



CASTELLAN'S GUIDE TO ARMS & ARMOR OF THE EARLY MEDIEVAL PERIOD

MIKE STEWART



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CASTELLAN'S GUIDE TO THE ARMS & ARMOR OF THE EARLY MEDIEVAL PERIOD

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INTRODUCTION

Welcome to the Castellans Guide to Arms & Armor! The Castellans Guides are a series of informative works to give a player or Castle Keeper some background into the rich tapestry of history that may be used to improve their Fantasy Role-Playing Games (FRPG) and adventures. As most FRPGs emphasize settings that borrow heavily from our own Medieval European culture, each volume of the Castellans Guides will concentrate on a specific aspect of the tools, trades, residences and pastimes of various people in the Early Middle Ages of Western Europe; specifically between the 9th and 12th centuries A.D. This volume concentrates on the arms, armor and panoply used by warriors throughout this period, giving costs, weights and most importantly the reasons why certain weapons and armors were designed. If one is left in a vacuum as to why things were the way they were, in war and culture, one cannot understand why the Great Helm was such advancement over the Spangenhelm, why Chain Mail began to be superseded by early types of solid plate armor and why several different types of swords were created.

The author hopes that this work, and the volumes to follow will give some small glimpse into the complex society of Medieval Europe, where knights fought wars and peasants tilled fields; and kings rose and fell on the turn of a blade; either on the battlefield or from behind in a darkened corridor. Read on, and may this work aid you in your gaming!

HISTORY

Throughout mankind's history, warfare has been an endemic part of his culture. From tribal beginnings to the rise of the Roman Imperium, man has ever warred upon man and this has spurred the development of the tools of this trade; armor and weaponry. The height of the arms and armoring craft for the ancient world was the Roman Legionnaire. This resilient soldier, with his Gladius sword and iron breastplate and spangenhelm laid the realms of the Mediterranean low and granted the city of Rome mastery over the ancient world.

Their victory and conquest of Europe to the Rhine and Danube rivers led the continent and its surrounding islands to a period of relative peace and prosperity, a Pax Romanum where military development slowed due to its lack of need. But this changed with the Germanic invasions of the Fourth and Fifth centuries. These primitive warriors wished to emulate Roman military prowess and while they might not have had the equivalent arms and armor, they quickly gained both as they pillaged the passive lands of the Roman west. Nonetheless, developments of arms and armor stagnated during the tribal hegemony of the Dark Ages (5th-9th centuries).

Upon the coronation of Charles the Great (Charlemagne) as Holy Roman Emperor in the year 800, a tenuous unity once again held western Europe together. But enemies still abounded, from the northern Norse Vikings and the eastern Magyar horsemen to the southern Moors the need for military force remained. These threats provided the chance for the military craftsman to again experiment with various weapons and equipment for the defense of the Medieval Empire.

This work will concentrate on the weapons and armor suits and pieces common to Western Europe during the Early Medieval period, roughly covering 800 A.D. to 1200 A.D. This period saw the technology of the warrior emerge from the traditions of the

ancient Roman world and begin to develop a uniquely European flavor, for a uniquely European warrior's needs.

For the player of Castles & Crusades (and many other RPGs) this work will give a brief perspective on the history and effectiveness of certain arms and armor types. All too often in RPGs, a weapon or armor type is given a weight and damage factor, but not WHY the particular weapon or armor piece was created. What was the reason for the Bearded Axe when the Roman Dolabra Axe was already invented? Why make a Long sword when the Legionnaire's Gladius Shortsword was already around? Why carry a wooden shield when iron ones were available? This work hopes to answer these questions in a concise manner without bogging the reader down in a plethora of charts or dry expositions!

TERMINOLOGY

This book divides the various weapons and armor types into a brief listing that gives the vital statistics of the item in question, followed by an annotated description and history to allow Castle Keepers to place the armament in its proper historical context.

WEAPONS

NAME: This is the common name used for the weapon in question. This is usually the historical name as well, but if there is a conflict between its historical nomenclature and a modern name the latter will be used to prevent confusion.

LENGTH, WEIGHT: This is the common length and weight of the weapon, given in Imperial measurements. Often a large length with a low weight denotes a type of weapon that is clumsy to use in tight confines such as pole arms or lances.

WIELD: This line describes whether the weapon was designed to be used with one hand or two. This does not preclude the wielder from using a two-handed weapon with only one hand or visa versa, but such would modify the weapon wielder's Base To Hit (BTH) and damage. This penalty (or bonus) is variable and left to the Castle Keeper but should usually be limited to around +/-2 modifier.

COST: This is the average cost for a given weapon within a Medieval Fantasy world, usually defined as "Gold Pieces" (gp), "Silver Pieces" (sp), and "Copper Pieces" (cp). For the use of this work, a 10:1 ratio for each coin is considered (i.e. 10 cp = 1 sp, 10 sp = 1 gp).

AVAILABILITY: This is simply the percentage chance that an item will be available in a given town or city. This work assumes a tech level of the European Dark Ages and High Middle Ages; roughly 5th-13th centuries. Of course, in smaller communities most things will be difficult to purchase, and in a great metropolis most will be easier to find. In a small village, or thorp the percentage can be anywhere from 5-20% lower than the stated availability (Castle Keeper's discretion). As with all things, those willing to pay more have a better chance of obtaining hard-to-find items. As a rule of thumb, each doubling of cost in the Players Handbook will add 5% to the chance of obtaining a given item.

DAMAGE: This is the base damage die or dice rolled to inflict wounds upon a given opponent. Generally the larger weapons tend to have a greater damage point range than smaller weapons.



DAMAGE BY SIZE: The base damage die or dice of a weapon is considered to be the resulting wounds inflicted upon an opponent of medium (M) size; that is roughly human in height. This damage is not always the same when the weapon is used upon smaller (S) creatures or larger (L) creatures. Those wishing to take such size into account can use this definition to modify the damage inflicted by a given weapon upon a non-human sized opponent.

INFLECT: This category describes how the damage is inflicted upon a given target. This is defined in 3 terms, Mass, Slash and Thrust. Mass weapons do damage by inflicting crushing damage upon a target due to its heavy weight. Slashing weapons inflict damage by slicing the body of a victim, disabling due to cut muscles or blood loss. Thrust weapons do damage by piercing the body and damaging muscles and organs by impaling. Some weapons are capable of inflicting more than one type of damage such as the Long sword (Slash & Thrust), and in such cases the Castle Keeper might need to know the specific type as many armors (and monsters) are more resistant to some types of damage inflicted than others.

OPTIONAL: The Optional entry is only used when a weapon was designed for a specific combat purpose over and above other types of weapons in the same class. In such cases, special optional rules are given so that the unique aspect of the weapon may be used during a game's combat to reflect its historical capabilities.

ARMOR

ARMOR: This is the common name used for the armor being described. This is usually the historical name as well, but if there is a conflict between its historical nomenclature and a modern name the simpler name will be used to prevent confusion.

%COVERAGE: This category describes roughly what percentage of the body that the armor piece covers; for the exact parts of the body covered see the explanatory text below each armor type. This may be used by Castle Keepers who might want to use a hit location system or determine where a critical hit might have landed.

WEIGHT: This is the armor's weight in pounds, rounded to the nearest whole number. The number in parenthesis after the weight is the Encumbrance value as used in the *Castles & Crusades Players Handbook*.

COST: This is the average cost for a given type of armor within a Medieval Fantasy world, usually defined as "Gold Pieces", "Silver Pieces" and "Copper Pieces;" in order of declining value. For the use of this work, a 10:1 ratio for each coin is considered (i.e. 10 cp = 1 sp, 10 sp = 1 gp).

AVAILABILITY: As with weapons, this is simply the percentage chance that a given piece of armor will be available in a given town or city. This work assumes a tech level of the European Dark Ages and Early Middle Ages; roughly 9th-12th centuries. Of course,

in smaller communities most things will be difficult to purchase, and in a great metropolis most will be easier to find. In a small village or thorp the percentage can be anywhere from 5-20% lower than the stated availability (Castle Keeper's discretion). As with all things, those willing to pay more have a better chance of obtaining hard-to-make armors.

FIND ITEMS: As a rule of thumb, each doubling of cost in the Players Handbook will add 5% to the chance of obtaining a given armor type or helm.

ARMOR CLASS: This reflects the bonus adjustment the armor gives its wearer to their AC rating. Note that the Optional section below might adjust this number in a variety of ways due to different combat situations.

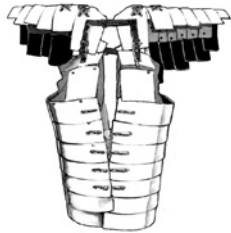
OPTIONAL: The Optional entry is only used when a type of armor was designed for a specific combat purpose over and above other types of armor in the same class. In such cases, special optional rules are given so that the unique aspect of the armor may be replicated in the campaign if the Castle Keeper so wishes.



BODY ARMOR

The use of materials to protect the warrior's body has changed from century to century and has included everything from hides and timber, to forged iron and steel and all points in-between. Until the use of gunpowder on the battlefield, every soldier and fighter did their best to obtain some measure of protection for their bodies. As total coverage of the body was expensive and inefficient, usually only the head and torso were covered by the average soldier, though each desired more if possible.

ARMOR: Banded Mail
%COVERAGE: 70%
WEIGHT: 40 lbs. (4)
COST: 250 gold pieces
AVAILABILITY: 70%
ARMOR CLASS: +6 adjustment
OPTIONAL: +1 AC versus thrusting attacks.



The armor known as Banded Mail was commonly used in Medieval Europe at the end of the 12th century, but actually predates the Dark Ages in that a version of the armor was occasionally worn by Roman soldiers in the late Empire. Known then as "Lorica Segmentata", this armor was usually limited to the torso and made of horizontal bronze or iron plates riveted to a soft leather or canvas backing. They covered the torso and slightly overlapped so that when removed it could collapse upon itself to a set of shorter plates as one went higher upon the torso.

ARMOR: Breastplate, Bronze
%COVERAGE: 50%
WEIGHT: 20 lbs. (2)
COST: 95 gold pieces
AVAILABILITY: 55%
ARMOR CLASS: +4 adjustment
OPTIONAL: Single breast and back plate provides an extra +2 to AC versus Mass and Slashing weapons. However, bronze construction means that the AC drops 1 point every time an opponent scores more than 5 hp of damage to the wearer.



The solid torso armor provided by a single breast and back plate instead of the flexible plates and rings so prevalent in the Ancient and early Medieval periods gave the wearer of the breastplate unparalleled rigidity and protection. As metallurgy was difficult in this period, most were made of bronze in lieu of iron/steel and so comprised a softer metal than the later steel breastplates (see below).

ARMOR: Breastplate, Steel
%COVERAGE: 50%
WEIGHT: 30 lbs. (3)
COST: 300 gold pieces
AVAILABILITY: 35%
ARMOR CLASS: +5 adjustment
OPTIONAL: Similar to bronze Breastplate, but more durable and so avoids the AC reduction via blows.



As with the bronze breastplate, this rigid armor provided greater protection to the vital areas of its wearer. However, being made of

steel it granted greater protection (and additional +1 to AC) and was more durable in combat.

ARMOR: Chain Mail, Birnie
%COVERAGE: 50%
WEIGHT: 25 lbs. (3)
COST: 100 gold pieces
AVAILABILITY: 75%
ARMOR CLASS: +4 adjustment
OPTIONAL: The Birnie may be worn underneath a Breastplate and provides an additional +1 to AC, +2 versus Cutting weapons. As with all Chain Mails, this armor only grants +3 AC versus Mass weapons.

The Chain mail Birnie is basically a sleeveless short tunic of chain.

The Birnie was a shorter version of the Byrnie, and was a Chain Mail Hauberk cut down to only provide torso protection with no sleeves at all and reaching only slightly below the groin. Its small size allowed it to be worn under rigid armor breastplates and thus increase protection for the warrior. Like other chain mails, the rings are usually steel and each ring is riveted shut. Butted chain mail (i.e. not riveted together) is not unheard of, as is mail made of bronze. Bronze Chain Mail costs 75 gold pieces but only provides +3 AC protection.



ARMOR: Chain Mail, Byrnie
%COVERAGE: 50%
WEIGHT: 30 lbs. (3)
COST: 125 gold pieces
AVAILABILITY: 70%
ARMOR CLASS: +5 adjustment
OPTIONAL: The Byrnie weighs 5 lbs. less (-1 Encumbrance) than the Chain Mail Hauberk while providing roughly the same protection. It only provides a +1 versus Cutting weapons, however. Completing a suit of Chain Mail also creates gaps (see below). As with all Chain Mails, this armor only grants +3 AC versus Mass weapons.

The Byrnie is a slightly truncated Chain Mail Hauberk, having only short sleeves and a length to the mid-thigh. The Byrnie should not be confused with the Birnie (Chain Mail Shirt), as the Byrnie cannot be worn effectively under other armor. This and the Hauberk were the preferred armor of nobility unto the end of the 11th century, when it began to be supplanted by rigid plates.

If a warrior with the Byrnie tried to purchase Chausses and a Coif to attempt a full Chain Mail suit, there will be unarmored gaps, and if an opponent rolls a natural "20" to hit the warrior, the Byrnie wearer will take an additional +D4 of damage due to the poor fitting.

ARMOR: Chain Mail, Chausses
%COVERAGE: 30%
Weight: 10 lbs.. (1)
COST: 50 gold pieces
AVAILABILITY: 45%
ARMOR CLASS: +1 adjustment
OPTIONAL: Wearing these adds +1 to AC, though Castle Keepers might consider the unlikelihood of blows landing on the legs unless the wearer is mounted or otherwise at a greater height than their attacker.



Chausses are basically non-plate leg armor; usually either made of Chain Mail or Padded leggings. They attach to the belt and usually have sabotons (q.v.) included with them. As with a Birnie, padded leggings may be worn under mail Chausses to provide +1 AC versus Mass weapons.

