

# *DracanusLarp*

## *Gateway to Fantasy & Adventure*

The Equipment and Gear Manual

V0.0.1



# The Equipment Guide

The lists below are a general outline of items and costs that can be purchased (Use these prices to determine the costs of your characters initial equipment and gear). However, it is not a COMPLETE List. If you do not see an item listed, please contact admin and we will determine a value. Equipment listed under a specific Species or Occupation are available to anyone, the Occupation or Species tends to be who would find the most use out of such items or are the culture responsible for creating such.

Set forth is a list of possible basic equipment, and miscellaneous items along with the basic prices for such. Please note that the prices and availability of items are merely a basic guideline Merchants may increase or decrease prices as they see fit.

Please note all equipment are subject to approval by Admin to determine whether they will be allowed for use during the events. Dracanus Admin reserves the right to disallow or set conditions upon any item they feel may constitute a health or safety risk,

\*\*\*ALL ITEMS LISTED ARE BASIC QUALITY. PHYSICAL REPRESENTATIONS ("Phys Reps") MUST BE PROVIDED BY THE PLAYER\*\*\*

**Currency** – The standard coinage of the world of Dracanus.

Note – when attempting to figure out the values it's easiest to think of Copper as pennies, Silver as dime, Gold as a dollar, and Platinum as five dollars

**Starting Money** – So you created your character and now you want to equip it with gear and other items well to do this you'll need to convert some of the experience you haven't used on skills into currency. Simply divide any of that left over XP by 10 and you'll know how much you have to spend on items to outfit your character. (NOTE – you can purchase anything you like from the lists below and if you have things not listed let us know and we will figure out a base cost, you should also be aware that you MUST provide the Phys Rep yourself.)

Type	Abbreviation	Value
Copper Pieces	Cp	100:1
Silver Pieces	Sp	10:1
Gold Pieces	Gp	1:1
Platinum Pieces	Pp	1:5

Value equals the Coin type listed to Gold

XP to Coin Conversion	
XP	Coin
10XP	1GP



# Basic Equipment Starter Packs

For those of you who want a quick way to get starting gear without having to pick out individual items from the equipment lists, we have created OC Equipment Packs. These Packs are more Expensive then purchasing individual items but consider that the price of speed and convenience. When you purchase this pack you may also add 4 random basic items to the pack at no extra charge.

Of course if you want to actually save on items. Don't buy the packs go through the Equipment guide and purchase the items individually.

Warrior Pack
Cost 1500xp
2 Weapons
1 Suit of Armor up to Chainmail
Tunic
Breeches or Skirt
Boots or shoes
Backpack
Belt Pouch
2 Sheaths/Scabbards
1 Lantern
1 Belt

Alchemists Pack
Cost 1500xp
Mortar and Pestle
Cauldron (1ltr)
Set of Measuring Spoons
Recipe Book (50 pages)
5 Single Dose bottles/Vials
2 small belt pouches
1 Back pack
1 Pair of Robes
1 Belt
1 pair of Shoes or Sandals
Ingredients to make 20 potions
1 Bottle of ink
1 quill pen

Black Smiths Pack
Cost 1500xp
1 Hammer
1 Small Anvil
Tongs
Crucible
Leather Smock
Tunic
Breeches
Belt
Leather Gauntlets
Boots or shoes
Chisel
File

Medics Pack
Cost 1500
Tunic
Breeches or Skirt
Sandals or Shoes
Belt
Belt Pouch, Large
Belt Pouch, Small
Knife Sheath
Knife
Backpack
Soap, 1 lbs.
Sewing needle, x4
Bandages, Small (10)
Bandages, Med (10)
Bandages, Large (5)
Listening Cone
Pure Alcohol (1)
Sling (1)
Sponges (5)
Tourniquet (3)
Tweezers (2)

Sorcerer's Pack
Cost 1000xp
Spell Book
Bottle of Ink
Quill Pen
Belt Pouch
Robes
Belt
Shoes or Sandals

Cleric/Priests Pack
Cost 1000xp
Vestments
Holy Symbol
2 Vials of Holy water
Shoes or Sandals
Scriptures

Thieves Pack
Cost 1500xp
Lock Picks (basic)
Tunic
Breeches
Hooded Cowl
Boots or shoes
2 small belt pouches
Back Pack
Dagger or Knife
2 Small Sacs

Bards Pack
Cost 1500xp
1 Weapon
Tunic
Breeches or Skirt
Boots or shoes
Musical Instrument or other performance Item
Journal/Spell book (50pgs)
Writing Ink
Quill pen



## General Items

### Clothing

Item	Cost
Belt	3sp
Boots	
-Riding	3gp
-soft	1gp
Breeches	2gp
Cap, hat	1sp
Cloak	
-Good cloth	8sp
-Fine fur	50gp
Gloves	1gp
Gown, Common	12sp

Item	Cost
Hose	2gp
Knife Sheath	3cp
Mittens	3sp
Pin	6gp
Plain Broach	10gp
Robe	
-common	9sp
-embroidered	20gp
Sandals	5cp

Item	Cost
Sash	2sp
Shoes	1gp
Silk Jacket	80gp
Surcoat	6sp
Sword Scabbard, Weapons Hanger, or Baldric	4gp
Tabard	6sp
Toga, coarse	8cp
Tunic	8sp
Vest	6sp

### House Hold Provisioning

Item	Cost
Barrel of pickled fish	3gp
Butter (per lb.)	2sp
Coarse sugar (per lb.)	1gp
Dry rations (per week)	10gp
Eggs (per 100)	8sp
(per two dozen)	2sp
Figs (per lb.)	3sp
Firewood (per day)	1cp
Herbs (per lb.)	5cp
Nuts (per lb.)	1gp

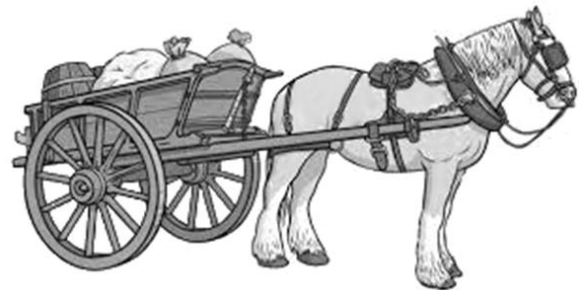
Item	Cost
Raisins (per lb.)	2sp
Rice (per lb.)	2sp
Salt (per lb.)	1sp
Salted herring (per 100)	1gp
Spice (per lb.)	
Exotic (e.g., saffron, clove)	15gp
Rare (e.g., pepper, ginger)	2gp
Uncommon (cinnamon)	1gp
Tun of cider ( <b>250</b> gal.)	8gp
Tun of good wine (250 gal.)	20gp



### Tack and Harness

Item	Cost
Bit and bridle	15sp
Cart harness	2gp
Halter	5cp
Horseshoes & shoeing	1gp
Saddle	
-Pack	5gp
-Riding	10gp

