



Adventures!



Companion



A Chivalry and Sorcery SUPPLEMENT

by

Edward E Simbalist & Nigel Clarke

Armourers Companion



by

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FOREWORD

As I write this commentary, we are approaching the end of the current millennium and looking forward to the future with some optimism. **Chivalry and Sorcery** will continue into the next century looking to the future but always with some respect for what has gone before.

In your hands you hold the **Armourers Companion**, the first of the Magus Sourcebooks, a series intended to expand each of the magical vocations. The intentions of the Companion sourcebooks are to give greater depth to the characters that you, the players, wish to Play.

Armourers Companion is designed to be complimentary to the **Knights Companion** previously released. Although written for use with **C&S 3rd** Edition rules, and future publications, it has also been written to be compatible with **C&S Light** and contains a section on using this book with those rules. This section also includes expansion rules for advancing your **C&S Light** character beyond the current limit of 5th level.

We would like to thank the following people who once again have stepped in to the breach and aided with proof-reading and playtesting - Allison & Kory Kaese in the USA, Colin D Speirs, Timothy Smith, Dave Blewitt and Scott Hughes in the UK, Fabio Pagliara in Italy and Paul Perano in New Zealand. Members of the C&S family which is growing day by day.

At BGD, we sincerely believe that C&S needs to be supported. We hope to ensure that this is so and in the years ahead we intend to bring further releases that expand C&S into the game system it can and should be, a game system to be proud of.

So we stride into the new millennium, holding high the spirit of what is, and what we hope will be, **Chivalry & Sorcery**.

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Managing Director of BGD Ltd - December 1999

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CONTENTS

PAGE:	
1	INTRODUCTION
2	THE ARMOURER MAGUS
4	VOCATIONS AND NEW SKILLS
9	ARMOURER MAGUS MAGICKS
20	APPENDIX A - PRODUCTION PROCESS TABLES
28	APPENDIX B - MISSILE RANGES & DAMAGE
32	APPENDIX C - NON-PLAYER CHARACTERS
36	APPENDIX D - C&S LIGHT ARMOURER MAGUS
38	GLOSSARY & INDEX

DEDICATED TO:

To THYRRA ...

WITHOUT WHOSE ARCANE INSPIRATION

THIS WORK WOULD NOT HAVE BEEN POSSIBLE.

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INTRODUCTION

Rosalie, youngest of the children of Lucas the Smith, was the very apple of her father's eye. Alone of his two sons and three daughters, she had the natural talent and broad back required to be great in his craft.

She was riveting the cuff onto a gauntlet when Alois D'Astogne led his lame horse into the courtyard of the smithy. What, you do not recognise the name of Alois D'Astogne, well he is the same Alois One-arm that is now Lord of the manor of Verloise, but was then Duc of Perlegne et Brionelle.

Anyhow, where was I, yes Alois. His horse had shed its right forehoof shoe and of course he wanted it fixed. Lucas along with Rosalie's siblings were at the fair in Ville de Tonais so Rosalie offered to shoe the beast.

His Grace of Perlegne et Brionelle was adamant that only a Master Smith or at least a Journeyman of high standing was fit to attend to his horse, Chasseur, not some untried girl who would be unable to hold the hoof of a quiet mare, nevermind a war-trained stallion like his.

He knew he was being unfair for all the Duchy had heard of Rosalie as she was not only a Journeyman in the crafts of Blacksmithing, Weaponsmithing and Armoury, but would soon be a master with her own forge. That is after she had finished the suit of armour she was making for the younger son of the Count DeLesquilles and persuaded that miserly noble to part with the one hundred and fifty Carls D'Or that were its price.

Seeking to humiliate Rosalie, the Duc proposed a wager that, if she lost, she would abandon the life of a smith and live a life he considered more "fitting" to a woman. So Rosalie agreed saying that she would pass any fair test and that should she win, she would shoe all feet on Chasseur that day. Alois then revealed the task he wished Rosalie to perform. Since the shoe on Chasseur's rear right hoof was coming off anyway, she should reshoe it in ice.

Well, Rosalie thought and thought then agreed. She took off the old shoe, cleaned the hoof and measured it. Then she took some clay her mother had and made a mould as if to make another shoe from a cast rather than hammering it in the forge. This she filled with water and some sawdust from the charcoal pile. Having done this, she banked the fires of the forge, plunged the old shoe deep into its heart, pumped the bellows like fury with the other hand and started chanting in a low voice so Alois could not distinguish the words. The air blasted through the fire till the shoe was white hot and still Rosalie held her chant, then, when the shoe started to melt and lose its shape the chant grew louder and she plunged the shoe into the quenching barrel.

Steam roared and hissed as half of the water disappeared from the barrel in a violent cloud, steam also shot from the water in the clay as it was instantly turned to ice. Alois brought the horse forward and turned it round ready for the shoeing.

With the application of the fluids of her body, she then took the ice shoe and with sweat pouring from her brow, she barked three words of power, and cemented the shoe to the hoof.

Alois blanched but he could not withdraw now, mounting Chasseur he told Rosalie that he would gallop five times around the village to test her work. It took half an hour but Alois was forced to admit the efficiency of her work, and agree to let her shoe Chasseur properly. With a sigh of relief, Rosalie spoke a word that unbound her spell and the shoe melted away.

True to her word she re-shod Chasseur in proper iron horseshoes, and so well that he seemed restless to gallop some more. Alois mounted, then said to Rosalie that he anticipated meeting again, for by now he had conceived a lust for her.

To this young Rosalie replied that was Alois not going to keep to his bargain. This puzzled him and he asked what she meant by such a strange question. She laughed, grabbed hold of Alois's right leg and dragged him off the horse for her bargain was to "shoe all feet on Chasseur that day" and, as she told Alois, that certainly included his rider.

Alois struggled and pleaded but the muscles of a master smith are stronger than those of a seasoned warrior and he found himself hopping behind her to the forge. He tried to strike her with various tools but she laughed and plucked them from his grasp as easily as taking grapes from the vine.

Now she did not mean to shoe the Duc in the same manner as a horse but with that type of metal shoe called sollerets that knights wear. She had a pair discarded from an old suit that was to be melted down for steel so she tore his boots off and placed him in these sollerets as easily as I might put socks on a baby and then she riveted them shut. Struggle as he might, Alois was trapped. No twisting or kicking could free him, no plea or entreaty could dissuade her from her intent.

After speaking some more words, she released Alois so suddenly that he dropped to the ground like an old sack, but he did not lie down for long. He leapt up and, as if syncopated to some rhythm only he could hear, started dancing. He capered and jigged and pranced all with a look of horror on his face. He skipped and spun into the woods, bouncing and hurdling over roots and rocks as he cavorted back to the chateau at Perlegne where the spell finally expired and he lay exhausted for five days before returning to the forge to humbly beg Rosalie to remove the enchanted footwear.

And that, mes enfants, is why Alois One-Arm never dances and it is also one reason that Rosalie Smith is now Smith for the Marquis d'Embrion, the most powerful noble of the land.

What ma petite vielle, you want to know why he is Alois One-Arm. I think I'll leave that for tomorrow night. Goodnight.



THE ARMOURER MAGUS

The Armourer Magus is a very specialised class of Warrior Craftsman. He is a Weaponsmith who has mastered the skills and the Magicks required to fashion armaments and armours of the highest quality.

In any craft there comes a point at which the application of mere skill to the production of an item seems insufficient to account for the exceptional quality of the product. In the weaponsmith or armourer's craft this has been especially true throughout much of history. Consider a typical sword alongside a fine blade of Damascus or Toledo steel or a Japanese katana. Blades forged by the finest arts of the sword-maker, with edges so keen that a piece of silk falling onto such a sharpness is cut through by its own scant weight!

Even today, an uncanny feeling of awe comes over the beholder of a "pattern-welded blade". A blade that has been forged from glowing metal hammered and folded upon itself a hundred times, or from rods of metal twisted together, then welded and formed by the swordmaker's art into an almost living thing that is beautiful death incarnate. "Magical!" is the thought, and in a way it really is just that.

The Limitations of Mere Skill

However, there comes a moment where the craftsman's skills can go no farther. Beyond that point must come "magick"; the capacity to employ Arcane Arts to transform a merely good weapon or piece of armour into one of pristine deadliness or certain protection. This is where the Weaponsmith or Armourer leaves off and the Armourer Magus takes up the task.

Normally a Weaponsmith or an Armourer can fashion arms and armour that is of average quality. Occasionally they are able to craft items of exceptional quality verging on the magical and these are given ratings of +1 to +3. Each number indicates the additional damage that a weapon does or the extra damage a piece or armour absorbs, as a result of keener edges or stronger armour. With weapons of +4 or better, those that have magical enchantments, the weapon bonus is also added to the relevant skill TSC.

To fashion any armament or armour better than +3 quality requires the application of magical skills and knowledge unavailable to the ordinary worker in metal, wood and leather. Note that since Dwarves have always been reputed by traditional lore to be great specialists in the working of metal, even a Dwarvish smith uninitiated into the higher secrets of his craft can sometimes create armaments and armour of +4 quality. We explain this as being the result of a quasi-magical natural talent that enables him sometimes to produce "Dwarvish Metal," a metal or alloy so superior that he can fashion weapons and armour of surprisingly high quality from it.

However, to make truly "magical" arms and armour, which we define as having +4 quality or better, is exclusively the realm of the Armourer Magus, who alone possesses the Secrets of the Masters.

For information on quality of arms and armour refer to Chapter 3 - *Vocations and New Skills*,





The Secrets of the Masters

Until relatively modern times, metallurgy was a fine art, and the Master Armourer worked what appeared to be miracles with metals in order to create weapons and armours, which appear so perfect that to the layman, they seemed to have been fashioned by magical rather than by ordinary means. There were no formal courses of study, no textbooks on metallurgical science and technology. Rather, the Armourer's art was founded on experience hard-won from generation after generation of trial and error.

Such highly specialised knowledge and skills were passed down from Master to Apprentice as priceless secrets to be kept exclusively within a small brotherhood of the initiated. They were secrets not to be shared promiscuously with anyone who wanted to know. Thus, while there were many smiths who could work with metal, their skills were crude by comparison, and even the typical weaponsmith lacked the insights and skills known to the chosen few. Thus the mystique of the Master Armourer was only strengthened, for the magical quality of his Art was clear for all to see and believe.

We reflect this mystique in allowing the Master Weaponsmith or Master Armourer the option of becoming a very special kind of Magus. A practitioner not only of superlative skill but also of actual magic as he forges arms and armour. Only the magic that he uses will be focused entirely upon the refining and forging of the purest metals and the working of wood and leather and other materials to create masterpieces of his craft.

In order to learn the Secrets of the Masters so that he will be able to craft magical arms of +4 quality or better, the prospective Armourer Magus must first be accepted into the **Most Honourable Guild of Master Armourers**. The Guild has always jealously guarded all knowledge of their secret processes. Indeed, should anyone be in the business of fashioning armaments and armours of magical quality without being a member of the Guild in good standing, the Guild will quickly act to suppress his unauthorised work by whatever means it finds needful.

THE MOST HONOURABLE GUILD OF MASTER ARMOURERS

Since the organisation is a secret international society within the various Armourer's Guilds, no mere weaponsmith or armourer is automatically made a member of the Most Honourable Guild of Master Armourers. The Guild has the dual purpose of preserving and passing on the magical secrets of arms crafting to "worthy" individuals while protecting those secrets from spreading beyond the trusted inner circle of initiates. This exclusive inner circle of Master Armourers has a very demanding list of requirements for membership:

- 1 A candidate must be nominated for membership by a Master Armourer Magus who knows of his character and skill and is prepared to vouch for him. The nominator is typically the Master whom the candidate served as an apprentice Armourer.
- 2 Minimum attributes required for membership are: **Strength 14+, Constitution or Agility 13+, Intellect 12+, Discipline 10+.**
- 3 The candidate must swear the most solemn of oaths on pain of death not to pass on the secrets of his high craft to any individual except one approved by the Guild. However, renegades can exist, teaching the Secrets of the Masters to lesser Weaponsmiths.

- 4 The candidate must have proved himself by achieving the following levels of skill in the Armourer's craft:

Engraving	PSF 21%
Foundryman: Smelting & Casting	PSF 21%
Gold & Silversmithing	PSF 21%
Weaponsmithing and/or Armoury	PSF 31%
Bowery & Fletching	PSF 31%

- 5 The candidate must swear that he will work only with those Mages approved by the Guild as "trustworthy friends devoted to the noble purposes of the Guild."
- 6 The candidate must swear upon sacred objects of his Faith that he will fashion armaments and armours that are intended only for the most just of purposes, in service of the forces of Light and Justice.
- 7 The candidate must swear, upon pain of death, that he will not reveal the secret recognition signs and signals that identify a member of the Guild to another.

Note that the above membership and subsequent apprenticeship may take place during pre-game for player-characters.

The Most Honourable Guild of Master Armourers reaches beyond all nationalities and cultures, embracing peoples and races everywhere. A Guildsman is under an absolute obligation to extend his hospitality, protection, and unstinting aid and assistance to anyone who gives the requisite recognition signs and signals identifying him as a Fellow of the Guild.

The Guild organisation is as follows:

Grand Master Armourer (75 status points): The international head of the Guild.

Grand Master of Arms (60 status points): The national head of the Guild. The Grand Masters form the governing High Council of the Guild under the Grand Master Armourer.

Master of Arms (45 status points): A member of the National Council of the Guild. The Council is made up of a total of 6 plus the Grand Master of Arms and it decides upon the worthiness of all candidates for Guild membership and enforces the rules and edits of the Guild within its own national area.

Master Armourer Magus (35 status points): A Guild member.

Journeyman Armourer Magus (20 status points): A member, who must serve three months intensive training under the guidance of a Master Armourer Magus, during which time he is taught the Secrets of the Masters. Such individuals are typically Master Armourers and Weaponsmiths in their own right.

Note that the status points detailed above relate only to their position within the Guild. They have no bearing on their status within the community or any other guilds of which they may be members.

It should be noted that members of this secret order are also members of the Guild of Armourers and Weaponsmiths, one to which less exalted craftsmen belong. They may or may not be officers in that more mundane Guild, but their status within it will not reflect their status in the secret organisation to which they belong (else it would not be secret!) However, their extraordinary skill in fashioning armaments and armours of greatly superior quality often gains them great respect among their colleagues, who wonder how they do it!



VOCATIONS AND NEW SKILLS

STR+CON/DISC

THE VOCATION OF ARMOURER

The Armourer is a vocation that combines craftsmanship with fighting prowess. The vocation is, itself, a pre-requisite for membership in the Most Honourable Guild of Master Armourers.

Vocational Skills (-1 DF to learn)	Secondary Skills (-1 DF if for Mastery)
Engraving*	Any Combat skills
Gold & Silversmithing*	Conditioning (Athletic)
Foundryman*	Endurance (Athletic)
Weaponsmithing and/or Armoury*	Riding a Horse
Bowery & Fletching*	Any 3 Lore
Blacksmithing	Any background skills
Any 3 Combat skills	

*For details on these new skills refer to the section on New Skills in this chapter.

TABLE 3.1 - ARMOURER'S VOCATIONAL AND SECONDARY SKILLS

Note: Secondary skills are those skills that are regarded as particularly relevant to the Armourer Vocation but not especially known by all employed in this craft.

THE VOCATION OF MASTER ARMOURER MAGUS

If an Armourer is accepted into the Most Honourable Guild of Master Armourers, he automatically acquires the following additional Armourer's Vocational Skills after spending three months in secret intensive apprenticeship. The skills are opened at Level 1.

Vocational Skills (-1 DF to learn)
Bow Magick Method*
Forge Magick Method*
Enchant Metals*
Fire Magick Method
Divination Magick Method
Earth Magick Method

*New magical skills detailed in this book.

TABLE 3.2 - ARMOURER MAGUS'S VOCATIONAL SKILLS

Note: No Mastery slots can be reserved for Armourer Magus's vocational skills, as these come rather late in the character's career. He would have devoted his masteries to the basic skills of his craft long before the moment for becoming an Armourer Magus arrived. He will also gain the spell of **Enchantment** which is necessary in order to enchant Materia Magica.

The new Armourer Magus's **Magic Level (ML)** will be pro-rated based upon his average PSF in the five craft skills of his art. These are **Bowery & Fletching, Engraving, Gold & Silversmithing, Foundryman, and Weaponsmithing** and/or **Armoury**. The result will give his **Personal Magick Factor (PMF)** in the Armourer Magus magicks.

EXAMPLE: Calculation of a character's Personal Magick Factor (PMF)

Suppose he has the following levels in his vocational craft skills:

Bowery & Fletching	PSF 27%
Engraving	PSF 24%
Gold & Silversmithing	PSF 31%
Foundryman	PSF 34%
Weaponsmithing	PSF 42%

Total the PSFs and divide by 5 to get the average. This gives $27 + 24 + 31 + 34 + 42 = 158 \div 5 = 31.6$ (rounding up if necessary). Therefore our character's PMF in the Armourer Magus Magicks is 32%.

Note: If using C&S 3rd Edition, a character can gain an extra bonus if he is either Well or Poorly Aspected. Add +10% if Well or Poorly Aspected. Therefore if our candidate is Well Aspected, he will be able to add a bonus of +10%, thus he would now have a PMF in the Armourer Magus Magicks of 42%.

In addition Dwarves are always regarded as Well Aspected when following the vocation of Armourer Magus.

Once we know what the new Armourer Magus's Personal Magick Factor (PMF) is, we can use *Table 3.3 - Magick Levels* below to find out what his starting Magick Level (ML) will be.

PMF	ML	PMF	ML	PMF	ML
21-30	2	51-60	5	81-90	8
31-40	3	61-70	6	91-100	9
41-50	4	71-80	7	100+	10

TABLE 3.3 - MAGICK LEVELS

EXAMPLE: Calculating the character's Magick Level (ML)

We know that our new Armourer Magus has a PMF of 32%. When checking this against the Magick Level table, this gives the character a starting Magick Level (ML) of ML 3 for the Armourer Magus Magicks.

A new Armourer Magus will have a number of spell points for each method of Magick learnt. The number of spell points will be equal to **ML x Skill Level** in that particular method. Spell points are then used to purchase initial spells in each method, if a spell has a Magic Resistance Factor (MRF) of 4 it will cost 4 spell points to purchase that particular spell. An Armourer Magus can learn spells up to two ranks higher than his ML.



Spell Rank	Bow Magick	Forge Magick	Fire Magick	Divination Magick	Earth Magick
1	1	1	1	1	2
2	2	2	2	2	4
3	3	3	4	3	6
4	4	4	5	5	8
5	5	5	7	7	10
6	6	6	10	n/a	n/a
7	7	7	n/a	n/a	n/a
8	8	8	n/a	n/a	n/a
9	9	9	n/a	n/a	n/a
10	10	10	n/a	n/a	n/a

TABLE 3.4 - SPELL ACCESS LEVELS

Example:

Wayland, a new Armourer Magus has ML 4 and has Level 3 in Forge Magick. He would have $4 \times 3 = 12$ spell points in Forge Magick. In Forge Magick he decides to spend 2 points and buy two Rank 1 spells, 4 points on two Rank 2 spells and 6 points on two Rank 3 spells. He could have spent 12 points and had two Rank 6 spells, but this would have limited him in his total number of spells, and also the Rank 1 spells are pre-requisites for others.

Once accepted into the Most Honourable Guild of Master Armourers, a new Armourer Magus must attend to some very pressing matters, specifically the fashioning of the tools of his now magical craft:

- 1 **The Hammer of Vulcan:** The Journeyman Armourer Magus must immediately fashion a Hammer of Vulcan in the manner prescribed for any Lesser Focus. This Hammer will be used in the forging of all metal armaments and armours of magical quality. It also functions as a magical Mace of +5 quality. However, if it is created as a Greater Focus, it has +8 quality. When used to create mundane armaments it allows the Armourer Magus to work at three times the speed of an ordinary armourer or weaponsmith with +10% to his PSF.
- 2 **The Tongs:** The Journeyman Armourer Magus must then fashion a pair of Tongs as a simple magical device to maintain a sure grip on all metal armaments and armours of magical quality which he is fashioning. Without them, the Armourer Magus has no means of holding the glowing enchanted metal while it is being worked.
- 3 **The Anvil:** The Journeyman Armourer Magus must now enchant an Anvil which will form the focus of his greatest achievements. Enchanted as a Greater Focus, it is made from 50 lbs of enchanted iron along with the materials normally required for a Greater Focus. It is required for the testing of swords of great quality (+6 or higher) to see if they are capable of being thrice forged swords, and so will be able to take the enchantments necessary for the creation of the greatest of blades.
- 4 **The Forge of Vulcan:** The Journeyman Armourer Magus must now build a Forge in which he can gather together the magical powers that are essential to working metals of the purity and strength required to fashion magical metal armaments and armours. This Forge, when built with his own hand, requires a period of **90 days - (3 x ML days)** to complete and uses 500 lbs of brick and 50 lbs of iron in its construction. If he has the assistance of a Mason, the construction time is reduced to 7 days. He cannot, of course, take the Forge with him when he leaves because it is simply too large. However, he can take three bricks from it, with which he can rapidly build a forge anywhere he goes. Once his forge is completed and the magical fires kindled in it, all the bricks become enchanted and he may use any three to construct a new Forge of Vulcan, if it becomes necessary. The Forge also has the additional benefit that Fatigue costs for spell casting are halved when the Armourer Magus is within ten feet of the Forge, since it acts as a "focus" for his talents.
- 5 **The Bellows:** The Journeyman Armourer Magus must now make the Bellows which intensify the magical fires of the Forge. The Bellows require a period of **60 days - (3 x ML days)** to complete.
- 6 **The Adze:** The Journeyman Armourer Magus now needs to make the Adze which is required to shape any wood that is incorporated into a magical armament. This tool is essential to both the Master Bowyer and to the Armourer who, although he works largely with metals, will also need to fashion wooden handles and shafts for many weapons. All wooden arms, such as shields or bamboo armours (as used in Eastern lands), must be shaped using the Adze. The Adze requires **60 days - (3 x ML days)** to complete.
- 7 **The Shears, The Awl and The Seven Needles:** The Journeyman Armourer Magus must fashion **Shears of Special Keenness** with which to cut leathers and fabrics used in the fashioning of magical armours and fittings for magical weapons. The **Awl** is needed to punch holes in leather etc, and the **Needles** are required to do the special stitchings required to fasten pieces of leather or cloth together so that they will hold together and manifest their full magical protections. Each of these is fashioned as a simple magical device
- 8 **The Drawing Knife, The Clamps and The Glue:** Any Journeyman Armourer Magus who wishes to fashion magical bows and arrows must also create these magical tools. The **Drawing Knife** is fashioned as a Lesser Focus and is essential to shaping the wood for any magical bow or magical arrow. The **Clamps**, which are fashioned as simple magical devices, are needed to warp wood into bows etc. One set of three clamps will be needed per bow the Armourer Magus is working on. Typically, he keeps at least half a dozen sets around. The **Glue** is essential to fixing the feather fletching onto arrows, and it is prepared as a simple magical device, with one batch sufficient to fletch 99 arrows.
- 9 **The Temper:** The magical liquid that is needed to "quench" a red-hot enchanted blade and give it strength is made from seven different liquids, seven crushed rubies of at least 1ct in size and 21 different herbs. Once enchanted, **100 + ID100 doses** are obtained. One dose, when added to three gallons of water or wine will create the magical Temper. One batch of Temper is required for each magical weapon or piece of any magical item.