ARMOR: Chain Mail, Hauberk

%COVERAGE: 70%

WEIGHT: 35 lbs. (4)

COST: 150 gold pieces

AVAILABILITY: 70%

ARMOR CLASS: +5 adjustment

OPTIONAL: +2 AC versus Cutting weapons. As with all Chain Mails, this armor only grants +3 AC versus Mass weapons.



This original coat of Chain Mail was a single shirt pulled over the head and reached to the knees, split to the groin to allow the warrior wearing it to easily ride a horse. The sleeves were longer than a Byrnie, going sometimes as far as the wrist. This form of mail was favored by the Norsemen and was the most versatile of Chain Mails for its relative lighter weight. As such, it was the predominant armor for the average knight through the 11th and 12th centuries.

ARMOR: Chain Mail, Full Suit

%COVERAGE: 90%

WEIGHT: 45 lbs. (4)

COST: 200 gold pieces

AVAILABILITY: 40%

ARMOR CLASS: +6 adjustment

OPTIONAL: +2 additional AC versus Cutting weapons. As with all Chain Mails, this armor only grants +3 AC versus Mass weapons.

The full suit of Chain Mail includes a Hauberk, Chausses, Mittens (called Mufflers) and a Coif. It is possible to assemble this armor in pieces rather than purchase a full suit, but often the armor assembled in a piecemeal fashion will not fit together correctly, especially if different parts were created by different armorers. The Coif may be separate from the Hauberk in a full suit or it may be directly attached to the shirt if desired. Once assembled only the face is uncovered, with all the body protected.

ARMOR: Coat of Plates

%COVERAGE: 60%

WEIGHT: 45 lbs. (4)

COST: 100 gold pieces

AVAILABILITY: 90%

ARMOR CLASS: +5 adjustment

OPTIONAL: +1 AC versus Mass weapons.



This armored surcoat reflects another attempt to unify metal and leather for greater protection while retaining flexibility. The Coat of Plates was constructed in a manner similar to Ring Mail armor. Unlike Ring Mail, the leather or heavy canvas coat was covered with metal plates sewn into pockets or riveted onto its surface to provide greater protection to the wearer. These plates were not terribly flexible and therefore some gaps between the metal plates were unavoidable.

ARMOR: Greaves

%COVERAGE: 15%

WEIGHT: 7 lbs (1)

COST: 10 gold pieces

AVAILABILITY: 50%

ARMOR CLASS: +2 adjustment (See Below)

OPTIONAL: Wearing greaves adds +2 to AC, though Castle Keepers might consider the unlikelihood of blows landing on the legs unless the wearer is mounted or otherwise at a greater height than their attacker.



Greaves were introduced to warfare as early as the 5th century B.C. and remained popular with warriors well into the Early Middle Ages. Basically this is a solid bronze or iron/steel plate covering the joint of the foot to shin and rising up to cover the kneecap. They were originally strapped with leather thongs behind the calf, but in the later periods the plates were hinged to cover the entire lower leg below the knee. Note that the foot itself is still unprotected, as are the thighs. Also, the only hinge is between the front and back plates (if at all), and the rigid protection of the knee juts up over the kneecap for two to four inches or more.

ARMOR: Leather, Coat

%COVERAGE: 50%

WEIGHT: 10 lbs. (2)

COST: 7 gold pieces

AVAILABILITY: 90%

ARMOR CLASS: +1 adjustment

A Leather Coat is a garment that straddles the gap between “clothing” and “armor”. It provides some protection to its wearer, but is of limited coverage and its soft leather construction doesn’t really allow for rigid defense. However, if the wearer wishes to be protected without apparently wearing any armor this is a good option for protection without being obvious.

ARMOR: Leather, Cuirbouilli

(Hide Armor)

%COVERAGE: 80%

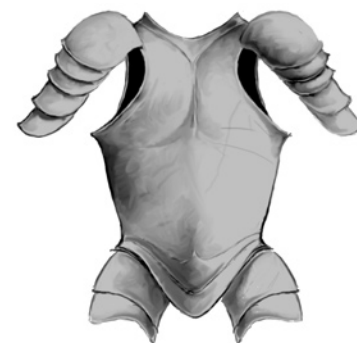
WEIGHT: 25 lbs. (3)

COST: 20 gold pieces

AVAILABILITY: 85%

ARMOR CLASS: +3 adjustment

OPTIONAL: Cuirbouilli armor is lightweight compared to metal and is the best protection that simple leather can afford. The material is very rigid and so any dexterity checks or saving throws are performed at a -1 while wearing the armor.



Cuirbouilli (Hide) Armor is the maximum use of leather possible for personal defense in combat. Usually cured and boiled to increase rigidity (hence the French name, “Cuirbouilli”), this armor gives maximum coverage with a minimum of weight. The main difference between “hide”-type armors and “strictly leather” armor is essentially its thickness. The great thickness of Cuirbouilli results from boiling the hide of a very large animal (buffalo, elephant or even dragon) or layering several thicknesses of leather together to reach the needed rigidity.



ARMOR: Leather, Fauld

%COVERAGE: 30%

WEIGHT: 3 lbs. (1)

COST: 3 gold pieces

AVAILABILITY: 60%

ARMOR CLASS: +1 adjustment

OPTIONAL: Faulds may be worn with a breastplate to gain additional protection to the upper leg/thighs.



Faulds are a skirt of leather straps, overlapping in two rows and having light bronze or iron plates riveted to the strips for added protection. Faulds were usually worn in conjunction with a breastplate (hide, bronze or steel) and connected to the lower edge of the breastplate to provide seamless protection. This was the predominant armor of Roman legionnaires during the height of the Roman Empire.

ARMOR: Leather, full suit

%COVERAGE: 70%

WEIGHT: 15 lbs. (2)

COST: 15 gold pieces

AVAILABILITY: 65%

ARMOR CLASS: +2 adjustment

OPTIONAL: Leather armors allow the wearer to perform many physical activities such as swimming with virtually no penalty to effectiveness (-1 to Attribute Checks).



Leather Armors were another stopgap created by those of low means (usually the Peasantry and other Commoners) to provide themselves some small amount of protection in battle when called up by their feudal overlord. While not as protective as the metal armors, its flexibility and light weight should not be underrated in melee.

ARMOR: Leather, Laminar

%COVERAGE: 70%

WEIGHT: 25 lbs. (2)

COST: 55 gold pieces

AVAILABILITY: 40%

ARMOR CLASS: +3 adjustment

OPTIONAL: Laminar armor gains a +1 to AC versus Mass and Slashing weapons.



Laminar armor was another variant on the merging of metal and leather to create a rigid yet flexible defense. Similar to a Coat of Plates, the plates are made of leather and have a thin metal plate riveted upon the thicker leather plate and then attached to each other via leather thongs. There is no backing material as each plate connects directly to the others around it. Like Ring Mail, this makes it easy to repair but also easy to lose plates during a melee due to the cords being severed. This pattern was predominant in Asia but was also used for a time by warriors in Eastern Europe as well as Scandinavia.

ARMOR: Leather, Studded Armor

%COVERAGE: 70%

WEIGHT: 20 lbs. (3)

COST: 30 gold pieces

AVAILABILITY: 70%

ARMOR CLASS: +3 adjustment

OPTIONAL: Leather armors allow the



wearer to perform many physical activities such as swimming with virtually no penalty to effectiveness (-1 to Attribute Checks).

Studded Leather is simply a set of Leather armor with metal “studs” or rivets attached in a pattern to the surface of the armor in order to increase rigidity and protection. However, this increase in protection inevitably increases the weight and expense of the armor but otherwise performs as does normal Leather armor.

ARMOR: Padded (Aketon)

%COVERAGE: 70%

WEIGHT: 10 lbs. (2)

COST: 5 gold pieces

AVAILABILITY: 90%

ARMOR CLASS: +1 adjustment

OPTIONAL: Padded armor may be worn under metal armors with their AC bonus adding to the overall AC, but such would negate any dexterity bonus (if any).



The Aketon, or Padded armor is a cloth or canvas coat that covers the torso and limbs. This padded surcoat was originally designed either as a quick set of protection for a peasant going to war or as a noble’s undergarment to pad the chafing caused by the wearing of metal armor. As such, this may be worn underneath a set of metal armor to gain additional protection but only at the cost of some maneuverability. An arming cap of the same material was worn under the helm, either alone or beneath a Chain Mail Coif. The word “Aketon” to describe such armor was coined during the Crusades and is considered a French derivative of “Cotton” (the most common material used to construct such).

ARMOR: Ring Mail

%COVERAGE: 70%

WEIGHT: 20 lbs. (3)

COST: 30 gold pieces

AVAILABILITY: 70%

ARMOR CLASS: +3 adjustment

OPTIONAL: Ease of Construction. Provides an extra +1 to AC against Mass weapons.



Ring mail is essentially a leather or heavy cloth surcoat with metal rings tied or riveted to the surface to provide additional defense. This armor is extremely easy to construct (even easier than Brigantine) and is a favorite for brigands and highwaymen. Ring Mail is also a favorite for peasant levies on the battlefield. During combat the rings can be knocked off in the course of fighting, but are easily replaced with simple leather working skills.

ARMOR: Scale Mail

%COVERAGE: 80%

WEIGHT: 30 lbs. (4)

COST: 50 gold pieces

AVAILABILITY: 45%

ARMOR CLASS: +4 adjustment

OPTIONAL: Additional +1 to AC versus slashing and cutting weapons.



Scale Mail armor is similar to the Coat of Plates (Brigantine) armor in that it is built of metal plates attached to a soft leather or canvas backing to provide flexible protection. Unlike the Coat of Plates, the plates are attached in



such a manner that they actually overlap each other in a “scales” pattern reminiscent of fish or reptile scales. This increases weight and reduces flexibility to a degree, but increases its overall protective ability. While commonly used in the Near East and Byzantine Empire, historians are divided on whether this armor was actually used in Medieval Europe.

ARMOR: Splint Mail

%COVERAGE: 70%

WEIGHT: 45 lbs (4)

COST: 200 gold pieces

AVAILABILITY: 40%

ARMOR CLASS: +6 adjustment

OPTIONAL: Due to a lack of flexibility, Splint

Mail incurs a -1 to hit adjustment for the wearer if using melee weapons.



Splint Mail is a combination of plates and either chain or leather, similar to Banded Mail. Unlike Banded, the plates of a suit of Splint Mail are attached vertically to the body instead of horizontally as with Banded. This is not a problem with arms and legs as the vambraces and rerebraces are solid in any event, but the vertical plates across the torso prohibit movement at the waist, so limit the wearer’s ability to strike at opponents in melee combat. This armor was a precursor to Banded Mail and while cheaper is even heavier, so is not an armor of first choice for those who can afford better.

ARMOR: Plate Mail

%COVERAGE: 80%

WEIGHT: 45 lbs (4)

COST: 600 gold pieces

AVAILABILITY: 20%

ARMOR CLASS: +7 adjustment

OPTIONAL: The evolution of armor in the 13th century reached its zenith with the development of Plate (and) Mail. This was a further advance over Banded in that it layered solid plates across the rigid bones of the body while allowing the flexible sections full mobility with Chain Mail. The articulation of plates made the armor expensive and so only great nobles and knights could afford such a panoply.



Despite stories of how cumbersome Plate Mail is, any warrior who trains regularly in such armor will take no penalties due to weight. Generally if the armor is worn for the amount of game time it takes for a warrior to advance one full level from the time they got the Plate Mail, then the Optional penalties are ignored (1/2 this time if the character has constitution as a Prime). Please note that simply having a high strength or constitution is insufficient to avoid the penalties as such abilities are irrelevant if one isn’t used to the armor.



ARMOR: Silk Shirt
%COVERAGE: 40%
WEIGHT: 1 pound (1)
COST: 6 gold pieces
AVAILABILITY: 30%

ARMOR CLASS: Special, See Below

OPTIONAL: If a warrior wearing a Silk Shirt is hit with an arrow (or dart), Percentile dice are rolled. If the number rolled is equal to or less than the armor coverage (as noted above) then the arrow only does 1 point of damage to the wearer. Otherwise, damage is inflicted as normal.

The use of a Silk Shirt will not seem to provide any armor upon first consideration, but it was nonetheless used as such in the 12th and 13th centuries. The Mongol invaders from the steppes of Russia had discovered in their long internecine warfare that if a silk shirt was worn underneath a hauberk, then if one was struck with an arrow, it would penetrate the jerkin and even enter the body, but would not pierce the fabric of the silk shirt. So, to remove the arrow, a wounded warrior need only grab the sides of the shirt and pull it taut; popping the arrow out of the body. However, since crossbow bolts travel with such high velocity, the silk shirt is ineffective against them or other large missile weapons such as spears, javelins, etc.

SHIELDS

Perhaps the very first armor ever devised by man was the shield. Easily made, and capable of being constructed from a variety of materials, the shield was the first and simplest defense to be constructed for hunting and warfare.

Reflecting their ease of construction, shields come in a variety of shapes and uses in a pre-gunpowder and pre-field plate armor society. Large shields (regardless of construction material) were used by infantry for maximum defense on the battlefield. Medium shields were used by light infantry forces and armored horseman; since a large shield is impossible to use from horseback. The small shield was commonly used by skirmishers and missile weapon troops as a last bit of defense if enemies closed into melee range. Its small size and light weight allowed its ease of use without inhibiting an archer, javelin thrower or slinger in the performance of their duties.

SHIELD: Boss
%COVERAGE: 10%
WEIGHT: +3 lbs. added to Shield it is installed on. (1)
COST: 5 gold pieces
AVAILABILITY: 50%

ARMOR CLASS: See Below

OPTIONAL: A Boss added to a shield increases the number of opponents the shield's AC bonus may be applied to by +1. However, using a shield with a boss is exhausting. Any warrior using a shield with a boss for more than the total of their constitution plus their strength attribute bonuses in rounds must make a constitution saving throw for each round afterwards to avoid fatigue. If the save is failed, the wielder becomes fatigued as noted in the Endurance section of the *Castles & Crusades Players Handbook*.