Item	Cost
Saddle bags	
-Large	4gp
-Small	3gp
Saddle blanket	3sp
Yoke	
-Horse	5gp
-Ox	3gp



### Miscellaneous Equipment

Item	Cost
Backpack	2gp

Item	Cost
Fishing net (10 ft. sq.)	4gp

Item	Cost
Parchment (per sheet)	1gp



Barrel, small	2gp
Basket	
-Large	3sp
-Small	5cp
Bell	1gp
Belt pouch	
-Large	1gp
-Small	7sp
Block and tackle	5gp
Bolt case	1gp
Bucket	5sp
Chain (per ft.)	
-Heavy	4gp
-Light	3gp
Chest	
-Large	2gp
-Small	1gp
Cloth (per 10 sq. yds.)	
-Common	7gp
-Fine	50gp
-Rich	100gp
Candle (per 10)	1cp
Canvas (per sq. yard).	4sp
Chalk (per 10)	1cp
Crampons	4gp
Fishhook (per 10)	1sp

Flint and steel	5sp
Glass bottle	10gp
Grappling hook	8sp
Holy item (symbol, water, etc.)	25gp
Hourglass	25gp
Iron pot	5sp
Ladder, 10 ft.	5cp
Lantern	
-Beacon	150gp
-Bullseye	12gp
-Hooded	7gp
Lock	
-Good	100gp
-Poor	20gp
Magnifying glass	100gp
Map or scroll case	8sp
Merchant's scale	2gp
Mirror, small metal	10gp
Musical instrument	Varies
Oil (per flask)	
Greek fire	10gp
Lamp	6cp
Paper (per sheet)	2gp
Papyrus (per sheet)	8sp
Sewing needle	5sp
Signal whistle	8sp

Perfume (per vial)	Varies
Piton	3cp
Quill Pen	1cp
Quiver	8sp
Rope (per 50 ft.)	
-Hemp	1gp
-Silk	10gp
Sack	
-Large	2sp
-Small	5cp
Sealing/candle wax (per lb.)	1gp
Signet ring or personal seal	5gp
Soap (per lb.)	5cp
Spyglass	1000gp
Stylus (Plain)	5sp
Stylus (Ornate)	5gp
Tent	
-Large	25gp
-Small	5gp
Torch (per 10)	1cp
Water clock	1000gp
Whetstone	1cp
Wineskin	8sp
Winter blanket	5sp
Writing ink (per vial)	8gp

## Animals

Note if you want your character to possess an animal please use a “Plush Toy” to represent it; do not bring actual animals to the LARP. Only persons whom rely on Service Animals will be permitted to have such at our Location.

Animal	Cost
Boar	10gp
Bull	20gp
Calf	5gp
Camel	50gp
Capon	3cp
Cat	1sp
Chicken	2cp
Cow	10gp
Dog	
-Guard	25gp
-War	20gp

Animal	Cost
Elephant	
Labor	200gp
War	500gp
Falcon (trained)	1000gp
Goat	1gp
Goose	5cp
Guinea hen	2cp
Horse	
Draft	200gp
Heavy war	400gp
Light war	150gp

Animal	Cost
Hunting cat (jaguar, etc.)	5000gp
Ox	15gp
Partridge	5cp
Peacock	5sp
Pig	3gp
Pigeon	1cp
Pigeon, homing	100gp
Pony	30gp
Ram	4gp
Sheep	2gp
Songbird	10sp

-Hunting	17gp
Donkey, mule, or ass	8gp

Medium war	225gp
Riding	75gp

Swan	5sp

## Weapons

\*\*\*All weapons must be inspected by a Safety Officer to ensure that they are in good condition and will not cause injury to yourself or to other players. This safety check will be done on a periodic basis due to wear and tear. \*\*\*

\*\*\*Bows and Crossbows must be under 30lbs draw weight. Nerf guns adapted to look like a crossbow are permitted, however, may only fire 1 shot every 30 seconds (to account for cocking and reloading). When firing such, you must maintain a 10ft gap between yourself and the target or use a described action or a packet arrow/bolt in place of firing. (In regard to a described action; the target may make the determination on whether they are hit or are able to dodge the attack.) A marshal may also make this determination (in this case the marshal's call supersedes all other). \*\*\*

Weapon	Damage	Cost
Battle Axe	8	5gp
Composite Long Bow	8	100gp
Composite Short Bow	7	75gp
Arrow	Determined by bow used	3sp/6
Long Bow	8	75gp
Short Bow	6	30gp
Club	6	0
Hand Crossbow	4	300gp
Hand Quarrel	-	1gp
Heavy Crossbow	6	50gp
Heavy Quarrel	-	2sp
Light Crossbow	5	35gp
Light Quarrel	-	1sp
Dagger/Dirk	4	2gp
Footman's Mace	6	8gp
Footman's Pick	6	8gp
Hand or Throwing Axe	4	1gp
Harpoon	8	20gp
Horseman's Mace	6	5gp
Horseman's Pick	4	7gp
Javelin	6	5sp
Knife	2	5sp
Heavy Horse Lance**	8	15gp
Light Horse Lance**	6	6gp
Jousting Lance**	2	20gp
Medium Horse Lance**	7	10Gp
Morningstar	7	10gp
Awl Pike***	6	5gp
Bardiche	8	7gp

Weapon	Damage	Cost
Bec de Corbin	6	8gp
Bill-Guisarme	8	7gp
Fauchard	6	5gp
Fauchard-Fork	8	8gp
Glaive*	8	6gp
Glaive-Guisarme*	8	10gp
Guisarme	8	5gp
Guisarme-Voulge	8	8gp
Halberd	10	10gp
Hook fauchard	4	10gp
Lucerne Hammer***	7	7gp
Military fork *	8	5gp
Partisan***	6	10gp
Ranseur***	8	6gp
Spetum***	7	5gp
Voulge	8	5gp
Quarterstaff	6	0
Sling	4	5cp
Sling Stone	Per Sling Damage	0
Spear	6	8sp
Staff Sling	4 as sling/6 as staff	2sp
Bastard Sword One Handed	8	25gp
Bastard Sword Two Handed	10	25gp
Long Sword	8	15gp
Scimitar	7	15gp
Short Sword	6	10gp
Two-Handed Sword	10	50gp
Trident	6	15gp
Warhammer	5	2gp

\* This weapon does double damage against larger than average opponents (Any being that is larger than any average man sized creature)

\*\* This weapon doe’s double damage if used from the back of a charging mount

\*\*\* This weapon inflicts double damage if firmly set against charging opponents

## Armor

(Contributed by MarkTheDM aka “Spooky”)