Of course, the Journeyman Armourer Magus is dwelling within the establishment of his Master while he learns his craft. Thus he has the tools and forge of his Master at his disposal and is able to craft magical arms and armour. However, he must take time out to fashion the essential tools of his trade, which are made during his three months intensive apprenticeship. A character that commences play immediately following his three month apprenticeship will begin with a Hammer of Vulcan. All other items will need to be created during play as a Journeyman Armourer Magus.

NEW SKILLS

BOWMAKING SKILLS

The fine art of **Bowery & Fletching** is very demanding and requires a high level of skill from the Bowmaker.

Bowery & Fletching

Attributes: Intellect + Agility
Level: DF 4; BCS 30%; SKP=6; EXP=600

The character knows how to work with wood, horn, leather, glues etc to make bows and the arrows (without arrowheads) for them. If he is not already skilled in metalworking he still needs someone to forge arrowheads of metal. Composite bows are not possible until the Bowyer has achieved a PSF of 21% or better in the skill.

A success **must be** rolled when a bow is completed or it is ruined. Whilst in the case of arrows, failure means that the arrow shafts shatter on impact and cannot be recovered and re-used. A **Critical Failure** (Crit Die 09-10) means the arrows are flawed and cause the person firing them to suffer a penalty of -1/2 x TSC when fired!

Fashioning Arrowheads

Attributes: Intellect + Agility
Level: DF 4; BCS 30%; SKP=6; EXP=600

The character knows how to fashion arrowheads from non-metallic materials, like flint, obsidian and bone. Such arrowheads all suffer a -3 penalty to damage inflicted when fired at metal armour or metal-reinforced shields, but are at full damage effect otherwise. Damage is based upon type, i.e. War Arrow, Hunting Arrow etc.

METALWORKING SKILLS

As in the case of many of the crafts and trade skills, it is difficult to come up with an easy reference chart to account for how long a particular item might take to make. The time needed to do many jobs will not be particularly rushed. Remember that metal was worked with hammer, anvil and forge. Machine tools and other technological marvels that we take for granted did not exist. A horseshoe, for instance, had to be fashioned out of a slim bar of iron. The bar had to be heated, then pounded into the right shape. Depending on the smith's skill, the job could take half an hour or more. An iron pot, on the other hand, might require a day or two of work.

Similarly, metals were refined in crucibles and small furnaces, not the great smelting plants we are used to today. Large amounts of metal just could not be produced. It was not until the Industrial Revolution that metals were smelted in large quantities.

Blacksmithing

Attributes: Strength + Constitution
Level: DF 3; BCS 40%; SKP=5; EXP=500

The character has skill in forging and shaping base metals into useful items and is also skilled in the art of shoeing horses. In addition, a blacksmith can fashion basic arms and armour, but never better than average in quality. (Note that arrowheads are always average regardless of the skill roll.)

Refer to *Table 3.5 - Weapon & Armoury Results for Blacksmithing* for the quality of arms and armour created.

Current PSF	Resounding Success (Crit Die 10)	Success (Crit Die 01-09)
Under 10%	Average weapon or -1 armour	-1 weapon or -2 armour
10-16%	Average weapon or -1 armour	-1 weapon or -1 armour
17-23%	Average weapon or -1 armour	Average weapon or -1 armour
24-30%	Average weapon or armour	Average weapon or armour
31%+	Average weapon or armour	Average weapon or armour
Current PSF	Failure (Crit Die 02-10)	Dismal Failure (Crit Die 01)
Under 10%	Scrap Metal	Scrap Metal
10-16%	-2 weapon or -2 armour	Scrap Metal
17-23%	-1 weapon or -1 armour	-3 weapon or -3 armour
24-30%	-1 weapon or -1 armour	-2 weapon or -2 armour
31%+	Average weapon or armour	-1 weapon or -1 armour

TABLE 3.5 - WEAPON & ARMOURY RESULTS FOR BLACKSMITHING

Gold & Silversmithing

Attributes: Agility + Discipline
Level: DF 4; BCS 30%; SKP=6; EXP=600

The character acquires skills in the craft of working precious metals and in being able to make accurate appraisals of value, purity etc. This skill is also needed for the proper ornamentation of fine weapons and armour.

Engraving

Attributes: Agility + Discipline
Level: DF 4; BCS 30%; SKP=6; EXP=600

Since this skill in reality represents a high degree of specialisation rather than a new skill, a character who already has a basic knowledge of **Gold & Silversmithing** will receive a bonus in it. They may learn the skill at -1 DF (BCS +10%; -1 SKP; -100=EXP).

Engraving involves working inscriptions and designs into metal. Engraving is not only decorative but also may be essential to the placing of spells in magical weapons and armour.

Refer to *Table 3.6 - Engraving Results* to find out the quality of the engraving created.



Current PSF%	Resounding Success (Crit Die Result =)	Dismal Failure (Crit Die Result =)
Under 10%	10	01-04
10-19%	10	01-03
20-29%	09-10	01-02
30-49%	08-10	01
50%+	07-10	01

TABLE 3.6 - ENGRAVING RESULTS

Success means the work is satisfactory, but the higher the Crit Die result, the better the job. A Resounding Success means a virtually perfect piece of work. A failure indicates the presence of flaws, the lower the Crit Die result the more flaws present in the work and a Dismal Failure signifies a totally botched job.

Foundryman: Smelting & Casting

Attributes: Strength + Constitution
Level: DF 3; BCS 40%; SKP=5; EXP=500

The character has skill in smelting and refining metals from ore. He might also cast metal into ingots and make moulds to cast specific objects etc.

The amount of metal that can be smelted ultimately depends on the size of furnace being used in the refining process. A given "melt" takes from 2 to 5 days from start to finish. A foundry rarely had more than two or three furnaces. Further, its output would not be much more than 1,000 lbs of metal a week. (This was definitely not a time of mass production, although in Eastern lands, some foundries of remarkably large size and capable of producing thousands of pounds of metal were not unknown!)

A **Blacksmith** or **Weaponsmith** can smelt small amounts of base metal (about 10 to 20 lbs at a time). A **Gold/Silversmith** can smelt small quantities of precious metals (from 1 to 5 lbs at a time). However, a **Foundryman** can smelt or cast 50 lbs of metal per 10% he has in his TSC (divide TSC by 10 and round down). For instance, a Foundryman with TSC 75% can smelt or cast 7 x 50 lbs = 350 lbs of metal per melt.

Refer to *Table 3.7 - Smelting Results* to find out the quality of the metal created.

This scale of purity can be used to determine the quality and usefulness of a pour. For instance, iron could be rated as follows:

A "pure" batch of iron can be made into steel for sword blades etc, or for high quality armour.

A "good" batch of iron can be made into decent armour or weapons of average quality.

A "somewhat inferior" batch of iron is good enough for horseshoes, farm implements etc.

An "impure" batch of iron is worthless.

Dwarves are especially adept at smelting, refining and casting, so they enjoy +1 to Crit Die rolls. Success with Crit Die 11 (10 +1) produces "Dwarvish Metal," which has special properties that enables them to forge +4 armaments and armours without resorting to Forge Magick.

Result	Quality Created
Success	The "pour" produces a good batch of metal.
Success (Crit Die 09-10)	The "pour" is metallurgically very pure.
Failure	The "pour" is somewhat inferior because it has impurities.
Failure (Crit Die 01-02)	The "pour" is so impure that it must be refined again to be of use.

TABLE 3.7 - SMELTING RESULTS





Weaponsmithing & Armoury

Attributes: Strength + Constitution
Level: DF 5; BCS 20%; SKP=7; EXP=700
Pre-requisite: Blacksmithing

This ancient and noble craft involves the forging of bronze, iron, and steel, as well as working with leather and quilted fabrics, to fashion and repair arms and armour. A basic knowledge of **Blacksmithing** is needed. The skill **Weaponsmithing & Armoury** should be learnt as two separate specialisations beyond Level 1 in the skill.

A Weaponsmith will start with Level 1 in **Weaponsmithing & Armoury**, but must then decide whether he wishes to specialise in one or both skills. From Level 2 onwards, **Weaponsmithing** is developed separately from **Armoury**. If the Weaponsmith wants Level 2 in both he must pay the cost of increasing both skills by one level. In many cases, this means an Armourer is excellent in constructing armour but has only basic skills in making weapons. Likewise, a skilled Weaponsmith would have some basic knowledge in making armour. The very best in the craft are skilled in making both. Most non-metal armours cannot be made with a damage absorption rating higher than +5. However, magical materials from enchanted creatures might be used to make non-metal armours of a superior quality up to +5.

It must be remembered that the bonuses do not indicate magical qualities. A +1 to +3 sword, for instance, is a very high quality "normal" blade. Remember magical arms and armours are fully effective against all supernatural beings. Ordinary arms and armours are not particularly effective against many supernatural creatures and do not possess any extraordinary qualities.

Weapons and armours fashioned at +4 or better are always magical and therefore require magical materials and/or exceptional magical skills. Those armourers making such vastly superior armaments require specialised spells and equipment, magical materials etc, to do such work.

Refer to *Table 3.8- Weapon & Armoury Results for Weaponsmithing & Armoury* for the quality of arms and armour created.

Dwarves excel in the working of metal, so add +1 to Crit Die rolls made by Dwarvish Armourers. Success with Crit Die 10 + 1 = 11, meaning a +4 weapon or armour could be produced by Dwarf with PSF 41%+ in **Weaponsmithing & Armoury**. This is magical weapons and armour produced by a natural Dwarvish skill. However, to produce armour and armaments above +4 quality a Dwarf will need to employ Forge Magicks.

To produce weapons and armour of +4 quality or better, one must be an **Armourer Magus** with magical abilities in the forging of fine weapons and armours.

For details of the new Magicks available to Armourer Magus characters refer to *Chapter 4 - Armourer Magus Magicks*.

Current PSF%	Resounding Success (Crit Die 10)	Success (Crit Die 01-09)
Under 20%	See Blacksmithing	See Blacksmithing
20-25%	+1 weapon or +1 armour	Average weapon or armour
26-30%	+2 weapon or +2 armour	Average weapon or armour
31-35%	+3 weapon or +3 armour	+1 weapon or +1 armour
36-40%	+4 weapon or +4 armour*	+1 weapon or +2 armour
41-45%	+5 weapon or +5 armour*	+2 weapon or +2 armour
46-50%	+6 weapon or +6 armour*	+2 weapon or +2 armour
51-55%	+7 weapon or +7 armour*	+3 weapon or +3 armour
56-60%	+8 weapon or +8 armour*	+3 weapon or +3 armour
61-70%	+9 sword or +8 armour*	+3 weapon or +3 armour
71-80%	+10 sword or +8 armour*	+4 weapon or +4 armour*
81-90%	+11 Sword or +8 armour*	+4 weapon or +4 armour*
91-100%	+12 sword or +8 armour*	+4 weapon or +4 armour*
101%+	+13 sword or +8 armour*	+4 weapon or +4 armour*

*Note that any weapon or armour marked in this way, beginning with +4 (which can be created at PSF 36%+) is a magical armament and can be fashioned only by using the appropriate Magick. Where a +9 or better sword is indicated, any other weapon would be capable of being fashioned only to +8. Magical swords alone can have greater power.

Current PSF%	Failure (Crit Die 02-10)	Dismal Failure (Crit Die 01)
Under 20%	Scrap Metal	Scrap Metal
20-30%	-1 weapon or -1 armour	-3 weapon or -3 armour
31-40%	Average weapon or armour	-2 weapon or -2 armour
41-60%	Average weapon or armour	-1 weapon or -1 armour
61-80%	+1 weapon or +1 armour	-1 weapon or -1 armour
81%+	+1 weapon or +1 armour	Average weapon or armour

TABLE 3.8 - WEAPON & ARMOURY RESULTS FOR WEAPONSMITHING & ARMOURY

The time factor involved in making high-grade armaments is considerable. Each quality level above +3 requires additional time to forge the armament or armour. The time factors are given in the sections on each class of armament or armour later in *Appendix A - Production Process Tables*.

The weapon bonus is added to any damage done by the weapon. With weapons of +4 or better, those with magical enchantments, the weapon bonus is also added to the weapon skill TSC. With arrows the arrow bonus is added to damage only while the bonus for bows and crossbows are added to the weapon skill TSC only. All hurled missile weapons such as javelins add the bonus to both damage and the weapon skill TSC if enchanted.



ARMOURER MAGUS MAGICKS

ENCHANT METALS

Attributes: Strength + Discipline
Level: DF 4; BCS 30%; SKP=6; EXP=600

The Armourer Magus can learn to enchant any metal and reduce its **Magical Resistance Factor (MRF)** to MRF*0 once he has attained PSF 21% in this skill. The quantity of metal he may reduce (only one type of metal at a time) is detailed in *Table 4.1 - Quantity Enchanted*. The period required to reduce it by -1 MRF is calculated by the formula **2 days x Current MRF**.

Example: To enchant iron to MRF*0

Iron has an Magic Resistance Factor (MRF) of 9. In order to reduce it from MRF*9 to MRF*8 it takes 18 days (2 x MRF*9). To reduce from MRF*8 to MRF*7 takes 16 days (2 x MRF*8). Therefore the time to fully enchant Iron down to MRF*0 will be (2 x (9 + 8 + 7 + 6 + 5 + 4 + 3 + 2 + 1)) = 90 days.

PSF	Quantity of Metal		Maximum MRF of Metal to be enchanted
	Base	Noble	
21-30%	3lbs	5oz	5
31-40%	6lbs	10 oz	6
41-50%	9lbs	15 oz	7
51-60%	12lbs	20 oz	8
61-70%	15lbs	25 oz	9
71-80%	21 lbs	30 oz	10
81-90%	30 lbs	35 oz	10
91-99%	40 lbs	40 oz	10
100-119%	50 lbs	50 oz	10
120-139%	65 lbs	60 oz	10
140%+	90 lbs	75 oz	10

TABLE 4.1 - QUANTITY ENCHANTED

Any non-Armourer Magus cannot magically reduce material if the Magic Resistance Factor (MRF) of the metal is higher than the Magus's **ML+2**. However, an Armourer Magus can work with metals as if there were no limit on the MRF. The only difference being that if the MRF of the metal is more than the ML+2 limit, an additional period of 21 days per extra 1 MRF is required.

Example:

Iran has a MRF*9 and cannot be reduced by any non-Armourer Magus with ML 4 (MRF limit = 6). However, an Armourer Magus with ML 4 can enchant Iron by spending an extra 21 days times the number of additional MRFs (in this case 3) above his limit for an extra period of 63 days. The total period needed to enchant the iron will be the base of 2 days times 6 (the maximum MRF the Armourer Magus "should" be able to enchant) which equals 12 days plus the extra 63 giving a total of 75 days.

The Armourer Magus performs all enchantments of metals in his forge. To enchant the MRF of a metal down, he must fire his forge with the Rank 1 Forge Magick spell **Firing & Tending the Forge** to develop flame and heat of magical intensity in the Forge. The metal to be enchanted is put into a crucible which is placed in the hottest part of the forge, where the magical fire is most intense.

Note that he cannot enchant more than one kind of metal at a time in his forge, as several metals present together will "taint" one another if left in proximity for more than a day. Thus the Armourer Magus can still use his forge to heat metals he is working, so long as he does not leave a second metal in the fire for more than 24 hours.

Bow MAGICK

The first of the two new Magicks available to Armourer Mages is Bow Magick. Note that normal Bow Magick spells only go up to Rank 4. Any spells above Rank 4 use Fey Bow Magick or Greater Fey Bow Magick.

Attributes: Agility + Intellect
Level: DF 7; BCS 5%; SKP=9; EXP=900

Note: Armourer Magus characters learn this skill at a level of DF 5; BCS 20%, SKP=7; EXP=700 while other non-Armourer Magus characters learn this skill at the normal rates but are limited to Rank 3 spells unless an Elf Magus who suffers no penalties.

Bow Magick is a highly specialised hybrid comprised of elements of Air Magick, Plant (Wood) Magick and certain Magicks unique to the Fey Folk, which have come into the grasp of other races. Spells available are as follows.

RANK 1

All Rank 1 Bow Magick spells have a casting cost of 4 Fatigue Points

Wings of Flight

Type: Sorcery
Resisted: No
Range: Touch
Duration: Instantaneous

This spell must be cast upon each magical arrow. It is a highly specialised, hybrid Air Magick spell which enables the arrow to fly far and accurately.

Shape Wood

Type: Hex
Resisted: No
Range: Touch
Duration: Instantaneous

This spell is a highly specialised, hybrid form of the Rank 3 Plant Magick spell **Warp Wood**, which the Armourer Magus must cast at the beginning of any bowery project. It must be cast into the wood that he is forming into a magic bow. The spell enables him to shape the bow precisely as this is utterly essential to imbuing it with the magical powers it requires to attain its special qualities.

**Rank 2**

All Rank 2 Bow Magick spells have a casting cost of 5 Fatigue Points.

Magical Bowery +4

Type: Hex
Resisted: No
Range: Touch
Duration: Instantaneous

This spell must be cast upon each +4 bow intended to be magical in nature. It is a highly specialised spell learned from Fey sources which imbues a bow with magical power and must be cast into the bow at the beginning of each day the Armourer Magus works on it.

Magical Fletching +4

Type: Hex
Resisted: No
Range: Touch
Duration: Instantaneous

In addition to the Rank 1 Bow Magick spell **Wings of Flight**, this spell must be cast upon each +4 arrow that is intended to be magical in nature. It is a highly specialised spell learned from Fey sources, which ensures the arrows fletching remains intact.

Strike with Power +4

Type: Hex
Resisted: No
Range: Touch
Duration: Instantaneous

This spell must be cast upon each +4 arrow that is intended to be magical in nature. It is a highly specialised, hybrid Air Magick spell, which enables the arrow to strike with magical force against even supernatural beings. The spell imbues the wood of the arrow shaft, with the strength to withstand the forces and stresses of enchanted bows. It also provides the edge to the arrowhead causing the extra damage.

RANK 3

All Rank 3 Bow Magick spells have a casting cost of 6 Fatigue Points.

Magical Bowery +5

Type: Hex
Resisted: No
Range: Touch
Duration: Instantaneous

This is like the Rank 2 Bow Magick spell **Magical Bowery** but must be cast upon each +5 magic bow at the beginning of each day the Bowyer Magus works upon it.

Magical Fletching +5

Type: Hex
Resisted: No
Range: Touch
Duration: Instantaneous

In addition to the Rank 1 Bow Magick spell **Wings of Flight**, this spell must be cast upon each +5 magic arrow.

Strike with Power +5

Type: Hex
Resisted: No
Range: Touch
Duration: Instantaneous

This is like the Rank 2 Bow Magick spell **Strike with Power** but must be cast upon each +5 magic arrow.

RANK 4

All Rank 4 Bow Magick spells have a casting cost of 7 Fatigue Points.

Magical Bowery +6

Type: Hex
Resisted: No
Range: Touch
Duration: Instantaneous

This is like the Rank 2 Bow Magick spell **Magical Bowery** but must be cast upon each +6 magic bow at the beginning of each day the Bowyer Magus works upon it.

Magical Fletching +6

Type: Hex
Resisted: No
Range: Touch
Duration: Instantaneous

In addition to the Rank 1 Bow Magick spell **Wings of Flight**, this spell must be cast upon each +6 magic arrow.

