the back of the neck, and may curve somewhat forward to protect the cheeks. It usually also includes a nose-guard.

Over-and-under: Either a double-barreled gunne or a repeating crossbow, the over-and-under is essentially two crossbows or two gunnes stacked on top of each other, allowing two shots before reloading is required. Of course, it takes twice as long to reload as well. Very rarely, an over-and-under capable of more than two shots is seen. Such weapons are very heavy, unwieldy, and expensive.

Oxtongue (a.k.a. "hasta"): A long-shafted spear with a broad, straight, double-edged blade. Suitable for use as a horse lance.

Pacifier: A club consisting of a piece of wood studded with nails. Used in "settling disputes" in the seedier parts of towns.

Partisan: A broad-bladed polearm usually having short, curved side-branches at the base of the blade. Often highly ornamental.

Pata (a.k.a. "long katar"): A katar evolved into a sword with an attached gauntlet, the weapon's blade is straight, long, and double-edged. Rather awkward in melee because the gauntlet deprives one of the use of the wrist; GMs may feel inclined to penalize players using this weapon if they are engaged in infighting.

Pavise: A large, rectangular shield carried by infantrymen and frequently used by besieging forces to protect archers and crossbowmen. The largest are equipped with a prop to support them.

Petronel: A short, heavy wheellock carbine, carried chiefly by horsemen.

Pickaxe: A pickaxe, no more, no less. Most human-sized characters may chop through soft stone with this weapon at 5' per 10 minutes, and dwarves at twice that rate. This can open the wall in a small space (at the GM's discretion), but additional work would be required to actually clear an open passageway.

Pike: A plain spear with a very long shaft.

Pilum: A barbed iron head connected to a long wooden pole. A very effective weapon when used by disciplined regiments of soldiers.

Pistol: A small gunne, capable of being fired one-handed. The barrel is generally 1' or less in length.

Pitching fork: A metal fork with a long handle used as weapon and for pitching hay, the fork can be thrown short distances.

Piton hammer: A small hammer used especially to pound in spikes used by mountain climbers. Also good for hammering tent pegs and the like.

Plate: Armour made of rigid iron or steel plates.

Poleaxe: A long-shafted polearm with an axe-blade on one side and a spike or hammer opposite, but no spike at the top.

Poniard: A small, straight dagger without sharp edges; used primarily for thrusting or throwing.

Porcupine spines: Hand-thrown darts, weighted at the tip, from 1' to 18" in length.

Powder horn: A container for gunpowder. So named because they were often made from animal horns, but in practice any sort of container can be used as a powder horn.

Prodd: A light crossbow of ordinary construction, except the string has been made double with a pouch to accommodate stone, lead or clay pellets.

Prybar: A prying tool which has enough heft to make a fairly effective metal clubbing weapon.

Punch sword: A 30" long, broad, double-edged blade that tapers evenly to the point. It is related to the katar and the pata, being halfway between them in size and with a hilt much like that of the katar.

Quarrel (a.k.a. "bolt"): The arrow used in most of the crossbow-class bows. Quarrels are very much shorter and far thicker than normal arrows, often with minimal, if any, fletching. The power of the crossbow gives a quarrel considerable impact, but the bolts are less aerodynamic than an ordinary arrow, shortening the range at which they can be aimed effectively.

Quarterstaff: The quarterstaff is simply a wooden pole, roughly 6' long and 2" to 3" in diameter. It doubles as a walking staff, and is a favourite of Wizards.

Quilted silk/cotton armor: As used in T&T, this term refers to a complete suit of cloth body armour covering everything but face and feet. Padded cloth covers the neck, and is attached to a steel cap for protection; cuffs and lower legs may have light metal strips for protection. Quilting is held in place by small metal studs. *Note:* Cloth armor tends to catch on any tiny nicks in bladed weapons, and bunches up beneath blades; its natural padding helps to protect from smashing weapons.

Ramrod: A padded stick used to push blackpowder, ball, and swabbing together to the back of a gunne's barrel.

Ranseur (a.k.a. "runka"): A polearm with a long, sharp, narrow blade and two short lateral blades at the base.

Rapier: A long, stiff blade used primarily for thrusting. Some have double-edged blades for slashing as well as thrusting. Most have elaborate guards.

Ravenbeak: A type of war hammer on a mid-length haft. The name refers to the primary piercing head, which is balanced behind with a small, clawed hammer. Many also have a short stabbing point at the top, in line with the haft.

Razor-rope: A rope with razor-sharp slivers of metal woven into it. The user must wear heavy gloves to use this weapon safely.

Rifling: Spiral grooves cut into the inside of the barrel of a gunne. Rifling imparts spin to the ball, stabilizing it in flight and thus improving accuracy and range.

Ring-joined plate: Armour made of metal plates linked by rings. The metal is generally lighter than that found in plate.

Sabre: A single-edged sword with a slight curve; intended for cutting, it can also be used for thrusting if needed.

Sax (a.k.a. "scramasax"): A very large, broad, single-edged dagger almost big enough to be a short sword. (The original design of the Bowie knife would be a contemporary near-equivalent, allowing for differences in quality of forging.)