	Full Suit	Helm	Gorget	Pauldrons*	Front Cuirasse	Back Cuirasse
Full Plate	4000gp+	400gp+	200gp+	200gp+	700gp+	700gp+
Field Plate	2000gp	200gp	100gp	100gp	350gp	350gp
Plate Mail	600gp	60gp	30gp	30gp	100gp	100gp
Chain Mail	75gp	75sp	35sp	4gp	13gp	13gp
Bronze Plate Mail	400gp	40gp	N/A	N/A	100gp	100gp
Scale Mail	120gp	12gp	6gp	6gp	21gp	21gp
Banded Mail	200gp	20gp	10gp	10gp	35gp	35gp
Ring Mail	100gp	10gp	5gp	5gp	175sp	175sp
Splint Mail	80gp	8gp	4gp	4gp	16gp	16gp
Brigandine	120gp	12gp	6gp	6gp	21gp	21gp
Studded Leather	20gp	2gp	1gp	1gp	3gp	3gp
Leather	10gp	1gp	5sp	5sp	18sp	17sp
Hide	15gp	15sp	7sp	8sp	25sp	25sp
Padded	4gp	4sp	2sp	2sp	7sp	7sp

	Upper Vambraces*	Lower Vambraces*	Gauntlets*	Tassets*	Cuisse*	Greaves*	Sabatons*
Full Plate	320gp+	320gp+	160gp+	200gp+	320gp+	320gp+	160gp+
Field Plate	160gp	160gp	80gp	100gp	160gp	160gp	80gp
Plate Mail	48gp	48gp	24gp	40gp	48gp	48gp	24gp
Chain Mail	6gp	6gp	3gp	4gp	6gp	6gp	3gp
Bronze Plate Mail	N/A	60gp	N/A	40GP	N/A	60	N/A
Scale Mail	96sp	96sp	48sp	6gp	96sp	96sp	48sp
Banded Mail	16gp	16gp	8gp	10gp	16gp	16gp	8gp
Ring Mail	8gp	8gp	4gp	5gp	8gp	8gp	4gp
Splint Mail	64sp	64sp	32sp	4gp	64sp	64sp	32sp
Brigandine	96sp	96sp	48sp	6gp	96sp	96sp	48sp
Studded Leather	16sp	16sp	8sp	2gp	6sp	16sp	8sp
Leather	8sp	8sp	4sp	5sp	8sp	8sp	4sp
Hide	12sp	12sp	6sp	1gp	12sp	12sp	6sp
Padded	32cp	32cp	16cp	2sp	32cp	32cp	16cp

(Note) The plus indicates the very base price for the armor, Full Plate is extremely expensive and rare and tends to be tailored to the individual, and therefore its price must be negotiated and will never be below this amount.

Those marked with \*are sold in Pairs

Prices are listed for armor crafted by an Apprentice armorer

Shields	Cost
Body Shield*	10gp
Buckler*	1gp
Medium Shield*	7gp



Small Shield*	3gp
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\* Shields can block any normal attack provided that it is struck and not the body/appendages of the target.

## **Barding**

The Barding listed and prices are based for a horse, barding is available for other mounts however pricing should be discussed with Admin if needed for the initial play.

Item	Cost
Chain	500gp
Full plate	2000gp
Full scale	1000gp
Half Brigadine	500gp
Half padded	100gp
Half scale	500gp
Leather or padded	150gp

## **Alchemists Gear**

\*\*\*Note prices denoted with a "+" indicates that the cost may increase in regards to varying sizes and styles of the item, the price shown is for the most basic and smallest size of the object.

Item	Price
Alchemists Globe	150-250gp
Alchemists Gloves	20gp
Analytical Balance	400gp
Athanor	80gp
Bottles	2gp +
Burette	1gp
Cauldron	5gp +
Descensory Furnace	100gp
Distillery	20gp +
Dung Bed	25gp

Item	Price
Filter Paper	1gp/10 sheets
Gas Mask	10gp
Granite Table Top	150gp
Grinder	5gp
Hand Centrifuge	100gp
Heat Bath	75gp
Hour Glass	10gp
Measuring cups/spoons	5gp
Mortar and Pedestal	15gp
Vials	1gp +

## **Dwarven Gear**

Item	Cost	Damage
Bug Light	20gp	
*Mining Helmet	30gp	
*Smelter Small	1000gp	
*Smelter Medium	2000gp	
*Smelter Large	5000gp	
2 Handed Battle Axe	10gp	10
Elbow Spike	1gp	4
Glove Nail	2gp	5
Head Spike	10gp	6
Knee Spike	3gp	4



Warhammer	10gp	10
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\*Though these items are listed as Dwarven gear, any of the Species may use versions of them (In particular smelters where any being that works with metals will have such) however these items are most particularly known by and favored by Dwarves.

## Gnomish Gear

Item	Cost	Damage
Repeating Crossbow (Hand)		
Repeating Crossbow (Light)		
Repeating Crossbow (Heavy)		
Mechanical Time Piece		

## Medical Gear

Item	Cost
Bandages	
Small (per 10)	1cp
Medium (per 5)	1cp
Large	1cp
Bone Saw	5gp
Clamps	
Crutches	
Drill	3gp
Drip Bags	
Leeches	
Listening Cone	
Plaster	
Pure Alcohol	

Item	Cost
Slings	
Splints	
Sponges	
Stretcher	
Surgical Bag	
Surgical Knives	
Surgical table	
Surgical Tent	
Surgical Mask	
Syringe	
Tourniquet	
Tweezers	1sp



## Priestly Equipment and Items

Item	Cost
Blessed Candles	
Ceremonial Robes	
Holy Symbol	
Holy Water	
Incense	
Sacramental Wine	
Scriptures	
Vestments	

## Thieves Equipment

Here is a list of equipment useful for those who follow the thieves' path, please note that many of these items are highly illegal for the average person to have in their possession. Those who openly carry such may be subject to arrest by local Law enforcement. Vendors that sell such items will typically caution the buyer that

they will not be held accountable for the use of such items and as far as they are concerned “We never met, I never sold any such item to you.”

Item	Cost
(Lock) Chisel (set of 3)	2gp
Arm Sling	3cp
Arrow Major Grapple	10gp
Arrow Minor Grapple	10gp
Arrow Stone Biter	1gp
Arrow Stone Biter (Adamantine)	7gp
Arrow Wood Biter	8sp
Biased Dice Ivory (4)	20gp
Biased Dice Bone (4)	5gp
Blade Boots	15gp
Caltrops (10)	3gp
Charcoal Bundle	2cp
Clawed Gloves	20gp
Clawed Overshoes	20gp
Climbing Dagger	5gp
Climbing Spikes (10)	5sp
Crow Bar	6sp
DarkSuit	30gp

Item	Cost
Death Knife	12gp
False Scabbard	12gp
Folding Bow	45gp
Footpad's Boots	8gp
Funnel, (small)	3cp
Glass-Cutter (handled)	120gp
Grappling Iron Arrow	3gp
Hacksaw	3gp
Hacksaw Blades	6sp
Hand Lamp (with silvered Mirror)	10gp
Hand-Warming Lamp	2sp
Hollow Boots	15gp
Housebreakers Harness	25gp
Key making Set	60gp
Leather Straps (pair)	3sp
Limewood (as bark strips 10)	3cp
Listening Cone (Brass)	2gp
Marbles (30)	2cp

