

Fresh From The Forge

A Rebalanced Weapon System For Old School Play



By L. L. Blumire

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Introduction

Combat is dangerous, and a thing often best avoided if you wish to live a long and happy life. But all heroes—even those who seek to avoid combat—need a weapon, Arthur and Excalibur, Thor and Mjölnir, Cúchulainn and Gáe Bulg, Aragorn and Narsil, Arjuna and his Astras, Muramasa and Muramasa.

In fantasy adventure games, the weapon a hero wields can often be a defining part of their legacy. Be it the blade they wield when first setting out, or the magical weapon of legend they use to vanquish the king of all demons.

In these pages, I'll describe a system that can be used to ensure that the weapon a character uses is a meaningful choice. Of course, magical enhancements might make one weapon a strict upgrade over another, but with these rules the weapon a person chooses to use will be a meaningful decision they have made.

Melee weapons will be broken up by type and class, a melee weapon has one of each. Type indicates function, and class indicates form factor.

The four types of melee weapon are Blades, Axes, Bludgeons, and Simple Weapons. Blades cut with precision; axes cut with brutality; bludgeons are merciful to people but not objects; and simple weapons can be used by those with no formal training.

The four classes of weapon are light, one handed, two handed, and polearm weapons. Light weapons can be thrown and dual wielded; one handed weapons free up a hand for spellcasting or a shield; two handed weapons can be used with greater force; polearm weapons allow more allies to fight side by side.

Combat

How combat actually manifests in the game is likely changed slightly from the procedures presented in your favourite fantasy adventure game. These rules are entirely optional, and if you wish to avoid using them the only real change that you will need to make to the content of this book is to replace combat width effectiveness bonuses to some equivalence in the combat system you chose to run.

These rules also only apply and take effect in the restricted spaces of dungeons, or in large wilderness battles of armies.

Combat Width

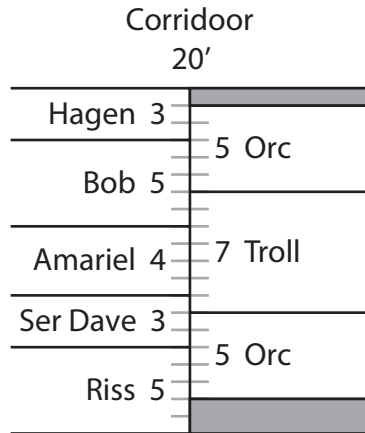
The measure of the number of combatants that can be involved in a melee is called the combat width of the fight. In tight spaces, this will also be the missile combat width before the combat begins, in open spaces—“missiles clear”—ranged combatants will suffer no such restrictions.

Combat width is measured in feet. A standard combatant is combat width 5', with a sword that might fall to 4', with a pike that might fall to 3'.

In Combat

In combat, first determine the width of the combat environment. Each side should then arrange its melee combatants to fill the combat width as they desire.

Place these two orderings next to each other—accounting for width—characters will be able to attack and be attacked by those who are opposite them.



Flanking: If one side does not fill the combat width, and the other side has a higher width than them, any combatant who does not have an adjacent foe may attack the enemy on the closest flank to them and they gain a +1 to their attack and damage rolls against this target.

Characters can take up to their base combat width of 5, regardless of their lowest combat width, such that having a smaller combat width is never made into a disadvantage due to flanking. Thus, even a pikesman (CW 3') can still defend a 5' wide space.

Though only the front rank will be involved in melee, you may wish to specify the orders of back ranks also, so they can fill in for their fallen allies in the front ranks.

If someone dies or retreats: a gap will form in the formation. Unless this gap is filled immediately by someone from a back rank, this provides opportunities for people to attempt to break through and attack spellcasters or missile attackers. The entire flank can choose to fighting withdrawal and reconsolidate to prevent this. Otherwise, anyone opposite the new gap gains a +1 bonus to hit and damage enemies on either side of the gap.

Firing into melee: If characters wish to fire missile attacks into the melee ranks of battle, they will struggle very much to do so without risking hitting their allies. If the enemy's front rank does not fill the combat width fully, then missile attackers can attack it at its sides, or can attempt to make missile attacks at enemy back ranks. If the allies are flanked, then missile attackers can shoot at enemy flankers.

Combat Width: Monsters and Demihumans

The combat width of demihuman classes and monsters can be broadly determined by their height, though it is up to the referee to specify the exact combat width of creatures. Generally, most characters and monsters can simply be assumed to have a base combat width of 5'. Halflings should have a width of four, and large humanoids such as frost giants and clay golems should have a combat width of 6'. In general, if it is not listed on the following table, round up 80% of a creatures height in feet to determine its combat width—though monsters that large are rarely encountered in the tight spaces where these rules matter most.

Race Height	Base CW
less than 2'	3' or less
2–3'	4'
4–6'	5'
7–8'	6'
more than 8'	7' or more

War

Wars are larger scale conflicts, involving many more combatants than just the player characters and their immediate foes. As such, it can be difficult to handle if you were to attempt to resolve it as a full scale battle.

The other important thing to know is that in a war, it is exceptionally unlikely that either side will fight to the death. Morale will break for one side before the other, and they will surrender.

