



GARY GYGAX'S
WORLD
BUILDER

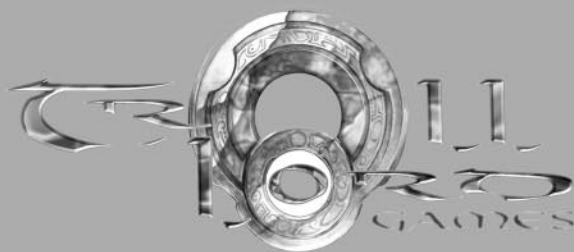
Gary Gygax & Dan Cross

FOR A "GYGAXIAN" FANTASY WORLD

THE ESSENTIAL TOOL FOR FANTASY WORLD CREATION!

BY
GARY GYGAX
& DAN CROSS

GYGAXIAN FANTASY WORLDS , VOL. II



Acknowledgements

Authors: Gary Gygax & Dan Cross

Cover Artist: Matt Milberger

Contributing Authors: Carrie Cross, Michael Leeke, Jamis Buck, Tommy Rutledge, Josh Hubbell, Stephen Vogel, Luke Johnson & Malcolm Bowers

Title Logo: Matt Milberger

Production: Todd Gray, Stephen Chenault & Davis Chenault

Artists: Dave Zenz, Andy Hopp, & Mark Allen

Dan Cross: **Special thanks** to my lovely wife Carrie Cross for the Complete Herbalist lists, John Troy for his valuable suggestions and additions to the D20 material, and to Randall & Debbie Petras for their contributions to the “human descriptors” lists.

And a very special thanks to Richard Cross for teaching his son how to write.

Troll Lord Games, L.L.C.
PO Box 251171
Little Rock, AR 72225



Or on the Web at
<http://www.trolllord.com>
troll@trolllord.com

This book is published and distributed by Troll Lord Games, L.L.C. All text in this book, other than this title page and page 180 concerning the Open Game License, is Copyright © 2004 Trigeer Enterprises Company. All other artwork, illustration, maps, and trade dress is Copyright © 2004 Troll Lord Games, L.L.C. All Rights Reserved. Lejendary Adventure, the Lejendary Adventure logo, and Gary Gygax’s World Builder are Trademarks of **Trigeer Enterprises Company**. All Rights Reserved. Troll Lord Games and the Troll Lord Games logo are Trademarks of Troll Lord Games, L.L.C. All Rights Reserved.

‘D20 System’ and the ‘D20 System’ logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the D20 System License version 3.0. A copy of this License can be found at www.wizards.com/d20. Dungeons and Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with permission. Please see page 176 for the Open Game License, and designation of Open Game Content and Product Identity. Any questions regarding Open Game Content and Product Identity within this book should be directed to Troll Lord Games at troll@trolllord.com or at P.O. Box 251171, Little Rock, AR, 72225.

For permission to use a portion of this work that is not designated Open Gaming Content, please contact the publisher at troll@trolllord.com or Troll Lord Games, POBox 251171, Little Rock, AR 72225 or Trigeer Enterprises at ggygax@genevaonline.com or Trigeer Enterprises, 316 Madison Street, Lake Geneva, WI 53147.

This book is protected under international treaties and the copyright laws of the United States of America. This book is a work of fiction; any resemblance to actual people, organizations, places, or events is purely coincidental.

Second Printing May, 2004. ISBN 1-931275-22-X. Printed in Unites States of America.

FOREWORD

The utility of this book extends beyond a mere catalog of everyday facts and things common to a fantasy milieu based mainly on the historical medieval and Renaissance periods. The chapters are arranged thematically, listing items from the mundane to the arcane in categories useful to one building a fantasy world, campaign, or an adventure from scratch.

Thus an author or game master can refer to these lists to add color, description, depth, and incredible detail to his fantasy world. For example, this book aids in determining the characteristics of a city, detailing the basic construction materials of each building according to style, then in choosing the contents of myriad room types and appurtenant structures—castle, house, manor, palace, etc. With this book, one can realistically describe the features of the wilderness, picking tree types by biome, developing regional maps in accordance with true earth-science, learn the value of metals as a true metal-smith (ordinary to magical), describe alchemical brews according to extensive hermetic lore, and so on.

Also included are several sections of “facts,” all stuff common to the fantasy genre: spells and traps, archaic terms and nomenclature, all information easily extrapolated into any existing game system. Within these pages, there’s enough food for thought to make your fantasy world come alive as never before!