Item	Cost
Marked Cards (Deck)	5gp
Metal File	5sp
Mini-Blade	5cp
Pin Ring (Iron)	2gp
Pin Ring (Silver)	10gp
Plant Dye	2gp
Razor Ring (Iron)	2gp
Razor Ring (Silver)	10gp
Sharkskin (per sq ft)	12gp
Silenced Armor (non-magical)	750gp
Skeleton Key	Varies
Sword Stick	25gp
Tar Paper	1sp
Thieves Picks	30gp
Water Shoes	5Gp
Wax (Block)	3cp
Wire Cutters	1gp
Woodland Suit	35gp
Wrist Sheath	3sp

## Item Descriptions

### Armor

The list below includes descriptions of the most well-known armors, in order of the most to least protective of such (also the most expensive to the least) As a side note, we are not historians and though we did some research on those listed this is NOT a complete list NOR will we state that it is accurate however it is the listings and description as we see such in the Realm of Dracanus, We are more than willing to add to this list and make corrections if information is given to us.

**Full Plate** - was the top of the Line, protection, the metal was thick and well padded, typically worn over top of layers of Padding and chainmail the Knight that wore this was pretty much fully protected with the exception of the eye slit in the helmets visor. Down side is the stuff was expensive as all hell, it was HEAVY as all hell, required help to put on, and restricted mobility greatly, this armor was for those Mounted, and even then, the warrior would only wear it for a few hours before needing to remove it. This typically was only used during Tournaments, and the knights in question would have them further embellished and stylized to show off their personal wealth, prestige and honour (peacocking), (edited)

**Field Plate** - is the Next best, designed of interlocking Metal plates custom fit to the warrior, it was intended for use by knights/warriors to fight typically mounted but allowed better mobility so it the knight had to fight on foot they could with out to much hindrance. This armor would be worn with padding beneath to cushion the impact of blows on the metal and chainmail to protect the exposed joints.

**PlateMail** – This is the most common form of heavy armor made with a combination of Chain or Brigandine with full metal parts such as the cuirass, gorget, pauldrons, elbow guards, gauntlets, tassets and greaves, the weight would be distributed evenly over the body and held together by leather straps.

**Chain mail** - True chainmail were interlocked riveted rings that covered the body, Head, Chest, Arms, Legs could all be enveloped, it was flexible, and very versatile, typically worn over padding and often under heavier armor's. There are many variations on Chainmail that increases or decreases the size of the links as well as using butted instead of riveted links.

**Brigandine** – This armor is crafted from small metal plates sewn or riveted to a backing of leather or cloth and covered by an outer layer of cloth it is rather stiff and does not provide adequate protection particularly in the joints where plates are widely spaced or left out to allow for mobility of the wearer.

**Bronze Plate Mail** - This is a throwback to the Roman Empire before Steel became the primary metal, it was typically worn by the officers due to its expense and consisted of a Bronze Curriase Sculpted to look like a muscular Chest, it would be worn with a leather Skirt/Kirtle, Greives and Vambraces as well as a Helm. Soldiers under the command of a particular officer would have Leather armor that matched though not as decorated as that of the officers.

**ScaleMail** - This is really cool looking armor, and made using the same principals as Chainmail, this armor was made up of interlocking scales made out of Leather or metal (the material would definitely affect the defensive capability), The size of the scales could Varied in size and shape depending on the artistic design of the crafter, but in most cases it they would be uniform simply because it was easier for the smith to stamp out the pieces rather than craft each separately. Supposedly there was a version of this made from Coins (however can't find the actual reference anywhere, think it was one of the Henry's that had it made just to show off wealth)

**Banded Mail** – This armor consisted of metal rings with leather woven between them to link them all together, it resembled chainmail to a lesser degree as the individual rings were not linked together except by the leather cord historians have no conclusive proof as to whether this armor truly existed.

**RingMail** - This armor consisted of metal rings sewn onto a leather backing it was slightly stronger than leather armor, but not as effective as actual chainmail.

**Splint Mail** - this armor consisted of Metal strips sewn onto a Leather or padded backing, More often than not it was used more for appendages then it was for the main body as the lengths of metal would hinder mobility. There are forms also where the strips are made out of other materials such as Bone, or Wood, instead of the metal strips.

**Studded Leather** - This was the typical Leather armor that had been boiled in Oil and had many metal studs closely riveted into it in order to reinforce and strengthen its defensive capabilities.

**Leather Armor** - this is treated and tanned leather that has been boiled in oil, shaped to conform to the warriors body and reinforced with softer leathers for comfort.

**Hide Armor** - typically made out of the thick leather hide of creatures like Elephants, and Rino's (in those parts of the world) or by layering the pelts and hides of other animals together. This Armor tended to be a lot more makeshift worn by primitive or barbaric people or Fur and Game hunters. More often than not these were untreated and tended to rot and or become infested with lice and flea's.

**Padded Armor** - Typically thick pieces of cloth that have been quilted together (with wool or cotton between the layers) Intended to be worn under the other armors to prevent scratches and chaffing as well as to cushion the blows that struck the heavier armors. This form of Armor had little if any true defensive capabilities; though it could be enhanced by adding leather Pieces or metal studs/strips. It's quite possible that other armors were created because a warrior/soldier decided to just add pieces to the padding rather than purchase the better defensive armors.

## **Dwarven Gear**

**Smelters** - A smelter is a hot furnace used to separate metal from ore-bearing rock. The furnace is super-heated by forcing air from a bellows often operated by two or more persons, through burning coal. Ore is fed into the smelter in iron buckets moving along a chain which tows the buckets along a rail and dumps the contents into the furnace.

The ore is heated to the metals melting temperature (which is below the rocks). Water or acid are occasionally added to enhance the process. The molten metal runs out from the base of the smelter into molds or troughs known as “pigs,” hence the term pig iron. The pigs are sold to blacksmiths, weapons smiths and armorers to produce metal goods, weapons and armor. Smelters can also be used to make alloys such as steel and bronze by combining two metals during the smelting process.

The amount of ore that can be processed is more dependent on the size of the smelter rather than by the work rate of the persons work rate. A small smelter can only process as much as it can hold regardless of how many or how fast those employing it are.

Given the Size of even a small smelter they are not very portable, however even smaller versions of smelters may be allowed though they will produce a lot less materials.

\*\*\*\*Note the following weapons will only be permitted if they pass safety requirements set by Admin as well as a demonstration of the person using them that they can be effectively used without causing injury or damages to other persons or items, because of they are close combat items they are subject to a much more rigorous check then many of the other weapons listed.

**Head Spike** - This unusual weapon favored by Dwarven Berserkers (also known as Dwarven Battle Ragers) consists of an Iron Helmet with a large (1-2 foot) spike on the top. A fighter will employ this weapon while charging, Running bent forward, he attempts to spear his opponent to impale them on the spike.