Step 1. Mark the lines

Draft a rudimentary map of the terrain the war is going to take place in. Draw lines roughly 100 yards apart from each other. These will be the lines the battle will be fought along. These will also represent a kind of larger scale 'combat width' for each side. Determine which line the combatants will initially clash on, and what the furthest back each side is willing to be forced is before surrendering.

Some of these lines might be following fortifications such as walls or castle keeps. In this instance, give them a defence rating: 1 for town walls, 2 for castle walls, 3 for city walls.

Step 2. Deploy forces

Each side should deploy their forces up to the maximum combat width available along a line. Any forces that cannot fill the line should be held in reserve and might be used later to fill in the ranks of their allies. Note the total hit dice count of each side, deployed and in reserve.

Step 3. Character combat

Resolve the section of the battle field the player characters are engaging in as a single, smaller scale battle.

Here, player characters might die, or their magic or experience might win the day for them to great effect. The players may cover as much width as they wish, between themselves and retainers.

If they retreat, move to step 4, if they defeat their enemies, they may choose to fight a reinforcement wave from the enemy reserve. In this way they might battle through many reinforcement waves and have a truly impactful effect on the battle.

This should be a battle with terrain that players might interact with, and interesting consequences, as might be done for any normal battle in a dungeon or in the wilderness.

At any time the players wish, they may move to step 4.

Step 4. Reckoning

In the reckoning, the total impact of the battle is determined. If the party retreated in step 3, make this roll twice and take the lower value.

The HDR (hit dice reduction) percentages are taken as a percentage of the hit dice of the opposing force. This amount is then subtracted from the allied force. For example, an opposing force with 100 HD versus an ally force with 75, if the Ally HDR was 25% then 25% of 100 is a 25 hit dice reduction, so the ally total hit dice would fall by 25 to 50.

If a side has been reduced to half their original total forces, they must check morale (with any bonus from their leader) or surrender. Repeat this each time step 4 is reached.

Add all the HD from any waves the party defeated to the final Foe HDR. Add the HD from any retainer or player character deaths from step 3 to the ally HDR.

d20	Ally HDR	Foe HDR
1	20	5
2-7	15	7
8-13	10	10
14-19	7	15
20	5	20

After applying the hit dice reduction and checking morale, move the line in the direction of the side that suffered greater losses as a percentage of their total army size. Go back to step 2.

Step 5. Surrender

If at any point either side surrenders, either due to soldiers failing morale, or due to the side being forced to retreat back from their final line of defence, then each side must meet to negotiate terms. In the rare circumstance that surrender is not an option, the side that will fight to the death may not break morale, and will continue to the last man.

It may reach the point where the party wishes to desert, rather than continue to face death on the battlefield. If this should occur, they may do so as part of any retreat their side makes. This will likely have repercussions for them with whichever faction they are deserting.

MELEE WEAPONS

Axe Type

Axes are a type of top-weighted weapon designed to cut and cleave.

A basic (one-handed) axe deals *d6!* damage, weighs *60 coins*, and costs *7 gold* to buy.

Exploding Damage

Though axes may lack the precision and consistency of swords, they are able to strike with deadly power.

Damage from axes explodes, which is noted as "d#!", this means that if the damage dice for an attack with an axe shows its maximum value, the dice is rolled again and the new damage total added to the previous maximum. This process can repeat itself indefinitely, effectively creating no upper limit on the damage an axe can do.

Shatter Wooden Door

When faced with a wooden door that is locked or stuck, an axe can provide a significant increase to the effectiveness with which it can be bypassed. It thus provides a +1-in-6 (maximum 5-in-6) improvement to forcing open the door, but will leave it in an condition that is not easily repaired. For smaller axes, this will involve cutting enough of the door to shove it open, or smashing around the lock; for larger axes the entire door might be destroyed in a few quick blows.

Polearms (Halberds)

Though halberds may have the form factor of an axe, for the purpose of these rules, their weighting does not vary significantly from that of a pike or glaive, as such a polearm axe is a polearm blade for mechanical purposes.

Throwing

Though light axes can be thrown like most light weapons, larger axes can also be thrown with a missile range of 5'-10'/11'-20'/21'-30'. As missile weapons, the damage from thrown axes does not explode.

In addition to this, a penalty to throwing is inflicted based on the size of the axe.

Class	Penalty
Light	None
One-handed	-2
Two-handed	-4

Dwarven Masters

In spite of their stature, dwarves may wield two handed axes. Holding them higher up the shaft for balance, and utilising the longer shaft for grip.

Light Axes

e.g. hand axes, throwing axes, light axes, tomahawks, hatchetts, hurlbats, franciscas.

Damage	d4!
Cost	5gp
Weight	30cn
Combat width	+0
Throw	10' / 20' / 30' d4 damage
Force door	+1-in-6

One-Handed Axes

e.g. battle axes, logging axes, horse-men's axes, archer's axes.

Damage	d6!
Cost	7gp
Weight	60cn
Combat width	+0
Throw	10' / 20' / 30' -2 to hit d6 damage
Force door	+1-in-6

Two-Handed Axes

e.g. great axes, dane axes, double axes, labrys, crusader axe

Damage	d8!
Cost	10gp
Weight	90cn
Combat width	+1
Throw	10' / 20' / 30' -4 to hit d8 damage
Force door	+1-in-6

Blade Type

Blades are a consistent weapon designed to slash and puncture.