The Boss was a round metal indentation placed in the center of the shield with a handle forged within it, providing a safe place for the warrior to grasp the shield without straps. Its advantage was increased mobility of the shield as the shield could now be “punched” out to a needed position. The disadvantage was that even with a iron Boss, the metal roundel could be pierced by a weapon with a lucky strike and the warriors hand injured; thus making the injured warrior unable to wield a shield at all.

SHIELD: Buckler/Target

%COVERAGE: 10%

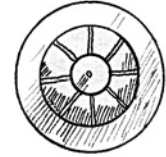
WEIGHT: 3 lbs (1)

COST: 5 gold pieces

AVAILABILITY: 50%

ARMOR CLASS: +1 adjustment

OPTIONAL: A buckler/Target Shield may be strapped to an arm, freeing both hands to wield weapons. However by doing this the warrior opens themselves to thrusting attacks and so the AC Bonus is not used against thrusting attacks.



Named as a derivation of the French word buckler, defined as Boss (q.v.), this very small shield can be held either by a single handle or strapped to the forearm. The reader should be aware that authors of antiquity (pre-medieval) used the term Buckler to describe a whole gamut of small shields, but for simplicity's sake the term Bucker/Target Shield will define a small (1 to 1.5 foot), highly maneuverable shield.

SHIELD: Cestus

%COVERAGE: 20%

WEIGHT: 1 lbs. (1)

COST: 1 gold piece

AVAILABILITY: 20%

ARMOR CLASS: +1 adjustment

OPTIONAL: A warrior wearing a Cestus may make a dexterity saving throw for each round of combat. If it is successful, then the warrior may add +1 to their AC. The Cestus may only be used against one opponent at a time.



The Cestus is a heavy leather or Chain Mail sleeve over a warrior's arm that covers from the shoulder point to the fingers. Used primarily in Roman gladiatorial combat, it makes a useful bit of armor without the encumbrance of a shield.

SHIELD: Iron, Small

%COVERAGE: 30%

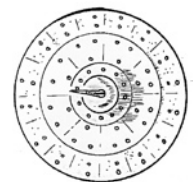
WEIGHT: 5 lbs. (3)

COST: 9 gold pieces

AVAILABILITY: 40%

ARMOR CLASS: +1 adjustment versus one opponent

OPTIONAL: Iron shields may be used as weapons in a desperate situation. This “Shield Bash” does 1D3 (1D6 divided by 2) damage upon a successful hit plus the strength attribute bonus of its wielder.



SHIELD: Iron, Medium

%COVERAGE: 50%

WEIGHT: 10 lbs. (3)

COST: 15 gold pieces

AVAILABILITY: 25%

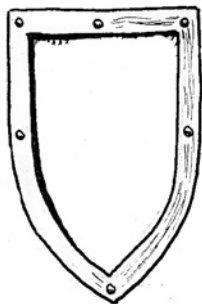
ARMOR CLASS: +1 adjustment versus up to 2 opponents

OPTIONAL: Iron shields may be used as weapons in a desperate



situation. This “Shield Bash” does 1D4 damage upon a successful hit plus the strength attribute bonus of its wielder.

Iron shields are the same size and form as their wooden cousins, but are instead made of wood with an iron sheet and fasteners attached to the front and rim of the shield. The iron is hard to come by in such forged quantity (thus the low availability), but the shield is robust enough to last for many battles before needing to be replaced; if at all. There are tales of warriors who upon their deathbeds gave their swords and iron shields to their sons or grandsons and both were battle tested and melee ready.



SHIELD: Shoulder (Besagew or Stechtarsche)

%COVERAGE: 10%

WEIGHT: 3 lbs. (1)

COST: 5 gold pieces

AVAILABILITY: 40%

ARMOR CLASS: + See Below

OPTIONAL: The Shoulder-Shield grants a warrior a +1 to AC versus Thrusting weapons during melee combat. However, any attacks or dexterity saves involving the arm where the Shoulder-Shield is worn takes an additional -1 penalty to rolls.



The Shoulder-Shield was designed originally by the Byzantine horse-archers and is basically a small shield of wood or metal laced over the left shoulder and armpit. This “Target” sized shield protects the vulnerable armpit and interior of the left side while leaving the left hand free to hold reins or another weapon. Only one at a time may be worn, as a warrior trying to wear two takes -2 to any attack or saving throws with their primary hand, -4 with an off-hand attack or save.

SHIELD: Wooden, Small

%COVERAGE: 30%

WEIGHT: 3 lbs. (3)

COST: 3 gold pieces

AVAILABILITY: 80%

ARMOR CLASS: +1 adjustment versus one opponent.

OPTIONAL: Anyone hitting a wooden shield with a cutting weapon and who rolls a natural (i.e. unadjusted) “1” on a D20 has their

weapon stuck in the wooden shield for 1D4 rounds minus the weapon wielder’s strength attribute bonus.

SHIELD: Wooden, Medium

%COVERAGE: 50%

WEIGHT: 6 lbs. (3)

COST: 5 gold pieces

AVAILABILITY: 80%

ARMOR CLASS: +1 versus up to 2 opponents

OPTIONAL: Anyone hitting a wooden shield with a cutting weapon and who rolls a natural “1” on a D20 has their weapon stuck in the wooden shield for 1D4 rounds minus the weapon wielder’s strength attribute bonus.



The medium shield was roughly 3 feet in diameter and was usually round or “heater” in shape. The Norman “Kite” Shield, sort of an upside down teardrop, was common among those warriors but rarely used outside Normandy and England. This is the largest size of shield that may be used while mounted on horseback.

SHIELD: Wooden, Large

%COVERAGE: 70%

WEIGHT: 10 lbs. (3)

COST: 7 gold pieces

AVAILABILITY: 65%

ARMOR CLASS: +1 adjustment versus up to 3 opponents

OPTIONAL: Anyone hitting a wooden shield with a cutting weapon and who rolls a natural (i.e. unadjusted) “1” on a D20 has their weapon stuck in the wooden shield for 1D4 rounds minus the weapon wielder’s strength attribute bonus.

The large wooden shield is a massive construction made from wooden planks nailed together in a rectangular pattern. These shields were used by Roman Legionaries during the Early Imperial period and continued to be the preferred shield of warriors who fought exclusively on foot.



HELMS

HELM: Barrel
WEIGHT: 10 lbs. (1)
COST: 15 gold pieces
AVAILABILITY: 60%
ARMOR CLASS: +4 adjustment

OPTIONAL: The flat top of the Barrel helm made for a location that when struck by a mass weapon would transmit the force of the blow directly to the wearer. As such, the Barrel Helm grants only a +3 versus Mass weapons: A Padded Coif may be worn to neutralize this liability.

Unlike the earlier Spangenhelm, the Barrel Helm was the first in the Early Medieval period to be comprised entirely of steel plates (usually four or five) riveted together for unparalleled rigidity and protection. This helm was usually worn with a padded coif to reduce impact from mass weapons and on occasion a coif of Chain Mail. This insured several layers of protection for the vulnerable neck and other gaps around the helmet.

HELM: Camail
WEIGHT: 3 lbs. (1)
COST: 3 gold pieces
AVAILABILITY: 60%
ARMOR CLASS: +4 to neck area only.

OPTIONAL: Helmets with a Camail grant the wearer a saving throw versus decapitation by a Vorpal Blade. Note that the resulting save is against the Camail itself (see *Castles & Crusades Castle Keepers Screen*) and therefore the wearers level is not factored into the roll.

The Camail was a curtain of chain mail affixed to the bottom of a helm so that it draped over the neck and shoulders of the wearer. This provided the same protection as a Chain Mail Coif but with less weight and greater comfort.

HELM: Coif
WEIGHT: Padded 1 lbs., Leather 2 lbs., Chain Mail 5 lbs. (all 1)
COST: Padded 2 gold pieces, Leather 4 gold pieces, Chain Mail 15 gold pieces
AVAILABILITY: 80%, 60%, 50%
ARMOR CLASS: Padded +1, Leather +1, Chain Mail +4 adjustments respectively.

OPTIONAL: A warrior with this head covering may extend the appropriate AC to any blows to their head. The AC adjustment will depend on the type of material the Coif is made of (Padded, Leather, Chain Mail).

The Coif is a hood made of padded cloth, leather or Chain Mail that protects the warrior's head, neck and upper shoulders. If worn under a metal helmet it does not provide any additional bonus to AC, but is useful for some protection when a helmet must be removed.



HELM: Conical (Byzantine)
WEIGHT: 10 lbs. (1)
COST: 10 gold pieces
AVAILABILITY: 40%
ARMOR CLASS: +5 adjustment
OPTIONAL: Additional +1 AC versus Cutting and Mass weapons.

The Byzantine, or Conical helm was used by the horse archers of the Eastern Roman Empire and provided a full faceplate with eye holes as well as a raised top that narrowed to a bullet type shape similar to the Norman helm, but about 6 inches higher. The conical shape of the Byzantine helm forces most weapons that strike against it to skip off the surface instead of landing a solid blow.

HELM: Great Helm
WEIGHT: 8 lbs. (1)
COST: 20 gold pieces
AVAILABILITY: 35%
ARMOR CLASS: +7 adjustment
OPTIONAL: A warrior wearing a Great Helm gains a +2 versus saving throws regarding becoming blinded due to bright lights due to its narrow visor.



Introduced in the latter half of the 12th century, this helm style became the most favored of knights and warriors until the Renaissance of the 15th and 16th centuries. However, its difficulty in construction made the helm a symbol of great nobles and kings. The average character will have considerable problems finding one used, and will probably have to have one commissioned for construction by an expert armorer.

HELM: Norman
WEIGHT: 7 lbs. (1)
COST: 8 gold pieces
AVAILABILITY: 70%
ARMOR CLASS: +3 adjustment

OPTIONAL: The Norman helm had a nose guard that was ostensibly to protect the nose from being broken but all too often it was the cause of such breakage. A warrior wearing a Norman helm who is struck by an opponent who rolls a natural (i.e. unadjusted) "20" on their attack dice does an additional 1-2 points of damage to the helm wearer.



The Norman Helm was a bullet shaped helm that narrowed at the top but came over the sides of the head to cover the ears. A single metal bar protruded downward at the face of the helm to ostensibly



protect the wearers nose from breakage and to impede a sword stroke across the face. The name came from the warriors of Normandy who preferred the helm design over others in the 11th and 12th centuries.

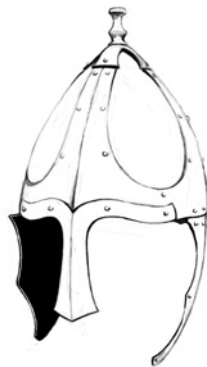
HELM: Pot
WEIGHT: 4 lbs. (1)
COST: 10 gold pieces
AVAILABILITY: 80%
ARMOR CLASS: +5 adjustment



OPTIONAL: The Pot Helm generally has an open face to it, so any blow aimed at the head that results in an unmodified 20 on the attack roll is considered to have hit the open face of the target. This will cause triple damage to the victim and require a constitution saving throw to avoid falling unconscious from the trauma.

The Pot Helm, alternatively known as the “Sugarloaf” style helmet was a first move towards an overall protection for the head. It comprised a spun dome top similar to a Norman helm, but had rigid sides and back to protect the diameter of the skull.

HELM: Spangenhelm
WEIGHT: 4 lbs. (1)
COST: 10 gold pieces
AVAILABILITY: 80%
ARMOR CLASS: +5 adjustment
OPTIONAL: The Spangenhelm avoids the limitations of the Norman helm by use of cheek guards.



The Spangenhelm was inspired by the helms of late Imperial Roman legionnaires and its use spread across Western Europe and Scandinavia. Basically a leather helmet with plates riveted on the top, it also had a nose guard similar to the Norman helm. However, it also had hinged cheek guards that kept the nose from being broken by a sword cut as often as otherwise would happen with the Norman helm. It also comes down farther on the sides and back, covering most of the head and upper neck, though the throat is still exposed.

BARDING FOR HORSES

The use of armor was not limited to the human participants of conflict. From earliest times, the dog and the horse were trained and used in warfare. Entire units of war dogs and their handlers were organized by the Roman military system for use throughout the empire. Horses, first as chariot pullers and later as individual mounts, were used on the battlefield to grant speed and increased height for a warrior to close with the enemy and strike them down (or quickly retreat in an unfavorable situation). It is of little advantage to the mounted warrior to have such speed and height if the mount is killed beneath them. Often having the horse killed means the death of the rider, as much for being thrown or trapped under the bulk of their mount as from an enemy weapon.

So, there was a need to armor the war dog and the horse as much as the warrior using these animals within their armies. Naturally, such armor should protect the creature while not impeding their natural abilities for which they were employed. Often, the quadrupeds critical areas were

more protected than the bipedal form simply by virtue of their chests/ abdomens being parallel to the ground. But both canines and equines were vulnerable, and so armors were designed to protect them.

ARMOR: Barding, Chamfron (Chanfron)
%COVERAGE: 20%
WEIGHT: Padded 2 lbs., Leather 3 lbs., Laminar 5 lbs., Chain Mail 8 lbs., Plate 10 lbs..
COST: Padded 8 gold pieces, Leather 12 gold pieces, Laminar 25 gold pieces, Chain Mail 45 gold pieces and Bronze Plate 75 gold pieces
AVAILABILITY: Padded 80%, Leather 70%, Laminar 50%, Chain Mail 45%, Bronze Plate 25%
ARMOR CLASS: Padded +1, Leather +2, Laminar +3, Chain Mail +6, Plate +7
OPTIONAL: A horse with this head covering may extend the appropriate AC adjustment to any blows to their head. The AC adjustment will depend on the type of material the Chanfron is made of (Padded, Leather, Laminar, Chain or Plate).

The Chamfron is essentially an armored covering for a horse’s head. The Chamfron covers the sides, forehead and muzzle of the horse, with holes for the ears, eyes and nose/mouth. There are as many types of Chamfron as there are horse barding, with each giving an AC equal to their normal barding for the head.