Strike with Power +6

Type: Hex
Resisted: No
Range: Touch
Duration: Instantaneous

This is like the Rank 2 Bow Magick spell **Strike with Power** but must be cast upon each +6 magic arrow.

FEY Bow MAGICK

Fey Magicks may be known by higher-ranking Bowyer Mages of non-Fey races, however, they will not readily impart such knowledge to their less-skilled fellows in the Guild until they can learn and master Rank 5 spells where Fey Bow Magick begins. More details about the Fey Folk and the Seelie Court can be found in the **Creature Bestiary**.

RANK 5

Any Rank 5 Fey Bow Magick spells have a casting cost of 8 Fatigue Points.

Fey Magical Bowery +7

Type: Hex
Resisted: No
Range: Touch
Duration: Instantaneous

This is like the Rank 2 Bow Magick spell **Magical Bowery** but must be cast upon each +7 magic bow at the beginning of each day the Bowyer Magus works on it.

**Fey Magical Fletching +7**

Type: Hex
 Resisted: No
 Range: Touch
 Duration: Instantaneous

In addition to the Rank 1 Bow Magick spell **Wings of Flight**, this spell must be cast upon each +7 magic arrow.

Strike with Power +7

Type: Hex
 Resisted: No
 Range: Touch
 Duration: Instantaneous

This is like the Rank 2 Bow Magick spell **Strike with Power** but must be cast upon each +7 magic arrow.

RANK 6

All Rank 6 Fey Bow Magick spells have a casting cost of 9 Fatigue Points.

Fey Magical Bowery +8

Type: Hex
 Resisted: No
 Range: Touch
 Duration: Instantaneous

This is like the Rank 2 Bow Magick spell **Magical Bowery** but must be cast upon each +8 magic bow at the beginning of each day the Bowyer Magus works upon it.

Fey Magical Fletching +8

Type: Hex
 Resisted: No
 Range: Touch
 Duration: Instantaneous

In addition to the Rank 1 Bow Magick spell **Wings of Flight**, this spell must be cast upon each +8 magic arrow.

Strike with Power +8

Type: Hex
 Resisted: No
 Range: Touch
 Duration: Instantaneous

This is like the Rank 2 Bow Magick spell **Strike with Power** but must be cast upon each +8 magic arrow.

GREATER FEY Bow MAGICK

Magic of this level is unavailable to Bowyer Mages other than those belonging to the Fey races, who jealously guard their Bow Magick spells and do not share them with "lesser breeds," no matter what the inducement. Note that Greater Fey Bow Magick spells begin at Rank 7.

**RANK 7**

All Rank 7 Greater Fey Bow Magick spells have a casting cost to the magus of 10 Fatigue Points.

Greater Fey Magical Bowery +9 & +10

Type: Hex
 Resisted: No
 Range: Touch
 Duration: Instantaneous

This is like the Rank 2 Bow Magick spell **Magical Bowery** but must be cast upon each +9 or +10 magic bow at the beginning of each day the Fey Bowyer Magus works upon it.

RANKS

All Rank 8 Greater Fey Bow Magick spells have a casting cost to the magus of 11 Fatigue Points.

Greater Fey Magical Bowery +11

Type: Hex
 Resisted: No
 Range: Touch
 Duration: Instantaneous

This is like the Rank 2 Bow Magick spell **Magical Bowery** but must be cast upon each +11 magic bow at the beginning of each day the Fey Bowyer Magus works upon it.



RANK 9

All Rank 9 Greater Fey Bow Magick spells have a casting cost to the magus of 12 Fatigue Points.

Greater Fey Magical Bowery +12

Type: Hex
Resisted: No
Range: Touch
Duration: Instantaneous

This is like the Rank 2 Bow Magick spell **Magical Bowery** but must be cast upon each +12 magic bow at the beginning of each day the Fey Bowyer Magus works upon it.

RANK 10

All Rank 10 Greater Fey Bow Magick spells have a casting cost to the magus of 13 Fatigue Points.

Greater Fey Magical Bowery +13

Type: Hex
Resisted: No
Range: Touch
Duration: Instantaneous

This is like the Rank 2 Bow Magick spell **Magical Bowery** but must be cast upon each +13 magic bow at the beginning of each day the Fey Bowyer Magus works upon it.

Note that **Greater Fey Bows** of +11 to +13 quality are exceedingly rare and are unlikely to be encountered except in the hands of the mightiest Fey Heroes and the highest Fey Nobility. These weapons have all the characteristics of +10 magical bows when it comes to range, etc, but they have the added feature of increasing the damage inflicted by +8 magical arrows when a Critical Hit is scored:

- +11 Bow:** +ID10 additional damage when firing +8 arrow and obtaining a critical hit.
- +12 Bow:** ML + ID10 additional damage when firing +8 and obtaining a critical hit.
- +13 Bow:** (2xML) + ID10 additional damage when firing +8 arrow and obtaining a critical hit.

At point blank ranges (SR and MR), full damage is inflicted on a Crit Hit. A +ID10 = +10 points of damage, for example. There is no need to roll the D10 at all, just apply the full damage possible for the D10 roll called for.

FORGE MAGICK

The second new Magick available to Armourer Mages is Forge Magick. Note that normal Forge Magick only goes up to Rank 4 spells.

Attributes: Strength + Intellect
Level: DF 7; BCS 5%; SKP=9; EXP=900

Note: Armourer Magus characters learn this skill at the level of DF 5; BCS 20%, SKP=7; EXP=700 while any non-Armourer Magus characters learn this skill at the normal rates but are limited to Rank 3 spells unless a Dwarf Magus (no limit) or an Elf Magus (limited to Rank 6 spells).

Forge Magick is a highly specialised hybrid comprised of elements of elemental Fire Magick and elemental Earth Magick. It is practised by Armourer Mages who have learned their craft well, and who have also learned how to apply very powerful magicks to the forging of the finest armaments, armours and shields.

It should be noted that an ordinary Weaponsmith lacking Forge Magick can also forge magical arms and armour. However, he needs the assistance of a Magus who first enchants the **Magick Resistance Factor (MRF)** of the component materials down to **MRF*0** before he begins his work. He is limited, furthermore, by his **Personal Skill Factor (PSF) in Weaponsmithing** and/or **Armoury** as to the quality of the armament or armour he will create.

Such an armament or armour will never be better than a +5 magical item. (This requires that the Magus supplies the other fully enchanted magical materials required for +1 to +5 arms and armour, in addition to those materials required to make the basic weapon, armour or shield.)

RANK 1

All Rank 1 Forge Magick spells have a casting cost of 4 Fatigue Points.

Firing & Tending the Forge

Type: Cantrip
Resisted: No
Range: Touch
Duration: Instantaneous

Before the Armourer Magus can hope to forge any magical arms and armours, he must first learn this essential spell. It enables him to recognise the finest charcoal and coal necessary to fuel a magical Forge. He also acquires as part of this spell the ability to ignite magical fire in the Forge and the knowledge of how to maintain the fire at the exact intensity he needs to perform any stage in the armour or weaponsmithing process.

Rejoin Metal

Type: Cantrip
Resisted: No
Range: Touch
Duration: Instantaneous

The spell enables the Armourer Magus to rejoin pieces of a broken metal object by re-forging them into a seamless whole as strong as the original. However, he cannot restore magic that a magical item has lost through breakage. If the metal pieces are rusted or corroded, the corrosion must first be removed, either naturally or magically (using the Rank 3 Forge Magick spell **Heal Rust**), before the rejoining is possible.

**RANK 2**

All Rank 2 Forge Magick spells have a casting cost of 5 Fatigue Points.

Call the Salamander

Type: Ritual: 13 days
Resisted: No
Range: Touch
Duration: Instantaneous

The Armourer Magus is able to summon a Salamander to live in his Forge. This creature of fire will breathe the intense magical heat into the Forge essential to the fashioning of fine weapons and armour of +6 quality or better. Once the Salamander comes to reside in the Forge, it will remain, so long as the Forge is properly looked after and the Rank 1 Forge Magick spell **Firing & Tending the Forge** is cast each day. If the Forge is allowed to go out, the Salamander will depart and it or another cannot be summoned again for a period of **90 days - (3 x ML days)** of the Armourer Magus.

Dull Blade

Type: Cantrip
Resisted: No
Range: Touch
Duration: Instantaneous

The Armourer Magus can instantly dull the edge or point of any weapon, resulting in a -2 modifier to the attacker's Crit Die in the first combat engagement in which it is used. This lasts throughout the entire fight, not just against the first blow struck.

Evaluate Steel Weapon & Armour

Type: Cantrip
Resisted: No
Range: Touch
Duration: Instantaneous

This spell enables the Armourer Magus to examine a steel weapon or steel armour to determine how good it is and if it has any special qualities.

Sharpen Blade

Type: Cantrip
Resisted: No
Range: Touch
Duration: Instantaneous

The Armourer Magus can instantly sharpen the edge or point of any weapon that has grown dull, either for natural or magical reasons. If the weapon is already sharp, the spell adds **+1 to its attack Crit Die** in the first combat engagement in which it is used, that is, throughout the entire fight, not just the first blow struck. It also acts as an unresisted **Dispel vs Dull Blade**, if used to reverse the effects of that spell.

RANK 3

All Rank 3 Forge Magick spells have a casting cost of 6 Fatigue Points.

Heal Rust

Type: Sorcery
Resisted: No
Range: Touch
Duration: Instantaneous

The Armourer Magus is able to restore any rusted or corroded metal implement, weapon or metal armour weighing no more than 5 lb x ML to its condition when first made. If the item weighs more than the Armourer Magus's magical weight limit, he may cast the spell as many times as necessary to restore the item to pristine condition as long as he has sufficient Fatigue Points to do so.

Join Items

Type: Cantrip or Ritual (10 minutes)
Resisted: Yes (if target is living)
Range: Touch
Duration: 5 minutes per ML

The spell enables the Armourer Magus to join two items temporarily as if both pieces were metal and the Armourer had used his full skills to join them. There are two versions of this spell, a Cantrip, which requires the expenditure of 2 Body points to seal the bond, and a ritual which takes longer but requires no expenditure of Body points. It can be resisted by a Constitution attribute check.

Rust Metal

Type: Sorcery
Resisted: Special: see below
Range: Touch
Duration: Instantaneous

The spell so grievously rusts or corrodes a metal weapon or implement that it is rendered virtually useless until it is magically restored. The spell can also be used to corrode a lock so that it may be more readily broken open, reducing its ability to resist damage to one quarter. An Armourer Magus who knows the Rank 3 Forge Magick spell **Heal Rust** may use it to dispel the spell **Rust Metal** and restore the affected weapon or implement.

Note that magical armaments resist the spell at BCS 40% + PSF of the Armourer Magus who enchanted it - PSF of the **Rust Metal** caster, which is knowledge only the GameMaster will be aware of.

Magically Fashion Armour

Type: Ritual: 12 hours
Resisted: No
Range: Touch
Duration: Permanent

This spell enables an Armourer Magus to ensure the quality of the armour he fashions. The spell increases the quality of the armour by +1 per 2 ML, (rounding down) up to a maximum of +5. The spell is cast each day the Armourer Magus works on the armour until it is completed. This spell applies not only to all kinds of metal armour, but also to quilted and leather armour and to shields of all kinds.



Ordinary armour: Remember that the materials used to make the armour need not be enchanted. The spell merely ensures the Crit Die outcome for **Armoury** will not be unfortunate. Add bonus for ML to the armour quality indicated by *Table 3.8 - Weapon & Armoury Results for Weaponsmithing & Armoury* from *Chapter 3 - Vocations & New Skills*.

The precise procedures and production times are provided in *Appendix A - Production Process Tables*.

Such armours are **not magical** unless fashioned with higher level Forge Magick spells or from fully enchanted materials. Thus they might absorb massive damage inflicted by other living creatures, but not necessarily protect to the same degree when attacked by supernatural creatures, magical spells and weapons etc. Nor will they possess any extraordinary qualities.

Additional Forging and Finishing: Each additional +1 quality bonus above the outcome for basic **Armoury** adds an additional +7 days to the "standard" fashioning time until the quality reaches +5, after which a period equal to the standard fashioning time is added for each +1 quality bonus thereafter.

Example:

An "ordinary" +3 annealed mail hauberk is produced. The Armourer Magus is at ML 9, so he can increase the quality of the hauberk to +7. The basic hauberk requires 35 days to forge. The +2 bonus levels raising the armour to +5 would add $2 \times 7 = +14$ days. The extra +2 bonus level raising the armour to +7 raises the time to forge the armour by a further 70 days, being the standard finishing time per extra +1. The total time required to fashion the +7 hauberk is therefore $35 + 14 + 70 = 119$ days.

Magical Armour: There are two ways to forge magical armour.

- 1 All the materials to be incorporated into the armour must be fully enchanted by reducing the Magick Resistance Factor (MRF) of each material to MRF^*0 . It is possible for any Magus to do this. Then the item will be fashioned using the **Armoury** skill. After it is completed, its quality is determined by the Crit Die result for the current Personal Skill Factor (PSF) of the Armourer. This is an uncertain method. Enchanting the materials beforehand ensures that the armour will be magical, but the quality is unknown until the armour is finished. This can result in magical protection of possibly low quality. However, it does permit an ordinary Armourer to fashion magical armour up to +5 quality with the aid of a Magus.
- 2 Alternatively, the basic armour may be fashioned by an Armourer Magus from unenchanted materials and its quality determined by the Crit Result for the **Armoury** skill. This determines what additional magical materials must be added to meet the requirements of the quality of armour that can be produced. The armour can then be subjected to higher order Forge Magicks, like the Rank 5 spells **Vulcan's Forge** and **Lesser Vulcan's Tempering** to enchant it to its full magical potential, as determined by the Magic Level (ML) of the Armourer Magus. The precise procedures and production times are given in *Appendix A - Production Process Tables*.

Magically Forge Armaments

Type: Ritual: 12 hours
Resisted: No
Range: Touch
Duration: Permanent

This spell enables an Armourer Magus to ensure the quality of any weapons he forges except for swords. It is not possible to make any armament above +5 quality without this magical skill. The spell increases the quality obtained in **Weaponsmithing** by **+1 per 3 ML**. Thus a non-sword type of armament could be rated as high as +8 (a +5 armament made by an Armourer Magus who has a ML of 9). The spell must be cast each day the Armourer Magus works on a weapon until it is completed. It should be noted that swords that surpass +6 in quality may be reforged, the additional forging adding additional enchantment taking the sword beyond +8 in quality.

Ordinary Weapons: Remember that the materials need not be enchanted, as the spell merely ensures the Crit Die outcome for **Weaponsmithing** will not be unfortunate. (Add the bonus to the weapon quality indicated by *Table 3.8 - Weapon & Armoury Results for Weaponsmithing & Armoury*.)

The precise procedures and production times are given in *Appendix A - Production Process Tables*.

Such weapons are **not magical** unless fashioned with higher level Forge Magick spells or from fully enchanted materials. Thus they might do massive damage to living creatures, but not necessarily do a great amount of damage to many supernatural creatures, especially non-corporeal beings.

Additional Forging and Finishing: Each additional +1 quality bonus above the outcome for basic **Weaponsmithing** adds an additional +4 days to the "standard" fashioning time until the quality reaches +5, after which the time is doubled for each +1 quality bonus thereafter.

Example:

An "ordinary" +3 war-axe is produced. The Armourer Magus is at ML 9, so he can increase the quality to +6, i.e. an additional +3 quality (ML 9/3). A war axe requires 4 days to forge. The +2 bonus levels raising the axe to +5 would add $2 \times 4 = +8$ days. The +1 bonus level raising the axe to +6 would cost double the basic production time of 4 days, so add an additional +4 days. Therefore, the total time required is $4 + 8 + 4 = 16$ days to fashion the +6 war axe.

Magical Weapons: There are two ways to forge magical weapons:

- 1 All the materials to be incorporated in the weapon must be fully enchanted by reducing the Magic Resistance Factors (MRF) of each material to MRF^*0 . This any Magus can do. Then the weapon will be fashioned. After it is completed, using the **Weaponsmithing** skill, its quality will be determined by the Crit Die result for the current PSF of the Weaponsmith. Although enchanting the materials beforehand ensures that the weapon will be magical, the quality is unknown until it is actually made. This can result in a magical armament of possibly low quality. However, it does permit an ordinary Weaponsmith to fashion magical weapons up to +5 quality with the aid of a Magus.



- 2 Alternatively, the basic weapon may be fashioned by an Armourer Magus from unenchanted materials and its quality determined by the Crit Die result for **Weaponsmithing** skill. This determines what additional magical materials must be added to meet the requirements of the quality of weapon that can be produced. The weapon can then be subjected to higher order Forge Magicks such as the Rank 5 spells **Vulcan's Forge** and **Lesser Vulcan's Tempering** to enchant it to its full magical potential, as determined by the Magic Level (ML) of the Armourer Magus.

Magically Forge Swords

Type: Ritual: 12 hours
Resisted: No
Range: Touch
Duration: Permanent

This spell enables an Armourer Magus to forge swords of exceedingly high quality. However, the swords are not magical unless they are made of fully enchanted materials or are fashioned with the appropriate Forge Magick spells, such as the Rank 6 spell **Vulcan's Forge**. Rather, they are exceptional blades that do considerably more damage than most.

The spell must be cast each day the Armourer Magus works on the sword. The initial magical forging of a sword blade, regardless of type, always takes 28 days.

Testing the Blade: After 28 days of magical forging, the sword blade is tested to find its potential. The sword is swung against the Armourer Magus' enchanted anvil. Roll a D100 and check the result against *Table 4.2-Sword Quality*, which indicates the potential quality of the blade once the forging is complete, a roll of 91% or more indicates the blade has broken requiring reforging, but also indicating that such a sword is destined for greatness.

Note that the PSF of the Armourer Magus in **Weaponsmithing** only determines **the degree of skill required** before a blade of a given quality can be properly forged, even when using Forge Magick. The **actual quality of the blade** is determined by the result of the D100 roll.

Example:

An Armourer with PSF 93% cannot produce better than a +6 blade, so it does not matter if the D100 result in the Sword Quality Table indicates a higher quality: the sword will be +6 and no better!

Notice that the magic **guarantees** a sword of at least +5 quality. However, the Weaponsmith must have skill in **Weaponsmithing** such that he could make a +5 sword to begin with. There are no shortcuts to the fashioning of fine blades!

Additional Forging & Finishing: If the sword tests out as a +6 blade or better, in other words the blade snaps, an additional 14 days of work x quality above +5 will be required to complete the work. A +8 sword, for instance, is 3 quality points over +5 and therefore requires an additional $3 \times 14 = +42$ days to complete, on top of the initial 28 days needed to make the basic sword. Until this work is done, the sword does not have the powers it is destined to possess. At the end of this period it is tested once more by smashing the blade against the enchanted anvil.

ID100	Sword Quality	Rerolled ID100	Sword Quality
01-80	+5	01-90	+9
81-90	+6	91-95	+10
91-96	+7	96-98	+11
97-99	+8	99	+12
00	Roll ID100 again	00	+13

TABLE 4.2 - SWORD QUALITY

There is a 75 % chance the blade survives, in which case it can bear no special enchantments, if however it fails, then it can be reworked a second time. If it fails a second testing it will receive its third forging and can then go on to receive the enchantments necessary for a Holy Sword or other such great weapon.

The steps to creating Enchanted Swords

- 1 The Armourer Magus crafts the sword using his **Weaponsmithing** skill and then works the sword for a further 28 days, casting **Magically Forge Swords** for each of the 28 days along with the Rank 5 spells **Vulcan's Forge** and **Vulcan's Lesser Tempering**.
- 2 Swinging against the Armourer Magus's enchanted anvil to test its quality tests the sword. If this test is not carried out the sword remains of +4 quality.
- 3 If the sword remains intact the Armourer Magus can now begin the spellcasting needed for a sword of +5 or +6 quality, adding any additional materials as needed. If the sword breaks, it requires reforging.
- 4 The Armourer Magus spends additional time reforging the sword while casting the additional spells as shown in *Table A.6 - Magical Swords* and *Table A.7 - Magical Swords of Power*.
- 5 The sword is re-tested, if it breaks a second time it can be thrice forged. If it does not break, it remains a sword of the quality first tested without the capacity for additional enchantments.
- 6 If a sword is destined for a third forging, the legendary thrice forged swords, then the Rank 6 spell **Inspiration of Vulcan** is cast. This is followed by the Rank 7 spell **Forge in the Breath of the Salamander** being cast for a period of 14 days plus 14 days per point of quality above +7. After this period, the sword is thrice forged and can receive additional enchantments required for a sword of greatness.

In *Table A.6 - Magical Swords* and *Table A.7 - Magical Swords of Power* lists are given for the spells needed to magically forge a sword. In many instances, these spells are rituals lasting many hours. What actually takes place is that the rituals are combined into one ritual lasting for as long as the longest ritual. The fatigue loss takes place over the period of the ritual, this loss being the combined fatigue cost for ALL of the spells cast. The spells are cast while the Armourer Magus works the sword in his enchanted forge, the working process forming part of the involved ritual.



Magical Swords: There are two ways in which truly magical swords can be fashioned:

- 1 All the materials to be incorporated in the sword must be fully enchanted by reducing the Magic Resistance Factor (MRF) of each material to MRF*0. Then the item will be fashioned. After it is completed, using the **Weaponsmithing** skill, its quality will be determined by the Crit Die result for the current PSF of the Armourer. Enchanting the materials beforehand ensures that the sword will be magical. However, the quality of the sword is unknown until it is actually made. This can result in a magical armament of possibly low quality.
- 2 The sword may first be fashioned from unenchanted materials and its quality determined by the Crit Die result for the **Weaponsmithing** skill. A high quality blade can then have the appropriate magical materials added and be subjected to higher order Forge Magicks, like the Rank 5 spells **Vulcan's Forge** and **Lesser Vulcan's Tempering** to enchant it to its full magical potential.