**Knee and Elbow Spikes** - These are spiked guards (approximately 1 foot long) used in close combat to elbow and knee opponents, because of their lengths they tend are easily recognized as weapons. The main advantage of these is in close quarters where the combatant can get up tight with the opponent and because the spikes are a part of the armor they are impossible to disarm (without magical intervention).

**Glove Nail** - This gauntlet is constructed of Iron or steel with a large spike (1-2 foot long) protruding from its face and is usually worn on both hands. A pair is usually used for punching/piercing opponents but with the blade being double edge can be used for slashing as well. The disadvantage is that the user is loses any ability to grasp or manipulate anything with their hands while wearing the Glove Nails.

## **Thieves' Gear**

**Arm Sling** - This is simply a cloth sling; the thief wears it to appear as if he has a broken or injured arm, and speedily withdraws his hand from the sling for the pocket-picking attempt. This actually reduces the chances of picking pockets by 5 %, but the payoff that the chances for being discovered means discovery). This reflects the fact that people simply do not expect to see a man with a broken arm picking pockets and the expectation determines the perception. The use of this unusual strategy is only useful-but it's really useful here-when the priority is not to be discovered, rather than to be sure of success. A thief working in a city where he is not a guild member, or one where legal penalties for picking pockets are very harsh, might favor the use of this ruse. A thief obviously cannot use this ruse for an extended period of time in the same place (save possibly by posing as a beggar). There is a limit to how long an arm can plausibly need for healing after all.

**Mini-Blade** -This is the generic term for a very small (and usually very sharp) blade which can be held (with care) between the fingers or in the “edge of the hand”. A very sharp coin edge filed down can be used in this way and has the advantage of being readily available. A more sophisticated (and rarer) version is the razor ring, a hollow signet ring with a flip-top and a very sharp blade within. The mini-blade is used to cut a soft

container-most obviously a purse or pouch so that the thief can get at what's inside it. It is the most effective technique for getting at coins, gems, etc., inside a purse withdrawn and tied strings. With a mini-blade the thief only has to make a quick concealed move to slit a hole in the container and have the items fall into their hands.

**Lock picks** - This basic kit is essential for any thief needing to pick a lock. They are usually short lengths of rigid wire and flat, narrow plates of iron or steel, especially designed and made for dealing with locks, there will be a dozen or so to a set.

They will be supplied either on a ring (like keys) or in a cloth or leather wallet which unrolls. These items will never be freely available on the open market.

### **Improvised Lock picks**

Lock picks are made for the job, but it is possible for a resourceful thief to improvise a lock pick from a length of wire, a hairpin or hat pin, or some similar ready-to-hand item. Obviously, this will never be anywhere as good as the specially-crafted item, but it's better than nothing. Those using an Improvised Pick are subject to success or failure at the Marshal/Admin's discretion who may dictate the results as they deem fit.

**Chisels** - A thief may attempt to force a lock open with a lock chisel and a small hammer. This is not really a highly skilled activity. Obviously, forcing a lock is a noisy activity and any hope of subtlety and surprise evaporates with the first blow. Most true thieves will only use this method as a last resort when faced with a lock that is beyond their ability to pick or when speed is more desirable than stealth.

**Cutters, Files and Hacksaws** - These instruments may have to be resorted to if a thief cannot pick a lock, but thinks he has the time to try these desperately slow methods for bypassing the lock. With a file or hacksaw blade the thief can try to saw through the lock apparatus; a pair of small wire cutters may also be useful for disabling some part of the internal mechanism. Usually, only reasonably small locks can be cut through in this way. It may also be possible for the thief to cut around a lock with a hacksaw blade. Again, use of such instruments is often fairly noisy (although nowhere near as noisy as using a lock chisel). The main drawback to cutting through or around locks is that it takes a very, very long time. However, in most cases the attempt will be certain to succeed, unless there are special circumstances. e.g., the thief has only one small rust file and the lock is a huge combination lock device!

**Magnifying Glass Lens** - Typically a Thief will use such an item to inspect the lock, in order to take note of its inner workings.

**Oil and Funnel** - Some locks may grow rusty with age and disuse, and be harder to pick than new locks of the same quality of make would be. Seasoned thieves know only too well that the locks of doors in dungeons are all too often of this sort. (Marshall/Admin may determine increased difficulty for such as they deem appropriate) oil applied to their insides, usually with the use of a long-necked funnel (and maybe with a short length of rubber tubing on the end of that) The use of the Oil on Rusty hinges, clasps and other moving metal parts can ensure that they open silently (though some caution is still required on the thieves' part).

**Footpads** - These useful equipment items have even had a type of rubber named after them. Footpads can be improvised from rags or cloth tied to the feet, or built into footwear-the latter obviously negates any risk of cloth falling off! Footpads are not considered standard equipment worn by the thief because of the disadvantage they have (being the foot pads have no grip on most surfaces and the thief risks slips and falls) Their advantage is that that they increase the silence and stealth of the wearer allowing them to move without telltale footsteps sounds



**Silenced Armor** - This is special armor that has been specially crafted with additional layers of cloth and padding to muffle it allowing the thief to be able to move silently but still will be armored. The price listed is the cost of adding the muffling to any sort of Armor (up to Chain mail). The padding has the advantage of allowing a thief to be armored and still move with some stealth as the padding covers most moving parts that rub or jangle. The disadvantage is that the armor is typically heavier and takes longer to put on.

**Strapping** - A thief may use lengths of strapping-usually of stiff, hardened leather-to improve his chances of moving silently if these would otherwise be reduced by such factors as squeaky floorboards (but not otherwise). These straps will usually be 30 to 36 inches or so in length, and they help distribute the thief's weight over a wider area. Their use negates sounds from squeaky floorboards, but the thief has to pick up the strips and move them before him as he walks along. This reduces his movement rate to only one-half of that which normally applies for attempting to move silently-i.e., one-sixth of normal walking move rate

**Camouflage Clothing** - There may be exceptional variants on this-for example, if a thief knows that he needs to hide in shadows amongst the crimson curtains of a lady's boudoir he might use a crimson set of clothing. Apart from such singular special cases, there are two general types of camouflage clothing the thief will find useful in various situations.

**Darksuit:** This comprises black or very deep blue clothes, usually fairly voluminous robes or what might be termed a "utility suit" such clothing will usually be lightweight so it can be carried about easily, and worn under normal clothing if needs be. It will always include significant facial covering.

**Woodland Suit:** This has a similar basic design to a darksuit but is made of light clothing dyed in irregular patterns of greens and browns.

**Charcoal** - Even wearing a darksuit, the glint of moonlight on a pallid white face can give a thief away. Blacking up the face (and neck) with charcoal to help them hide in shadows chance for concealment in shadows, dim light, etc. Burnt cork and soot are alternatives. The thief should not forget to blacken the backs of his hands either!

**Plant Dyes** - Analogous to the use of charcoal in dim lighting, a thief can use plant dyes (crushed leaves, berries, certain oily barks, etc.) to disguise his exposed face and hands. Such plant materials are usually rather sticky and smelly, however!