A basic (one-handed) blade deals *d8 damage*, weighs *60 coins*, and costs *10 gold* to buy. Blades reduce the combat width of their wielder by 1'.

Weapon of Prestige

Blades are wielded by the rich and important. When openly carrying a blade, others will recognise you as a person worth respect. The spears of guards, the arming swords of knights, the rapiers of nobles, the cutlass of an accomplished sailor, or the dirk of an adventurer.

If your blade is on display, you gain a +1 bonus to the reaction rolls of NPCs that are intelligent and civilized, such as commoners or allied soldiers, or that would recognise your weapon such as a pirate recognising a cutlass.

Popular Magical Vessels

Mages have enchanted more swords than any other weapons. Funded by knights and kings, a lot of research has gone into efficiently enchanting blades.

Due to this pre-existing body of research, one only needs 75% of the usual magical resources to enchant a sword.

Non-Thrown Light Blades

Blades are one of the most varied types of weapon. It might make sense for a spear to be a light blade that can be thrown, but much less so for a short sword. If it does not make sense for the flavour of a weapon for it to be throwable, then you can simply discard that property of the light blade.

A benefit you can grant instead is the power to lunge and attack things with a narrower stance.

Light blades that cannot be thrown give an additional benefit of reducing the combat width of their wielder by an extra 1' (in total, 2').

Non-Thrown Light Blades

e.g. seaxes, gladii, dirks, shortsword

Damage	d6
--------	----

Cost	7gp
------	-----

Weight	30cn
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Combat width	-2
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Prestige bonus	+1
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Throwable Light Blades

e.g. light spears, falaricas

Damage	d6
--------	----

Cost	7gp
------	-----

Weight	30cn
--------	------

Combat width	-1
--------------	----

Throw	10' / 20' / 30'
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Prestige bonus	+1
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One-Handed Blades

e.g. claymores, sabres, rapiers, hook swords, knightly swords, norman sword, whips, spears, bastard swords

Damage	d8
--------	----

Cost	10gp
------	------

Weight	60cn
--------	------

Combat width	-1
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Prestige bonus	+1
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Two-Handed Blades

e.g. zweihanders, longswords, great swords, scottish claymores

Damage	d10
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Cost	15gp
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Weight	90cn
--------	------

Combat width	+0
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Prestige bonus	+1
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Polearm Blades

e.g. fauchards, glaives, halberds, pikes, tridents

Damage	d8
--------	----

Cost	15gp
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Weight	120cn
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Combat width	-2
--------------	----

Force door	+1
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Bludgeon Type

Bludgeons are a blunt weapon designed to impact with great force.

A basic (one-handed) bludgeon deals *d6 damage*, weighs *30 coins*, and costs *5 gold* to buy.

Shatter Wooden Door

When faced with a wooden door that is locked or stuck, a two-handed bludgeon can provide a significant increase to the effectiveness with which it can be bypassed. It thus provides a +1-in-6 (maximum 5-in-6) improvement to forcing open the door, but will leave it in a condition that is not easily repaired.

Shatter Fragile Enemy

When faced with a fragile enemy such as a skeleton, any bludgeoning weapon has a +1 to hit and a +1 to damage.

Non-Lethal Bludgeoning Strike

It is far easier to strike non lethally with a bludgeon than with other kinds of weapon, while striking non lethally with a bludgeon the weapon will receive a bonus of +1 to hit and +1 to non-lethal damage. It is for this reason they are favoured by clerics, as they enable and encourage mercy.

Light Bludgeons

As a certain amount of weight is required to make a bludgeon effective, light bludgeons are not viable weapons in combat and thus do not exist.

Dwarven Masters

In spite of their stature, dwarves may wield two handed bludgeons. Holding them higher up the shaft for balance, and utilising the longer shaft for grip.

Lances

Lances use the statistics of a polearm, but deal 1d4 damage unmounted, and 1d6×2 damage while charging on a mount.

Two-Handed Exploding Damage

Two-handed bludgeons do not receive the usual increase in dice step of bludgeons, but instead their damage explodes.

One-Handed Bludgeons

e.g. maces, short staves, virges, pernachs, morningstars

Damage	d6
Cost	5gp
Weight	30cn
Combat width	+0
Force door	+1
Shatter enemy	+1

Two-Handed Bludgeons

e.g. mauls, flails, warhammers, great clubs

Damage	d6!
Cost	7gp
Weight	40cn
Combat width	+0
Force door	+1
Shatter enemy	+1

Polearm Bludgeons

e.g. quarterstaves, bo staves, long staves

Damage	d6
Cost	7gp
Weight	60cn
Combat width	-1
Force door	+1
Shatter enemy	+1

Lances

Damage	d4 / d6×2
Cost	7gp
Weight	60cn
Combat width	-1
Force door	+1
Shatter enemy	+1

Simple Type

Simple weapons are by far the most varied of weapons, from pitchforks to staves to clubs to daggers. They are easy to make, and easy to use.

A basic (one-handed) simple weapon deals *d4 damage*, weighs *30 coins*, and costs *4 gold* to buy.

Training Not Required

Anyone can use a simple weapon, no matter how much or little martial training they possess, so long as they have the required number of arms to wield them.

Dual Wielding Without Experience

A character who may only wield simple weapons may not dual wield light simple weapons.