The Enumeration of Meaningful Ordinary Things, A to Z in A Fantastic Medieval to Renaissance Environment

This work is a book of lists and more. There are many helpful and unusual facts herein too. It is meant for the Game Masters of role-playing game campaigns, authors of both game works and fantasy stories. It gathers into one volume a trove of useful information of descriptive sort and detailing persons, places, and things. Considering the scope of language, things, the authors do not pretend it to be complete, exhaustive. In fact, they invite readers to inform them of any words or items missed, as well as to suggest additional subjects for a future edition. Direct emails of this sort may be sent to ggygax@genevaonline.com or troll@trolllord.com.

The compilation is not one that strictly follows the historical. That is, assuming that a fantasy world is not technologically advanced but development in other areas has and is proceeding, it then follows that there will be anomalies in what is available. Some things will be of ancient invention, some medieval, some of renaissance-like nature, and some beyond that. If the reader does not choose to have more advanced things in his or her fantasy environment, it is a simple matter to omit what seems inappropriate. Similarly, the reader is free to add such things as might seem proper for the milieu he or she is developing.

You will also note in examining the entries that the lists and information are not exhaustive, save in a few places. That is because this is a reference work to stimulate ideas, enable filling in “facts”, details and background in a fantasy world. Also, and as a matter of fact, exhaustive information on many of the entries herein would mean one or more separate books just to cover it—birds, insects, flowers are examples of this.

The base time period considered is the later portion of the Middle Ages—say from around 1350 onwards. Where applicable and useful, ancient and earlier medieval things are included. To make the whole more interesting, however, we have added things from later historical periods. In some areas the Renaissance is covered, and in places things from the 17 century are brought in, especially in terms of transportation and luxury items-dining service, personal things, watches, etc.

HOW TO USE THE WORLD BUILDER DESCRIPTORY

What the world builder IS: This is a book containing many types of lists; some of these are random generators (body parts, personality, room decorations and more). Some are simply defined, such as arms and armor, shields and helms. Some have been organized with a dictionary-encyclopedic entry. Others have random dice tables applied to them. The illustrated armor/weapons section is followed up by a four page chart for d20 rules that give all the damage, AC bonus, and so forth for most of the unique (non PHB) armor and weapons covered in the text. This book is advantageous when creating a campaign setting. It is a diverse reference, aiding in creating geographic features of continents, or government structures, the titles of a kingdom's nobility, or when sitting down to create detailed locations for adventures; the contents of dungeon rooms, or laying out terrain features in the surrounding wild. The herbs (250 types by magical property), gems (with magic spell associations), and precious metals sections give you magical effects, definitions, and so forth. There are lists of crimes (now more than just pick-pocketing is illegal). There are also charts for material strength and hardness so you can more accurately portray the effects and strengths of differing woods, stones, gems and other material (tensile strength of ropes). 60 different traps. 50+ occupations for craftsmen. A random chart for generic spell effects. Stock-in-trade, Geographics, and Dwellings: Flesh to add to a world. Why lists of stuff? World building in a fantasy game has much to do with describing the surroundings of the player characters in great detail from the mundane to the bizarre. This book facilitates this important facet of design.

What the book is NOT: It is not a how-to manual. The World Builder is Volume II of a world-building *series* detailing the typical "Gygaxian Fantasy World" and is a "*descriptive*" giving the designer and the writer a plethora of information he/she can use to grant the fantasy setting of his choice greater verisimilitude. The world builder in many areas is organized in a hierarchal fashion. For example, the fantasy cities section lists first all of the different sorts of buildings common to such a setting and then breaks that down into construction materials, and then into architectural elements, then further down into window and door types and styles, and then moves into interior design. Interior deals with everything from the ceiling to the floor, and lists "things" for reasons of placement in actual adventure locations, arranged by room type. Torture chamber, wizards lab, etc.