ARMOR: Breastplate, Horse (Bronze)
%COVERAGE: 30%
WEIGHT: 40 lbs. (6)
COST: 125 gold pieces
AVAILABILITY: 35%

ARMOR CLASS: +4 adjustment
OPTIONAL: This single front plate provides an extra +2 to AC versus slashing weapons. However, bronze construction means that the AC drops 1 point every time an opponent scores more than 5 hp of damage to the horse.

The breastplate for the warhorse was a solid plate of bronze that covered the neck and complete forehead down to mid-cannon bones. This would essentially cover the front of the horse to their upper leg joints and neck, leaving the head itself to be covered by the chamfron. The neck was mostly covered but the upper half was left open to allow the horse to move their head from side to side. Note that this only protects the front of the horse from neck to shoulders, and the sides are open unless a full suit is purchased.

ARMOR: Breastplate, Horse (Steel)
%COVERAGE: 30%
WEIGHT: 50 lbs. (5)
COST: 400 gold pieces
AVAILABILITY: 20%

ARMOR CLASS: +5 adjustment
OPTIONAL: Similar to the bronze horse breastplate, but more durable in construction and so avoids the AC reduction via blows of 5+ hit points of damage.

As with the bronze horse breastplate, this rigid armor provided greater protection to the neck and jugular vein of the horse’s vulnerable front. However, being made of steel, it granted greater protection (and additional +1 to AC) and was more durable in combat.

This breastplate was similar in all other respects to the bronze breastplate, save that it was constructed of iron. As such, it was



more expensive than the bronze plate and was usually limited to the warhorses of great nobles or kings. Like the bronze breastplate, it provided protection to the horse's neck and complete forehead down to mid-cannon bones.

ARMOR: Padded Barding, Full Suit

%COVERAGE: 80%

WEIGHT: 25 lbs. (5)

COST: 20 gold pieces

AVAILABILITY: 60%

ARMOR CLASS: +1 adjustment

OPTIONAL: Padded armor may be worn under metal armors with their AC bonus adding to the overall AC.

The padded barding is a cloth or canvas coat that covers the horse's sides, rump, front, and neck areas. Usually worn underneath a saddle, it provides a horse some small protection when going into battle and can be decorated with the coat-of-arms of its rider.

ARMOR: Leather Barding, Full Suit

%COVERAGE: 80%

WEIGHT: 50 lbs. (5)

COST: 50 gold pieces

AVAILABILITY: 45%

ARMOR CLASS: +2 adjustment

OPTIONAL: The horse wearing Leather Barding does not take any movement penalties due to the armor, but in hot climates may overheat unless a constitution saving throw is made after 4 rounds of combat.

Like the leather armor made for humans and demihumans to wear, the leather barding gives a reasonable amount of protection while not inhibiting the movement or reactions of the mount. Usually made from thick hides from cattle or other large beasts, this armor

doesn't allow the horse to exude heat as normal and can cause a mount to overheat in arid climates or during very long battles.

ARMOR: Studded Leather Barding, Full Suit

%COVERAGE: 80%

WEIGHT: 60 lbs. (6)

COST: 100 gold pieces

AVAILABILITY: 35%

ARMOR CLASS: +3 adjustment

OPTIONAL: The horse wearing Studded Leather Barding does not take any movement penalties due to the armor, but in arid climates may overheat unless a constitution saving throw is made after 4 rounds of combat.

Like the regular Leather Barding, this armor provides flexibility and even greater protection with the addition of metal studs to deflect edged blows. Also like the Leather Barding, overheating for the mount remains a factor in arid climates or very long battles.

ARMOR: Laminar Barding, Full Suit

%COVERAGE: 80%

WEIGHT: 65 lbs. (6)

COST: 150 gold pieces

AVAILABILITY: 20%

ARMOR CLASS: +3 adjustment

OPTIONAL: This leather armor does not have the overheating issues of Leather or Studded Leather barding.

Like Studded Leather barding, laminar barding is a combination of leather and metal to provide protection to the horse. Unlike Studded Leather however, the mounting of metal plates upon a leather backing that creates a scale like overlap gives more ventilation to the horse and thus the overheating problem of the other leather bardings is not an issue.



ARMOR: Chain Mail Barding, Full Suit

%COVERAGE: 80%

WEIGHT: 125 lbs. (6)

COST: 500 gold pieces

AVAILABILITY: 15%

ARMOR CLASS: +6 adjustment

OPTIONAL: The Chain Mail Barding may have a set of Padded Barding placed underneath it to provide additional protection to the horse (+1 AC) against Mass weapons. As with all Chain Mails, this barding only grants +3 AC versus Mass weapons. Any riding horse wearing Chain Mail barding suffers a -2 to all attacks and attribute check/saving throws.

Chain Mail barding was the pinnacle of warhorse protection during the Early Medieval period and was usually relegated to the horses of great Knights and powerful nobles. As noted under Chain Mail armor, this is a considerable amount of interlocking rings and thus puts a considerable amount of weight upon the horse wearing such. If the horse isn't a warhorse, the mount wearing this barding suffers penalties in combat due to the great weight.

BARDING FOR WAR DOGS

ARMOR: Vest, Padded

%COVERAGE: 50%

WEIGHT: 3 lbs. (1)

COST: 3 gold pieces

AVAILABILITY: 50%

ARMOR CLASS: +1 adjustment

OPTIONAL: Does not provide protection against Thrusting attacks.

The Padded vest for a war dog is similar to the barding covering the horse save that less of the dog is covered. Only the chest and neck are fully covered, with the back and side protection only going so far as the hind legs and rump. This is because war dogs require greater flexibility in their combat attacks than horses and so must surrender a certain amount of armor for this ability.

ARMOR: Vest, Leather

%COVERAGE: 50%

WEIGHT: 5 lbs. (1)

COST: 5 gold pieces

AVAILABILITY: 50%

ARMOR CLASS: +2 adjustment

OPTIONAL: An additional +1 to AC is given if the war dog wearing a Leather vest is attacked with teeth or claws of another animal or monster.

The Leather vest of a war dog covers the same portions of the canine's body as the Padded vest, only it provides even more protection against attack. It is especially good at blocking the teeth and claws of other animals, and protects the upper belly of the dog, though not the lower belly or rump.

ARMOR: Vest, Studded Leather

%COVERAGE: 50%

WEIGHT: 10 lbs. (1)

COST: 10 gold pieces

AVAILABILITY: 40%

ARMOR CLASS: +3 adjustment

OPTIONAL: Studded Leather Vests only grant a +2 adjustment to AC against natural weapons such as teeth and claws.

The Studded Leather vest applies to the war dog in all respects similar to the normal Leather vest. The studs or miniature plates riveted to the leather grant the dog additional protection against humanoid weapons though is only equal to Leather against tooth and claw.

ARMOR: Vest, Chain Mail

%COVERAGE: 50%

WEIGHT: 20 lbs. (2)

COST: 20 gold pieces

AVAILABILITY: 25%

ARMOR CLASS: +5 adjustment

OPTIONAL: The Chain Mail vest may have a Padded vest placed underneath it to provide additional protection to the war dog (+1 AC) against Mass weapons. As with all Chain Mails, this vest only grants +3 AC versus Mass weapons.

The Chain Mail vest is the best protection for a war dog in combat. The riveted links provide exceptional protection against humanoid weapons as well as the natural weapons of monsters. It is heavy and a war dog must be trained to wear such cumbersome armor (3-6 weeks, at 5 gold pieces a week), else the canine will suffer a -2 to all attacks and attribute checks/saving throws.

ARMOR: Spiked Collar

%COVERAGE: 10%

WEIGHT: 1 pound (0)

COST: 5 gold pieces

AVAILABILITY: 80%

ARMOR CLASS: +1 versus neck attacks

OPTIONAL: If a war dog is attacked by another animal while wearing the collar, the attacking animal will take 1D4 of damage if it successfully hits the war dog.

Spiked Collars were created to protect a war dog's vulnerable throat from another dog's (or other creature's) biting attacks. Most animals instinctually go for an opponent's neck and so they encounter the spikes and damage themselves. Being only a collar of leather with small metal spikes extending around 1-1.5" from the surface, it is light and does not encumber the war dog at all.



SWORDS

The sword has always held a unique position in Europe and Asian societies. From the earliest times and from Celtic Britain to Imperial China the sword was a central symbol of the warrior and his craft. The Roman Gladius was the tool that led to Roman supremacy in the Mediterranean world, and among barbarian tribes nothing was more prized than a well made sword.

When Rome gave way in the west to the Dark Age and Feudalism, the sword became the regalia of an elite noble class, the knight. All nobles were knights by the 11th century, but not all knights were nobles. Only knights were allowed to carry the sword, and penalties could be severe for breaching this dictum. As such, the ability to forge fine swords became highly prized, and none could match the swordsmiths of the Medieval Empire. Thus swords, both newly forged and found in dusty tombs of great leaders of war were prized and demanded respect.

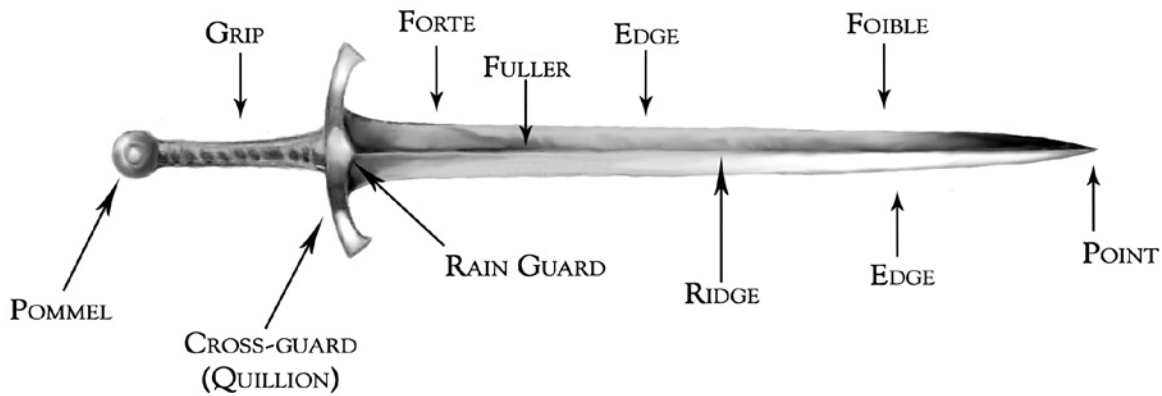
Swords have, by their very inception, involved the creation of a multitude of handle designs and materials. The ancient world saw the handles being strictly utilitarian and only on occasion decorative. The emphasis was on a robust handle and firm grip instead of any combat usage of its own. The Roman Gladius is an example of this, with the handle being utilitarian and the quillions (crossguard above the hand and below the blade) being almost nonexistent. The bottom of the handle, called the pommel, was usually a oblong piece of metal welded to the tang of the blade and only used to keep the handle from sliding off the tang.

This utility changed by the onset of the Dark Ages in the west (Circa 476 A.D.). By this time the sword was as much a mark of piety as a weapon of war. Crossguards extended in length, both to

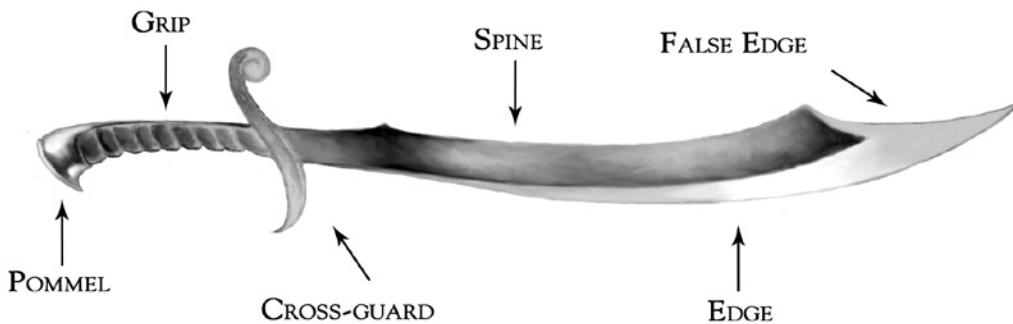
make the sword an inverted cross, but also to protect the hand of the wielder from the blade of an opponent sliding down the weapon to injure the weapon hand. With this departure from the Mediterranean designs, greater and greater usage of quillions and pommels as auxiliary weapons in their own right began. The larger the blade length of swords became, the longer the quillions extended. Parrying daggers and shortswords began to have crossguards twisted into decorative patterns or as traps to catch an enemy blade and lock it into place so that the off-hand could deliver a strike to the now-helpless enemy.

Pommels tended to become either heavy bludgeons or receptacles for Reliquaries. A Reliquary was a hidden compartment within the pommel or handle itself that held a holy relic so that the sword's wielder could gain the divine favor of that saint or holy personage. This was especially prevalent during the Crusades, though such weapons were certainly used against fellow Christians as well as infidels.

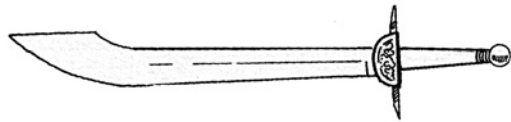
Castle Keepers who wish to use the Reliquary in their campaigns could allow a recovered relic to grant a +1 to hit and/or damage; though it is recommended that the bonus being limited to certain circumstances appropriate to the relic. For instance, the relic of a lawful good saint might provides the weapon a +1 but only against chaotic evil creatures. A saint who hated magic users might allow the +1 only against spellcasters. A lot is possible, but the bonus should be kept limited as it could too easily become a cheap alternative to gaining actual magic weapons. The bonus should not of course be limited to to hit and damage, but can be extended to spell like affects. One sword may cast a bless spell around the wielder so long as the alignment is equal, another may extend comprehend languages to the wielder, etc.