Swords of **+6 to +13** are rare, and the more powerful they are the less the likelihood they will be encountered. Vastly superior swords are always thrice forged of **+9 to +13** quality and so distinctive that they will instantly be noticed. The beautiful patterned blades are shimmering masterpieces of the Weaponsmith's finest art. Often, these remarkable weapons also have some hidden purpose of their own, which may not be easy to divine by any means until the sword is prepared to reveal it.

Some blades will "refuse" to allow their owners to misuse them, to do wrongful deeds, for instance, and might even fail the men who wrongfully wield them.

Others will appear to be only +5 to +7 swords at best. Until, that is, they meet the kind of foe they were fashioned to slay. These swords are the **Bane Swords** and may have great magical powers against supernatural beings. Such armaments are for the Gamemaster's discretion, and he may assign secret powers to them unknown and unsuspected by the players.

Still others will be **Cursed** in some way, and the possessor may find his life fated and doomed because of it. The rarest and most powerful weapons of all, **+11, +12, and +13** blades, will be dedicated **Holy Swords**. Such a sword will be completely alive and aware in its own right, with a will and a purpose and a destiny all its own. Holy Swords are truly magical, one might say "miraculous", in every sense. They are very dangerous to anyone who comes near them, including and especially their "owners", for they **will not tolerate** shameful conduct and demand the strictest adherence to the prevailing Warrior's Code and reverence for the Higher Powers at all times.

The wielder of such a wondrous sword fights with +2D10% added to his TSC, for the sentient power within a +11 to +13 sword adds a portion of its own skill to the wielders. That bonus is determined before each combat, as the "Spirit of the Blade" is whimsical about its beneficence. If angered by its possessor, however, it may reduce the wielder's TSC with the blade by -3D10% in any given combat. Holy Swords are definitely "two-edged!"

RANK 4

All Rank 4 Forge Magick spells have a casting cost of 7 Fatigue Points.

Discern Metal Object's History

Type: Ritual: 5 minutes
Resisted: Special: See below
Range: Touch
Duration: Instantaneous

It is comparable to the Rank 5 Divination spell, **Discern the Magical**, but it is specific to armaments, armour, and shields. This special Divination spell, unique to Forge Magick, shows the face of the person who made the object and reveals why it was made. When a critical Success is rolled (Crit Die 10), it will give the names of its maker and its original owner, along with a fairly detailed history of the important events in the item's history.

If fashioned by an Armourer Magus or owned by an Armourer Magus for more than a month, the item may try to resist the spell at BCS 40% + PSF of the Armourer Magus - PSF of the **Discern History** caster. Fully enchanted items (magical weapons, devices of power etc.) all resist with BCS 50% + PSF, etc.

Magical Sharpness

Type: Ritual: 12 hour
Resisted: No
Range: Touch
Duration: 1 hit x ML of caster

This spell makes a normal blade weapon, spear point, or arrowhead magically sharp the next time it hits, doing ML in additional damage.

Strength of the Smith

Type: Ritual: 20 minutes
Resisted: No
Range: Touch
Duration: 5 minutes per ML

This spell imbues an item created by the Armourer Magus with durability directly related to the Smith. In other words, any damage that the item might take is instead taken by the Smith. This is usually used as a display of craftsmanship in materials that are being put to use that they would not be normally put to, for example making a cuirass of parchment, but it could also be used to strengthen armour as much as make some out of parchment.

Anything so enchanted gains **1 point of armour per 2 ML** of the Smith and any damage that exceeds that is transferred to the Smith. If the item enchanted is doing work that is not easily quantifiable as to how much damage it does then use the chart below:

Light	1 FP loss per 5 minutes	Supporting a child's weight
Medium	2 FP loss per 5 minutes	Supporting a man's weight
Heavy	3 FP loss per 5 minutes	Supporting a horse's weight

**RANK 5**

All Rank 5 Forge Magick spells have a casting cost of 8 Fatigue Points.

Enchant the Paste of Terpsichore

Type: Ritual: 1 hour
Resisted: No
Range: Touch
Duration: 10 minutes per ML

This Ritual produces a paste from one dose of enchanted temper which, when applied to an item made by the Smith, will cause that item to move under instruction. If a sword it can fight, if a shoe it can move. The skill used will be that of the Smith who enchanted it. Because of the muse that is invoked in its creation then any Dancing skill has the Magus PSF of the Smith as a bonus to the skill.

Any item so enchanted has 6 times the ML of the Smith as Body Points if someone attempts to stop the enchantment working.

Thrice forged swords are particularly receptive to this paste, and if so applied to such a sword the enchantment becomes permanent. Such swords are the renowned "Dancing Swords" and are given a secret name by the smith that forged it. If the name of the sword is known, when drawn the sword can be commanded to 'Dance' which it will do, attacking by itself in a whirling dance with a BCS of 50% plus a PSF equal to the PSF in Forge magic of the Armourer Magus that created it.

Lesser Vulcan's Tempering

Type: Hex
Resisted: No
Range: 1 ft x ML
Duration: Instantaneous

This instantly turns a quantity of red-hot metal cool to the touch, but does not affect the temper or quality of the metal. Used by an Armourer Mage in the forging magical arms and armour. The amount of metal cooled by an Armourer Magus is **1 lb x ML squared**.

The Secret of Steel

Type: Sorcery
Resisted: No
Range: Self
Duration: 1 min x ML of caster

Smiths tend to be strong by virtue of the physically demanding craft they follow. However, an Armourer Magus who also learns this spell can draw into himself the tensile strength of that hard and durable metal. All the Armourer Magus' capabilities based on Strength are temporarily increased for the duration of the spell and give him truly supernatural physical prowess.

Strength: +1 level per ML when making Strength AR rolls.
Damage: +1 per ML using weapons with Strength as an Attribute.
CCAP: +10% per ML of the caster.
Fatigue: +7 FP and an additional +1 FP per ML of the caster ("burned off" before drawing on basic Fatigue levels).
Body: +3 Body points and an additional +1 point per ML of the caster ("burned off" before drawing on basic Body levels.)
Jump: +3 ft x ML.
MOV: +1 AP per 2 ML

EXTENDED DURATION: The duration of the spell can be extended by the caster expending extra fatigue points. For every fatigue point expended, the spell's duration will be increased by 1 min x ML

Example:

An Armourer Magus who is at ML 5 could make the spell last beyond its normal duration of 1 minute x 5 ML or 5 minutes for normal fatigue cost. However, by spending a further 3 Fatigue points he could add a further 15 minutes to its duration, so making the spell last 20 minutes in total, i.e. 5 minutes + (3 FP x 1 minute x 5 ML) = 5 + 15 minutes = 20 minutes.

Vulcan's Forge

Type: Hex
Resisted: No
Range: Touch
Duration: Instantaneous

Either by touching the metal or by the use of a focus or other magical device, the Armourer Magus is able to apply concentrated heat to instantly turn the metal red-hot. It is used by the Armourer Magus in the forging of magical arms and armour.

RANK 6

All Rank 6 Forge Magick spells have a casting cost of 9 Fatigue Points.

Greater Vulcan's Tempering

Type: Hex
Resisted: -PSF of caster
Range: 1 ft x ML
Duration: Instantaneous

This spell cools molten metal to red-hot and red-hot metal until cool to the touch. Identical to C&S 3 Fire Magick, Rank 6 spell, **Greater Vulcan's Tempering** but is used by an Armourer Magus only in the forging of magical armaments and armour. The amount of metal cooled by an Armourer Magus is **1 lbs x ML cubed** of metal.

Transfer the Qualities of Fire and Water

Type: Ritual: 30 minutes
Resisted: No
Range: 1 foot per ML
Duration: Instantaneous

This Ritual enables the Armourer Magus to change the temperature of one thing by changing the temperature of another. If an Armourer Magus wanted to heat a piece of metal very quickly, he could cast this spell whilst heating another and, when ready, release the heat into the other piece of metal. Similarly, if he wished to cool a bowl of water into ice, then he could plunge an heated piece of metal into the temper whilst releasing the flow of elemental qualities (such as heat and dryness) through himself.

The change in temperature that the Armourer Magus can affect is up to 2 degrees Centigrade per ML per gallon of material to be affected. Less material means a greater temperature change. If this spell critically fails then the Armourer Magus will take 6 x ML in damage as the heat (or cold) discharges through him.



Inspiration of Vulcan

Type: Ritual: 5 days
Resisted: No
Range: Self
Duration: Instantaneous

This is a pre-requisite spell that must be cast successfully before the Armourer Magus can hope to cast any Forge Magick spells that are of Ranks 7-10. The Armourer Magus spends the time meditating on the nature of metal. If the meditation fails, it cannot be attempted again for seven days. Success brings an "inspiration" which tells the Armourer Magus how to create the contemplated project.

Vulcan's Casting

Type: Sorcery
Resisted: No
Range: Contact
Duration: Instantaneous

This spell turns red-hot metal completely molten. Anyone touching the metal suffers **1 x Crit Die** in burn damage. If wearing metal which cannot be instantly dropped, such as armour, then 2 points of extra damage for every 5 lbs of metal armour worn is suffered. The amount of metal which can be heated is **1 lb x ML squared** of metal.



"Forging with moonlight & silver a sword fit for a King."

RANK 7

All Rank 7 Forge Magick spells have a casting cost of 10 Fatigue Points.

Forge in the Breath of the Salamander

Type: Ritual: 1 day
Resisted: No
Range: Touch
Duration: Instantaneous

After casting **Inspiration of Vulcan**, the Weaponsmith Magus casts this spell simultaneously with **Vulcan's Forge**.

Swords testing at +9 or better must be forged with **Vulcan's Casting** and **Forge in the Breath of the Salamander** on alternate days to attain their maximum powers for the prescribed period of time. Refer to *Appendix A - Production Process Tables*.

Any magical armament other than a sword that is forged with **Vulcan's Casting** and **Greater Vulcan's Tempering** for an additional 28 days beyond its fashioning time will be able to survive the intense heat of the spell **Forging in the Breath of the Salamander** for 14 days. This enables the armament to gain +1 to the Crit Die roll and add +2 damage points. This is the only way a non-sword weapon can acquire a damage bonus greater than +8.

Forge with Moonlight & Silver

Type: Ritual: 1 day
Resisted: No
Range: Touch
Duration: Instantaneous

This spell is reputed to come from the Far East. After casting **Inspiration of Vulcan**, the Armourer Magus casts this spell simultaneously with **Magically Forge Armaments** or **Magically Forge Swords** on the night of the full moon, using silver instead of steel as the primary metal in the weapon he is forging. On other nights in which the moon is shining, he casts **Forge with Moonlight & Silver** and **Vulcan's Casting**. In the dark of the New Moon, he subjects the weapon to **Forge in the Breath of the Salamander** and **Greater Vulcan's Tempering**.

This entire process requires three lunar months 84 days (3 x 28), at the end of which the weapon is subjected to further enchantment with **Forge with Moonlight & Silver** for 7 days x quality bonus.

This produces a magical weapon that will do only **half** damage to living beings. However, it is highly dangerous to evil supernatural beings and inflicts **double** damage on Lesser Undead and Lycanthropes, and **full** damage on Greater Undead, Trolls, Spirits, and Demons.



Forge with Black Sky & Diamonds

Type: Ritual: 7 days
Resisted: No
Range: Touch
Duration: Instantaneous

Reputed to be of Far Eastern origins, this spell can be cast only upon a **dagger** or any concealable non-sword weapon with an initial quality rating of +2 or better and suitable for use by an assassin. After casting **Inspiration of Vulcan**, the Armourer Magus uses steel mixed with diamonds. An amount of D10 x diamond quantities are needed. (Gamemaster's roll, without informing the Magus' player, who must either supply 10 quantities of diamonds or else guess successfully for the spell to work.)

During thirteen nights overcast enough that no moon or stars are visible, the Armourer Magus may work on the weapon. In addition to doing **+3 points of additional damage** above its initial quality rating, the weapon also has **+2 to its Crit Die roll** when employed against living creatures. It further gives the wielder the **Thievish Skills of Skulk in Shadows and Stealth** at a percentage bonus equal to the PMF of the Armourer Magus. If subjected to this process three times (39 nights in total), with completion on the dark night of the New Moon, the weapon becomes **magical** and will do **full** damage to Lycanthropes, Trolls, Undead, Spirits, and Demons as well as to living beings.

This spell is frowned upon by the Honourable Guild of Master Armourers, due to its nature being in opposition to its tenets. There are some though, that ignore the Guilds opposition and do use this spell.

RANKS

All Rank 8 Forge Magick spells have a casting cost of 11 Fatigue Points.

Forge with Sunlight & Gold

Type: Ritual: 1 day
Resisted: No
Range: Touch
Duration: Instantaneous

This spell reputed to come from the Far East, can be cast only upon an armament with an initial quality rating of +6 or better. After casting **Inspiration of Vulcan**, the Armourer Magus first casts this spell simultaneously with **Forge in the Breath of the Salamander** on a sunny day without any trace of snow, rain, or even heavy clouds. He uses gold instead of steel to produce a magical weapon that will do **no** damage to living beings or supernatural creatures of the Light. However, the weapon does **double** damage to incorporeal beings such as Spirits and Demons and **full** damage to other evil supernatural creatures of darkness. **Only thrice forged blades are able to accept this enchantment.**

He casts the spells each sunny day he works on the weapon until he completes it. The work is suspended on any day the sun is not brightly shining for 8 hours. The weapon is completed after 147 sunny days.

RANK 9

All Rank 9 Forge Magick spells have a casting cost of 12 Fatigue Points.

Bane of the Unrighteous

Type: Ritual: 7 days
Resisted: No
Range: Touch
Duration: Instantaneous

This spell enables the Armourer Magus to create a **Bane Weapon**. This is usually, but not always a sword, which can inflict instant "death" upon the type of living creature or supernatural being it has been consecrated to send to the "next plane of existence."

The spell must be performed once the basic weapon has been forged. It is then is fashioned as described for a magical weapon of +8 to +12 quality. **Only thrice forged blades are able to accept this enchantment.**

In addition to materials normally used to fashion the weapon, 21 different magical materials are required. These consist of 3 quantities of precious metal (silver or gold), an "energising" gemstone capable of holding at least 21 magical charges, and 9 quantities of other materials appropriate to the sword, plus 8 quantities of materials to "anoint" the sword. The weapon is, therefore, fashioned as a Greater Device of Power and a continuous Divination spell appropriate to detecting the "foe" must be placed in the weapon so that it will "recognise" the hated enemy who it is consecrated to destroy.

A Bane Weapon scores an "instant kill" on a Crit Die result of 10, irregardless of the Body level or armour rating of the targeted foe.

RANK 10

All Rank 10 Forge Magick spells have a casting cost of 13 Fatigue Points.

Call Forth Fiery Steel

Type: Ritual: 1 hour
Resisted: No
Range: 10 ft
Duration: Instantaneous

This spell is akin to the Rank 9 Earth Elemental Magick spell **Call Forth Lava** except that what emerges onto the caster's anvil is a red-hot glowing ingot of the purest sword steel rather than earth. The quantity is determined by ID10 lbs x ML of caster.

This steel is so pure in quality that any Armourer Magus or ordinary Weaponsmith or Armourer using it will add +3 to the Crit Die result for his **Weaponsmithing** or **Armoury** outcome when determining the quality of any weapon or armour he fashions from the metal.



APPENDIX A - PRODUCTION PROCESS TABLES

ARMOUR AND SHIELDS

Armour Quality	Required Materials	Forging Processes Required	Time to Fashion	Armour Characteristics
+1	[1]	Armoury at PSF 20%+	Standard ¹	"Ordinary": 1/2 damage absorption against supernatural ²
+2	[1]	Armoury at PSF 26%+	Standard ¹	"Ordinary": 1/2 damage absorption against supernatural ²
+3	[1]	Armoury at PSF 31%+	Standard ¹	"Ordinary": 1/2 damage absorption against supernatural ²

¹Standard Time = production time to fashion the armour or shield - see Table A. 14 - *Armour & Shields*,
²When protecting against Supernatural beings and creatures using "natural" weapons and against magical armaments, the armour absorption values are halved, then the remaining damage is applied to Fatigue and Body levels. Damage from magical spells is defended against at full armour absorption values unless otherwise stated.

TABLE A.1 - NON-MAGICAL ARMOUR AND SHIELDS

Armour Quality	Required Materials	Magical Forging Processes Required	Time to Fashion	Armour Characteristics
+4	[2]	Armoury at PSF 36%+, then forge with Vulcan's Forge & Lesser Vulcan's Tempering	Standard ¹ +7 days	"Magical": Full damage absorption against supernatural ²
+5	[2]	Armoury at PSF 41%+, then forge with Vulcan's Forge & Lesser Vulcan's Tempering	Standard ¹ +7 days	"Magical": Full damage absorption against supernatural ²
+6	[3]	Armoury at PSF 46%+, and forge with Magically Fashion Armour, using Vulcan's Forge & Lesser Vulcan's Tempering	2 x Standard ¹ +21 days	"Magical": Full damage absorption against supernatural ²
+7	[4]	Armoury at PSF 51%+, and forge with Magically Fashion Armour, using Vulcan's Forge & Lesser Vulcan's Tempering, and then with Vulcan's Casting & Greater Vulcan's Tempering	3 x Standard ¹ +21 days	"Magical": Full damage absorption against supernatural ²
+8	[4]	Armoury at PSF 56%+, and forge with Magically Fashion Armour, using Vulcan's Forge & Lesser Vulcan's Tempering, and then with Vulcan's Casting & Greater Vulcan's Tempering	+7 days 4 x Standard ¹ +21 days +7 days	"Magical": Full damage absorption against supernatural ²

¹Standard Time = production time to fashion the armour or shield - see Table A. 14 - *Armour & Shields*.
²The damage absorption of the armour is at full values when protecting the wearer from the "natural" weapons of supernatural creatures and beings, and from magical weapons. Instant kills by magical weapons are negated except when Body levels are exceeded by the damage inflicted.

TABLE A.2 - MAGICAL ARMOUR AND SHIELDS

Required Materials for Armour Manufacture

- [1] **Ordinary armour and shields** require only those materials normally used in their fashioning. Pure metal (usually iron) is required for any armour of +1 or better.
- [2] **Magical armour and shields of +4 to +5 quality** require those materials normally used in their fashioning plus the following: 1 quantity of precious metal (silver or gold) and 3 quantities of other materials appropriate to the armour, plus 3 quantities of materials to "anoint" the armour. All of these materials (including the metal, leather, etc, required to fashion the basic armour) can be enchanted down to MRF⁰ beforehand, thereby eliminating the need to forge with **Vulcan's Forge & Lesser Vulcan's Tempering**. Thus an ordinary Armourer with the required PSF can fashion such armour if the fully enchanted materials are provided by a Magus.
- [3] **Magical armour and shields of +6 quality** require those materials normally used in their fashioning plus the following: 1 quantity of precious metal (silver or gold) and 3 quantities of other materials appropriate to the armour, plus 3 quantities of materials to "anoint" the armour. **Vulcan's Forge & Lesser Vulcan's Tempering** must be used by an Armourer Magus possessing the appropriate magical skills to complete the process. Thus an ordinary Armourer with the required PSF cannot fashion such armour even if the fully enchanted materials are provided by a Magus.
- [4] **Magical armour and shields of +7 and +8 quality** require those materials normally used in their fashioning plus the following: 1 quantity of precious metal (silver or gold) and 3 quantities of other materials appropriate to the weapon, plus 3 quantities of materials to "anoint" the armour. **Vulcan's Forge & Lesser Vulcan's Tempering** must be used by an Armourer Magus, followed by **Vulcan's Casting & Greater Vulcan's Tempering** to complete the process. Therefore an ordinary Armourer with the required PSF cannot fashion such armaments even if the fully enchanted materials are provided by a Magus.

Note that magical armours and shields are fashioned with materials that can turn them into simple magical devices. If the materials used are enchanted beforehand down to MRF⁰, a Magus can place magical spells in the completed armour or shield as with any other simple magical device.



ARMAMENTS

Weapon Quality	Required Materials	Forging Processes Required	Time to Fashion	Weapon Characteristics
+1	[1]	Weaponsmithing at PSF 20%+	Standard ¹	"Ordinary": 1/2 damage against supernatural ²
+2	[1]	Weaponsmithing at PSF 26%+	Standard ¹	"Ordinary": 1/2 damage against supernatural ²
+3	[1]	Weaponsmithing at PSF 31%+	Standard ¹	"Ordinary": 1/2 damage against supernatural ²

¹Standard Time = production time to fashion the weapon - see Table A, 13 - Melee & Missile Weapons.
²When engaging Supernatural beings and creatures, damage is assessed at full values only for the purpose of penetrating non-magical armour and "natural" armour except that of Spirits, Demons and Deities, then damage is halved when actually applied to Fatigue and Body levels.