**Listening Cones** - The simplest versions of this item are cones of bronze or brass or some similar material, with the wide end placed against the surface through which the thief wishes to hear and the narrow end placed against his ear. Such listening cones Admin may allow a thief to improvise such an item from the humble wine glass. As noted, with such a hollow cone it is wise to use mesh over the broad end to exclude ear seekers! If such an item is used for a combination lock (listening for tumblers falling to assist the open locks roll), the thief may well need a special miniaturized cone to assist him. The proto-stethoscope may be born here. . .

**Clawed Gloves and Shoes** - Clawed gloves Also known as Tiger claws are a pair of metal claws gripped in the hand to aid in climbing. Clawed overshoes, similar in design to clawed gloves, also existed (although they are a lot less common). The overshoes are slipped over the thief's normal footwear. The thief uses these clawed items for extra grip on small nooks and crannies of whatever surface he is climbing, Clawed gloves can be used as a melee Weapon skill is required for their use. A successful hit inflicts 1 additional point of damage to what normally delivered by a fist blow. Clawed overshoes may similarly be used as a weapon, adding damage to a kick attack.

**Climbing Daggers** - Daggers have been used to aid climbing by thieves for generations, so it is to be expected that a more specialized form has been developed for this task. Climbing daggers have relatively short blades (some 6 to 8 inches long) which are stiff, strong, flat, and very sharp. This allows the dagger to be inserted into wood or between bricks with greater ease than an ordinary dagger. They can be used in all surfaces other than very smooth ones; the handle is also flat and quite broad, and usually bound with leather strips or thick string to give the hands a good grip, or even to allow feet easy purchase when the dagger is used as a step. Also, in place of a normal pommel is a broad, smooth iron ring. This allows a rope to pass through, or it can be attached to one of the straps of a housebreaker's harness (see Miscellaneous equipment, below).

**Grapples** - Grappling Irons are relatively heavy iron tools with three or four separate hooks branching from the end. The tool is attached to a length of rope for climbing. The hook is designed to be thrown and catch on protrusions and thus support the rope and climber(s). The thief may throw the grappling iron vertically as high as their strength will allow them to. Throwing a grapple does take time and can be rather noisy especially if several attempts are made before the hook catches hold.

**Special Function Arrows** - Throwing grapples is by no means the most efficient way of attaching a rope to a wall, battlement or similar structure. Greater range is ensured by the use of arrows, and many special arrowheads have been developed to help the thief's chances with such operations. Two distinct methods are used with special function arrows. The first is known as the one-rope method. The rope is simply affixed to the arrow, and thief merely climbs directly up the rope. This method is simple, but the rope attached must be strong enough to bear the thief's weight, and this considerably reduces the effective range of the bow and less likely for the shot to find a strong purchase. The second method is the two-rope method. Here, a light string is threaded through a loop attached to the arrow, and both ends of the string are kept by the thief. The string is light enough not to affect the flight of the arrow. When the arrow has struck the target, a stout rope is attached to one end of the string and the string pulled through to play out the rope, thread it through the loop, and extend it fully in place of the string. This method is obviously more time consuming than the one-rope method; it takes one round to play out 20 feet of rope in this manner. Twice the length of rope is needed, of course, since the rope goes from the thief to the target and back. However, this method is more likely to obtain a firm fixing of the arrow into the target. Either of these two methods can be used with any of the special function arrows below, with the single exception stated.

- **Wood Biter:** This has a broad, flat head with backward-facing barbs. It is specifically designed to give a good grip when shot into wooden surfaces.
- **Stone Biter:** The stone biter has a narrow, heavy head of metal, with small ridges rather than barbs. Careful craftsmanship is needed to produce these arrows, with high-quality metal being used and the arrow sharpened to the greatest possible extent. It is designed to give a grip when shot into stone, but will only work on relatively soft stone such as sandstone or brick.
- **Stone Biter (Adamantine):** This is as the above arrow; save that adamantite is used in its manufacture. This makes the arrow capable of biting into all but the hardest stone surfaces, but also makes it extremely expensive.
- **Minor Grapple:** This has a small, three-pointed grappling hook as its head, perhaps some 3 inches in total width. This is usually shot through a window, over a palisade, etc., in much the same way as a conventional grappling iron is thrown.
- **Major Grapple:** Is a far more complex piece of apparatus than the minor grapple, and because of its method of use it can only be employed with the one-rope method (see above). The head of this arrow at first appears to be a fairly long arrowhead of normal width. Its true function is shown only when fired. The rope must be securely fixed at one end by the thief, and as the major grapple arrow closes in on its target and reaches as far as the rope will allow, the sudden tension pulls at the head of the arrow, which opens out into a large three-pointed grappling hook. This is some 6 to 8 inches in width, fully the equal of most ordinary grappling

irons. The major grapple has better aerodynamics than the minor grapple and a better chance of gripping, but a considerably reduced range.

**Spikes and Line** - To be effective, climbing spikes need to be used to tether with a line. Hammering in a spike a small hammer; spikes cannot usually be hammered into very smooth surfaces or they will not take, etc.), with the exception of an ice wall (where spikes offer the only hope of climbing safely). Hammering spikes into surfaces can usually be heard a long way away-even up to a mile in silent, windless, outdoor conditions.

Usually spikes are used as an insurance policy against falls. If a character hammers in a spike, ropes himself to it, climbs 20 feet above this with the rope tied to his waist, and falls he will only fall 40 feet (20 feet down to the spike and a further 20 feet taking up the slack of the rope. A spike used to arrest a fall in this way has a chance of coming loose, though!

## Miscellaneous Equipment

Many more equipment items are detailed here, which may be used by thieves going about their business. Virtually none of these are restricted to usage only by thieves, however, as before, thieves are the most likely characters to use them and to know where to find those that aren't legally available. The miscellaneous items have been grouped into various categories depending on their main application. The listing is just for convenience; however some items have several potential uses, so the list is worth perusing carefully.

**Crowbar** - This is a simple all-purpose tool which can be used for forcing windows opening, levering open chests with locks which refuse to be picked and for similar purposes. It can also be used as a makeshift club (provided you're using a battle safe rep not a real crowbar)

**Glass Cutter** - This very simple instrument is usually a small diamond set into a suitable handle or even one set into a ring. The diamond must be cut to a fine point, and if used in a ring a hinged top should be used to protect the gem. Such a tool will cut through glass fairly quickly an entry through a window is always superior in principle to attempting to force a door, since windows cannot be as physically tough as doors and are less likely to be locked, a glass cutter is highly useful. The efficiency of the item is considerably increased if used together with Tar Paper (see below).