THE SWORD



NAME: Sword, Back
LENGTH: 4-5 Feet
WEIGHT: 9 lbs.
WIELD: Two-Handed
COST: 12 gold pieces
AVAILABILITY: 20%
DAMAGE: 1D10
INFLECT: Mass
INTENT: This weapon is theorized to have been evolved from the simple kitchen meat cleaver, increased in size.



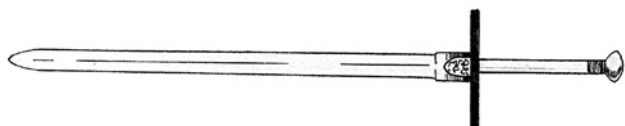
The blade known alternately as a Backsword or Mortuary Sword was a sword that had only one sharpened edge, on the forward edge of the blade similar to a meat cleaver (but sword sized.) The blade was much thicker at the back than the front, giving it a hacking ability similar to a axe blade.

NAME: Sword, Broad
LENGTH: 3.5 - 4 feet
WEIGHT: 8 lbs. (3)
WIELD: One-Handed
COST: 12 gold pieces
AVAILABILITY: 60%
DAMAGE: 2D4
INFLECT: Slashing, Thrusting
INTENT: Standard warrior's sword of the Dark Ages and Early Medieval period.



The term "Broadsword" is actually a generic term for the standard Medieval sword and was first coined by 19th century collectors. Despite this anachronism, it makes a good general term to describe the Early Medieval blades used by knights and warriors throughout the period.

NAME: Sword, Great
LENGTH: 6.5 - 7 feet
WEIGHT: 15 pounds (5)
WIELD: Two Handed
COST: 30 gold pieces
AVAILABILITY: 30%
DAMAGE: 2D6
INFLECT: Mass, Cutting
INTENT: A warrior using a Greatsword in a narrow confined space suffers -2 to hit and damage.



The Greatsword was the final result of the lengthening of sword blades that began in the ancient era. With metallurgy slowly becoming more and more proficient, blades of greater length and

weight could be forged with less and less risk of the blade breaking. This weapon had a broad blade and was used mostly for hacking the opponent. Thrusting was awkward, and rarely used except perhaps to kill an opponents horse so as to unseat him.

The weapon itself had a double-edged blade and was between 2-3 inches wide at the base that slowly tapered to a point. The weapon's overall length and weight made it awkward to use and as such the Greatsword cannot be used on horseback, and is difficult to wield in close quarters (-2 to hit and damage.) It is usually worn over the back in a leather baldric or in a saddle-mounted sheath.

NAME: Sword, Long
LENGTH: 4 feet
WEIGHT: 4 lbs. (3)
WIELD: One-Handed
COST: 15 gold pieces
AVAILABILITY: 40%
DAMAGE: 1D8
INFLECT: Thrusting, Slashing
INTENT: This blade was an improvement on the Broadsword design; providing reduced weight and maintained the weapon's lethality.



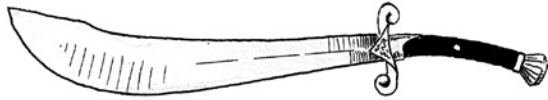
As the forging of swords advanced through the early Medieval period, smiths were able to make a sword with a longer blade than the Broadsword but actually reduce the cumbersome weight of the blade. This weapon, called the Longsword, was a straight-bladed weapon with a double edge and a cruciform crossguard. The extended guard not only provided greater protection to the hand wielding it but created a "cross" effect that found great favor with Crusaders in the 11th and 12th centuries.

NAME: Sword, Scimitar
LENGTH: 3.5 to 4 feet
WEIGHT: 4 lbs. (3)
WIELD: One-Handed
COST: 15 gold pieces
AVAILABILITY: 40%
DAMAGE: 1D6
INFLECT: Slashing
INTENT: Its weighted end allows the wielder a +1 to hit and damage versus Chain type armors.



The concept of the Scimitar was developed in the Indian subcontinent and made its way to the Near and Middle East around the time of the European Crusades (11-13th centuries). Somewhat crescent shaped, the design put more of the blade's weight near the tip of the blade and thus provided more impact damage upon contact than a sword might otherwise provide. It was especially useful against linked armors such as Chain Mail and the above +1 to hit and damage versus metal armors reflects this.

NAME: Sword, Scimitar (Great)
LENGTH: 4.5-5.5 feet
WEIGHT: 14 lbs. (4)
WIELD: Two-Handed
COST: 55 gold pieces
AVAILABILITY: 30%
DAMAGE: 2D6
INFLECT: Slashing, Mass
INTENT: Grants +1 to hit and +2 versus Chain armors.



The Great Scimitar was a larger, Two-Handed descendant of the original Scimitar design. Its increased weight was reflected in increased damage upon targets. Like its progenitor, it did more damage against Chain armors than other swords of the period.

NAME: Sword, Short (Gladius)
LENGTH: 2.5 feet
WEIGHT: 3 lbs. (2)
WIELD: One-Handed
COST: 10 gold pieces
AVAILABILITY: 70%
DAMAGE: 1D6
INFLECT: Thrusting, Cutting
INTENT: Standard smallsword of the period.



The Shortsword was a short stabbing sword created for ancient forces or as a secondary weapon for archers or spearmen. Its small weight yet comparative blade length (longer than a dagger) provided a dexterous warrior an edge in close combat fighting.

NAME: Sword, Falchion
LENGTH: 3.5 feet
WEIGHT: 7 lbs.
WIELD: Two-Handed
COST: 10 gold pieces
AVAILABILITY: 20%
DAMAGE: 2D4
INFLECT: Mass, Slashing
INTENT: The Falchion was designed as a heavier version of the Scimitar and took advantage of its curve for increased damage to rigid armors.



The Falchion is so named because of its curved, slightly sickle shape (the French term for a sickle being "fauchon"). Despite its similarity to the Scimitar (q.v.) it is distinctive in that it is generally heavier than the former (a strength of 13+ to use one-handed) and has a useable thrusting point.

NAME: Sword, Spatha
LENGTH: 3.5 feet
WEIGHT: 3 lbs. (2)
WIELD: One-Handed
COST: 18 gold pieces
AVAILABILITY: 40%
DAMAGE: 1D8+1
INFLECT: Mass, Slashing
INTENT: The Spatha was designed as a cavalry sabre with which mounted warriors could gather more strength behind a blow by dint of greater height. As such, if a mounted warrior uses a Spatha on a target on foot the attacker gains an additional +1 damage on a successful strike, over and above the one listed above.



The Spatha was taken by the Byzantine cataphracts to use specifically on horseback. It was adapted from the Hunnish saber and was used by the Eastern Romans for centuries to arm their highly maneuverable mounted forces both for its value as a cavalry weapon and that it took less training to use effectively than the Gladius (q.v.).

NAME: Sword, Sax
LENGTH: 1.5-3 feet
WEIGHT: 3 lbs. (2)
WIELD: One-Handed
COST: 8 gold pieces
AVAILABILITY: 35%
DAMAGE: 1D4+1
INFLECT: Slashing, Thrusting
INTENT: The Sax was the Dark Ages precursor to the Bowie knife. It may be used as a parrying dagger against most blades less than 5 feet long.



The Sax was a large, single-edged knife first used by the Saxons (and many believe their name derives from the blade). It is easily forged, being a sharpened length of steel with a wood or bone handle. Some Sax are up to 3 feet long and hilted similar to swords. Devastating in close-in combat, it is poorly weighted for throwing (-2 to hit).



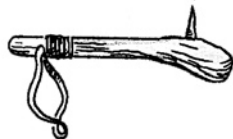


MISCELLANEOUS WEAPONS

Before armor, shields, helms . . . even steeds, man created the weapon. At first to use for hunting, it took little imagination to realize that a tool that helped in hunting by killing prey could be used to kill rival hunters. From clubs and stone spears, to metal maces, flails and axes, the weapon was vital to human civilization and advancement; though often it is hard to realize. Later in history the sword became an item of pride and mystique, the utilitarian spear or pick was cheaper, sturdier and often deadlier than the more glamorous blades that monopolize many myths and legends.

Even in the wide range of years, cultures and martial traditions of the Mediterranean and Northern European peoples, there are weapons that do not quite fit snugly into a specific category. Swords, axes, spears, etc.; all are quite effective descriptive classes of weapon that an item can easily fit into. But what of the Caltrop? The whip? Below are given several weapons that are unique in their own way and provide something a little different to Player Characters and their foes alike.

NAME: Aclys
LENGTH: 2.5 feet
WEIGHT: 5 lbs. (2)
WIELD: One-Handed
COST: 10 gold pieces
AVAILABILITY: 30%
DAMAGE: 1D4
INFLECT: Mass



INTENT: With a successful dexterity check, the wielder of an Aclys may retrieve it after a throw and use it again on the next round. Failure means that one round must be used reeling the weapon back to the hand for another cast.

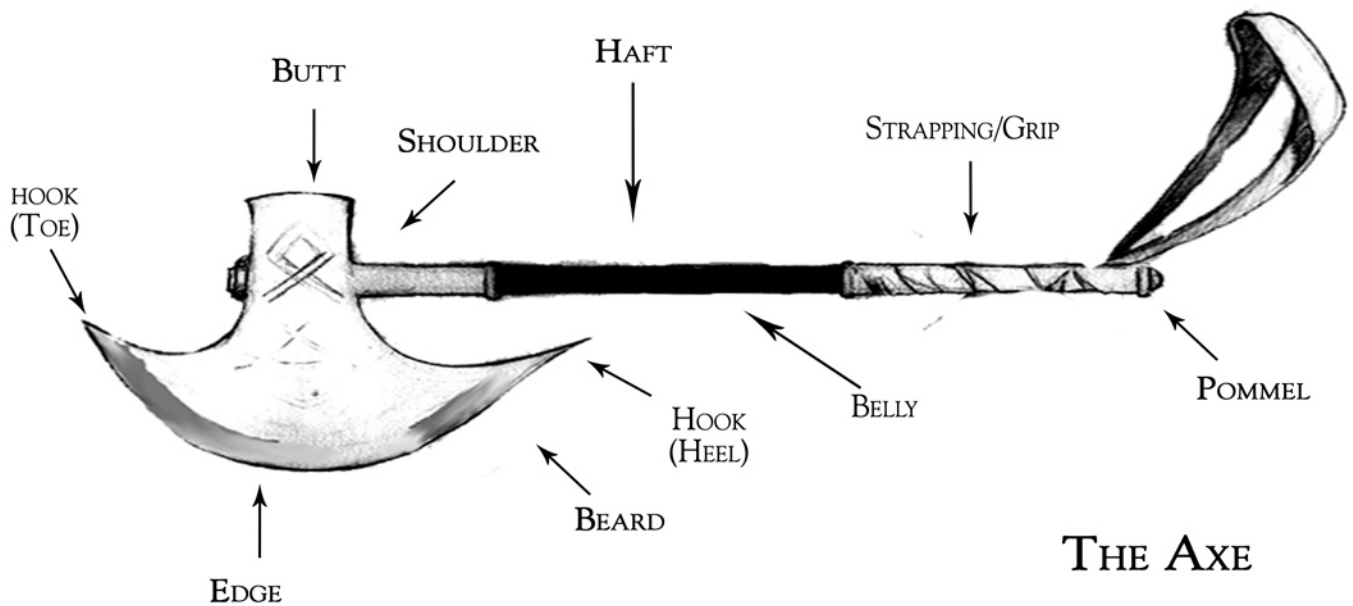
The Roman Aclys is a wooden stick with a spiked head on the end similar to a Light Mace. However, this weapon is balanced for throwing and is attached to the casting arm by a leather cord so that it may be quickly returned after it is thrown in order to again throw the weapon. Because of the cord, its throwing range is limited to 10 feet.

NAME: Axe, Ay-baita
LENGTH: 3-3.5 feet
WEIGHT: 6 lbs. (3)
WIELD: One or Two-Handed
COST: 15 gold pieces
AVAILABILITY: 30%
DAMAGE: 1D6
INFLECT: Mass, Thrusting
INTENT: The Ay-baita axe provides its wielder the option of either mass damage (axe head) or thrusting damage (pick head).



The Ay-baita Axe is a Turkish battle axe with an axe head on one side and a pick blade on the opposite side of the socketed head. The wooden haft is reinforced down its length with metal bands in order to reinforce its strength.





THE AXE

NAME: Axe, Battle
LENGTH: 2-3 feet
WEIGHT: 7 lbs. (3)
WIELD: One-Handed
COST: 10 gold pieces
AVAILABILITY: 80%
DAMAGE: 1D8
INFLECT: Mass
INTENT: The Battle Axe serves as a close contact weapon designed to be effective against armor as well as flesh.



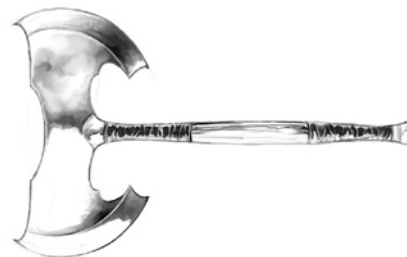
The Battle Axe was favored by many as it was cheap, easy to produce and not hard to use. It concentrates its weight at the end of a short haft granting it the ability to break armor or dent helmets. Skilled axe-men could use the horn of the axe to trip an opponent or even stab him in close combat.

NAME: Axe, Bearded
LENGTH: 4-5 feet
WEIGHT: 15 lbs. (4)
WIELD: Two-Handed or One-Handed (strength 16+)
COST: 20 gold pieces
AVAILABILITY: 75%
DAMAGE: 3D4
INFLECT: Mass
INTENT: Ease of construction and could be wielded with one or two hands. Using one hand incurs a 1D4 penalty to damage.



The Bearded axe was a favorite of Norse and Anglo-Saxon warriors throughout the early Dark Ages. It was referred to by the term “bearded” because the axe blade began as a narrow point on the socket where it connected to the handle and while the upper half of the blade was horizontal the lower half dipped down to create a wide cutting blade; somewhat like a man’s “beard”. Like the Francisca axe, any blacksmith could build one given a few days and the requisite iron, as no real skill is needed for their construction.