TABLE A.3 - NON-MAGICAL ARMAMENTS (EXCEPT SWORDS)

Weapon Quality	Required Materials	Magical Forging Processes Required	Time to Fashion	Weapon Characteristics
+4	[2]	Weaponsmithing at PSF 36%+, then forge with Vulcan's Forge & Lesser Vulcan's Tempering	Standard ¹ +7 days	"Magical": Full damage against supernatural ²
+5	[2]	Weaponsmithing at PSF 41%+, then forge with Vulcan's Forge & Lesser Vulcan's Tempering	Standard ¹ +7 days	"Magical": Full damage against supernatural ²
+6	[3]	Weaponsmithing at PSF 46%+, and forge with Magically Forge Armaments, using Vulcan's Forge & Lesser Vulcan's Tempering	2 x Standard ¹ +7 days	"Magical": Full damage against supernatural ²
+7	[4]	Weaponsmithing at PSF 51%+, and forge with Magically Forge Armaments, using Vulcan's Forge & Lesser Vulcan's Tempering, and then Vulcan's Casting & Greater Vulcan's Tempering	3 x Standard ¹ +14 days	"Magical": Full damage against supernatural ²
+8	[4]	Weaponsmithing at PSF 56%+, and forge with Magically Forge Armaments, using Vulcan's Forge & Lesser Vulcan's Tempering, and then Vulcan's Casting & Greater Vulcan's Tempering	+7 days 4 x Standard ¹ +21 days +7 days	"Magical": Full damage against supernatural ² +1 to all Crit Die rolls. On Crit Die 11, it will instantly kill an unarmoured man or kill any other living creature with 36 Body points or less, irrespective of armour. ³

¹Standard Time = production time to fashion the weapon - see Table A, 13 - Melee & Missile Weapons.
²Damage is assessed at full values for the purpose of penetrating magical, non-magical, and "natural" armour, and when applied to Fatigue and Body levels
³Except for magical armour, which effectively prevents instant kills unless Body levels are exceeded by actual damage inflicted.

TABLE A.4 - MAGICAL ARMAMENTS (EXCEPT SWORDS)

Required Materials for Weapon Manufacture

- [1] Ordinary weapons require only those materials normally used in their fashioning. Pure metal (usually iron) is required for any weapon of +1 or better.
- [2] Magical weapons of +1 to +5 quality require those materials normally used in their fashioning plus the following materials: 1 quantity of precious metal (silver or gold) and 3 quantities of other materials appropriate to the weapon, plus 3 quantities of materials to "anoint" the weapon. All of these materials (including the metal, wood, etc, required to fashion the basic weapon) can be enchanted down to MRF*0 beforehand, thereby eliminating the need to forge with Vulcan's Forge & Lesser Vulcan's Tempering. Thus an ordinary Weaponsmith with the required PSF can fashion such armaments if the fully enchanted materials are provided by a Magus.
- [3] Magical weapons of +6 quality require those materials normally used in their fashioning plus the following: 1 quantity of precious metal (silver or gold) and 3 quantities of other materials appropriate to the weapon, plus 3 quantities of materials to "anoint" the weapon. Vulcan's Forge & Lesser Vulcan's Tempering must be used by an Armourer Magus possessing the appropriate magical skills to complete the process. Thus an ordinary Weaponsmith with the required PSF cannot fashion such weapons even if the fully enchanted materials are provided by a Magus.
- [4] Magical weapons of +7 and +8 quality require those materials normally used in their fashioning plus the following materials: 1 quantity of precious metal (silver or gold) and 3 quantities of other materials appropriate to the weapon, plus 3 quantities of materials to "anoint" the weapon. Vulcan's Forge & Lesser Vulcan's Tempering must be used by an Armourer Magus, followed by Vulcan's Casting & Greater Vulcan's Tempering to complete the process. Thus an ordinary Weaponsmith with the required PSF cannot fashion such weapons even if the fully enchanted materials are provided by a Magus.

Note that magical weapons are fashioned with materials that can turn them into simple magical devices. If the materials used are enchanted beforehand down to MRF*0, a Magus can place magical spells in the completed armament as with any other simple magical device.



SWORDS

Weapon Quality	Required Materials	Forging Processes Required	Time to Fashion	Weapon Characteristics
+1	[1]	Weaponsmithing at PSF 20%+	14 days ¹	"Ordinary": 1/2 damage against supernatural ²
+2	[1]	Weaponsmithing at PSF 26%+	14 days ¹	"Ordinary": 1/2 damage against supernatural ²
+3	[1]	Weaponsmithing at PSF 31%+	14 days ¹	

¹Standard production time to fashion the basic sword.
²When engaging Supernatural beings and creatures, damage is assessed at full values only for the purpose of penetrating non-magical armour and "natural" armour except that of Spirits, Demons and Deities, then damage is halved when actually applied to Fatigue and Body levels.

TABLE A.5 - NON-MAGICAL SWORDS

Weapon Quality	Required Materials	Magical Forging Processes Required	Time to Fashion	Weapon Characteristics
+4	[2]	Weaponsmithing at PSF 36%+, then forge with Vulcan's Forge & Lesser Vulcan's Tempering	14 days ¹ +28 days	"Magical": Full damage against supernatural ²
+5	[2]	Weaponsmithing at PSF 41%+, then forge with Vulcan's Forge & Lesser Vulcan's Tempering	14 days ¹ +35 days	"Magical": Full damage against supernatural ²
+6	[3]	Weaponsmithing at PSF 46%+, and forge with Magically Forge Swords, using Vulcan's Forge & Lesser Vulcan's Tempering	14 days ¹ +42 days	"Magical": Full damage against supernatural ²
+7	[4]	Weaponsmithing at PSF 51%+, and forge with Magically Forge Swords, using Vulcan's Forge & Lesser Vulcan's Tempering, and then apply Vulcan's Casting & Greater Vulcan's Tempering	14 days ¹ +56 days	"Magical": Full damage against supernatural ²
+8	[4]	Weaponsmithing at PSF 56%+, and forge with Magically Forge Swords, using Vulcan's Forge & Lesser Vulcan's Tempering, and then apply Vulcan's Casting & Greater Vulcan's Tempering	+7 days 14 days ¹ +70 days +14 days	"Magical": Full damage against supernatural ² +1 to all Crit Die rolls. On Crit Die 11, it will cut one unarmoured man in half or kill any other living creature with 36 Body points or less, irrespective of armour. ³

¹Standard production time to fashion the basic sword.
²Damage is assessed at full values for the purpose of penetrating magical, non-magical, and "natural" armour, and when applied to Fatigue and Body levels.
³Except for magical armour, which effectively prevents instant kills unless Body levels are exceeded by actual damage inflicted.

TABLE A.6 - MAGICAL SWORDS

Required Materials for Sword Manufacture

- [1] Ordinary swords of +1 to +4 quality require only those materials normally used in their fashioning. Pure metal (usually iron) is needed for a sword of +1 or better.
- [2] Magical swords of +1 to +5 quality require those materials normally used in their fashioning plus the following materials: 1 quantity of precious metal (silver or gold) and 3 quantities of other materials appropriate to the sword, plus 3 quantities of materials to "anoint" the sword. All of these materials (including the metal, wood, etc. required to fashion the basic weapon) can be enchanted down to MRF*0 beforehand, thereby eliminating the need to forge with Vulcan's Forge & Lesser Vulcan's Tempering. Thus an ordinary Weaponsmith with the required PSF can fashion such swords if the fully enchanted materials are provided by a Magus.
- [3] Magical swords of +6 quality require those materials normally used in their fashioning plus the following: 1 quantity of precious metal (silver or gold) and 3 quantities of other materials appropriate to the sword, plus 3 quantities of materials to "anoint" the sword. Vulcan's Forge & Lesser Vulcan's Tempering must be used by an Armourer Magus possessing the appropriate magical skills to complete the process. Thus an ordinary Weaponsmith with the required PSF but lacking mastery of Forge Magick cannot fashion such swords even if the fully enchanted materials are provided by a Magus.
- [4] Magical swords of +7 and +8 quality require those materials normally used in their fashioning plus the following materials: 1 quantity of precious metal (silver or gold) and 3 quantities of other materials appropriate to the sword, plus 3 quantities of materials to "anoint" the sword. Vulcan's Forge & Lesser Vulcan's Tempering must be used by an Armourer Magus, followed by Vulcan's Casting & Greater Vulcan's Tempering to complete the process.

Note that magical swords are fashioned with materials that can turn them into simple magical devices. If the materials used are enchanted beforehand down to MRF*0, a Magus can place magical spells in the completed armament as with any other simple magical device.



MAGICAL SWORDS OF POWER

Weapon Quality	Required Materials	Forging Processes Required	Time to Fashion	Weapon Characteristics
+9	[5]	Weaponsmithing at PSF 61%+, and forge with Magically Forge Swords, using Vulcan's Forge & Lesser Vulcan's Tempering, and then apply Vulcan's Casting & Greater Vulcan's Tempering & finally Forge in the Breath of the Salamander	14 days ¹ +84 days +21 days ¹ +14 days	"Magical"; Full damage against supernatural ² +2 to all Crit Die rolls. On Crit Die 12 it will cut two unarmoured men in half or kill any other living creature with 50 Body points or less, whatever its armour protection. On Crit Die 11, it will cut one unarmoured man in half or kill any other living creature with 39 Body points or less, irrespective of armour. ³
+10	[5]	Weaponsmithing at PSF 71%+, and forge with Magically Forge Swords, using Vulcan's Forge & Lesser Vulcan's Tempering, and then apply Vulcan's Casting & Greater Vulcan's Tempering & finally Forge in the Breath of the Salamander	14 days ¹ +100 days +28 days +14 days	"Magical": Full damage against supernatural ² +2 to all Crit Die rolls. On Crit Die 12 it will cut two unarmoured men in half or kill any other living creature with 54 Body points or less, whatever its armour protection. On Crit Die 11, it will cut one unarmoured man in half or kill any other living creature with 42 Body points or less, irrespective of armour. ³
+11	[5]	Weaponsmithing at PSF 81%+, and forge with Magically Forge Swords, using Vulcan's Forge & Lesser Vulcan's Tempering, and then apply Vulcan's Casting & Greater Vulcan's Tempering & finally Forge in the Breath of the Salamander	14 days ¹ +114 days +35 days +21 days	"Magical": Full damage against supernatural ² +2 to all Crit Die rolls. On Crit Die 12 it will cut two unarmoured men in half or kill any other living creature with 58 Body points or less, whatever its armour protection. On Crit Die 11, it will cut one unarmoured man in half or kill any other living creature with 45 Body points or less, irrespective of armour. ³
+12	[6]	Weaponsmithing at PSF 91%+, and forge with Magically Forge Swords, using Vulcan's Forge & Lesser Vulcan's Tempering, and then apply Vulcan's Casting & Greater Vulcan's Tempering & finally Forge in the Breath of the Salamander	14 days ¹ +128 days +42 days +28 days	"Magical": Full damage against supernatural ² +2 to all Crit Die rolls. On Crit Die 12 it will cut two unarmoured men in half or kill any other living creature with 62 Body points or less, whatever its armour protection. On Crit Die 11, it will cut one unarmoured man in half or kill any other living creature with 48 Body points or less, irrespective of armour. ³
+13	[6]	Weaponsmithing at PSF 101%+, and forge with Magically Forge Swords, using Vulcan's Forge & Lesser Vulcan's Tempering, and then apply Vulcan's Casting & Greater Vulcan's Tempering & finally Forge in the Breath of the Salamander	14 days ¹ +142 days +54 days +35 days	"Magical": Full damage against supernatural ² +3 to all Crit Die rolls. On Crit Die 13 it will cut three unarmoured men in half or kill any other living creature with 66 Body points or less, whatever its armour protection. On Crit Die 12 it will cut two unarmoured men in half or kill any other living creature with 52 Body points or less, again irrespective of armour. On Crit Die 11, it will cut one unarmoured man in half or kill any other living creature with 39 Body points or less, irrespective of armour. ³

¹Standard production time to fashion the basic sword.

²Damage is assessed at full values for the purpose of penetrating magical, non-magical, and "natural" armour, and when applied to Fatigue and Body levels.

³Except for magical armour, which effectively prevents instant kills unless Body levels are exceeded by actual damage inflicted.

TABLE A.7 - MAGICAL SWORDS OF POWER

Required Materials for the Manufacture of Magical Swords of Power

[5] **Magical Swords of +9 to +11 quality** require those materials normally used in their fashioning plus 13 different magical materials consisting of 1 quantity of precious metal (silver or gold), an "energising" gemstone capable of holding at least 13 magical charges, and 5 quantities of other materials appropriate to the sword, plus 6 quantities of materials to "anoint" the sword. **Vulcan's Forge & Lesser Vulcan's Tempering** must be used by an Armourer Magus, followed by **Vulcan's Casting** and **Greater Vulcan's Tempering** to complete the process. Thus an ordinary Weaponsmith with the required PSF cannot fashion such swords even if the fully enchanted materials are provided by a Magus. Note that such magical swords are fashioned with materials that can turn them into Lesser Devices of Power. If those materials are enchanted beforehand down to MRF*0, a Magus can place magical spells in the completed sword as with any other magical device.

[6] **Magical Swords of +12 and +13 quality** require those materials normally used in their fashioning plus 21 different magical materials consisting of 3 quantities of precious metal (silver or gold), an "energising" gemstone capable of holding at least 21 magical charges, and 9 quantities of other materials appropriate to the sword, plus 8 quantities of materials to "anoint" the sword. **Vulcan's Forge & Lesser Vulcan's Tempering** must be used by an Armourer Magus, followed by **Vulcan's Casting** and **Greater Vulcan's Tempering** to complete the process. Thus an ordinary Weaponsmith with the required PSF cannot fashion such armaments even if the fully enchanted materials are provided by a Magus. Note that such magical swords are fashioned with materials that can turn them into Greater Magical Devices of Power. If those materials are enchanted beforehand down to MRF*0, a Magus can place magical spells in the completed sword as with any other magical device.



BANE SWORDS may be fashioned from +8 to +12 quality blades, using materials as described for [6] above. At least 3 quantities of the materials used in the structure of the weapon must be from the creature or being for whom the weapon is intended to regard as an implacable foe. The sword must be fashioned as a Greater Device of Power, and it must contain an appropriate Divination spell of a continuous nature that enables the sword to recognise its hated enemy. Such weapons score an "instant kill" on achieving any Critical result at Crit Die 10 or better, irrespective of the Body level or armour rating of the targeted foe. Bane Swords might also appear to be lesser magical weapons of +1 to +8 quality when used against other enemies.

HOLY SWORDS must be fashioned from +12 or +13 quality blades, using materials as described for [6] above, plus there must be a **Holy Relic** embedded in the hilt. An ordained Priest or his equivalent must be involved in the entire process, blessing the weapon with **Bless Item and Sanctifying** it by sprinkling it with **Holy Water** each day the Armourer Magus works on it. Once it is completed, the Holy Sword must be kept in the Sanctuary of the Church for a whole month, prominently in view before the Altar. **Mass** must be said once per week to invoke the Deity's approval of the holy purposes to which the Holy Sword is to be dedicated, and it must be further **Sanctified** by anointing it daily with **Holy Oil**. When all these rituals of dedication have been performed, the Priest will imbue the Holy Sword with the following Acts of Faith, which the Sword will invoke as if it had Piety 20 on the behalf of a righteous wielder: **Courage of the Righteous; Strength of the Righteous (+12) or Strength of the Holy (+13);** and **Smite the Godless x 2**, the latter adding +2D10% to the TSC of the wielder in combat in addition to the other benefits that a +12 or +13 gains, and having a duration equal to the entire engagement with the Forces of Evil. If used for any unrighteous purpose, the Sword will struggle against the wielder, reducing his combat TSC by -3D10%. If a Crit Die 01 result turns up (unmodified), the Holy Sword will smite the unrighteous wielder on any successful hit or parry, the blade bouncing back to strike him with **full force**, as if a Critical Hit had been scored!

ARCHERY - Bows, CROSSBOWS AND ARROWS

Weapon Quality	Required Materials	Processes Required	Time to Fashion	Bow / Crossbow Characteristics
+1	[1]	Bowery & Fletching at PSF 20%+	Standard ¹	"Ordinary": +1 damage but standard ranges ²
+2	[1]	Bowery & Fletching at PSF 26%+	Standard ¹	"Ordinary": +2 damage but standard ranges ²
+3	[1]	Bowery & Fletching at PSF 31%+	Standard ¹	"Ordinary": +3 damage but standard ranges ²

¹Standard Time = production time to fashion the weapon - see Table A. 13 - Melee & Missile Weapons.

²Refer to Appendix B, Tables B. 1 & B.2- Bow Ranges. When engaging Supernatural beings and creatures, damage is assessed at full values only for the purpose of penetrating non-magical armour and "natural" armour except that of Spirits, Demons and Deities, then damage is halved when actually applied to Fatigue and Body levels.

TABLE A.8 - NON-MAGICAL ("ORDINARY") Bows & CROSSBOWS

Weapon Quality	Required Materials	Processes Required	Time to Fashion	Bow Characteristics
+4	[2]	Bowery & Fletching at PSF 36%+, then fashion with Magical Bowery or Magical Fletching	Standard ¹ +12 days	"Magical": 140% range ²
+5	[3]	Bowery & Fletching at PSF 41%+, then fashion with Magical Bowery or Magical Fletching	Standard ¹ +15 days	"Magical": 150% range ²
+6	[4]	Bowery & Fletching at PSF 46%+, then fashion with Fey Magical Bowery or Fey Magical Fletching	2 x Standard ¹ +18 days	"Magical": 160% range ²
+7	[4]	Bowery & Fletching at PSF 51%+, then fashion with Fey Magical Bowery or Fey Magical Fletching	3 x Standard ¹ +21 days	"Magical": 170% range ² Only magical Composite Bows & Longbows and Elvish Longbows can be fashioned to this standard of quality.
+8	[5]	Bowery & Fletching at PSF 56%+, then fashion with Greater Fey Magical Bowery or Greater Fey Magical Fletching	4 x Standard ¹ +24 days	"Magical": 180% range ² Only Elvish Longbows can be fashioned to this standard of quality.
+9	[5]	Bowery & Fletching at PSF 61%+, then fashion with Greater Fey Magical Bowery	5 x Standard ¹ +27 days	"Magical": 190% range ²
+10	[5]	Bowery & Fletching at PSF 71%+, then fashion with Greater Fey Magical Bowery	6 x Standard ¹ +30 days	"Magical": 200% range ²

¹Standard Time = production time to fashion the bow - see Table A. 13 - Melee & Missile Weapons.

²Refer to Appendix B, Tables B. 1 & B.2- Bow Ranges.

TABLE A.9 - MAGICAL Bows & MAGICAL ARROWS



Required Materials for Bow Manufacture

- [1] Ordinary bows require only those materials normally used in their fashioning. Quality materials (usually yew wood but also horn etc, in the case of composite bows) are required for any weapon of +1 to +3. No crossbows are magical because they are too "mechanical" and "impersonal" in nature to be amenable to magical manipulation!
- [2] Magical bows and arrows of +4 quality require those materials normally used in their fashioning plus the following materials: 1 quantity of precious metal (silver or gold) and 3 quantities of other materials appropriate to the bow/arrows, plus 3 quantities of materials to "anoint" the armament. All of these materials (including the metal, wood, etc, required to fashion the basic weapon) can be enchanted down to MRF*0 beforehand, thereby eliminating the need to fashion the armaments with Magical Bowery & Fletching. Thus an ordinary Bowyer with the required PSF can fashion such armaments if the fully enchanted materials are provided by a Magus, but it will take him twice the time!
- [3] Magical bows and arrows of +5 quality require those materials normally used in their fashioning plus the following materials: 1 quantity of precious metal (silver or gold) and 3 quantities of other materials appropriate to the bow/arrows, plus 3 quantities of materials to "anoint" the armament. Magical Bowery & Fletching must be used by an Armourer Magus to fashion such a bow. Thus an ordinary Bowyer with the required PSF cannot fashion such armaments even if the fully enchanted materials are provided by a Magus.

Note that the foregoing magical armaments are fashioned with materials that can turn them into simple magical devices. If the materials used are enchanted beforehand down to MRF*0, a Magus can place magical spells in the completed armament as with any other simple magical device.

Arrows can each hold one spell of an offensive nature up to 2 ranks below their quality rank. A +8 arrow could thus hold up to one Rank 6 spell. The spell effects go off instead of the arrow doing damage upon scoring a hit.

- [4] Magical composite bows, longbows, & arrows of +6 to +8 quality require those materials normally used in their fashioning plus 13 different magical materials consisting of 1 quantity of precious metal (silver or gold), an "energising" gemstone capable of holding at least 13 magical charges, and 5 quantities of other materials appropriate to the bow, plus 6 quantities of materials to "anoint" the bow/arrows. Bows of +7 or +8 quality require Fey Magical Bowery to be used by an Armourer Magus whilst arrows require the spell Fey Magical Fletching to be cast. Note that such magical bows are fashioned with materials that can turn them into Lesser Devices of Power. If the materials used are enchanted beforehand down to MRF*0, a Magus can place magical spells in the completed armament as with any other magical device.
- [5] Magical longbows of +9 to +10 quality require those materials normally used in their fashioning plus 21 different magical materials consisting of 3 quantities of precious metal (silver or gold), an "energising" gemstone capable of holding at least 21 magical charges, and 9 quantities of other materials appropriate to the bow, plus 8 quantities of materials to "anoint" the bow. Greater Fey Magical Bowery must be used throughout by an Armourer Magus. Note that such magical bows are fashioned with materials that can turn them into Greater Devices of Power. If the materials used are enchanted beforehand down to MRF*0, a Magus can place magical spells in the completed armament as with any other magical device.