Light Simple Weapons

A character who may wield more than only simple weapons may conceal a light simple weapon on their person, for example a hidden dagger. These weapons will only be found on a 1-in-6 when patting down a person for weapons, and for thieves they will not be found at all unless extensive searches are carried out.

Wizard Staves

A trivial modification can be made to staves by arcane magic users to grant them a +1 to their saves versus magic while wielding a staff they have modified.

Simple Polearms

There is no such thing as a simple polearm, weapons that might seem as polearms such as pitchforks should be classified as two-handed simple weapons instead.

Two-Handed Exploding Damage

Two-handed simple weapons do not receive the usual increase in dice step of bludgeons, but instead their damage explodes.

Light Simple

e.g. daggers, shivs, brass knuckles, gauntlets, kunai, stakes

Damage	d4 no strength bns
Cost	3gp
Weight	10cn
Combat width	+0
Throw	10' / 20' / 30'

One-Handed Simple

e.g. clubs, cudgels, sickles

Damage	d4
Cost	4gp
Weight	30cn
Combat width	+0
Prestige bonus	+1

Two-Handed Simple

e.g. pitchforks, staves

Damage	d4!
Cost	6gp
Weight	40cn
Combat width	+0
(arcane stave)	+1 save vs magic

Light Class

Light weapons weigh extremely little, which greatly improves their maneuverability.

A light weapon reduces the basic damage dice by one step, reduces the cost to 75% (rounded down to the nearest gold), and reduces the weight to 50% (rounded down to the nearest 10 coins).

If this reduction in damage dice would apply to a d4, instead of reducing it to a d2, it should instead remain a d4 but does not add any bonus from strength to its attack rolls or damage.

Thrown Light Weapons

Light weapons with the exception of some blades can be thrown as a missile attack with a range of:

5'–10' / 11'–20' / 21'–30'

Light Simple Weapons

See *Light Simple Weapons*, under *Simple* (page 16.)

Dual Wielding

A character may fight with two light weapons. When fighting like this, they make an attack roll for each weapon and take the higher value to determine whether the attack hits. Even if both weapons roll high enough to hit, the character only hits with the higher rolling weapon. If both values rolled are the same, and both would hit, then both weapons hit (but the bonus to melee damage from strength is only added once).

This may at first seem incredibly powerful, but consider that not only is the character giving up the use of a shield or a free hand, light weapons deal reduced damage than one-handed weapons, and thus the weapon damage is likely only d4 or d6, compared with the d10 of using both hands for a single weapon.

Non Thrown-Light Blades

See *Non Thrown-Light Blades*, under *Blades* (page 12.)

One-Handed Class

One handed weapons are the basic form of any weapon type. They are versatile and highly functional.

Dual Wielding

It is possible to hold two one-handed weapons, one in each hand. However this does not provide a benefit.

Two-Handed Class

Two handed weapons are heavy, but with a more powerful strike.

A two-handed weapon increases the basic damage dice by one step, increases the cost to 150% (rounded down to the nearest gold), and increases the weight to 150% (rounded down to the nearest 10 coins). Two handed weapons increase the combat width of their wielder by 1'.

Exploding Damage

Two handed bludgeons and two handed simple weapons do not receive the usual damage dice increase, and instead their damage explodes.

Polearm Class

Polearms are long and allow for striking over the heads of your allies.

A polearm retains the basic damage dice, increases the cost to 150% (rounded down to the nearest gold), and increases the weight to 200%. Polearm weapons reduce the combat width of their wielder by 1'.

Longer Reach

Due to their longer reach, when stretching out with a polearm a person can interact with objects from up to 10 feet away.

In combat, this is represented by the combat width reduction.

Brace

Polearm weapons may be braced to deal double damage against a charging foe. Charge attacks must be declared at the same time as spell casting or retreating. Then, if the character wins initiative versus the charger, they may brace and will then both hit automatically and deal double damage to the charging foe immediately before the foe would deal damage to them. If the charging foe dies from this braced attack, then they do not deal damage.

MISSILE WEAPONS

Bows & Arrows

Bows are powerful projectile weapons that fire arrows with deadly accuracy. They are differentiated primarily by their draw weight.

All bows require two hands to wield, one to hold the bow, and the other to notch and fire the arrow.

Arrow projectiles, regardless of bow weight, deal *d6 damage*.

Arrows

20 arrows can be purchased in a bundle for *5 gold*. Two arrows weigh *1 coin*.

Quivers

A quiver can hold up to 20 arrows or bolts, and weighs *10 coins*. It can be purchased for *1 gold*.

Shortbows

Shortbows weigh *20 coins*, and cost *25 gold* to buy. They have a range of:

5'-50' / 51'-100' / 101'-150'.

Bows

Bows weigh *30 coins*, and cost *30 gold* to buy. They have a range of:

5'-60' / 61'-120' / 121'-180'.

Longbows

Longbows weigh *40 coins*, and cost *40 gold* to buy. They have a range of:

5'-70' / 71'-140' / 141'-210'.

Slings & Stones

Slings are a method of propelling a stone over a higher range than could be thrown with one's hands.

Rock projectiles deal *d4 damage*.

Slings and rocks are simple, and can be used by those without any martial training.

Rock Pouch

A rock pouch weighs *10 coins* and costs *1 gold*. It can hold 5 rocks.