NAME: Axe, Danish
LENGTH: 5-6 feet
WEIGHT: 20 lbs. (4)
WIELD: Two-Handed
COST: 20 gold pieces
AVAILABILITY: 60%
DAMAGE: 1D12
INFLECT: Mass
INTENT: This was created as a “single kill” weapon that was also effective against armor.



The Danish (or Great) Axe was a massive, double-bladed war axe that required two hands to wield, but could inflict considerable damage upon a victim. It was especially good at piercing simple armors and could even be used to dispatch horses in order to unhorse an opponent.

NAME: Axe, Francisca

LENGTH: 2 feet

WEIGHT: 7 lbs.

WIELD: One-Handed

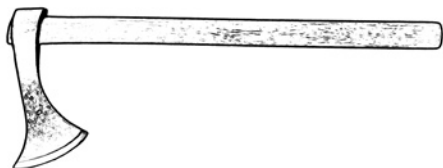
COST: 10 gold pieces

AVAILABILITY: 80%

DAMAGE: 1D8

INFLECT: Mass

INTENT: Ease of production, may be thrown for 1D6 damage up to 10 feet +5 additional feet per strength attribute bonus.



The Francisca Hand Axe was the standard hand weapon of the barbarian Franks that invaded the Roman Empire during the latter part of the 4th century. Its name refers to the Franks who wielded it, and was a mainstay of the unmounted warrior for centuries. Its simple construction makes it a preferred weapon of many peoples who are unschooled in weaponsmithing. In a fantasy campaign, any blacksmith could build one given a few days and the requisite iron, as no real skill is needed for their construction. It also may be thrown for short distances for damage as noted above.

NAME: Axe, Light (Horseman's)

LENGTH: 3 - 3.5 feet

WEIGHT: 6 lbs. (3)

WIELD: One Handed

COST: 5 gold pieces

AVAILABILITY: 45%

DAMAGE: 1D8

INTENT: A version of the hand axe with a longer than usual handle so it may be wielded effectively from horseback.



The Horseman's Axe is, much like the Horseman's Mace a longer-handled version of the normal weapon. The handle length increase is necessary to allow mass weapons to strike a foe (especially one on foot) while reducing the likelihood of striking one's own mount. A side effect of this is that the handle provides slightly greater inertia to the weapon, causing an extra +1 hit point of damage to unarmored opponents. This bonus is negated even against any sort of armor or the thick hides of animals and monsters.

NAME: Axe, Pole

LENGTH: 4.5 - 6 feet

WEIGHT: 18 lbs. (4)

WIELD: Two-handed

COST: 30 gold pieces

AVAILABILITY: 40%

DAMAGE: 1D10

INFLECT: Mass, Thrusting

INTENT: The Poleaxe was constructed to give greater reach to a warrior; especially for footmen against mounted foes.



Like the name implies, this is simply a single or double bladed axe head upon a wooden pole, usually 4-5 feet in length. Its design and handle length varied throughout the period and included such designations as the Polehammer, the Hache and others.

Like its cousin the Glaive (q.v.) the Poleaxe was an excellent footman's weapon against mounted or heavily armored foes. The long pole (anywhere from 4-14 feet) could gather significant momentum in a strike to transmit force through rigid armors. Its length makes it difficult to use in close quarters or confined spaces (-2 to hit and damage) and is best used in open spaces.

NAME: Axe, Thrusting

LENGTH: 3-4 feet

WEIGHT: 6 lbs. (3)

WIELD: One or Two-Handed

COST: 12 gold pieces

AVAILABILITY: 40%

DAMAGE: 1D8

INFLECT: Mass, Thrusting

INTENT: May be used to thrust as well as normal mass axe damage.



The Thrusting Axe is a weapon similar to the double-bladed battle axe but with one difference. Where the axe head sockets onto the wooden haft, a metal spike of six or more inches sticks out above the blades perpendicular to the haft. Thus the wielder may use the weapon as a very short spear if need arises, but the axe wielder gains no initiative bonuses as the spear wielder does.

NAME: Billhook

LENGTH: 3 - 5 feet

WEIGHT: 6 - 8 lbs. (5)

WIELD: One or Two-Handed

COST: 12 gold pieces

AVAILABILITY: 40%

DAMAGE: 2D4

INFLECT: Cutting, Thrusting

INTENT: This weapon can be used to "hook" an enemy's shield and leave him open to a subsequent attack. When attempting this maneuver, the Billhook wielder must roll to hit as normal, but then make a successful strength check against the opponent. A successful roll means that the next round the shield no longer applies to the unshielded opponent so long as the Billhook's wielder maintains pressure on the shield (requiring subsequent strength checks.) Note that the Billhook's wielder cannot attack



the unshielded foe unless capable of multiple attacks a round. This maneuver may also be used to bind an opponent's weapon, but this is more difficult (-2 to hit and subsequent Strength check.)



Known also as a Cross Bill or Hand Bill, the Billhook is a combination of a single-bladed axe head with a curved knifelike blade emerging from the axe head opposite from the hacking blade. It was an ideal close in, melee style weapon; especially against armored opponents. Dimensions varied, but the handle was usually 3-5 feet in length with the head similar to the Horseman's Axe (q.v.) The reverse blade of the "hook" was between 8-10 inches in length and curved towards its wielder.

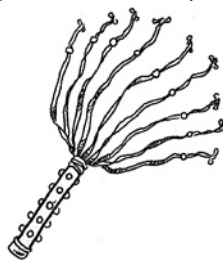
Its use was similar to the various styles of axe, but the rear hook gave a useful stabbing weapon at need. It was especially useful in pulling down an opponent's shield to allow a comrade to strike the unshielded foe. The hook was also useful at grabbing the reins of mounted enemies or even pulling them free from their saddles.

NAME: Caltrops
LENGTH: Triskellion of several 4-6 inch prongs
WEIGHT: 1 pound (1) for 5 Caltrops
WIELD: One-Handed
COST: 2 gold pieces for 5 Caltrops
AVAILABILITY: 40%
DAMAGE: 1D3
INFLECT: Thrusting

INTENT: Anyone crossing an area with Caltrops strewn about must make a successful dexterity check in order to avoid damage, with the number of Caltrops being the negative modifier to the check. If failed, the victim automatically takes the noted damage and has their movement rate reduced by 25%. This effect is cumulative if more are Caltrops stepped on.

The Caltrop is a collection of metal spikes with their ends welded together in a triskellion pattern similar to children's toy "jacks". Unlike the toy, the spikes are quite sharp and are strewn on the ground in order to deter an enemy advancing or pursuing the weapon's user. They are especially useful against horses, and each Caltrop does +1 hit point of damage to horses that fail a dexterity check.

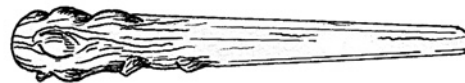
NAME: Cat o' Nine Tails
LENGTH: 6-8 feet
WEIGHT: 1 lbs. (2)
WIELD: One-Handed
COST: 9 gold pieces
AVAILABILITY: 50%
DAMAGE: 1D3
INFLECT: Mass



INTENT: The Cat o' Nine Tails was a weapon of judicial punishment and not really a weapon of war. However, a skilled wielder may bind the arm of an opponent with the lashes of the whip. The whip wielder makes an attack roll after announcing the intent to bind and if the resulting number is equal to or greater than the opponents AC plus their Hit Dice or Level (whichever is greater) then the target's weapon arm is bound. To be free of the tails, a strength check by the victim must be successfully rolled.

The Cat o' Nine Tails is a collection of nine leather straps of 6-8 feet in length wound together at the base to create a handle. They may also have small metal barbs sewn into the ends or sides of the straps to provide additional tearing damage to any target being struck with them. As noted above, it is a instrument of torture and judicial punishment instead of a weapon per se. But it may be used to inflict a small amount of damage to a victim as well as bind opponents during melee. However, the Cat o' Nine Tails is utterly useless against armor and does no damage at all against such.

NAME: Club
LENGTH: 2.5 feet to 4 feet
WEIGHT: 3 lbs. (2)
WIELD: One or Two-Handed
COST: —
AVAILABILITY: 90%
DAMAGE: 1D6
INFLECT: Mass
INTENT: Perhaps the simplest weapon ever created. A club may be found or fashioned in virtually any environment save for desert and some arctic regions.



The club is basically a long stick or branch used to hit an opponent with. Its mass does most of the damage and unless created by a weaponsmith with treated wood and metal studs has a chance of breaking whenever it is used in combat (rolling an unmodified "1" on a D20).

NAME: Dagger
LENGTH: 1 to 1.5 feet
WEIGHT: 1 lbs. (1)
WIELD: One-Handed
COST: 2 gold pieces
AVAILABILITY: 80%
DAMAGE: 1D4
INFLECT: Cut and Thrust
INTENT: Easily wielded (and concealed) cutting and stabbing weapon.



The dagger is a large knife that is usually double-edged and while long enough to kill is small enough to be hidden on a wielder's person. As it is a small piece of metal (compared to other weapons) it is easily forged by peoples who might not have any developed weaponsmithing skills.

NAME: Fauchard
LENGTH: 8+ feet
WEIGHT: 6 lbs. (5)
WIELD: One or Two-Handed
COST: 6 gold pieces
AVAILABILITY: 40%
DAMAGE: 1D6
INFLECT: Cutting
INTENT: This weapon, easily assembled from farm tools, can be used to unseat/unbalance an opponent. The wielder may elect in lieu of an attack to attempt such an unbalancing strike by rolling an attack as normal. If a hit is scored, the victim must make a saving throw versus dexterity or lose their mounting/footing with falling damage determined by the Castle Keeper.





This pole-mounted weapon is similar to the glaive in concept, but unlike the knife edge of the glaive, it has a curved, scythe-like blade attached to the shaft in a horizontal manner. By this mounting, it creates a “hook” which is useful for dismounting horseman and otherwise pulling opponents off their feet.

NAME: Fauchard Fork

LENGTH: 8 feet

WEIGHT: 6 lbs. (5)

WIELD: Two-Handed

COST: 15 gold pieces

AVAILABILITY: 35%

DAMAGE: 1D8

INFLECT: Slashing, thrusting

INTENT: If the user of a Fauchard Fork while on foot against a mounted opponent has a good chance of unhorsing their target. If a strike is successful, the victim must make a dexterity saving throw with a Challenge Level equal to the points of damage inflicted. Failure means the rider is unhorsed and takes an additional 1-2 hit points of damage from the fall.



The Fauchard Fork was a modification of the Fauchard pole arm (q.v.), though with the addition of side pointing tongs opposite the knife edge of the blade. This allowed the weapon to be used to unhorse mounted opponents. If a Fauchard Fork is used in such a manner, the attacked horseman must make a successful dexterity Saving throw at a -4 penalty to avoid being unhorsed by the attack. In such cases, the attack does no actual damage but the unhorsed opponent might be stunned for 1-2 rounds (Castle Keeper's option).

NAME: Flail, Heavy

LENGTH: 2.5 feet (+ 2.5 foot handle)

WEIGHT: 20 lbs. (4)

WIELD: Two-Handed

COST: 15 gold pieces

AVAILABILITY: 30%

DAMAGE: 1D10

INFLECT: Mass

INTENT: A mass weapon used specifically against armored opponents in situations where an edged weapon would be ineffective. If a target is wearing rigid armor and a successful strike is made upon them, the target takes an additional 1D3 of damage and must make a dexterity saving throw to remain on their feet.

This weapon is descended from the farmer's wheat threshing flail. It found a use during the latter half of the 13th century as knights became more and more armored and the Light Flail was simply too light to effectively transmit mass damage to a victim.

Unlike its lighter cousin, the Heavy Flail is made of greater amounts of iron and steel, resulting in a heavier weight (and damage) for only a slight increase in size.



NAME: Flail, Light
LENGTH: 2 feet (+ 2 foot handle)
WEIGHT: 5 lbs. (3)
WIELD: One-Handed
COST: 8 gold pieces
AVAILABILITY: 50%
DAMAGE: 1D8
INFLECT: Mass
INTENT: Based on the farming implement for threshing wheat, it was used in combat to provide momentum to an attack greater than a club or mace could impose.



The Light Flail (as noted above) was originally designed to create greater mass damage through the use of momentum. Unlike the Mace or Club, the Flail was two pieces of wood or metal connected with a chain. The larger half of the Flail was the handle and the small half could be spun by the wielder to increase the velocity of the smaller piece when it was finally directed upon a victim.

NAME: Fork, Military
LENGTH: 7 feet
WEIGHT: 7 lbs. (5)
WIELD: One or Two-Handed (One-Handed requiring a strength of 16+)
COST: 10 gold pieces
AVAILABILITY: 40%
DAMAGE: 1D8
INFLECT: Thrusting
INTENT: Designed to be a simple thrusting weapon with more possibilities of piercing than the Spear.



Another weapon that was derived from a farming implement, the Military Fork was used predominantly by sailors or marines during ship battles. It not only could do more damage than the Spear (due to having two "tines" to the Spear's one) but could also catch an opponent's weapon between the tines. In combat, if a wielder of a Military Fork wishes, a roll of an unmodified "20" allows an opponent's weapon to be caught between the tines of the Fork. The opponent's weapon being snarled will require a strength check to free, but the wielder of the Fork may not attack again with their weapon either.

NAME: Glaive
LENGTH: 8 feet
WEIGHT: 15 lbs. (5)
WIELD: Two-Handed
COST: 8 gold pieces
AVAILABILITY: 65%
DAMAGE: 1D8
DAMAGE BY SIZE: Small 1D6/Large 1D10
INFLECT: Cutting and Thrusting
INTENT: Like the Fauchard, it was a simple pole arm to be built; basically a knife on the end of a staff.



The Glaive was another attempt to make simple weaponry that even a peasant could wield. Being a dagger on a pole, it has the thrusting advantage of a spear but a cutting edge as well. This allowed either a cutting or thrusting attack as the wielder desired. Unlike its cousin the Fauchard it had no unhorsing capabilities.