**Housebreaker's Harness** - This is a vital piece of equipment for the serious cat-burglar or housebreaker. Known in Thieves' Cant (a language derived by thieves using slang words) as a "spider", it is made of linked leather straps, one around each thigh, one running around the waist, and one over each shoulder. The straps link together to form a tight harness, which can be worn over clothing or light armors (leather, chainmail shirt etc.). Attached to the harness are up to eight or more straps of varying lengths up to 2 feet. At the ends of these straps are small metal rings upon which many different devices can be affixed: tools can be hung, climbing daggers fixed, and suchlike. The principle uses of the harness are as follows. (i) The thief is climbing a wall using a rope; the rope can be run through one or more of the rings of the harness removing any chance of falling from letting go of the rope. (ii) Once the thief has reached the point where he hopes to affect a break in, two of the straps can be fixed to either side of him (usually with climbing daggers or perhaps with wedges in a window frame, etc.). This provides the thief with a firm base and allows him the free use of his hands to open a lock, cut glass, check for traps, and many other actions. Imaginative thieves will be able to think up many other uses for this handy and versatile piece of equipment.

**Key Making Set** - This expensive item allows a thief to make duplicates of keys he holds in his possession or from impressions of keys made using a wax pad (available as a separate item: *see* below). The key making set is a number of molds, files, small blades, metal-working instruments and the like. It also uses a small oil-

burning apparatus for softening and molding metal, *so* its use is usually restricted to a safe, secure lair where the thief will not be disturbed. Duplicating a key takes several hours, depending on the size and intricacy of the original. A skeleton key (see below) cannot be duplicated with a key making set. The key making set permits the manufacture of poor-to fair-quality soft metal replicas of keys, which are rough in appearance and do not resemble the work of a professional. However, the duplicate key will open the same locks as the original if the thief is careful and remembers that the forged key is not as strong as the original. If the Key making set is used by a professional Locksmith, they can create a duplicate key that is just as good as the original.

**Limewood Strips** - These are strips of wood, usually around 4 to 6 inches long and an inch or so high, and very thin. They are also very tough, however, being made of very resilient wood (like limewood, although other, similar woods can be used) and often coated on one or both sides with a very thin coat of toughening I varnish. Limewood strips are slipped between a door and its door frame so that the thief can raise a latch on the other side of the door and open it normally (possibly after picking a lock). A normal latch can be opened, but a bar is too strong for a limewood strip to lift.

**Sharkskin** - Sharkskin is made from thick cloth, into which *are sewn* hundreds of tiny curved and barbed hooks, rather like miniature fishing hooks. These hooks are very sharply curved, and *are* sewn with the hooks lying in the same direction. Thus, when stroked in one direction the cloth feels perfectly smooth but in the other it grips tightly and even tears skin or cloth. Sharkskin is *so* called, fairly obviously, because it resembles the skin of a shark, which is coated in hooked scales. Sharkskin can be used as a form of hanging board: a square of the material can be affixed to a surface with hooks pointing downward can be used to keep tools and such in place. Items can simply be pressed down on the surface of the sharkskin, and they will effectively stick to it. This is most useful for a thief climbing a wall and has utility in other circumstances. Sharkskin-coated gloves can be used to assist in climbing walls, in which case they can be treated as clawed gloves (see above) in all respects.

**Skeleton Key** - These keys are only permitted at the approval of Admin. The Skeleton Key acts as a “Master Key” for all locks of a similar type, size area, etc. If Admin gives permission for a player to have such a key they will inform the person to the nature of this key.

**Tar Paper** - This is simply any kind of heavy paper or (more usually) cloth which has been soaked in tar, honey, treacle, or anything suitably sticky. The thief usually uses it by slapping it on a window before breaking the glass in a window-pane. The sticky surface keeps all the fragments together as the glass breaks. Noise is considerably reduced, both from cushioning the impact of a hammer on glass and by preventing broken glass from scattering all over the floor beyond the window. If there is someone within fairly close listening distance Marshal or Admin may decide as to whether or not they hear the breakage. Tar paper can also be used with glass cutter (see above), being affixed to the center of the area of glass to be cut out, *so* that it can be simply pulled when the cutter has done its work.

**Wax Pad** - This is a small block of wax usually kept in a rigid container to keep it in one piece-the equivalent of a large snuff-box will do nicely. The thief uses the wax to record the impression of a key he wants to have duplicated later. Obviously, the thief can only do this if he has access to a key, at least for a short time, and if he doesn't wish to take a chance on borrowing the key for a while. From the wax impression, the thief *can* have a locksmith make a duplicate of the original key, or attempt to make one himself using a key making set, if he has one. With very soft wax, which may need heat-softening on the spot, the thief may even be able to make a wax impression of such items as heavy seals, which may be capable of being duplicated later-but an expert will be needed for this kind of duplication/forgery

## **Evasion Gear**

Thieves often have reason to evade detection or pursuit. Some of their skills (hiding in shadows, moving silently) *are* tailored toward this end. Equipment detailed here includes further aids to evasion, items to assist in avoiding detection, and even an item or two to enable the thief to whistle innocently if he is found and apprehended at the scene of the crime.

**Caltrops** - These actually come in different shapes and sizes but the basic form is that of a metal ball with four to six spikes or prongs set in to it. When a caltrop is thrown to the ground it lands with one spike standing more or less upright. A thief may throw small caltrops to the ground to slow down pursuers. (Caltrops cannot be used as missile weapons however. The effect of caltrops depends on how many are thrown down by the thief. The base number is 10 thrown down in an area of 25 square feet. Anyone entering the area must slow to a careful walk or risk being impaled on one of the caltrops suffering 1 point of damage and effectively injured in a manner that reduces them to a limp. (\*\*\*)Note persons wearing Iron shod boots or similar protective footwear are immune unless the caltrops are designed to pierce such)

**Hand Lamp** - This is usually a small metal pot about the size of a night-light candle. It has a hinged flip-up lid with a mirror on the inside; a silver mirror is often used, *so* the item is not cheap. The mirror directs the light, and the lid also works as a snuffer when closed. The lamp provides enough light for the thief to work by (e.g., when trying to pick a lock in a dark place), while not shedding enough to give the thief away (hopefully). Certainly, the dim, focused light is unlikely to be visible at all further than some 20 feet from the thief, and even within this range it is very, very dim.

**Hollow Boots** - These come in various forms, but a common design is one with swiveling heels. The heel of the boot is grasped and twisted firmly toward the inside surface. The heel swivels and reveals a small, hollow compartment within the boot. These compartments are very small, and will typically only hold one gem of moderate size or up to four small ones. The design of the boot is such that there is not an externally visible built-up heel, but nonetheless a thief wearing may not move as quickly and risk damaging anything concealed in the compartment. (Other forms may be created this is merely a prime example of such).

**Marbles** - The use of these is an old chestnut, but perennially popular with thieves, not least because of their effectiveness. A small bag of marbles (a general term for small spheres of glass, metal, etc.) unleashed over a stone floor to roll around forces any pursuers to slow to half normal movement or risk trips and falls. Small stones and pebbles can only be substituted for marbles if they have been polished, filed, etc., *so* that they are almost perfectly round-a time consuming business. \*\*\*\*Safety note DO NOT ACTUALLY SCATTER MARBLES USE PACKETS INSTEAD AND INFORM THE MARSHALL OVERSEEING THE ACTION!