Rocks

Are free if available on the ground, weigh *10 coins*, and can be thrown:

5'-10' / 11'-20' / 21'-30'.

Slings

Weigh *10 coin* and cost *2 gold*. They extend the range of a propelled rock to:

5'-30' / 31'-60' / 61'-90'.

Arrows

Damage	d6
Cost	5gp for 20
Weight	1cn per 2

Quivers

Capacity	20 arrows or bolts
Cost	1gp
Weight	10cn

Shortbows

Cost	25gp
Weight	20cn
Missile	50' / 100' / 150'

Bows

Cost	30gp
Weight	30cn
Missile	60' / 120' / 180'

Longbows

Cost	40gp
Weight	40cn
Missile	70' / 140' / 210'

Rocks

Damage	d4
Cost	free from ground
Weight	10cn
Throw	10' / 20' / 30'

Rock Pouches

Capacity	5 rocks
Cost	1gp
Weight	10cn

Slings

Cost	2gp
Weight	10cn
Missile	30' / 60' / 90'

Spear Throwers & Javelins

Spear throwers are designed to enable a person to throw a javelin over a much further distance and with more force than they could with their natural throwing power.

Javelins

A javelin can be purchased for 1 gold, weighs 20 coins, and deals d4 damage when thrown. As a thrown missile weapon, it has a range of:

5'-30' / 31'-60' / 61'-90'

A javelin can be used in melee, as a light melee weapon that does not have the dual wield or lunge property.

Spear Throwers

A spear thrower can be purchased for 20 gold, weighs 20 coins, and a javelin thrown by it deals d6 damage. It has a missile range of:

5'-50' / 51'-100' / 101'-150'

Blowguns & Darts

Blowguns and darts are highly specialised weapons designed to deliver chemicals at range.

Darts

Darts are hollow thrown weapons. They deal no damage, but can deliver effects such as portions and poisons (made by an alchemist, or purchased as described in *Old-School Essentials Advanced Fantasy Genre Rules*).

20 darts can be purchased for 5 gold, and they weigh one coin each. They have a range of:

5'-10' / 11'-20' / 21'-30'.

Blowguns

Blowguns provide a means to send a dart further, and with far greater stealth. They rely on the strength of the users breath, rather than their hands. They are small, and can be easily concealed. If concealed, blowguns will only be found on a 1-in-6 when patting down a person for weapons, and for thieves they will not be found at all unless extensive searches are carried out. They can be purchased for 10 gold, weigh 5 coins, and have a missile range of:

5'-20' / 21'-40' / 41'-60'

Javelins

Damage	d4
Cost	1gp
Weight	20cn
Throw	30' / 60' / 90'

Spear Throwers

Damage	d6
Cost	20gp
Weight	20cn
Missile	50' / 100' / 150'

Dart

Damage	0 (often poison)
Cost	5gp for 20
Weight	—
Throw	10' / 20' / 30'

Blowguns

Cost	10gp
Weight	5cn
Missile	20' / 40' / 60'

Crossbows

Crossbows are a powerful but slow weapon. Requiring ability and time to arm. They cannot be kept in an armed condition while travelling due to the high tensions they are held under. Thus they are primarily useful as siege weapons or as defensive weapons, where they can be armed in response to foreknowledge of an attack.

A crossbow costs 70 gold, weighs 100 coins, and deals 2d6 damage. It has a missing range of:

5'-80' / 81'-160' / 161'-240'

Complex Reloading

A crossbow may be loaded by any martially trained character. This process must be declared at the same time as spells and may be interrupted in a similar fashion. On any round a character declares loading a crossbow, they have a 2-in-6 chance to load it, ready to fire on the next round. Once loaded it may be fired by anyone.

Bolts

20 bolts can be purchased in a bundle for 8 gold, each bolt weighs 5 coins. These may be kept in quivers, see *Bows & Arrows* (page 22)

Muskets (Optional)

Muskets are more primitive and unreliable than crossbows, but inflict deadly harm.

A musket costs 200 gold, and weighs 150 coins. Those shot at by muskets must save versus wands or suffer 3d6 damage if within 200'.

Misfire

A musket has a 1-in-6 chance to misfire each time it is fired. After a misfire it may not fire again until a turn is spent repairing it.

Complex Mechanisms

Muskets require advanced training and experience to maintain, load, aim, and fire. Because of this they may only be used by martially trained characters who, when their bonus to hit with missile weapons is subtracted from their THAC0, have a score of 16 or lower. They also have *Complex Reloading* (see *Crossbows*),

Bullets

1 bullet costs 1 gold, and weighs 2 coins.

Nets

A net (or bolas) costs 10 gold, and weighs 5 coins. A thrown net has a missile range of:

5'-20' / 21'-40' / 41'-60'

A target of moose size or smaller must save versus paralysis or become unable to move or attack. A netted creature may attempt to break free (repeating the save), but if the trapped creature does not have a knife or equivalent cutting implement this must be declared and can be interrupted as if it were a spell. Any magical enhancement on the net acts as a penalty to the save.