Table of Contents

Book One: Stock-in-Trade	5	1:7 Cloth Patterns	45
Armor	8	1:8 Furs	48
Weapons	18	1:9 d20 Lodging & Board	55
Measurements	40	1:11 Ship's Cargo	62
The Bazaar	43	2:1a Type of Rain & Visibility	64
The Tavern	56	2:1b Rainfall by Hour and Day	65
Transport	60	2:2 Ice Strength	66
		2:3 Type of Snow & Visibility	66
Book Two: Geographics	63	2:4 Wind: Beaufort Wind Scale	66
Geography	64	2:5a Wind Pressure	67
Flora	82	2:5b: Wind Pressure on Sea	67
Fauna	100	2:6 Land Productivity	71
		2:7 Water Spring Production	73
Book Three: Dwellings	103	2:8 MOH's Hardness Scale	75
Materials & Construction	104	2:9 d20 Birth Stones Planet, Luck	76
Buildings	117	2:10 d20 Birth Stones	77
Rooms & Furnishings	127	2:11 d20 Metal/Stones/Gems	78-79
Populace	139	2:12 LA Metal/Stone/Gems	80-81
		2:13 d20 Magical Affects of Herbs	97
Appendix A Random Generator	147	2:14 d20 The Horse	102
Appendix B Human Generator	155	2:15 d20 Other Common Animals	102
Appendix C Structures Generator	163	3:1 Tensile Strength Metals	105
Appendix D Colors	163	3:2 Melting Points Metals	105
Appendix E Light from a Flame	165	3:3 d20 Magical Metals	106
Appendix F Unusual Names	166	3:4a d20 Metals Value	107
Appendix G Gems	167	3:4b LA Metals Value	107
Appendix H Crimes Defined	174	3:5 Workmanship Value Addition	107
		3:6 Hardness Scale (Extended)	108
Index	177	3:7 Common Uses for Wood	109
OGL	180	3:8 Materials Resistance to Crush	109
		3:9 d20 Door Composition	110
Tables		3:10 d20 Weight of Things	112
1:1 d20 Armor	16	3:11 d20 Randomiz Concealment	114
1:2 d20 Head Covering & Helmets	17	3:12 Rope Strengths	114
1:3 d20 Shields	17	3:13 Construction Costs	115
1:4 d20 New Weapons	34-37	3:14 Computations	116
1:5 LA New Weapons	38	3:15 Person Based Measurements	120
1:6 LA Identifying Weapons	39	3:16 Cistern Capacity	124
		3:17 Noble Coronets	140

A note from the editors

Silver, Gold and Money in a Fantasy World and d20

Coins or any other varying types of mediums of exchange have been a part of the human experience for many thousands of years. Generally fashioned from small chips of various metals, shells, valuable stones, ceramic beads and even spices, coins and their counterparts took on a wide variety of shapes and sizes, not to mention weight. Earlier societies made coins from gold, silver, copper, bronze and other metals which they deemed valuable. The value of a particular coin and its metal varied wildly from region to region. As history progressed two types of coins rose to dominance, bronze in China and silver in Greece and Rome.* The overwhelming power and influence of these three societies in their regions left an imprint on the all the adjacent regions. These metals were chosen for a wide variety of reasons far too numerous to mention here, but frequently had, as their basis, some type of common medium of exchange. In Greece, for example the Ox served as the universally prized commodity upon which the money systems was based. Suffice it to say, that values ranged from area to area.

What then to do about money. Anyone creating or dealing with a fantasy world is met with the question of how to establish a money market system. Is one to use coins or some of other medium of exchange? What are coins? What metals are used in their making? How is value set? These are questions which, if realistically dealt with, are almost impossible to answer unless you concentrate on one society, one culture, one people and one time. It is doubtful if the Greek stater (silver or gold) would have meant as much to the Chinese merchant as to an Anatolian one. What then to do?

Mr. Gyax chose the simplest approach. By following the modern standard of the dollar, he establishes a clear value in dollar signs of any given metal. Gold for instance is worth \$500. Silver, a less precious item is worth \$10 and bronze, at even less, at just under \$1. His values are roughly based on those that dominated the Renaissance when gold began to establish itself as the common metal with the greatest value and are set at a 1-10-500 standard.

As concerns the d20 game, there is no correct equation of the standard set by Mr. Gyax. This is largely due to the established rate of exchange in d20 where a gold coin is only 10 times more valuable than a silver one.† Seemingly gold in d20 is undervalued immensely or more plentiful than historically available on earth. However, the Core rule books nowhere state how much of any given metal is in any given coin only that each coin weighs a third of an ounce. In order to follow the clear and logical guidelines set down in the text we have developed a value of metals chart specifically for the d20 game. You will find that chart on page 103. Furthermore the equations listed below allow for greater cohesion between Mr. Gyax's text and the d20 system. They are developed off of a silver standard. Silver being the base.