NAME: Guisarme
LENGTH: 6+ feet
WEIGHT: 8 lbs. (5)
WIELD: Two-Handed
COST: 15 gold pieces
AVAILABILITY: 50%
DAMAGE: 2D4
INFLECT: Cutting, Thrusting
INTENT: This weapon can be used to unseat a mounted opponent. The wielder may elect in lieu of an attack to attempt such an unbalancing strike by rolling an attack as normal. If a hit is scored, the victim must make a saving throw versus dexterity or lose their Mounting with falling damage determined by the Castle Keeper.



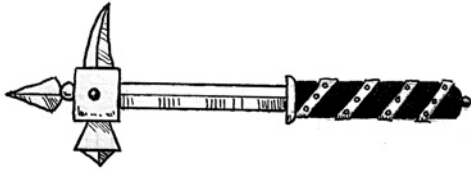
This weapon, also referred to as the gisarme and bisarme, was a pole arm used by the Byzantine Empire in the Dark Ages and Early Medieval period. The guisarme consisted of a long curved blade with a single edge on the concave side and a spear thrusting point opposite the cutting blade. Like the Fauchard it may be used to unhorse opponents though it is unwieldy to use to unbalance opponents on foot.

NAME: Hammer, Light
LENGTH: 2 feet
WEIGHT: 2 lbs. (2)
WIELD: One-Handed
COST: 1 gold piece
AVAILABILITY: 50%
DAMAGE: 1D4
INFLECT: Mass
INTENT: Another use of a mundane tool for warfare. The Light Hammer may be thrown up to a range of 20 feet.



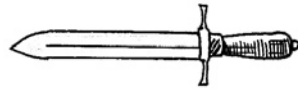
NAME: Hammer, Heavy (War)
LENGTH: 1.5 feet
WEIGHT: 8 lbs. (4)
WIELD: One-Handed
COST: 6 gold pieces
AVAILABILITY: 40%
DAMAGE: 1D8
INFLECT: Mass
INTENT: The increasing of the weight of the Light Hammer was to inflict greater damage to armored opponents.





The Hammer (both Light & Heavy) were another example of normal tools being converted to warfare. The War Hammer however found particular use against armored foes, especially Splint and Bronze Plate. Edged weapons were not very efficient against these, so the Light and Heavy Hammers were introduced. The Light Hammer was frequently used while on Horseback and had a slightly longer handle than the heavier version.

NAME: Knife
LENGTH: 6-9 inches
WEIGHT: 1 lbs. (1)
WIELD: One-Handed
COST: 3 silver pieces
AVAILABILITY: 90%
DAMAGE: 1D2



INFLECT: Cutting and Thrusting
INTENT: The common knife used by civilizations for thousands of years. As well as a hand-to-hand weapon, it may also be thrown up to 10 feet.

The ubiquitous knife is inexpensive and easily found among most communities in a fantasy campaign setting. It is the preferred weapon of those who wish to keep weapons unnoticed yet readily available.

NAME: Lance, Light
LENGTH: 8 feet
WEIGHT: 5 lbs. (5)
WIELD: One-Handed
COST: 6 gold pieces
AVAILABILITY: 90%
DAMAGE: 1D6

INFLECT: Thrusting
INTENT: The Lance was essentially a long spear used while mounted in a charge against enemies, though it may be used while dismounted.

NAME: Lance, Heavy
LENGTH: 12 feet
WEIGHT: 10 lbs. (7)
WIELD: Two-Handed on foot, One-Handed while mounted if "couched".
COST: 10 gold pieces
AVAILABILITY: 60%
DAMAGE: 1D8

DAMAGE BY SIZE: Small 1D6/Large 1D10
INFLECT: Thrusting
INTENT: This heavier version of the Light Lance was used to respond to the increasing thickness of armor. While normally Two-Handed, it may be used One-Handed if mounted and the lance is "couched" (i.e. resting much of its weight on the saddle and/or the shield. If the Lance is couched it reduces the encumbrance to 5.



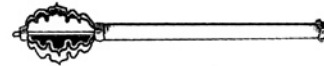
NAME: Mace, Heavy (Footman's)
LENGTH: 3 feet
WEIGHT: 12 lbs. (4)
WIELD: One or Two-Handed (strength 16+)
COST: 12 gold pieces
AVAILABILITY: 40%
DAMAGE: 1D8

DAMAGE BY SIZE: Small 1D6/Large 1D10
INFLECT: Mass
INTENT: This weapon was the metal-shod successor to the club, using the latter's inertial damage but adding a large metal head to increase the damage inflicted upon a victim.



NAME: Mace, Light (Horseman's)
LENGTH: 2-2.5 feet
WEIGHT: 6 lbs. (3)
WIELD: One-Handed
COST: 5 gold pieces
AVAILABILITY: 50%
DAMAGE: 1D6

INFLECT: Mass
INTENT: A version of the Mace with a longer-than-usual handle so it may be wielded effectively from horseback.



NAME: Mace, Large (Morningstar)
LENGTH: 4-5 feet
WEIGHT: 10 lbs. (4)
WIELD: One or Two-Handed (strength 16+)
COST: 25 gold pieces
AVAILABILITY: 30%
DAMAGE: 1D10

INFLECT: Mass
INTENT: This version of the Mace is heavier than its counterparts in order to maximize inertial damage. As such, if used with two hands, it provides an extra die upgrade of damage (i.e. it will do 1D12 to Medium creatures, 1D10 to Small and 2D6 to Large) but will only be able to attack every other round.



The Mace was an adoption of the tactics of the club to a forged iron head for greater damage to a target. It was effective against armored opponents in situations where an edged weapon would be ineffective. The Mace was a favorite of warrior-clerics of the period, who used the weapon as a method of getting around the strictures that a priest must not spill blood.



NAME: Maul
LENGTH: 5-6 feet
WEIGHT: 15 lbs. (5)
WIELD: Two-Handed
COST: 12 gold pieces
AVAILABILITY: 50%
DAMAGE: 1D10
INFLECT: Mass
INTENT: The final evolution of the mace and war hammer; basically a two-handed hammer.



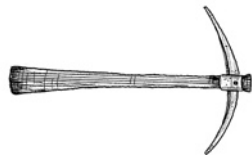
A derivative of the Hammer, the Maul was a huge, two-handed great Hammer mounted on a five-foot wooden handle. It took great strength and stamina to wield effectively (strength 15+) but could inflict grievous damage to armored and unarmored foes alike.

NAME: Pick, Heavy
LENGTH: 5 feet
WEIGHT: 6 lbs. (4)
WIELD: One-Handed
COST: 8 gold pieces
AVAILABILITY: 40%
DAMAGE: 1D6
INFLECT: Thrusting



INTENT: On a unmodified roll of "20", the wielder of a Pick does 4 extra points of damage due to the piercing effect of the weapon.

NAME: Pick, Light
LENGTH: 3 feet
WEIGHT: 4 lbs. (3)
WIELD: One-Handed
COST: 4 gold pieces
AVAILABILITY: 60%
DAMAGE: 1D4
INFLECT: Thrusting



INTENT: On a unmodified roll of "20", the wielder of a Pick does 2 extra points of damage due to the piercing effect of the weapon.

The Light Picks were a military derivation of the mining pick, a tool common to both miners and farmers alike. The Light Picks were used to pierce thick armors to do greater damage to the victim. An effective weapon, only the Light Pick could be wielded while mounted.

NAME: Pike
LENGTH: 10 - 14 feet
WEIGHT: 14 lbs. (6)
WIELD: Two Handed
COST: 5 gold pieces
AVAILABILITY: 60%
DAMAGE: 1D8
INFLECT: Cutting, Thrusting

INTENT: Like most pole arms, the length of the weapon provides a "first strike" advantage (+1 to +3) to initiative rolls if the opponent is using a shorter weapon.

The Pike (also called a Pikestaff) was similar to the Polearm in that it was a bladed head set upon a wooden pole of between 10-14 feet in length. Like the spear, it was useful as a thrusting weapon to strike an opponent and otherwise keep them at distances, making most melee weapons ineffective.

While generally effective against mounted foes, the Pike was especially useful for footmen wishing to strike the enemy's horse. Such an injury to a destrier can require its rider to dismount quickly, else he may find himself thrown by a stumbling mount or worse trapped underneath its bulk. The horse armor called barding (q.v.) was eventually developed in part to protect the horse from such damage. As with its cousin the Polearm, it is difficult to wield in close quarters and anyone doing so will suffer a -2 penalty to hid and damage.

NAME: Scythe
LENGTH: 5-6 feet
WEIGHT: 12 lbs. (4)
WIELD: Two-Handed
COST: 12 gold pieces
AVAILABILITY: 90%
DAMAGE: 2D4
INFLECT: Cutting, Thrusting



INTENT: This farm implement is not really designed for warfare and anyone using it without training (not using it to farm) takes a -2 to all attacks.

The Scythe is a common farm tool used by peasants and farmers throughout the Medieval period. Used predominantly to harvest grains and other cereal crops, its sideways cutting action is tricky to master and is exceptionally difficult to use against opponents other than wheat stalks.

NAME: Sickle
LENGTH: 2-3 feet
WEIGHT: 3 lbs. (3)
WIELD: One-Handed
COST: 6 gold pieces
AVAILABILITY: 90%
DAMAGE: 1D4
INFLECT: Cutting, Thrusting



INTENT: This Scythe variant is easier to wield and thus does not have the -2 penalty of the Scythe.

The Sickle is a smaller, one-handed version of the farming Scythe and is used for the same purposes among farming peoples. Easily found and purchased, it is a mainstay weapon for those to whom true military weaponry is unavailable or prohibited. Nonetheless it is a poor weapon compared to alternatives of the time.

NAME: Spear
LENGTH: 6 feet
WEIGHT: 3 lbs. (2)
WIELD: One or Two-Handed
COST: 1 gold piece
AVAILABILITY: 80%
DAMAGE: 1D6
INFLECT: Thrusting

INTENT: By virtue of its greater reach, a spear wielder automatically gains initiative against any opponent of Medium or Small size



bearing a weapon of 3 feet or less. The spear may also be thrown at a range of 20 feet.



The spear is a weapon that has existed since the dawn of time. Originally a stone point on the end of a wooden pole, the Medieval version used a short steel point similar to an arrowhead but proportional to the haft length. While the edges are not wide enough to allow any real cutting attacks, its design is aerodynamic enough to allow throwing.

NAME: Spear, Wolf (Boar Spear)

LENGTH: 7 feet

WEIGHT: 4 lbs. (3)

WIELD: One or Two-Handed

COST: 3 gold pieces

AVAILABILITY: 65%

DAMAGE: 1D8

INFLECT: Thrusting

INTENT: Designed for hunting, the Wolf Spear has a metal crossguard just behind the spear head to prevent a pierced victim from moving up the shaft to get in range to attack the spear's wielder.



The Wolf Spear, also known as a "Boar Spear", was designed to hunt the wild creatures so named. As such, beasts would in a killing frenzy, drive the spear point and shaft deeper into its own body just so it could get in range of the spearman and use their deadly teeth and tusks. A steel crossbar was welded to the socket of the spearhead. This horizontal bar kept any victim pierced from using their wound and the spear haft to allow movement forward to the spear wielder. While usually relegated to hunting, they have on occasion found themselves used in battle; especially among forest folk.

NAME: Spear, Winged

LENGTH: 7 feet

WEIGHT: 4 lbs. (3)

WIELD: One or Two-Handed

COST: 3 gold piece

AVAILABILITY: 55%

DAMAGE: 1D8

INFLECT: Thrusting

INTENT: Similar to the Spear, it could also hook an opponents shield or weapon similar to the Billhook (q.v.)



The Winged Spear was a variant of the Boarspear (q.v.) but it was different in that its appendages were blades instead of mere bars. The Carolingian version of this weapon was designed especially to be used from horseback, and like the Boarspear the blades would prevent the spear head from sinking too far into the enemy. Unlike the bars of the aforementioned hunting weapon, the "wings" were not so much to prevent the opponent from coming up the shaft

to strike the spear wielder but instead to insure that the spear could easily be withdrawn from its victim so as to be available for subsequent thrusts.

The "wings" had another effect in being effective at parrying enemy weapon strokes; preventing them from sliding down the length of the spear much as crossguard quillions did for swords. In addition, the wings could be used to hook an opponents shield and pull it free, opening up the now-vulnerable enemy to being struck by an ally.

NAME: Staff

LENGTH: 6 feet

WEIGHT: 4 lbs. (4)

WIELD: One or Two-Handed

COST: 5 copper pieces

AVAILABILITY: 95%

DAMAGE: 1D6

INFLECT: Mass

INTENT: A staff can be obtained anywhere there are forests, and usually for free if one is not picky about appearance.

The Staff, also called a Quarterstaff, is simply a six-foot pole. The wielder holds the pole in its center and allows it to rest horizontally in his/her hands and strikes opponents with the ends doing damage similar to a club. Found anywhere, the cost listed above is for a treated and sanded/polished staff. If one isn't picky and near trees, one can obtain a serviceable staff for free.

NAME: Trident

LENGTH: 6 feet

WEIGHT: 5 lbs. (5)

WIELD: One or Two-Handed

COST: 10 gold pieces

AVAILABILITY: 40%; 60% on a coastline

DAMAGE: 1D8

INFLECT: Thrusting

INTENT: In the hands of a skilled wielder, a warrior can announce he is trying to "catch" the bladed weapon of an opponent in the tines. If the attack roll succeeds by a number greater than the Hit Dice/Level of the opponent, the blade is caught and with a successful strength check by the trident wielder the blade weapon can be forced out of the hands of the opponent.



The Trident was originally designed as a fisherman's weapon, with the triple tines of the weapon helping to spear fish despite the refraction caused by light in the water allowing a mistake in the position of the target. It was later used as first an unusual weapon among Roman Gladiators and then as a weapon to be found among the crews and marines of ocean going vessels during the later Roman Empire and Dark Ages Europe.