The quality rating of all bows refers to it's ability to project an arrow over distance. The higher the quality, the greater the range over which it can fire arrows. Strength is a factor in handling powerful bows. A weak person cannot draw a bow with a heavy pull weight. The following limits are placed on the bow a character may draw and fire except for Elves who are able to handle any magical bow regardless of their personal Strength (STR) levels, so long as they possess STR 7+.

Archer's Strength (STR)	Ordinary Bow Quality	Magick Bow Quality	Archer's Strength (STR)	Ordinary Bow Quality	Magick Bow Quality
STR 7-9	+0	+5	STR 14	+3	+8
STR 10-11	+1	+6	STR 15	+3	+9
STR 12-13	+2	+7	STR 16+	+3	+10

TABLE A.10 - ARCHER'S STRENGTH RATING

OTHER MISSILE ARMAMENTS

Weapon Quality	Required Materials	Processes Required	Time to Fashion	Weapon Characteristics
+1	[1]	Weaponsmithing at PSF 20%+	Standard ¹	"Ordinary": 1/2 damage is inflicted against supernatural beings ²
+2	[1]	Weaponsmithing at PSF 26%+	Standard ¹	"Ordinary": 1/2 damage is inflicted against supernatural beings ²
+3	[1]	Weaponsmithing at PSF 31%+	Standard ¹	"Ordinary": 1/2 damage is inflicted against supernatural beings ²

¹Standard production time to fashion the basic sword.

²When engaging Supernatural beings and creatures, damage is assessed at full values only for the purpose of penetrating non-magical armour and "natural" armour except that of Spirits, Demons and Deities, then damage is halved when actually applied to Fatigue and Body levels.

TABLE A.11 - NON-MAGICAL ("ORDINARY") JAVELINS



OTHER MISSILE ARMAMENTS - CONTINUED

Weapon Quality	Required Materials	Magical Forging Processes Required	Time to Fashion	Weapon Characteristics
+1	[2]	Weaponsmithing at PSF 20%+, then forge with Vulcan's Forge & Lesser Vulcan's Tempering	Standard ¹ +7 days	"Magical": Full damage is inflicted against supernatural beings ²
+2	[2]	Weaponsmithing at PSF 26%+ then forge with Vulcan's Forge & Lesser Vulcan's Tempering	Standard ¹ +14 days	"Magical": Full damage is inflicted against supernatural beings ²
+3	[2]	Weaponsmithing at PSF 31%+, then forge with Vulcan's Forge & Lesser Vulcan's Tempering	Standard ¹ +21 days	"Magical": Full damage is inflicted against supernatural beings ²
+4	[2]	Weaponsmithing at PSF 36%+, then forge with Vulcan's Forge & Lesser Vulcan's Tempering	Standard ¹ +28 days	"Magical": Full damage is inflicted against supernatural beings ²
+5	[2]	Weaponsmithing at PSF 41%+, then forge with Vulcan's Forge & Lesser Vulcan's Tempering	Standard ¹ +35 days	"Magical": Full damage is inflicted against supernatural beings ²
+6	[3]	Weaponsmithing at PSF 46%+, and forge with Magically Forge Armament, using Vulcan's Forge & Lesser Vulcan's Tempering	Standard ¹ +42 days	"Magical": Full damage is inflicted against supernatural beings ²
+7	[4]	Weaponsmithing at PSF 51%+, and forge with Magically Forge Armament, using Vulcan's Forge & Lesser Vulcan's Tempering, and then apply Vulcan's Casting & Greater Vulcan's Tempering	Standard ¹ +54 days	"Magical": Full damage is inflicted against supernatural beings ²
+8	[4]	Weaponsmithing at PSF 56%+, and forge with Magically Forge Armament, using Vulcan's Forge & Lesser Vulcan's Tempering, and then apply Vulcan's Casting & Greater Vulcan's Tempering	+7 days Standard ¹ +66 days +14 days	"Magical": Full damage against supernatural ² +1 to all Crit Die rolls. On Crit Die 10, it will instantly kill one unarmoured man or kill any other living creature with 48 Body points or less, irrespective of armour. On Crit Die 11, it will kill any living creature with 60 Body points or less, irrespective of armour. ³¹

Standard production time to fashion the basic sword.

²Damage is assessed at full values for the purpose of penetrating magical, non-magical, and "natural" armour, and when applied to Fatigue and Body levels.

³Except for magical armour, which effectively prevents instant kills unless Body levels are exceeded by actual damage inflicted.

TABLE A.12 - MAGICAL JAVELINS

Required Materials for Javelin Manufacture

- [1] Ordinary javelins require only those materials normally used in their fashioning. Pure metal (usually iron) is required for any weapon of +1 or better.
- [2] Magical javelins of +1 to +5 quality require those materials normally used in their fashioning plus the following materials: 1 quantity of precious metal (silver will do) and 3 quantities of other materials appropriate to the javelin, plus 3 quantities of materials to "anoint" the javelin. All of these materials (including the metal, wood etc, required to fashion the basic weapon) can be enchanted down to MRF*0 beforehand, thereby eliminating the need to forge with Vulcan's Forge & Lesser Vulcan's Tempering. Thus an ordinary Weaponsmith with the required PSF can fashion such armaments if the fully enchanted materials are provided by a Magus.
- [3] Magical javelins of +6 quality require those materials normally used in their fashioning plus the following: 1 quantity of precious metal (silver will do) and 3 quantities of other materials appropriate to the javelin, plus 3 quantities of materials to "anoint" the javelin. Vulcan's Forge & Lesser Vulcan's Tempering must be used by an Armourer Magus possessing the appropriate magical skills to complete the process. Thus an ordinary Weaponsmith with the required PSF cannot fashion such armaments even if the fully enchanted materials are provided by a Magus.
- [4] Magical Javelins of +7 and +8 quality require those materials normally used in their fashioning plus the following: 1 quantity of precious metal (gold) and 3 quantities of other materials appropriate to the javelin, plus 3 quantities of materials to "anoint" the javelin. Vulcan's Forge & Lesser Vulcan's Tempering must be used by an Armourer Magus, followed by Vulcan's Casting and Greater Vulcan's Tempering to complete the process. Thus an ordinary Weaponsmith with the required PSF cannot fashion such armaments even if the fully enchanted materials are provided by a Magus.

Note that magical javelins are fashioned with materials that can turn them into simple magical devices. If the materials used are enchanted beforehand down to MRF*0, a Magus can place magical spells in the completed armament as with any other simple magical device.



PRODUCTION TIMES AND MATERIAL REQUIREMENTS

Melee Weapons		Production Time (Days)	Lbs of Metal	Lbs of Wood	
Lances	Kontos	3	4	10	
	Lance	3	5	10	
	Chivalric Lance	4	6	12	
Knives	Throwing Knife	1.5	1		
	Knife	1	1.5		
	Dagger	2	2		
	Poignard	3	2.5		
	Skean	3	3.5		
	Dirk	3	3.5		
Short Swords	Gladius	4	5		
	Seax	4	5		
Slashing Swords	Spatha	7	6		
	Scimitar	14	7		
	Knights Broadsword	14	10		
	Longsword	9	10		
Great Swords	Falchion	7	11		
	Claymore	7	12		
	Greatsword	14	15		
	2-hand Scimitar	14	15		
	Zwei-hander	12	18		
Axes	War Axe	4	8	2	
	Battleaxe	9	14	3	
	Pole Axe	5	14	4	
	Halberd	8	14	5	
Flails	Cavalry Flail	9	10	2	
	Infantry Flail	7	15	3	
	Dwarf Hammer	12	12	3	
	Warhammer	5	10	2	
	Mace	5	11	2	
	Morningstar	9	15	3	
	Lucerne Hammer	10	15	3	
	Maul, Sledge	4	20	3	
	Spears	Roman Pilum	3	2	4
		War Javelin	3	2	4
Infantry Spear		3	3	4	
Billhook		5	4	4	
Hunting Javelin		3	1	3	
Harpoon		4	2	3	
Boar Spear		5	3	5	
Fishers Trident		5	3	3	
Staves	Quarterstaff	1		5	
	Iron Shod Staff	3	2	5	
Missile Weapons		Production Time (Days)	Lbs of Metal	Lbs of Wood	
Bows	Shortbow	13		3	
	Composite Bow	28		4	
	Longbow	30		4	
	Elvish Longbow	50		5	
	Light Crossbow	10	2	8	
	Medium Crossbow	15	3	12	
	Heavy Crossbow	20	4	16	
Arrow/ Quarrels	Hunting Arrow	2	0.1	0.15	
	War Arrow	2	0.1	0.15	
	AP Arrow	2	0.1	0.15	
	Light Quarrel	2	0.1	0.15	
	Medium Quarrel	2	0.1	0.15	
	Heavy Quarrel	2	0.1	0.15	

TABLE A.13 - MELEE & MISSILE WEAPONS

Armour	Production Time (Days)	Lbs of Metal	Lbs of Wood	Lbs of Leather/Cloth
Shields				
Buckler Rimmed	2	1	3	
Buckler Reinforced	3	2	4	
Target Wicker	1		3	
Target Wood	2		8	
Target Rimmed	2	2	8	
Target Reinforced	3	3	8	2
Shield - Wicker	1		6	
Shield - Wood	2		11	
Shield - Hide	2		6	1
Shield - Rimmed	2	3	11	
Shield - Reinforced	3	4	11	1
Heavy Kite Shield	3	5	10	1
Roman Tower Shield	4	5	11	2
Helmets				
Quilted Hood	1			1
Leather Hood	1			1
Ringmail Hood	2	1		2
Chainmail Coif	3	3		
Cuirbolli Helm	4	1		1
Composite Helm	6	1	1	1
Conical Helm	6	5		
Open Bascinet	8	6		
Pot Helm	9	10		
Visored Helm	9	10		
Jousting Helm	12	12		
Light Body Armour				
Quilt Surcoat	3			6
Leather/Fur Tunic	2			10
Arming Doublet	3			8
Cuirbolli Cuirass	7			20
Heavy Body Armour				
Ringmail Cuirass	10	5		20
Reinforced Cuirbolli	14	10		20
Scalemail Cuirass	14	20		10
Brigandine	14	20		12
Chainmail Cuirass	12	30		
Annealed Mail Cuirass	16	35		
Platemail Cuirass	21	40		
Plate Cuirass	14	35		
3/4 Heavy Battle Armour				
Ringmail Hauberk	14	10		30
Scalemail Hauberk	21	35		10
Chainmail Hauberk	28	50		
Annealed Mail Hauberk	35	60		
Heavy Battle Armour				
Field Plate	42	45		
Cavalry Plate	48	60		
Super Heavy Battle Armour				
Full Annealed Mail	49	80		
Platemail	50	60		
Late Cavalry Plate	70	65		
Jousting Armour	84	90		

TABLE A.14 - ARMOUR & SHIELDS



APPENDIX B - MISSILE RANGES AND DAMAGE

ORDINARY & MAGICAL Bow RANGES

SP	Type of Bow	-0% SR	-05% MR	-10% LR	-20% ER	-30% Max
L	+0 Short Bow	20'	30'	90'	150'	500'
	War Arrow	10'	30'	60'	100'	400'
	AP Arrow	10'	20'	40'	60'	180'
L	+1 Short Bow	22'	33'	99'	165'	550'
	War Arrow	11'	33'	66'	110'	440'
	AP Arrow	11'	22'	44'	66'	198'
L	+2 Short Bow	24'	36'	108'	180'	600'
	War Arrow	12'	36'	72'	120'	480'
	AP Arrow	12'	24'	48'	72'	216'
L	+3 Short Bow	26'	39'	117'	195'	650'
	War Arrow	13'	39'	78'	130'	520'
	AP Arrow	13'	26'	52'	78'	234'
L	+4 Short Bow	28'	42'	126'	210'	700'
	War Arrow	14'	42'	84'	140'	560'
	AP Arrow	14'	28'	56'	84'	252'
L	+5 Short Bow	30'	45'	135'	225'	750'
	War Arrow	16'	45'	90'	150'	600'
	AP Arrow	16'	30'	60'	90'	270'

SP	Type of Bow	-0% SR	-05% MR	-10% LR	-20% ER	-30% Max
	+0 Composite Bow	20'	40'	120'	300'	700'
	War Arrow	20'	40'	90'	175'	525'
	AP Arrow	20'	40'	80'	150'	375'
L	+1 Composite Bow	22'	44'	132'	180'	770'
	War Arrow	22'	44'	99'	193'	578'
	AP Arrow	22'	44'	88'	165'	413'
L	+2 Composite Bow	24'	48'	144'	195'	840'
	War Arrow	24'	48'	108'	210'	630'
	AP Arrow	24'	48'	96'	180'	450'
L	+3 Composite Bow	26'	52'	156'	210'	910'
	War Arrow	26'	52'	117'	228'	683'
	AP Arrow	26'	52'	104'	195'	488'
L	+4 Composite Bow	28'	56'	168'	225'	980'
	War Arrow	28'	56'	126'	245'	735'
	AP Arrow	28'	56'	112'	210'	525'
L	+5 Composite Bow	30'	60'	180'	225'	1050'
	War Arrow	30'	60'	135'	263'	784'
	AP Arrow	30'	60'	120'	225'	563'
L	+6 Composite Bow	32'	64'	192'	225'	1120'
	War Arrow	32'	64'	144'	280'	836'
	AP Arrow	32'	64'	128'	240'	600'
L	+7 Composite Bow	34'	68'	204'	225'	1190'
	War Arrow	34'	68'	153'	298'	893'
	AP Arrow	34'	68'	134'	255'	638'

TABLES B.1 AND B.2 - Bow RANGES

Ranges are given as SR (short range), MR (medium range), LR (long range), and ER (extreme range). For instance, +0 Longbow SR = 0-20'; MR = 21-40'; LR = 41-150'; and ER = 151-350'. Anything over ER is fired at maximum range out to 800'.

A superior bow, whether ordinary or magical in nature, has a built-in accuracy bonus in the form of increased range increments. While the bonus is rather significant at all distances, it is especially so at LR and ER - the standard battle ranges!

If a bow has been made and fitted specifically to the archer using it, add +50' for each Strength Factor (STR) the archer is above STR 12 to ER (extreme range) and Max (maximum range) values.

SP	Type of Bow	-0% SR	-05% MR	-10% LR	-20% ER	-30% Max
L	+0 Longbow	20'	40'	150'	350'	800'
	War Arrow	20'	40'	125'	250'	600'
	AP Arrow	20'	40'	80'	175'	450'
L	+1 Longbow	22'	44'	165'	385'	880'
	War Arrow	22'	44'	138'	275'	660'
	AP Arrow	22'	44'	88'	193'	495'
L	+2 Longbow	24'	48'	180'	420'	960'
	War Arrow	24'	48'	150'	300'	720'
	AP Arrow	24'	48'	96'	210'	540'
L	+3 Longbow	26'	52'	195'	455'	1040'
	War Arrow	26'	52'	163'	325'	780'
	AP Arrow	26'	52'	104'	228'	585'
L	+4 Longbow	28'	56'	210'	490'	1120'
	War Arrow	28'	56'	175'	350'	840'
	AP Arrow	28'	56'	112'	245'	630'
L	+5 Longbow	30'	60'	225'	525'	1200'
	War Arrow	30'	60'	188'	375'	900'
	AP Arrow	30'	60'	120'	263'	675'
L	+6 Longbow	32'	64'	240'	560'	1280'
	War Arrow	32'	64'	200'	400'	960'
	AP Arrow	32'	64'	128'	280'	720'
L	+7 Longbow	34'	68'	255'	595'	1360'
	War Arrow	34'	68'	213'	425'	1020'
	AP Arrow	34'	68'	136'	298'	765'
L	+0 Elvish Longbow	20'	60'	200'	450'	900'
	War Arrow	20'	50'	150'	250'	600'
	AP Arrow	20'	50'	125'	175'	450'
L	+4 Elvish Longbow	28'	84'	280'	630'	1260'
	War Arrow	28'	70'	210'	350'	840'
	AP Arrow	28'	70'	175'	245'	630'
L	+5 Elvish Longbow	30'	90'	300'	675'	1350'
	War Arrow	30'	75'	225'	375'	900'
	AP Arrow	30'	75'	188'	263'	675'
L	+6 Elvish Longbow	32'	96'	320'	720'	1440'
	War Arrow	32'	80'	240'	400'	960'
	AP Arrow	32'	80'	200'	280'	720'
L	+7 Elvish Longbow	34'	102'	340'	765'	1530'
	War Arrow	34'	85'	255'	425'	1020'
	AP Arrow	34'	85'	213'	298'	765'
L	+8 Elvish Longbow	36'	108'	360'	810'	1620'
	War Arrow	36'	90'	270'	450'	1080'
	AP Arrow	36'	90'	225'	315'	810'
L	+9 Elvish Longbow	38'	114'	380'	855'	1710'
	War Arrow	38'	95'	285'	475'	1140'
	AP Arrow	38'	95'	238'	333'	855'
L	+10 Elvish Longbow	40'	120'	400'	900'	1800'
	War Arrow	40'	100'	300'	500'	1200'
	AP Arrow	40'	100'	250'	350'	900'

Damage is done by the arrows rather than the bows. The bow bonus is added to the Archery skill TSC. Still, when determining arrow damage, no ordinary arrow will do any more damage than the (+) quality of the bow. A +3 ordinary arrow fired from a +0 Bow does +0 additional points of damage! If an ordinary bow is used, additional damage cannot exceed bow quality. Bow quality reflects its power to drive an arrow. Magical bows & arrows are highly attuned, so a +7 arrow inflicts +7 damage points even if fired by a +4 magical bow!



ORDINARY & MAGICAL ARROWS RANGE & DAMAGE EFFECTS

Arrow Type & Quality	Arrow Damage at Range ¹					Critical Hit Level (+D10)					Bash% ²	
	SR	MR	LR	ER	Max	SR	MR	LR	ER	Max		
+0 Hunting Arrow	9	6	2	-3	-6	08	09	10	10	10	20%/05%	"Ordinary Arrows": 1/2 damage inflicted on supernatural beings & creatures. Any bow may fire such arrows.
+0 War Arrow	10	8	5	-1	-4	08	09	10	10	10	25%/10%	
+0 AP Arrow	12	10	7	0	-3	08	08	09	10	10	25%/15%	
+1 Hunting Arrow	10	7	3	-2	-5	08	09	10	10	10	20%/05%	"Ordinary Arrows": 1/2 damage inflicted on supernatural beings & creatures. A +1 bow may fire such arrows to full effect.
+1 War Arrow	11	9	6	0	-3	08	09	10	10	10	25%/10%	
+1 AP Arrow	13	11	8	1	-2	08	08	09	10	10	25%/15%	
+2 Hunting Arrow	11	8	4	-1	-4	08	09	10	10	10	20%/05%	"Ordinary Arrows": 1/2 damage inflicted on supernatural beings & creatures. A +2 bow may fire such arrows to full effect.
+2 War Arrow	12	10	7	1	-2	08	09	10	10	10	25%/10%	
+2 AP Arrow	14	12	9	2	-1	08	08	09	10	10	25%/15%	
+3 Hunting Arrow	12	9	5	0	-3	08	09	10	10	10	20%/05%	"Ordinary Arrows": 1/2 damage inflicted on supernatural beings & creatures. A +3 bow may fire such arrows to full effect.
+3 War Arrow	13	11	8	2	-1	08	09	10	10	10	25%/10%	
+3 AP Arrow	15	13	10	3	0	08	08	09	10	10	25%/15%	
+4 Hunting Arrow	12	9	5	1	-2	08	09	10	10	10	22%/07%	<i>Magical Arrows</i> : Full damage inflicted on all living & supernatural targets. A +4 bow may fire such arrows to full effect.
+4 War Arrow	13	11	8	3	0	08	09	10	10	10	27%/12%	
+4 AP Arrow	15	13	10	4	1	08	08	09	10	10	28%/18%	
+5 Hunting Arrow	13	10	6	2	-1	08	09	10	10	10	25%/08%	<i>Magical Arrows</i> : Full damage inflicted on all living & supernatural targets. A +5 bow may fire such arrows to full effect.
+5 War Arrow	14	12	9	4	1	08	09	10	10	10	28%/13%	
+5 AP Arrow	16	14	11	5	2	08	08	09	10	10	30%/19%	
+6 Hunting Arrow	14	11	7	3	0	08	08	09	10	10	27%/10%	<i>Magical Arrows</i> : Full damage inflicted on all living & supernatural targets. A +6 bow may fire such arrows to full effect.
+6 War Arrow	15	13	10	4	2	08	08	09	09	10	29%/15%	
+6 AP Arrow	17	15	12	6	3	07	07	08	09	09	33%/20%	
+7 Hunting Arrow	15	12	8	4	1	08	08	09	10	10	28%/11%	<i>Magical Arrows</i> : Full damage inflicted on all living & supernatural targets. A +7 bow may fire such arrows to full effect.
+7 War Arrow	16	14	11	5	3	08	08	09	09	10	30%/16%	
+7 AP Arrow	18	16	13	7	4	07	07	08	09	09	35%/20%	
+8 Hunting Arrow	16	13	9	5	2	08	08	09	10	10	29%/12%	<i>Magical Arrows</i> : Full damage inflicted on all living & supernatural targets. A +8 bow may fire such arrows to full effect.
+8 War Arrow	17	15	12	6	4	08	08	09	09	10	33%/17%	
+8 AP Arrow	19	17	14	8	5	07	07	08	08	09	38%/22%	
+9 Hunting Arrow	17	14	10	6	3	08	08	09	09	10	30%/13%	<i>Magical Arrows</i> : Full damage inflicted on all living & supernatural targets. A +9 bow may fire such arrows to full effect.
+9 War Arrow	18	16	13	7	5	08	08	08	09	09	35%/18%	
+9 AP Arrow	20	18	15	9	6	07	07	07	08	09	40%/25%	
+10 Hunting Arrow	18	15	11	7	4	07	08	08	09	09	33%/15%	<i>Magical Arrows</i> : Full damage inflicted on all living & supernatural targets. A +10 bow may fire such arrows to full effect.
+10 War Arrow	19	17	14	8	6	07	07	08	09	09	38%/20%	
+10 AP Arrow	21	19	16	10	7	06	06	07	08	08	45%/30%	

¹Damage given is for Short Bows only. Composite Bows add +3 at SR, +2 at MR, +1 at LR. Longbows add +5 at SR, +3 at MR, +2 at LR, and +1 at ER.