\$1 is roughly equivalent to 5copper coins
\$10 is roughly equivalent to 5silver coins
\$500 is roughly equivalent to 25gold coins

This assumes that one silver coin possesses .2 ounces of silver in it and that one gold coin possesses .04 ounces of gold in it. It can be assumed that gold coins are smaller than silver coins or are simply coated in gold.

* These notes reference the Sung Dynasty and it is recognized that the Chinese also produced iron coins. Greece used gold and electrum and Rome bronze as well.

† As I write this gold is valued on the market at \$240 per ounce, silver at \$4 per ounce.

The Troll Lords
Stephen Chenault
Davis Chenault
Todd Grey

BOOK ONE STOCK-IN-TRADE

And he went up to the town of Magdeburg
and there came upon a great store of armor,
shields, helms and other weaponry and equip-
ments. These he used to arm his folk for war
and he marched forth against the power in
Aufstrag

~~ The Luneberg Chronicles

ARMOR

Iron shod shields. Iron Helms. Chain in links. Plate of iron. Essential to any medieval fantasy setting are the accouterments of war. Armor, weapons, castles and the like, these are foremost on the minds of those whose business it is to lay low the wicked and bring the evil to task. Armor is oft times uppermost in the minds of those few who manifest the courage in making it their business to wage battle on your world's fields of war.

Armor comes in many shapes and forms. With one's armor come a wide variety of shields and helms. Each country, realm, band or individual possesses their own form of armor. Cataloged and illustrated below are armor, shields, and helms.

ARMOR, WORN

Banded chain: Chain mail with lamellar strips at shoulder and/or from waist to chest.

Banded mail: Chain mail in which small bars are linked between each four rows of chain links as a reinforcement.

Brigandine: Plates of tinned steel (or iron) lapped over each other in upwards direction, riveted onto a canvas inner jacket with rivet heads showing on the outer silk, velvet, or thin leather jacket portion. The jacket may be

sleeveless, but it has a waist and skirt often depending to the mid-thigh.

Chain mail: Mail made of interlaced links of steel wire, the ends of each like riveted to close it securely. Each link passes through four others, and in the best, double mail, there is very little space between links.

Cuir bouille (boiled leather): Heavy leather that after tanning is boiled in oil, then hammered into the shape (of the body) desired. It is then dried. The resulting hard leather is then trimmed and fitted out as armor.

Demi-Plate: Half-plate armor.

Laminar armor: Scale mail of large metal plates.

Leather armor: Garments of thick leather, usually reinforced with additional leather at shoulder and chest.

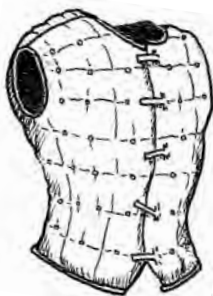
Leather armor, studded: Leather armor with reinforcing plates or metal or horn beneath it and a lining material of canvas, the rivets holding the plates to the material showing through the outer leather of the garment.

Padded/quilted armor: Clothing of tough material, the outer portion typically canvas, with cotton or felt padding between it and an inner lining, the whole cross-stitched in quilt-like pattern.

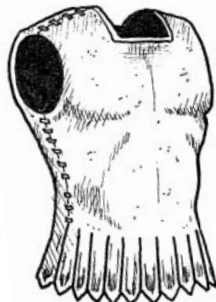
Plate armor, suit: Steel armor pieces that form a complete covering, these fitted to the body of the wearer.

Plate armor, suit w/pauldrons: Plate armor with the addition of two single large plates covering each shoulder.

Plate armor, three-quarter suit: Plate armor that extends only to the knees.



Brigandine



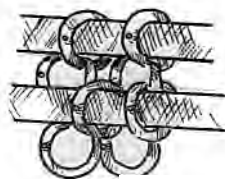
Cuir Bouille



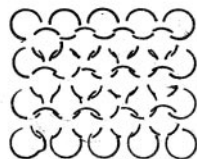
Leather Armor



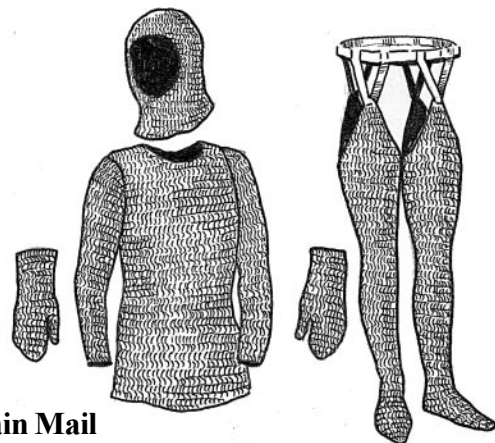
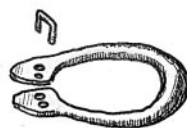
Ring mail