Bolts

Cost	8gp for 20
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Weight	5cn each
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Crossbows

Damage	2d6
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Cost	70gp
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Weight	100cn
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Missile	80' / 160' / 240'
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Reload	2-in-6
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Bullets

Cost	1gp
------	-----

Weight	2cn
--------	-----

Muskets

Save	vs Wands
------	----------

Damage	3d6 on fail
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Cost	5gp for 20
------	------------

Weight	—
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Range	200'
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Reload	2-in-6
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Misfire	1-in-6
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Nets

Cost	10gp
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Weight	5cn
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Missile	20' / 40' / 60'
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MAGIC WEAPONS

Enhancements

Enhancements are the most basic kind of magical enchantment that might be placed on a weapon. They are a pure upgrade to the effectiveness of a weapon with no additional unique effects. Weapons with other kinds of enchantments will always have enhancements on them, as no mage would go the effort of applying further enchantments to a weapon that has not already received basic enhancement.

Effect

A an enhanced weapon is described as "[weapon] +X", where X is the number representing the strength of the enhancement.

This represents a +X to any to hit or damage rolls made with the weapon.

For projectile missile weapons, it is only +X on to hit rolls, and for the actual projectile that is fired it is +X to only the damage roll.

Enhanced Projectile

Recovery

Spending a turn after combat allows for fired enhanced projectiles to be recovered, as they generally will not break on impact due to the magic protecting them.

Enhanced Weapon Creation

The cost to enhance a weapon is fairly stable across weapon types.

Enhancement	Cost
+1	2,500 gold
+2 (req. +1)	5,000 gold
+3 (req. +2)	10,000 gold

The cost is paid in gems and precious metals, from which the mage extracts the magical energy used to enhance the weapon.

In order to enhance a weapon to +2, it must already be a +1 weapon, as such it costs 7,500 gold total for a +2 weapon, and 17,500 gold total to reach a +3 enhancement.

Enhanced Projectile Creation

When enhancing projectiles like arrows, bolts, and darts, the cost is the same, but will be taken on by more than one projectile.

Enhancement	Projectiles
+1	2d12
+2 (req. +1)	2d8
+3 (req. +2)	2d6

Bane & Slayer

Bane and Slayer effects cause a weapon to be significantly more powerful when fighting a specific type of foe. They are closely coupled effects, and in fact it is possible for a bane weapon to become a slayer weapon without any magical effort.

Bane Effect

Bane weapons have a much higher enhancement level (usually +3) against a specific type of enemy. This type is a broad category such as birds, dragons, spiders, undead, or wolves.

Slayer Effect

Slayer weapons are upgraded bane weapons, dealing double damage to their quarry. In addition to this, if the target has 45 or fewer hit points when they are first struck by the slayer weapon, they must save versus death or die.

Bane Creation

A bane weapon is created by taking a +1 enhanced weapon, and bathing it fully in a large pool of blood extracted from the creature it is being enchanted to kill. In addition to this, a further 2,500 gold worth of magical gems and jewelry must be supplied to bind the enchantment.

For projectiles, bane uses the same numbers as enhancements.

Slayer Creation

A bane weapon will eventually become a slayer weapon after it has slain over 100 HD worth of its target creature type. It does not need to have the killing blow on them, but they must be struck by the weapon and killed within the same turn.

For every time a bane weapon is used in the killing of a creature once it has slain 100 HD worth, it has a percentage chance equal to the total hit dice of the most recently killed creature.

For example, a dragon's bane sword (Sword +1, +3 vs dragons) has killed over 100 HD worth of dragons, and is then used to kill a black dragon with a total of 7 HD. After it is fallen, a d100 is rolled, and on a result of a 1 to a 7, the weapon becomes a slayer weapon.

This enchantment process can be sped up using magic. After crossing the 100 HD kill threshold, a bane weapon can be bathed in blood once more, and be given an additional 4,000 gold worth of precious gems, it will then be 5 times more likely to become a slayer weapon after killing.

For the above example, if it had been treated with more blood and magic, the weapon would upgrade on any result between 1 and 35.

Spell

Weapons with a spell enchantments hold an instance of a spell or spell like effect that can be released at the wielders command.

Effect

A spell weapon is enchanted with a spell or spell like effect of up to third level, which can be used by the wielder of the weapon by speaking a command word determined by the enchanter. In combat, the spell does not need to be declared, will happen at the same time as other cast spells would resolve, and may be done on the same turn as an attack is made. Each spell storage weapon may use its inner spell once per day.

Spell Storage Creation

A spell weapon is created by taking a weapon of enhancement +1 or greater and combining it with the same reagents that would be required to create a scroll of that spell must be acquired (see *Magical Research* in *Old-School Essentials*) if you are unsure what to require, consider requiring some monster component for a monster with similar properties to the spell, with a number of hit dice equal to triple the level of the spell. This must be combined with gems of a value of at least 10,000 multiplied by the level of the spell being enchanted.

Special Effects

Special enchantments are effects that do not match any of the previous descriptions. They can be grouped into three tiers. The following is not an exhaustive list of these effects, but should indicate the relative costs of effects such as these to enable you to expand if a player requests such an effect.

Lesser special enchantments require 5,000 gold worth of gems to make. Medial special enchantments require 10,000 gold worth of gems to make, and greater special enchantments may only be made by those who can cast the highest level of arcane magic and require 50,000 gold worth of gems to make.

Additional requirements are written in [square brackets].

Lesser

Detection will reveal if an enemy of a certain type is within 120' [the corpse of an enemy of the type].

Light will allow the weapon to glow in a 30' radius [a firefly or glowbug].