²Bash is rated for SR and MR (short and medium range). Reduce Bash% by -5% for each range increment above MR: LR = -5%, ER = -10%, Max = -15%. Also, longbows add +5% to Bash% at SR and MR.

TABLE B.3 - ORDINARY & MAGICAL ARROWS



ORDINARY CROSSBOW BOLTS RANGE & DAMAGE EFFECTS

Crossbow Bolt Type & Quality	X-Bolt Damage at Range					Critical Hit Level (+D10)					Bash% ¹	
	SR	MR	LR	ER	Max	SR	MR	LR	ER	Max		
+0 Lt. X-Bow Bolt	10	8	5	0	-3	09	09	10	10	10	25%/15%	"Ordinary Bolts": 1/2 damage inflicted on supernatural beings & creatures. Any equivalent Lt. X-bow may fire such bolts to full effect.
+1 Lt. X-Bow Bolt	11	9	6	1	-2	09	09	10	10	10	25%/10%	
+2 Lt. X-Bow Bolt	12	10	7	2	-1	09	09	10	10	10	25%/15%	
+3 Lt. X-Bow Bolt	13	11	8	3	-0	09	09	09	10	10	25%/15%	
+0 Md. X-Bow Bolt	12	10	9	2	-1	09	09	10	10	10	30%/20%	"Ordinary Bolts": 1/2 damage inflicted on supernatural beings & creatures. Any equivalent Md. X-bow may fire such bolts to full effect.
+1 Md. X-Bow Bolt	13	11	7	3	0	09	09	10	10	10	30%/20%	
+2 Md. X-Bow Bolt	14	12	8	4	1	09	09	10	10	10	30%/20%	
+3 Md. X-Bow Bolt	15	13	9	5	2	09	09	09	10	10	30%/20%	
+0 Md. X-Bow WarBolt	18	15	12	6	0	08	08	09	10	10	35%/25%	"Ordinary Bolts": 1/2 damage inflicted on supernatural beings & creatures. Any equivalent Md. X-bow may fire such bolts to full effect.
+1 Md. X-Bow WarBolt	19	16	13	7	1	08	08	09	10	10	35%/25%	
+2 Md. X-Bow WarBolt	20	17	14	8	2	08	08	09	10	10	35%/25%	
+3 Md. X-Bow WarBolt	21	18	15	9	3	07	07	08	10	10	38%/25%	
+0 Hv. X-Bow Bolt	18	15	12	6	0	08	08	09	10	10	40%/30%	"Ordinary Bolts": 1/2 damage inflicted on supernatural beings & creatures. Any equivalent Md. X-bow may fire such bolts to full effect.
+1 Hv. X-Bow Bolt	19	16	13	7	1	08	08	09	10	10	40%/30%	
+2 Hv. X-Bow Bolt	20	17	14	8	2	08	08	09	10	10	40%/30%	
+3 Hv. X-Bow Bolt	21	18	15	9	3	07	07	08	09	10	40%/30%	
+0 Hv. X-Bow WarBolt	27	22	16	10	2	07	07	08	09	10	50%/40%	"Ordinary Bolts": 1/2 damage inflicted on supernatural beings & creatures. Any equivalent Md. X-bow may fire such bolts to full effect.
+1 Hv. X-Bow WarBolt	28	23	17	11	3	07	07	08	09	10	50%/40%	
+2 Hv. X-Bow WarBolt	29	24	18	12	4	07	07	08	09	10	50%/40%	
+3 Hv. X-Bow WarBolt	30	25	19	13	5	07	07	08	08	10	55%/40%	

¹Bash is rated for SR and MR (short and medium range). Reduce Bash% by -5% for each range increment above MR: LR = -5%, ER = -10%, Max = -15%

TABLE B.4 - ORDINARY CROSSBOW BOLTS

ORDINARY & MAGICAL DARTS AND JAVELINS RANGES



SP	Type of Dart / Javelin	-0% SR	-05% MR	-10% LR	-20% ER	-30% Max
M	+0 Hunting/War Dart	10'	30'	60'	90'	150'
M	+1 Hunting/War Dart	10'	30'	60'	90'	150'
M	+2 Hunting/War Dart	10'	30'	60'	90'	150'
M	+3 Hunting/War Dart	10'	30'	60'	90'	150'
M	+4 Hunting/War Dart	11'	39'	78'	117'	210'
M	+5 War Dart	12'	42'	84'	126'	225'
M	+0 Hunting Javelin	10'	30'	60'	90'	120'
M	+1 Hunting Javelin	10'	30'	60'	90'	120'
M	+2 Hunting Javelin	10'	30'	60'	90'	120'
M	+3 Hunting Javelin	10'	30'	60'	90'	120'
M	+4 Hunting Javelin	14'	42'	84'	126'	168'
M	+5 Hunting Javelin	15'	45'	90'	135'	180'
M	+6 Hunting Javelin	16'	48'	96'	144'	192'
M	+7 Hunting Javelin	17'	51'	102'	153'	204'
M	+8 Hunting Javelin	18'	54'	108'	162'	216'
M	+0 War Javelin	10'	30'	60'	90'	120'
M	+1 War Javelin	10'	30'	60'	90'	120'
M	+2 War Javelin	10'	30'	60'	90'	120'
M	+3 War Javelin	10'	30'	60'	90'	120'
M	+4 War Javelin	14'	42'	84'	126'	168'
M	+5 War Javelin	15'	45'	90'	135'	180'
M	+6 War Javelin	16'	48'	96'	144'	192'
M	+7 War Javelin	17'	51'	102'	153'	204'
M	+8 War Javelin	18'	54'	108'	162'	216'

TABLE B.5 - ORDINARY AND MAGICAL DARTS & JAVELINS

Darts are standardised for characters up to STR 12. For each strength point above STR 12, add +5' to LR and ER, and +25' to Max range.

Hunting Javelins are standardised for characters up to STR 12. For each strength point above STR 12, add +5' to LR and ER, and +15' to Max range.

War Javelins (including Pila) are standardised for characters up to STR 12. For each strength point above STR 12, add +5' to LR and ER, and +10' to Max range.

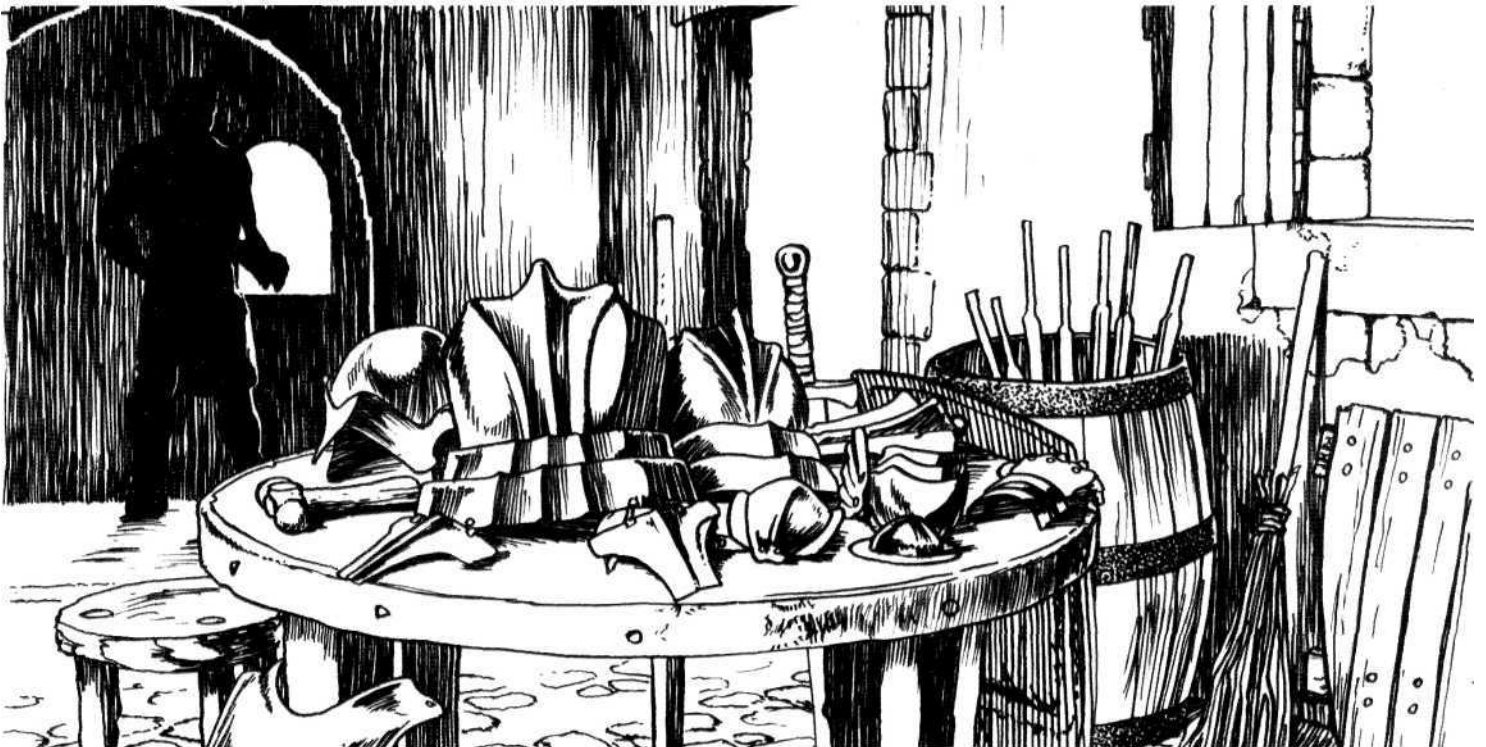


ORDINARY & MAGICAL DARTS AND JAVELINS RANGE & DAMAGE EFFECTS

Dart / Javelin Type & Quality	Dart / Javelin Damage at Range					Critical Hit Level (+D10)					Bash ¹	
	SR	MR	LR	ER	Max	SR	MR	LR	ER	Max		
+0 Darts	6	6	3	-1	-4	09	10	10	10	10	20%/10%	"Ordinary": 1/2 damage is inflicted on supernatural beings & creatures.
+1 Darts	7	7	4	0	-3	09	10	10	10	10	20%/10%	
+2 Darts	8	8	5	1	-2	09	10	10	10	10	20%/10%	
+3 Darts	9	9	6	2	-1	09	10	10	10	10	20%/10%	
+4 Darts	10	10	7	3	0	09	09	10	10	10	20%/10%	
+5 Darts	11	11	8	4	1	09	09	10	10	10	20%/10%	"Magick": Full damage is inflicted on supernatural beings & creatures.
+0 Hunting Javelin	8	7	4	0	-3	08	09	10	10	10	25%/10%	
+1 Hunting Javelin	9	8	5	1	-2	08	09	10	10	10	20%/10%	
+2 Hunting Javelin	10	9	6	2	-1	08	09	10	10	10	20%/10%	
+3 Hunting Javelin	11	10	7	3	0	08	09	10	10	10	20%/10%	
+4 Hunting Javelin	12	11	8	4	1	09	09	09	10	10	25%/10%	"Magick": Full damage is inflicted on supernatural beings & creatures.
+5 Hunting Javelin	13	12	9	5	2	09	09	09	10	10	27%/12%	
+6 Hunting Javelin	14	13	10	6	3	09	09	09	10	10	30%/15%	
+7 Hunting Javelin	15	14	11	7	4	09	09	09	10	10	33%/18%	
+8 Hunting Javelin	16	15	12	8	5	08	08	09	10	10	35%/20%	
+0 War Javelins	8	7	5	1	0	07	09	09	10	10	25%/15%	"Ordinary": 1/2 damage is inflicted on supernatural beings & creatures.
+1 War Javelins	9	8	6	2	1	07	09	09	10	10	20%/10%	
+2 War Javelins	10	9	7	3	2	07	09	09	10	10	20%/10%	
+3 War Javelins	11	10	8	4	3	07	09	09	10	10	20%/10%	
+4 War Javelin	12	11	9	6	4	07	09	09	10	10	20%/10%	
+5 War Javelin	13	12	10	7	5	07	09	09	10	10	20%/10%	"Magick": Full damage is inflicted on supernatural beings & creatures. Note "instant kill" capabilities for +8 war javelins.
+6 War Javelin	14	13	11	8	6	07	08	09	10	10	20%/10%	
+7 War Javelin	15	14	12	9	7	07	08	09	09	10	20%/10%	
+8 War Javelin	16	15	13	10	8	07	08	08	09	10	20%/10%	

¹Bash is rated for SR to LR (short to long range). Reduce Bash% for range increments above LR: ER = -10%, Max = -15%.

TABLE B.6 - ORDINARY & MAGICAL DARTS & JAVELINS DAMAGE EFFECTS





APPENDIX C - NON-PLAYER CHARACTERS

JESWOLD FLETCHER (1295-1342)

Jeswold Fletcher comes from a long line of master bower-fletchers and he has spent many a day in his youth working with his father and brothers in their family workshop in Greenwich. His allotted job was binding the flights onto the arrows and fitting the arrow heads, a job he was truly sick of by the age of twelve. Jeswold did not want to become a bower-fletcher much to his father's disappointment.

Now Jeswold befriended a local wise man Thomas Hardy who secretly was a witch and had dealings with the Honourable Guild of Master Armourers. Thomas immediately noticed that Jeswold had talent for practical crafts and persuaded him to continue with his studies under his father's tuition whilst he taught Jeswold some of the basics behind magick.

Jeswold continued his studies and became a fine craftsman. Though he possessed much talent he was prone to bouts of depression, during which he did little more than wallow in self-pity, he saw his life as dull and unfulfilling. He married a plain looking girl and had several children, though he made a poor husband and father, being much too interested in the ways of the world. Jeswold was a source of amazement from other craftsmen, his work was always of the finest quality and he could create items that others could only dream of creating.

Jeswold gained a reputation for being argumentative and he despised those who mocked his work, occasionally erupting into violence, something that only served to create more criticism from within the Guild. Jeswold's reputation for his fondness of using the strap on his apprentice for the slightest reason spread far and wide. Eventually Jeswold was warned about his volatile temperament, an event that did not go down well. He remained passionate about his work until his dying day and even on his death bed he is said to have scorned his apprentice for sloppy workmanship, dying whilst attempting to strike the young boy.

MAGICAL ITEMS

"Far-flight" - +4 Longbow

This finely polished yew longbow was carved and polished near perfectly as to have no sign of tool marks remaining, the wood was chosen so well that there is no sign of the grain of the wood except at the ends and sides of the bow. There is only one flaw in the weapon, a characteristic kink near the top nock that seems to have no effect on the bow's power or accuracy and was part of the wood. This slight flaw gives an otherwise plain weapon a unique characteristic. The bow is 78 inches long from end to end and produced from yew with an intricate silver leaf design above the top nock and below the lower nock and in the centre of the stave where the bow's flexing action will not cause the design to flake and peel.

"Far-flight" is created using the Bow Magick Rank 2 spell **Magical Bowery +4** and took 40 days to complete.

The bow is constructed from seven quantities of yew and one quantity of silver. This is then anointed with one quantity each of red wine, hyssop and frankincense.

"Tangle Dart" - +5 War Arrow

Type:	Simple device of power
Magick Level (ML):	6
Charges:	33
Magick Method:	Plant
TSC:	44%

"Tangle Dart" is the name given to the first arrows containing a magic spell created by Jeswold. He always keeps one in his quiver when he travels in case of trouble. It is a war arrow of extraordinarily good craftsmanship. A golden thread is embedded into a carved pattern that passes between the gryphon feather flights from the end of the oak shaft and spreads into the pattern of dense foliage that becomes ever more intricate towards the head of the arrow. The pattern welded arrow head was made from tin and brass to create a complex pattern on the head which seems to twist and curve in a seemingly random way, this is complemented with the talisman and Seal of Saturn engraved onto either side of head.

"Tangle Dart" is a simple magical device containing the Plant Magick Rank 2 spell of **Tangle Weeds**, which activates when the arrow hits a target. This uses three charges from its total outstanding charges. When first created it contains a total of 33 charges and on its eleventh firing, the activation of the spell caused the arrow to shatter.

The arrow is constructed from one quantity each of oak, gold, gyphon's feathers, tin and brass. This is then anointed with one quantity each of red wine, byrony and fern.

"Battle Bow of Guarding" - +8 Longbow

Type:	Lesser device of power
Magick Level (ML):	10
Charges:	150
Magick Method:	Transcendental
TSC:	86%

Late in Jeswold's career, his son was called for military service to his lord as there was a good prospect of there being war with France. Jeswold, on the request of his wife, made a bow that would protect his son in the battles that would later be known as the Hundred Years War.

The bow is an English longbow made from ash of excellent quality. Brass nocks at the ends of the bow are engraved with protective symbols, and in the centre of the bow there is a silver feature embedded with a black opal. This would normally be covered with leather when in the company of other archers.

The device contains three charges of one specific spell, the Transcendental Magick Rank 3 spell **Deflect Missile**.

The "Battle Bow of Guarding" is created from one quantity each of silver and lion's gut, two quantities each of black opal and brass, six quantities of ash. The bow is then anointed with one quantity each of pure water, peppermint, wormwood, myrrh, broom, comfrey and lavender.



ROBERT MCGOMERY (1297-1341)

A true Scot born and bred in the Highlands, Robert McGomery was involved with the Scottish freedom fighters from an early age. His father was a talented village blacksmith for his settlement and also for the three surrounding settlements. He also created fairly crude weapons and armour with the aid of his sons and his wife, who was skilled in leatherworking. Robert's sisters kept a lookout for English soldiers. All was well until one of the villagers, lured by a reward reported Robert's family to the local baron's forces.

The soldiers came at night and tore apart the village looking for evidence, they found the forge with some weapon making tools hastily concealed along with a partly forged sword. His family was arrested but another family that was friendly to the McGomery's pretended that Robert and one of his sisters were their children so saving them from the soldiers. The Baron arrived the following morning and presided over the trial and gave the inevitable guilty verdict. Robert watched as his mother and two older brothers were hung and his father was taken off screaming, crying and sobbing to be hung, drawn and quartered at a local town. Robert has never smiled since that day.

The village was not safe and the family that protected Robert and his sister could not support them, and the rebels who had gladly accepted the help of his family turned their backs on them, not wishing to have the burden of two young children. Robert and his sister were forced to leave the village and they headed for the coast where they smuggled themselves onto a ship bound for Ireland.

Once in Ireland, Robert and his sister soon found themselves indispensable to a local armorer, whose wife had recently died. Robert soon proved himself a strong and able apprentice, advancing quickly through his training. Robert's talents shone through in his armour, his leather armours were supple yet strong and his metal armours seemed to fit perfectly and not limit the user in the way normal armours would. Robert seemed to have a special gift for his work and his reputation quickly grew, and as often happens in these matters rumours were exaggerated and spread far and wide. It was often said that his armour was impenetrable and his metal works weighed less than a feather. These rumours reached the Honourable Guild of Master Armourers who sent envoys to find what they thought was someone who was using the Guild's secrets. After a search lasting some two years, the Guild's envoys found him and discovered that although Robert had no knowledge of the armorer's magicks he was in fact the finest mundane craftsmen any of them had seen.

Robert and his sister were immediately taken to London to study under the Honourable Guild of Master Armourers. However, his Scottish heritage made it almost impossible for them to live there, Robert and his sister fled from the Guild but they were soon found. The heads of the Guild pondered about what to do with them and concluded that they would be best sent to Spain to live out a new life.

Although there were many problems Robert made an excellent Armourer Magus, specialising in the production of armour. However, he constantly sought to revenge himself upon both the English nobility and the Scottish rebels who had let him down. Eventually he was imprisoned by the Guild for providing aid to an assassin who was hired to kill three important nobles in England.



MAGICAL ITEMS

"Protective Cuirass" - +5 Cuirbolli

This was one of Robert's early magical works and was later sold to a Spanish noble. It is a fine cuirass with finely stitched seams and gold leaf scrollwork around the collar and across the chest.

"Protective Cuirass" is fashioned from 20 lbs of horse leather (which includes three quantities (3 oz) of enchanted material) and one quantity of gold. This is then anointed with one quantity each of pure water, bryony and mandrake.

"Great Helm of Fury" +4 Visored Helm

Type:	Simple device of power
Magick Level (ML):	8
Charges:	90
Magick Method:	Command
TSC:	58%

The local Guildmaster approached Robert to produce this item. The Guild had been commissioned to create an artefact that would "encourage" the less bloodthirsty knights of a Welsh baron to fight more feverently. The baron was a friend and sponsor to a high up member of the honourable guild, so Robert set to work.