**Death Knife** - This sinister instrument can appear to be a bladeless knife, but it is more often disguised as something more innocent such as a case for a comb or spectacles or quill pen, a tool of some sort, etc. The disguise will not fool any close inspection, however. The blade of the knife is within a barrel inside the handle and is spring-loaded. The knife is triggered by pressing a catch on the handle; the blade shoots forward with considerable force. The weapon does the same damage as a normal dagger, although one point of damage is added for a first strike when the blade is triggered. The obvious advantage of the death knife is its capacity for surprise. Since it doesn't look like a weapon until the blade is sprung, a victim can be taken totally off guard by its use. If the target does not realize a blow is coming and he thief manages to get the weapon lose to the body of the victim so that a lunge can be made with it, any strike is treated as a back stab, with standard hit and damage bonuses, given the surprise element. A backstab is not always literally a stab in the back!

An envenomed death knife in the hands of a skilled assassin is an extremely dangerous weapon, however if the blade has not been recently coated with the poison the Marshal may state that due to the blade being

concealed for some time that the it has evaporated/faded off and become either less potent or completely ineffective.

**Folding Bow** - Bows are very useful for thieves, but are very hard to conceal because of their size and shape. The folding bow solves this problem, breaking it down into smaller pieces or allowing it to fold neatly in half, when unstrung, making it much more suitable for carrying and concealing when not in use.

**Pin Ring** - This simple weapon is a ring with a flip-up lid, below which is a needle capable of delivering a dose of poison (or knock-out drug etc.) to the target. The most primitive version of this will have the pin simply sitting in a small reservoir of liquid drug or toxin. Since administration of the poison/drug is rather haphazard here, there is a chance that the pin is not coated and the victim only receives a scratch rather than the effects of the toxin. Regardless the pin must strike exposed flesh, it will not administer the poison through any significant thickness of cloth. A strike to the neck is the time-honored way of making sure the toxin gets into the bloodstream quickly.

**Sword Stick** - This is simply a long, slender, rapier-like blade concealed within what appears to be a simple walking stick or cane. Swashbucklers are particularly fond of this weapon (damage done is equivalent to a short sword). It's primarily useful for sneaking a blade into locations where carrying a sword is prohibited.

**Wrist Sheath** - This small leather sheath is made to hold a knife or dagger, and is strapped to the forearm (beneath the sleeve of a garment) so the weapon can be flipped to the hand by an arm movement and the blade is readied for action. A dexterous thief can work a blade into his hand by arm movements disguised in context of changing posture while sitting in a chair, or similar, seemingly innocuous moves. Again the obvious advantage is that of concealment. Variants on this theme are drop sheaths which are usually sewn into leather jackets or similar articles of clothing. Here, release of the dagger from the sheath can be triggered by mechanical means (pressing a jacket sleeve stud, etc.) or by muscular stimuli triggering pressure pads (tensing the biceps firmly against the fist of the other arm, etc.).

**Blade Pole** - This is a substitute for a polearm, but is not used as a combat weapon. Rather, a small blade is wedged into one end of a pole, and this is used for cutting objects at a distance. The most notable use for the blade pole is in cutting trip wires (e.g., at a distance if the thief is unsure whether traps may be triggered).

**Climbing Pole** - This has to be a stout, strong pole, **10** feet long or so, to be of any real use. It has notches cut into it at regular intervals (approximately every **2** feet) to enable the thief to climb using it. It must be set at a suitable angle against the wall, or else it cannot be employed. Thieves will not often have use for such an item, but it has its uses for dealing with very slippery or smooth surfaces, walls made with broken glass shards in the mortar, and similar unusual cases.

**Hooked Pole** - A strong hook is set into the end of the pole, which has several uses. The first is to yank discovered trip wires, if this is what the thief wishes to do, although a blade pole is usually superior for dealing with such problems. The more common use, though, is to use the hook to catch on objects so they can be retrieved. Depending on the size of the hook, anything from a key ring or small jewelry casket (hooked through the catch) to a rich man's joint of beef can be purloined by the thief. In medieval England, fishing through windows with hooked poles was so common that a subclass of thief who made a living in this way was commonly known and called "the hooker."

**Mirror Pole** - This uses mirrors at both ends of the pole, set at a suitable angle so that the thief can peer, periscope-like, around comers using the instrument.



**Blade Boots** - This exotic title is a catchall for specially modified boots which have concealed blades within them. The blades have to be small, of course; they are usually little bigger than modern-day razor blades. They are usually concealed in secret compartments in the heels of boots (see Hollow Boots above), but slender blades can even be hidden in the soles of boots. Such blades are of little use as weapons, but can be used to slit pouches and purses, to cut ropes, and for similar tasks.

**False Scabbard** - Thieves can employ stout scabbards which are slightly longer than the swords which fit into them, leaving a length of scabbard at the end which is a separate, hollow compartment. Usually, this can be accessed via a sliding panel at the end of the scabbard. This hollow compartment can be used to conceal a great many kinds of things, either to smuggle them in (poisons, dog pepper, blinding powder, etc.) or smuggle them out (gems and such). Some are so well-designed that the compartment can be entered from above or below, so that the thief can use the false scabbard as a snorkel (or, more correctly, as an underwater breathing tube) if he has to stay concealed in the water for any reason.

**Hand Warming Lamp** - This small lamp is oil-burning, with a reservoir of oil and a small wick sunk into an earthenware shell. It is used by the thief to warm his hands, by cupping them around it, if cold would otherwise impair his talents (try picking a lock with frozen fingers in a cold clime!). Virtually no light is produced, the aim simply being to warm the hands. The simplest version of this is a corked earthenware sphere which can be filled with hot oil before the thief sets off on his work, to be drawn from a pocket and held in the hands when needed.

**Marked Cards and Biased Dice** - These are standard trappings for any self-respecting swindler. Using these items are solely in the hands of the player and their “marks” (those they are playing against).

**Loaded Dice:** These are dice specially weighted so as to land on a specific number every time they are rolled. A good swindler will typically have two sets of dice on hand (the weighted die and an unweighted copy) which they switch between so as not to be caught (the thief presents the normal die for inspection by the mark then secretly switches them for the weighted die during the gambling rolls)

**Marked Cards:** These cards have a discreet mark on the back of the card usually hidden within ornate patterns. The Thief using the cards and familiar with the marks is able to see what cards are in their opponent’s hand and what lies on the top of the deck

**Water Shoes** - These belong most correctly in an *Oriental setting and were used by ninja*, but they could exist in any fantasy setting. Water shoes are simply large, wickerwork basketlike devices which are worn over the feet (and come to mid-calf height). The thief balances in an upright position and propels himself across the water with a paddle or oar. Should the wearer over-balance and topple, the baskets will fill with water and effectively weigh them down rendering them more of a hindrance than help.