Parrying allows the weapon to add its magical enhancement bonus to their AC, but prevents the user from also using a shield [a dead soldier].

Tracking allows a weapon to be commanded to point towards the last creature it struck—provided that creature, or its corpse, are within 48 miles [the heart of a deer, or similar].

Medial

Grievous weapons inflict damage which may not be healed by magical methods [a destroyed holy symbol].

Shieldbreaker weapons have a +1 bonus versus shield wielders, and will destroy a shield if the wielders attack roll is a 20 or greater [a shield].

Flaming weapons can burst into flames on command. They cast light in a 30' radius when lit. They are treated as a torch and may set things on fire. They give an extra +1 enhancement vs creatures such as trolls which cannot regenerate versus fire, and bird like creatures. They give an extra +2 enhancement versus plant based creatures and undead. These increases may not improve the weapons enhancement above +3 [5 gallons of oil].

Greater

Wishes weapons have the power to grant the wielder's spoken wishes 1d4 times (see *Wishes*, under *Magic Items* in *Old-School Essentials*) [the heart of a faerie lord].

Energy drain weapons may on a successful hit choose to expend a charge (from 1d4+4 charges), to in addition to dealing their normal damage, permanently remove one experience level (or Hit Die) from the struck creature. This reduces their max hit points and current hit points by the same amount, and loses them any other benefits. A character's XP is reduced to the lowest amount for the new level. A person drained of all levels dies [the corpse of a max level hero].

Vorpal weapons will instantly kill some of their victims—through means of beheading via a slash through the neck or through blunt force so powerful as to disconnect the spine. If an attack roll made is at least 20, the wielder may choose to remove the head of their target, killing them instantly. This may be done 1d4+4 times [a hydra's severed head].

REFERENCE TABLES

Melee

Type	Class	Damage	Cost	Weight	Example
Axe	Light	d4!	5gp	30cn	Hand axe
Axe	One-handed	d6!	7gp	60cn	Axe, flail
Axe	Two-handed	d8!	10gp	90cn	Great axe
Blade	Light	d6	7gp	30cn	Shortsword
Blade	One-handed	d8	10gp	60cn	Sword
Blade	Polearm	d8	15gp	120cn	Glaive, halberd
Blade	Two-handed	d10	15gp	90cn	Longsword
Bludgeon	One-handed	d6	5gp	30cn	Mace
Bludgeon	Polearm	d6	7gp	60cn	Quarterstaff
Bludgeon	Two-handed	d6!	7gp	40cn	Maul
Simple	Light	d4	3gp	10cn	Dagger
Simple	One-handed	d4	4gp	30cn	Club, sickle
Simple	Two-handed	d4!	6gp	40cn	Pitchfork, staff

Missile

Weapon	Range	Damage	Cost	Weight	Ammo
Shortbow	50/100/150	d6	25gp	20cn	Arrows
Bow	60/120/180	d6	30gp	30cn	Arrows
Longbow	70/140/210	d6	40gp	40gp	Arrows
Rock, thrown	10/20/30	d4	free	10cn	
Sling	30/60/90	d4	2gp	10cn	Rocks
Javelin, thrown	30/60/90	d4	1gp	20cn	
Spear thrower	50/100/150	d6	20gp	20cn	Javelins
Dart, thrown	10/20/30	none	5gp	—	
Blowgun	20/40/60	none	10gp	5cn	Darts
Crossbow	80/160/240	2d6	70gp	100cn	Bolts
Musket	200'	3d6	200gp	150cn	Bullet
Net	20/40/60	none	10gp	5cn	

Ammo	Set of	Cost	Weight per	For
Arrows	20	5gp	½cn	Bows
Rock	—	free	10cn	Slings
Javelin	1	1gp	20cn	Spear thrower
Bolts	20	8gp	1cn	Crossbows
Bullet	1	1gp	2cn	Musket

Container	Cost	Weight	Holds
Quiver	1gp	10cn	20 arrows or bolts
Rock pouch	1gp	10cn	5 rocks

Random Weapon

When rolling for treasures gives you a magic weapon or sword, consult the following tables to determine which variant of a sword, or weapon is obtained. Simple weapons are usually not enchanted.

Begin by determining form factor, and if it is a melee weapon class the weapon type.

d%	Form factor
1-70	Blade
71-80	Axe
81-90	Bludgeon
91-97	Ammo
98-00	Missile weapon

d%	Weapon Type
1-30	Light
31-60	One-handed
61-80	Two-handed
81-00	Polearm

If you roll an axe polearm, convert it to a blade polearm. If you roll a light bludgeon, convert it to a light blade.

d%	Ammo
1-70	Arrow
71-85	Crossbow bolt
86-95	Javelin
96-98	Dart
99-00	Bullet

d20	Ammo quantity
1-2	3d10
3-13	2d6
14-20	1d6

d%	Missile weapon
1-20	Shortbow
21-57	Bow
58-77	Longbow
78-82	Sling
83-87	Spear thrower
88	Blowgun
89-94	Crossbow
95	Musket
96-00	Net

Once you have determined what the weapon is, roll for it's enhancement.

d%	Enhancement
1-2	-2, cursed
3-4	-1, cursed
5-93	+1
94-98	+2
99-00	+3

Cursed equipment has no further enchantments. For more on cursed weapons, see *Cursed Swords and Weapons*, under *Swords and Weapons* in *Old-School Essentials*.