The helm is of such quality that the seams can barely be seen, the slitted visor provides a good balance of vision and protection. Fragrant flowers were placed into the woollen padding of the helm in an attempt to make wearing the helm more pleasant, though the scent soon faded. A silver feature the shape of a roaring boar's head is set into the right hand side of the helm with a marquise cut red zircon for an eye. The steel seems to have a slight red hue though few notice this subtle colouring.

The "Great Helm of Fury" contains 90 charges of the Command Magick Rank 6 spell of **Berserker Rage**, six charges are required to activate the spell. The spell is activated when the wearer's commander shouts "Charge".

The helm is produced from 10 lbs of steel, with the following enchanted materials, one quantity each of iron, and silver, and six quantities of red zircon (which adds 5 fatigue points to the wearer). This is then anointed with one quantity each of red wine, the blood of a wild boar and crushed bloodstone.

"Valiant's Shield" - +8 Reinforced Shield

This shield is a standard +8 shield with a lesser device of power incorporated into the shield as an adornment of a golden eagle.

The shield is of oak construction with a steel-faced covering. The central section is engraved with an intertwined pattern that is inlaid with silver leaf. The pattern stretches to the edge of the shield except for one area where it circles an eagle made from gold. The pattern is a good distance from the eagle and gives the impression that the eagle is protected from the pattern. The eagle is inset a quarter of the way from the top of the shield and is set into the shield so as to be flush with the surface of the metal, the eyes of the eagle are enhanced with two one carat diamonds.

The shield consists of 4 lbs of steel, 10 lbs of oak and the following enchanted materials, one quantity each of iron and silver and two quantities of oak. This is then anointed with one quantity each of red wine, rue and crushed diamond.

The eagle adornment on the shield is as follows:

Type:	Lesser device of power
Magick Level (ML):	5
Charges:	80
Magick Method:	Command
TSC:	66%

The eagle adornment contains one spell: the Rank 4 Command Magick spell **Bravery**, which is constantly maintained by the enchantments. The spell costs four charges and recharges at the rate of three charges per day. The recharge rate can be doubled for a week by anointing with a further quantity of fire demon's blood.

The adornment is constructed from seven quantities of gold and two quantities of diamond. This is then anointed with four quantities of fire demon's blood (used to power the enchantment), and one quantity each of lion's blood, crushed diamond, pepper, primrose, rue, bay and fennel.

JOHN WHITIKER (1320-1366)

John Whitiker became one of the more prominent members of the Armourers' Guild in northern England in the fourteenth century. His father who was already a well-respected weaponsmith introduced him to the local Armourers' Guild at the early age of twelve. John became a good apprentice and was soon making finely crafted weaponry. This coupled with a fine sense of moral duty given to him by his mother brought him to the attention of the Most Honourable Guild of Master Armourers.

The Master of Arms for northern England, Jason Delise, approached John. He offered him the chance to hone his skills with his peers in London if he was prepared for the long Journey. John politely refused as his mother was ill at the time and he had no desire to travel, and remarked that he had nearly finished his apprenticeship. However, John did offer the man a night's lodging at his father's house, if he was willing, which Jason accepted. During the evening John saw Jason's fine short sword, a finely engraved sword of incredible precision, John was hooked and wanted only to make swords of this quality, he promised to travel to London when his mother recovered and study, if the offer was still open. They agreed and Jason left in the morning, leaving John to look after his mother and tend his forge. Unfortunately John's mother never made it though the harsh winter.

John travelled to London and started a new apprenticeship in the spring of 1343 learning the secret arcane skills that enable the highest forms of metal working imaginable.

MAGICAL ITEMS

"Celtan " +5 Saex Short Sword

This sword was crafted as a gift to John's father in 1344. It is accredited with being the first sword that John was sufficiently pleased with to give to a member of his family. The sword took 49 days to forge from fine steel for the blade and with a polished bronze hilt, and a single brilliant cut oval orange zircon stone set in a silver surround on one side of the hilt. The sword was placed in a finely crafted leather case. John is as proud of his presentation boxes as much as his weapons. Being a peaceable man he considered his weapons to be pleasing to the eye rather than actually used to kill people, this encouraged him to adorn one side of the blade and hilt with more effort than the other, though both sides were a magnificent sight.

The sword is constructed from 5 lbs of steel and the following enchanted materials, one quantity each of steel, silver and orange zircon and two quantities of bronze. The weapon was anointed with one quantity of pure water mixed with one quantity each of carnation and mandrake.

"Advocan " +12 Saex Short Sword

This sword stood out amongst John's many other great works as one of his finest, the first of his thrice-forged swords. Although John was never happy with the engraving, it still was more highly decorated than any other armourer's work in London at the time. The sword was given to King Edward III in 1353 as a gift from the Honourable Guild of Master Armourers. The weapon was originally intended for the new Grand Master of Arms for England, but John was ordered to hand over the weapon for the good of the Guild.



Like many of John's other works, this weapon was a fine seax. He particularly liked this type of weapon, as it was popular in his home county. The highly polished surface appears multi-hued, this is further enhanced by a mother of pearl hilt and slivers of mother of pearl running in the deeply engraved sections of the blade. Blue opals set in gold, which cover the pommel are said to represent the sea and a cluster of tiny diamonds set in silver on the hilt near the blade is said to represent the stars. No one appears to have noticed but some of these diamonds have a slightly different cut (the crown remains the same but the pavilion is lengthened) this cut makes the diamonds appear the same but they deflect the light in a slightly different way. An experienced Armourer Magus would pick this up if he had good knowledge of gem cutting. These gems are in the pattern of the constellation of Leo, the birth sign of John's mother.

The sword is constructed from 5 lbs of steel and the following enchanted materials, one quantity of steel, three quantities each of gold, diamond and blue opal and five quantities of mother of pearl. This is then anointed using one quantity each of red wine, ground ruby, thistle, thyme, nettle, bittersweet, dragon's blood and periwinkle.

"Sufferance" - +9 Longsword

Type: Lesser device of power
Magick Level (ML): 10
Charges: n/a
Magick Method: Transmutation
TSC: 68%

"Sufferance" was crafted for John's personal bodyguard. The bodyguard wanted a weapon which would not necessarily kill outright but which could be used to capture an intruder, a policy that proved wise when a local weaponsmith hired a thief to steal some of John's work for him to study. The thief was caught alive and interrogated and the Guild was able to have the weaponsmith arrested and tried for his crimes, also preventing some secrets of the Armourer Magus craft falling into the hands of a mundane weaponsmith.

The long dark blade is somewhat wider than a regular long sword, and a fraction shorter to enable its easier use in the confined spaces inside buildings. The blade is engraved with a pattern resembling lightning springing from the brass pommel of the sword, spreading along the hand guard and up the blade, this is finished with a silver ornamentation at the tip of the blade containing a diamond.

The sword contains but one spell, this being the Transmutation Magick Rank 4 spell **Agony of the Damned** which is constantly active and effects anyone who touches the blade. The scabbard is a simple magick item and contains the Rank 4 Transmutation Magick spell **Release from Agony** to protect the wearer if he accidentally touches the blade.

"Sufferance" is fashioned from 10 lbs of steel and the following enchanted materials, two quantities of steel, three quantities each of silver and diamond and nine quantities of brass. This is then anointed with one quantity each of oil, pure water, cider, agate, coral, myrtle, vervain, bittersweet, and geranium.



"Richard's Pride" - +13 Great Sword

Type: Greater device of power
Magick Level (ML): 10
Charges: 410
Magick Method: Fire
TSC: 96%

Originally Richard, the Duke of York, ordered this sword, but sadly he was defeated in the battles at Blore Heath and Ludford Bridge before the piece could be made ready. In lieu of payment, John kept the sword as his own, one of the few weapons he made that he actually still owned. Most were sold or given away as gifts. When John realised that the sword was to be his he started enchanting the blade to preserve the Rank 3 Fire Magick spell **Fire Coat** and the Rank 7 Fire Magick spell **The Salamander's Kiss**.

The sword is fashioned from the finest steel from Spain and gold from India. The massive blade has a roughly triangular area near the hilt that is in the shape of a flame. This area is crafted of gold and is inlaid with brilliant cut gemstones. The stones range from amber near the base through light orange zircon to darker orange zircon and finally to deep red rubies at the tip of the flame. It is said that, when the sword is moved in a bright light, the fiery breath of the salamander used in the blade's forging can be seen moving within this area. Also, when held under the light of the full moon, the blade seems to bear a red tinted glow around it.

The sword is a greater device and has the spells **Fire Coat** (command word - "To Arms" - which costs three charges) and **The Salamander's Kiss** (command word - "Victory" - which costs seven charges). The sword recharges at the rate of seven charges per day.

The sword is fashioned from 15 lbs of steel and the following enchanted materials, two quantities of steel, six quantities each of ruby, orange zircon and amber, and eight quantities of gold. This was then anointed with one quantity each of agate, diamond, bloodstone, primrose, onion, red wine, parchment (which has been burnt), bay, coriander, carnation, frankincense, Solomon's seal and nettle.



APPENDIX D - C&S LIGHT ARMOURER MAGUS

To utilise this sourcebook with **C&S Light** we detail below rules for introducing the Weaponsmith and the Armourer Magus to **C&S Light**.

VOCATIONAL SKILLS

The Weaponsmith or Armourer vocation has the following vocational skills at Level 1 with a **-1 DF (BCS +10%, -1 SKP, -100 EXP)** when learning them.

Armourer*, Blacksmithing*, Bludgeoning, Brawl, Knives, Language (Own), Shields, Stamina, Sword, Weaponsmithing* and Wear Light Armour

Plus **two** of the following: Bowery & Fletching*, Craft(Carpentry), Craft (Leatherwork and Tanning), Engraving* or Gold & Silversmithing*

Plus two of the following: Lore (Animals), Lore(Gems), Lore(Herbs), or Lore(Metals)

Note that skills marked * are new skills for **C&S Light** detailed in this sourcebook, see *Chapter 3 - Vocations and New Skills*.

If a Weaponsmith or Armourer possesses the following attributes: **Strength 14+, Constitution or Agility 13+, Intellect 12+, Discipline 10+** then they may qualify to become an Armourer Magus, with all the requirements as noted earlier in this book.

They will also need to have a PSF of 21%+ in the skills **Engraving, Gold & Silversmithing** and **Foundryman: Smelting & Casting**, and a PSF of 31%+ in **Bowery & Fletching** and **Weaponsmithing** and/or **Armoury**. If accepted the prospective Armourer Magus will automatically gain the following additional skills at Level 1 with a bonus of **-1 DF (BCS +10%, -1 SKP, -100 EXP)** when learning them.

Bow Magick Method+, Forge Magick Method*, Enchant Metals*, Fire Magick Method, Earth Magick Method and Divination Magick Method.

The skills marked * are new Magick skills introduced in this sourcebook, see *Chapter 4 - Armourer Magus Magicks* and also refer to *Chapter 3, Table 3.3 - Spell Access Levels*.

EXPERIENCE LEVELS

To enable these levels to be achieved, we include an experience point table extension to the **C&S Light** rulebook. Once a character advances to Level 6 in **C&S Light**, the two level restriction to learning skills disappears. Skills can be learnt above the standard restriction of two levels beyond Experience Level. The cost for the extra levels above the first two is the square of the difference between the Experience Level and the new level.

Example:

Brutus has an Experience Level of 6 and posses the Sword skill at Level 8 at the normal SKP cost per level, i.e. two levels beyond his current Experience Level. However, since he has reached Level 6 he can raise his skill further than the normal maximum. To raise it to Level 9 would cost (9-6) squared, which would be 9 times the SKP cost. To raise it to Level 10 would cost (10-6) squared or a further 16 times SKP cost.

Experience Level	Total Experience Points
6	30,001 - 40,000
7	40,001 - 50,000
8	50,001 - 65,000
9	65,001 - 80,000
10	80,001 - 95,000
11	95,001-110,000
12	110,001 - 130,000
13	130,001 - 150,000
14	150,001 - 170,000
15	170,001 -200,000

TABLE D.1 - ADVANCED EXPERIENCE POINTS

CALCULATION OF MAGICK LEVEL

To arrive at the ML and PMF of the **C&S Light** Armourer Magus, average the PSF's in the Craft skills that are used as pre-requisites, such as Gold & Silversmithing. This gives the PMF of the Armourer Magus. Compare this with *Table 3.4 - Magick Levels* contained in *Chapter 3 - Vocations and New Skills* in order to arrive at the ML of the Armourer Magus.

ENCHANTING DEVICES

Enchanting devices and placing spells in them where appropriate is a time consuming, and expensive process. Not least of all in the preparation that must occur before the Armourer Magus even thinks about enchanting so much as one single pound of material.

For example, to enchant a weapon requires the following preparation. The **Focuses**, the devices through which Magick is made, must be created.

1. **The Anvil** must be created by melting 50 lbs of unenchanted iron together with the 22 astrological **correspondences** that favour the Focus. No magical weapon can be made without the Anvil.
2. **The Hammer** is made from the seven astrological materials of the sign of the Focus. With the Hammer the Armourer Magus works at **3 x the rate** of a normal Weaponsmith or Armourer and gains **+10% to PSF**. All Armourer Magus characters start with the Hammer as part of their initial equipment.
3. **The Temper** is used to quench the red-hot metal and to give it strength. It is made from 7 liquids, 7 carats of crushed ruby and 21 herbs. Once these are enchanted **100 + ID100 doses of the Temper** are created. To use dilute one dose of the Temper with three gallons of water or wine and quench the metal in that.
4. **The Forge** uses 500 lbs of brick and 50 lbs of iron. It takes a period of **90 days - (3 x ML) days** to complete.

Note for further information on these Focuses see *Chapter 3 - Vocations and New Skills*,



Mention is made above of astrological materials and favourable correspondences. Each complex magical device has a favourable astrological sign, in the case of a focus the favourable sign is that of the Magus himself. For this sign there are seven materials that are associated with it. They are a metal, a gem, a plant, an essence, a liquid, a skin and a bone. The correspondences are these materials, along with the seven materials from the signs before and after and the gem from the sign that is six months removed from the Magus's birthsign.

If you do not have an astrological sign for your magus, roll against the first column in *Table D.2-Astrological Birthsigns and Correspondences* below to find out what it is. Each sign has its seven materials listed along with the weight for each quantity of material.

An Armourer Magus can enchant one half pound of material per ML at any one time. Therefore a Armourer Magus with ML 4 can enchant 2 lbs of material at any one time. It takes 50 / ML days (rounding up) of successful enchantment attempts to enchant all this material.

The enchantment ritual must be performed at dawn of each day that the Armourer Magus wishes to enchant the material. The ritual takes 1 hour and the Armourer Magus can spend the rest of the day as he likes. A critical failure at any time will ruin the material. The magus can enhance his chance of success by meditation. For each day of meditation spent, he gains +ML% bonus to his TSC. He gains a +2 x ML% bonus if he fasts during this time. The maximum bonus is to any Armourer Magus's TSC is +25%

Example:

So if a Libran Armourer Magus was creating his anvil, he would need to enchant the following:

Electrum, Sapphire, Palm, essence of Horehound, Wine, Squirrel skin, Bear bone, Copper, Opal, Yew, Mint, Sap, Hare skin, Dove bone, Iron, Blue Topaz, Oak, Belladonna, Spring Water, Leopard skin, Snake Bone and a Diamond.

This would weigh a total of 9.94 lbs, if the Armourer Magus had a ML 4, he would need to split the elements in five equal batches for enchantment. Each batch would take 13 days to enchant ($50 / 4 = 13$ rounded up). So if all went well he would finally be able to make his anvil in 52 days.

CREATING MAGICAL WEAPONS AND ARMOUR

The rules as indicated in the rest of this book can now be used for enchanting weapons and armour. All skills have been written so they are compatible with C&S Light.

D100	Sign	Metal	Gem	Plant	Essence	Liquid	Skin	Bone
1-10	Aries	Iron	Diamond	Oak	Dragon's Blood	Blood	Sheep	Ram
11-18	Taurus	Copper	Emerald	Pine	Sage	Beer/Ale	Bull	Beaver
19-25	Gemini	Mercury	Pearl	Willow	Lavender	Rain Water	Deer	Deer
26-32	Cancer	Silver	Moonstone	Lotus	Myrrh	Sea Water	Dog	Wolf
33-40	Leo	Gold	Ruby	Sunflower	Frankincense	Blood	Lion	Salmon
41-48	Virgo	Electrum	Sapphire	Palm	Horehound	Wine	Squirrel	Bear
49-56	Libra	Copper	Opal	Yew	Mint	Sap	Hare	Dove
57-64	Scorpio	Iron	Blue Topaz	Oak	Belladonna	Spring Water	Leopard	Snake
65-72	Sag.	Brass	Amber	Poplar	Cloves	Milk	Horse	Horse
73-80	Capricorn	Lead	Garnet	Ash	Patchouli!	Oil	Goose	Goat
81-88	Aquarius	Tin	Amethyst	Elm	Pine	River Water	Otter	Dog
89-100	Pisces	Bronze	Lapis Lazuli	Beech	Orchid	Lake Water	Seal	Ox
Weight	-	1 lb	0.01 lb	1 lb	0.1 lb	0.5 lb	0.5 lb	0.2 lb

TABLE D.2 - ASTROLOGICAL BIRTHSIGNS AND CORRESPONDENCES

Note: This table is intended to provide C&S Light mages with the required correspondences for magical items. It may also be used by C&S 3rd Edition mages who wish to have a easy reference guide for Astrological Correspondences.



INDEX

Adze	5	Fey Bow Magick	10-11	Needles	5
AirMagick	9	Fey Folk	9	Personal Magic Factor	4
Anvil	5	Fire Magick	4	Plant Magick	9
Armour	8	Forge	5	PMF	4
Armour-magical	14,20	Forge Magick	4,7,8,12-19	Production times	27-28
Armour-ordinary	14,20	Forge of Vulcan	5	Sheers	5
Armourer	2,3,4,9	Foundryman	3,4,7	Shields-magical	20
Armourer Magus	2,3,4,5,8,9	Glue	5	Shields-ordinary	20
Armoury	8	Goldsmith	7	Silversmith	7
Arrowheads	6	Goldsmithing	3,4,6	Silversmithing	3,4,6
Arrows-magical	24-25	Greater Fey Bow Magick	11-12	Skills	6-8
Arrows - ordinary	24	Guild of Master Armourers	3	Spells	9-19
Awl	5	Hammer of Vulcan	5	Status points	3
Bane swords	16,24	Holyswords	16,24	Sword quality	15
Bellows	5	Javelins-magical	26	Swords	15,22-24
Blacksmith	7	Javelins - ordinary	25	Swords-bane	16,24
Blacksmithing	6,8	Lesser focus	5	Swords-holy	16,24
BowMagick	4,9-12	Magicklevel	4,5	Swords - magical	16,22-24
Bowery & Fletching	3,4,6	Magick Resistance Factor	4,9	Swords - magical	22-24
Bows - magical	24-25	Magick: Bow Method	4	Swords - of power	23
Bows-ordinary	24	Magick: Divination Method	4	Swords-ordinary	22
Clamps	5	Magick: Earth Method	4	Temper	5
Crossbows - magical	24-25	Magick: Fire Method	4	Thrice/third forging	15
Crossbows - ordinary	24	Magick: Forge Method	4	Tongs	5
Divination Magick	4	Magicks	9-19	Vocations	4
Drawing knife	5	ML	4,5	Weapons	8
Dwarf	8	Material requirements	27-28	Weapons-magical	14,21
Dwarves	2,7,8	Metallurgy	3	Weapons-ordinary	14,21
Dwarvish metal	2,7	Metalworking	6	Weaponsmith	2,3,4,7
Earth Magick	4	Missile ranges	28-29	Weaponsmithing	3,4,8
Elves	25				
Enchant metals	4,9				
Enchantment	4				
Engraving	3,4,6				

GLOSSARY

BASEMETALS

Base metals are those metals regarded as non-precious. These are as follows: Brass (MRF*4), Copper (MRF*3), Iron (MRF*9), Lead (MRF*10), Tin (MRF*6). Steel should be regarded as Iron at MRF*9

BCS

Base Chance of Success - The basic percentage chance of succeeding in a skill.

EXP

Experience Points - The amount of experience points that have to be spent to improve a skill.

ML

Magick Level - The ML of a Magus dictates the rank of spells he is able to cast, and also his ability to enchant materials.

MRF

Magick Resistance Factor - The MRF of an item is a measure of its innate resistance to magical manipulation.

NOBLE METALS

The precious metals of Gold (MRF*2) and Silver (MRF*2)

PMF

Personal Magick Factor - The measure of a Magus' ability to bend magical forces to his own will, his own personal level of magical influence which is used as a base for his ML.

PSF

Personal Skill Factor - The measure of a characters individual ability with a skill, based on the characters relevant attribute and his level attained in the skill.

SKP

Skill Points, an alternative method for calculating the cost of improving skills, as used in C&S Light. A Skill point is equal to 100 experience points.

TSC

Total Skill Chance - The total percentage chance of succeeding with a skill, which consists of the BCS added to the PSF of the skill. Percentage Dice are rolled and a score that is equal to or lower than the TSC is needed to succeed with the skill.



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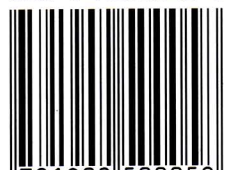
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