The Trident may also be cast as a spear, with a range of 10 feet.



MISSILE ARMS

From earliest times, one obvious method of safety was to attack an enemy while out of the reach of their weapons. Applying both to hunting and war, this idea of driving off or killing opponents while at distance has remained a major emphasis for all warriors of all ages.

MISSILE WEAPONS

NAME: Arrow, Hunting

LENGTH: 20 inches

WEIGHT: Quarrel of 20, 3 lbs. (2)

WIELD: n/a

COST: 2 gold pieces for a quiver (belt container) of 20

AVAILABILITY: 70%

DAMAGE: as Bow

INFLECT: Thrusting

INTENT: If a Hunting Arrow strikes metal armor, it does 1 hit point less of damage than rolled; including none at all if a 1 is rolled before the penalty.

Hunting arrows are distinct from other types of arrows in that they are barbed and are designed to pierce flesh and hide more than armor. In many places hunting arrows are the purview of the local nobility whose forests they have exclusive right to hunt in. If a non-titled person is caught with such arrows while in such a forest they might be considered poachers and subsequently imprisoned pending trial and punishment (as the Castle Keeper determines).

NAME: Arrow, Sheaf

LENGTH: 2 feet

WEIGHT: for 12 = 2 lbs. (1)

WIELD: n/a

COST: 5 gold pieces for a quiver (belt container) of 20

AVAILABILITY: 40%

DAMAGE: 1D8

INFLECT: Thrusting

INTENT: Sheaf Arrows gain a +2 to hit versus metal armor.

Sheaf arrows are arrows specifically designed to pierce metal armors. Unlike the normal War arrows, they have short and thick points rather than barbs or wide blades. This allows more of the force of a Sheaf arrow to be concentrated on a single point. They are designed to be used with the Longbow, and if used with any other bow, a -2 to hit is suffered (though damage remains as normal).

NAME: Arrow, War

LENGTH: 2.5 feet

WEIGHT: for 12 = 2 lbs. (1)

WIELD: n/a

COST: 15 silver pieces or a quiver (belt container) of 12

AVAILABILITY: 50%

DAMAGE: as bow used

INFLECT: Thrusting

INTENT: The standard arrow used by warriors.

The War Arrow, or Flight Arrow as it is sometimes called, is a one foot wooden shaft with arrow fletching on the rear and a wide bladed metal head at the front. Its narrow form and feather fletching provide maximum velocity for the missile, though range and damage will depend largely upon the type of bow used.

NAME: Bola

LENGTH: varies

WEIGHT: 2 lbs. (2)

WIELD: One-Handed

COST: 5 gold pieces

AVAILABILITY: 80%

DAMAGE: 1D4

INFLECT: Mass

RANGE: 20 feet

INTENT: When a Bola is cast at an opponent, the attack is made normally but the target's AC is 10+ any dexterity or magical adjustments only. Armors have no effect on the attack as the intent is to entangle the legs. If a hit is scored, the target's movement rate is halved until the Bola is removed (12 rounds) and a saving throw versus dexterity must be made by the target. If it fails, the victim loses their balance and falls to the ground.

The bola was originally created as a primitive hunting weapon but evolved into a non lethal method of incapacitating opponents during battle. Bolas consist of three chains or leather straps about 3 feet long each connected in the center. Each extended strap has a stone or metal weight attached to the end, and the wielder grasps the connecting center of the straps and swings the weights over the head, similar to the sling. When sufficient velocity is reached, the Bola is then cast at an opponent or their mount, usually at the legs to entangle them; reducing movement or even potentially causing a loss of balance.

NAME: Bolt

LENGTH: 6-8 inches

WEIGHT: 1 pound (1)

WIELD: n/a

COST: 1 gold piece for a case of 12 bolts

AVAILABILITY: 40%

DAMAGE: as crossbow

DAMAGE BY SIZE: as Crossbow

INFLECT: Thrusting

INTENT: The standard missile for crossbows.

The Crossbow Bolt is built similarly to the arrow, except that the length is halved and the wooden shaft is thicker and the metal head more resilient. This is due to the considerable initial force generated by the Crossbow upon firing.

NAME: Bow, Long

LENGTH: 6 feet

WEIGHT: 3 lbs. (4)

WIELD: Two-Handed

COST: 75 gold pieces

AVAILABILITY: 20%

DAMAGE: 1D6

INFLECT: Thrusting

RANGE: 100 feet

INTENT: May add strength attribute bonus to damage inflicted.



The Long Bow was created as with the normal Short Bow by use of a single piece of treated wood to bend into a curve shape, then bend the ends back upon themselves and to hold this "recurve" shape by connecting the ends with a bowstring. Easier to make than composite bows, they were the predominant bows for much of the Dark Ages. Longbows were rarely used



before 1300 but could be found among certain levies. Use of a Long Bow took years of training and so mercenaries trained on the Long Bow could command greater pay than normal missile troops.

NAME: Bow, Long, Composite

LENGTH: 6 feet

WEIGHT: 3 lbs. (4)

WIELD: Two-Handed

COST: 100 gold pieces

AVAILABILITY: 10%

DAMAGE: 1D8

INFLECT: Thrusting

RANGE: 110 feet

INTENT: May add strength attribute bonus to damage inflicted.



The Composite Bow is indicative of a layered bow created by three or more substances glued or affixed together by other means. Bone and wood were the predominant substances used, though other flexible materials can be used as well. The bone or wood was applied together in a labor-intensive process (thus the high cost) and recurved to maximize tension. By use of the layering method, the bow could fire an arrow farther and with more accuracy than an equal-sized recurve bow constructed of a single piece of material.

NAME: Bow, Short

LENGTH: 5 feet

WEIGHT: 2 lbs. (3)

WIELD: Two-Handed

COST: 30 gold pieces

AVAILABILITY: 50%

DAMAGE: 1D6

INFLECT: Thrusting

RANGE: 60 feet

INTENT: The standard bow in use during the Dark Ages.



The term "Short Bow" is actually a catch-all descriptive term for any bow not a Long Bow. Unlike its larger cousin, the Short Bow is "recurved", that is the ends of the bow are curved away from the archer during use. This recurve creates additional tension on the bowstring and allows a greater velocity for arrows than might otherwise be possible in such a small weapon. This makes the Short Bow an ideal missile weapon for the horseman and such bows were used throughout the Dark Ages by Saracens, Huns, Mongols and Lombards alike.

NAME: Bow, Short, Composite

LENGTH: 4 feet

WEIGHT: 2 lbs. (3)

WIELD: Two-Handed

COST: 75 gold pieces

AVAILABILITY: 40%

DAMAGE: 1D8

INFLECT: Thrusting

RANGE: 70 feet

INTENT: The composite method of bow construction was a variant method of gaining tension from the bow without the long process of bending and re-bending a single wooden piece (as used in normal bows.) Its more resilient after long use than the Short Bow and such is reflected in its cost.

The Composite Bow is indicative of a layered bow created by three or more substances glued or affixed together by other means. Bone and wood were the predominant substances used, though other flexible materials can be used as well. The bone or wood was applied together in a labor-intensive process (thus the high cost) and recurved to maximize tension. By use of the layering method, the bow could fire an arrow farther and with more accuracy than an equal-sized recurve bow constructed of a single piece of material.

NAME: Bullet, Sling

LENGTH: 3 inches

WEIGHT: .5 lbs. (1) for a pouch of 20

WIELD: n/a

COST: 1 silver piece for a pouch of 20 bullets

AVAILABILITY: 80%

DAMAGE: as sling

INFLECT: Mass

INTENT: Sling Bullets do +1 hit point of damage when used in a sling instead of stones.

Sling Bullets are round or conical lead pellets cast to maximize velocity when used from a sling. Easily made, they do greater damage than stones at the same velocity due to the greater density of lead to stone. As lead is easily worked, any blacksmith or jeweler can make them so long as lead is available.

NAME: Crossbow, Light

LENGTH: 2 feet

WEIGHT: 6 lbs. (4)

WIELD: One or Two-Handed

COST: 35 gold pieces

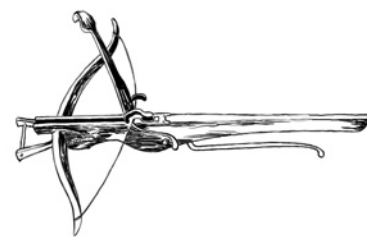
AVAILABILITY: 20%

DAMAGE: 1D6

INFLECT: Thrusting

RANGE: 80 feet

INTENT: The crossbow inflicts double damage if between 10-20 feet. As its construction was poor at this time, a unmodified roll of 1 on an attack die means that the crossbow mechanism has jammed, can no longer fire and will require 2D4 rounds to repair.



The crossbow in Europe was used as early as the 11th century, but didn't become widespread until the next century. It was more expensive than the usual recurve bow, and didn't have the same range. It did however impact its target with much greater force in its effective range, and was easier to train troops to use than the normal short or longbows.

NAME: Dagger, Throwing

LENGTH: 1 foot

WEIGHT: 1 lbs. (1)

WIELD: One handed

COST: 5 gold pieces

AVAILABILITY: 40%

DAMAGE: 1D4

INFLECT: Thrusting

RANGE: 10 feet

INTENT: This small cousin of the dagger is specially designed to be thrown, with a maximum range equal to the throwing axe.

The Throwing Dagger is a smaller version of the normal dagger, usually only 6-9 inches in blade length. However, it is balanced to allow throwing at short distances similar to the throwing axe or Francisca. Despite its balance and construction being specific to throwing, it is not an easy weapon to use and much training should



be engaged in before use. The weapon isn't usually sharpened on its blade length, the sharpness being limited to the point and 1-2 inches adown the blade; many having an almost diamond shape to the tip. Like the dart, it is considered a commoner's weapon and is used more often in barroom brawls and alleyways than on the battlefield.

NAME: Dart, Plumbatae
LENGTH: 1.5 feet
WEIGHT: 0.5 pound (1)
WIELD: One-Handed
COST: 5 silver pieces
AVAILABILITY: 40%
DAMAGE: 1D3
INFLECT: Thrusting
RANGE: 20 feet
INTENT: May throw 2 per round if neither hand is unencumbered.



The Plumbatae were a lead weighted hand dart carried by Legionnaires of the later Roman Empire and Early Byzantine Empire. While their ranges were limited and somewhat expensive to produce, they allowed regular infantry to double as missile troops as needed. Their use in the Medieval period was limited in Europe but their presence evolved into the game of "darts" popular unto the current day.

NAME: Javelin
LENGTH: 5 feet
WEIGHT: 2 lbs. (3)
WIELD: One-Handed
COST: 1 gold piece
AVAILABILITY: 50%
DAMAGE: 1D4
INFLECT: Thrusting
RANGE: 30 feet
INTENT: This was the standard throwing spear of the Ancient and early Dark Ages.



The average javelin was the standard throwing weapon of most ancient and Dark Ages armies. It was perfected by the Greeks and Persians, though the Romans solved the problem of having javelins picked up and thrown back by the enemy (see Pilum).

NAME: Javelin, Pilum
LENGTH: 5 feet
WEIGHT: 1.5 lbs. (3)
WIELD: One-Handed
COST: 5 silver pieces
AVAILABILITY: 30%
DAMAGE: 1D6
INFLECT: Thrusting
RANGE: 30 feet
INTENT: If a Pilum is cast at an opponent, regardless of whether or not it hit the target the head is bent or broken and cannot be reused until repaired.



The Pilum were designed by the Roman legionnaires so that the weapon, once cast at an enemy, couldn't be picked up and thrown back.

The Pilum consisted of a barbed iron head with a metal pin attaching it to the shaft by a socket in the pole. The back end was further weighted with a lead pommel that assisted the javelin in warping and bending the pin, causing the head to bend and thus be unable to be used again until the head was removed and another soft metal pin inserted.

NAME: Sling
LENGTH: 1-2 feet
WEIGHT: .1 lbs.
WIELD: One-Handed
COST: 3 copper pieces
AVAILABILITY: 80%
DAMAGE: 1D4
INFLECT: Mass
RANGE: 50 feet
INTENT: Free, cost is for specially-designed one.



The sling is possibly the earliest ranged weapon known to man. It is little more than a bit of leather and cord with a stone nestled in the base of the cordage. It is spun in one hand and then one of the ends released in a throwing motion to send the stone aloft. Despite its primitive form, a trained slinger can kill an unarmored man if striking the head or neck. This is used by shepherd's to protect flocks, as a poor man's hunting tool and occasionally on the battlefield as a militia range weapon.

NAME: Staff-Sling
LENGTH: 6 feet
WEIGHT: 4 lbs. (4)
WIELD: One or Two-Handed
COST: 10 copper pieces
AVAILABILITY: 80%
DAMAGE: 1D6 (as Staff), 1D4 (as Sling)
INFLECT: Mass
RANGE: 75 feet
INTENT: While distance is increased by dint of the transmitted force, it becomes less accurate with a -1 to hit.



Despite it being a combination of two weapons, the Staff-Sling cannot be used as both Staff and Sling in the same round, regardless of number of attacks allowed the wielder.

The Staff-Sling is a composite weapon, essentially a merging of the hand sling and the Quarterstaff (q.v.) Like the latter weapon, it may be used to parry attacks and strike with either end as staff combat entails. The sling may be used in lieu of the staff combat (not simultaneously.) The use of the staff to give the sling a higher velocity in spinning and release gives the flung stone or pellet greater arc and distance when used outdoors or in large open spaces.

Several ancient designs in battle scenes show ranks of slingers holding the staff-slings at one end and the sling pockets behind them; exhibiting the aforementioned force and distance. While not as widely used during the Dark Ages, it was preferred by peasant militias (especially shepherds) in the Mediterranean basin. The weapon was ideal for use in shipboard combats, with stones as large as 5 pounds able to be slung at groups of enemies.

The length of the stave part of the weapon (usually 6 feet or so) prevents the sling end from being used in restricted areas such as indoors or forests.