Scale armour: Small overlapping metal plates sewn to a cloth garment.

Scimitar: A strongly curved, sabre-like blade, single-edged.

Scutum: A rectangular shield developed near Khosht when goblin raiders were a problem 500 years ago.

Scythe: A sickle-shaped blade mounted in line on a long, relatively slender pole.

Self-bow: Any bow held upright, pulled and released by hand. As such, this also refers to the longbow. However, to differentiate between the visible differences and quality, we have divided the bows into the two classes.

Shield-spear: A 5-foot-long spear with a metal, double-edged head. A small buckler-like shield is attached to the middle of the shaft.

Short sabre: Shorter than the sabre, but otherwise very similar in appearance.

Short sword: This refers to any relatively short, broad-bladed, straight, double-edged sword.

Shotel: A very long, double-edged blade, curved almost to a half-circle. Extremely awkward, but it can be used to strike over or around a shield.

Sickle: Originally an agricultural implement, the blade of this weapon is set along the shaft (as with a scythe), instead of at right angles.

Sledgehammer: A sledgehammer consists of a large, flat metal head attached to a handle (generally of wood). Like a mallet, the sledgehammer distributes its force over a relatively large area, in contrast to most other hammers. The handle is generally at least 3' long, and the head alone usually weighs at least 6 pounds.

Snaphaunce: A gunne that is partway between a wheellock and a flintlock.

Soft leather: Heavy but relatively soft leather or hide clothing.

Solleret: Steel plates covering the wearer's boot, for extra foot protection.

Sopok: A small metal shield protecting the forearm, to which is fitted a blade or spike.

Spiked throwing stick: A wooden throwing stick with a spiked head; it is attached to the user's arm with a thin line, which enables it to be retrieved after it has been thrown.

Spontoon: A fairly elaborate spear with a stout, 8-foot-long staff. Some look like small partisans.

Stabguard: A metal spear with a hand guard mounted in the centre.

Staff sling: An ordinary sling mounted on a long pole to increase the momentum of the stone.

Steel cap: A simple metal hat which protects the crown and back of the head. It does not protect the back of the neck, but may include a nose-guard.

Stiletto: A very small dagger intended primarily for thrusting. It can be thrown effectively.

Stinger: A fairly short thrusting spear.

Swabbing: A patch of absorbent material used to remove the residue of previous shots from inside a gunne's barrel.

Swamp blade: A favoured weapon of goblins, this is a light, leaf-shaped, double-edged short sword.

Sword cane: A 2- to 3-foot-long cane or crutch that holds a 18" to 30" thin sword concealed within.

Swordbreaker: A weapon with a short, heavy blade, the swordbreaker has many teeth on the back to catch an opponent's blade and snap it.

Taper axe: A narrow, single-edged, curved blade on a fairly short haft.

Target: A medium-sized circular shield.

Terbutje: A wooden weapon with shark's teeth lashed to both sides to create a ripping, slicing edge. Useless for thrusting.

Throwing axe: A light axe balanced for throwing.

Throwing star: A flat, roughly star-shaped metal plate with all of its edges and points sharpened. Users with sufficient experience and skill can do such things as sailing them around corners and through narrow gaps.

Thrusting axe: An axe with a head that has a long point extending up, for use in thrusting attacks.

Thunderstick: A long-barrelled matchlock, often rifled. The weapon's overall length can reach 7 feet.

Toradar: A matchlock carbine, with the barrel and stock fastened together by coils of rawhide.

Tower shield: A very large, convex, rectangular shield.

Trapper (a.k.a. “caparison”): An all-enveloping light cloth cover for a horse, reaching to the fetlocks and leaving only the eyes, ears, and nose uncovered.

Trident: A spear with three parallel (or nearly parallel) prongs.

Truncheon: A 3-foot-long cylindrical club, often used by city guards to keep the peace in a non-fatal way.

Two-handed broadsword: An even longer version of the hand-and-a-half sword. The hilt accommodates both hands.

Uruk war axe: An extremely effective weapon for dismounting knights and smashing through their armor. It has a wooden haft with a four-pronged metal hammer head. Excellent for thrusting, smashing, and ripping open armor.

Urukish scimitar: A longer, heavier version of the scimitar, with the blade barbed.

Vambrace: A piece of armour covering the lower arm from the wrist to the elbow.

Voulge: A polearm with a broad, axe-like head elongated to a spike at the top.

War bola: Thin, flexible, wire-wrapped cords are used and the regular bola’s stones are replaced with small, spiked balls. Besides entangling, the wires may cut and the spikes can puncture or slash. The user must wear gauntlets of some kind to protect the fingers.

War hammer: A sturdy, hafted weapon with a relatively small blunt or clawed head, with a small spike in the back.

War shovel: A shovel like one used for digging, except that the handle is strongly reinforced and the blade has very sharp edges.

Wheellock: A gun operated by a serrated steel wheel rubbing on pyrites.

Woodsman's axe: A standard axe, of the sort used for chopping wood. It requires two hands to wield effectively.

Zaghnal: An axe-like weapon with a broad, heavy, knife-like blade.