Some weapons only have an enhancement, others will gain extra magical properties.

d6 Enchantment

- 1-3 only enhanced
- 4-5 and bane or slayer
- 6 and magical effect

d6 Bane or slayer

- 1-5 Bane, +3 vs creature type
- 6 Creature type slayer

If the result is bane or slayer, it will apply to the following creature type.

d8 Creature type

- 1 Giant
- 2 Lycanthrope
- 3 Spell user
- 4 Dragon
- 5 Goblin, kobolds, and orcs
- 6 Non-native entities
- 7 Regenerating creatures
- 8 Undead

If the result is another magical effect, roll for its degree. You may then come up with an effect of appropriate degree, or roll for one.

d20 Magical effect

- 1-5 Spell
- 6-13 Lesser
- 14-18 Medial
- 19-20 Greater

If the effect is spell, roll for a random spell according to the rules for *Spell Scrolls*, under *Scroll and Maps* in *Old-School Essentials*.

d4 Lesser effects

- 1 Direction
- 2 Light
- 3 Parrying
- 4 Tracking

d6 Medial effects

- 1-2 Grievous
- 3-4 Shieldbreaker
- 5-6 Flaming

d6 Greater effects

- 1-2 Wishes
- 3-4 Energy drain
- 5-6 Vorpal

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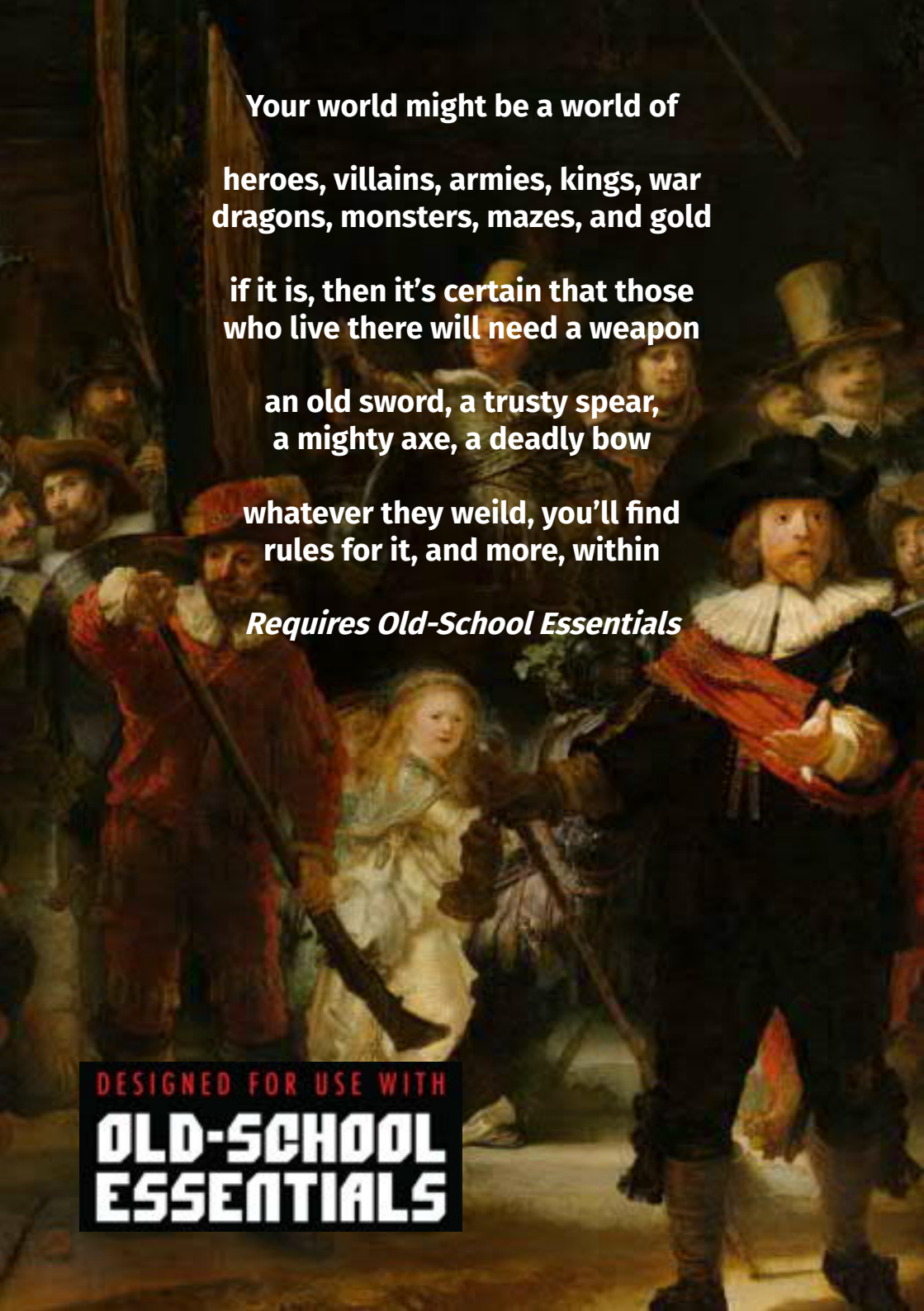
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