Banded Links



Chain Links



Chain Mail

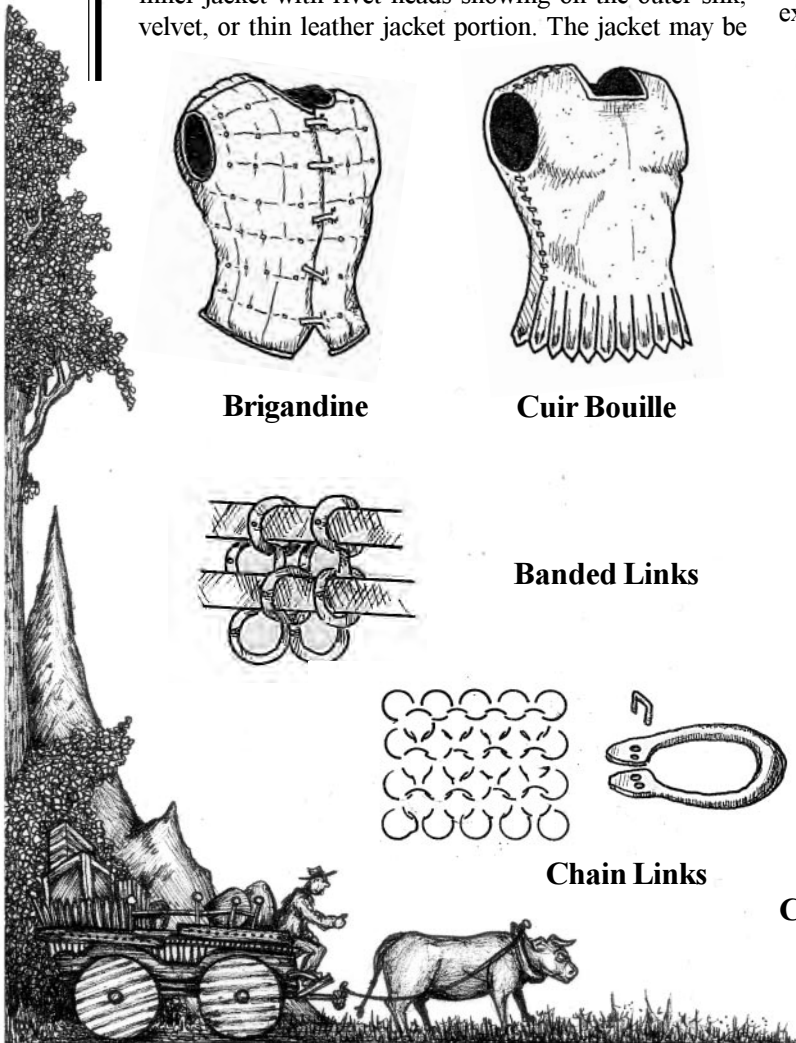


Plate mail, suit: A suit of pieces of plate armor that are connected together by pieces of chain mail so as to be flexible.

Ring mail: Steel or like metal rings sewn onto a jacket or coat.

Scale mail: Overlapping plates of metal sewn onto a jacket or coat.

Splinted armor: Overlapping metal plates or splints riveted together, or sewn to a canvas or leather garment, for flexibility.



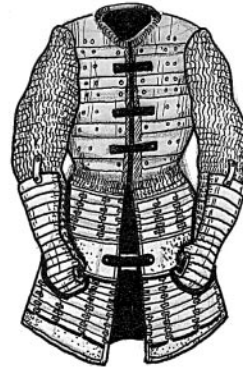
Laminar armor



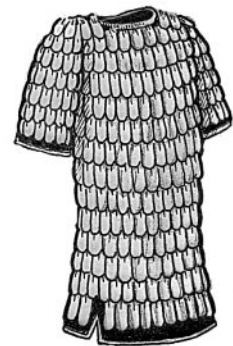
Padded



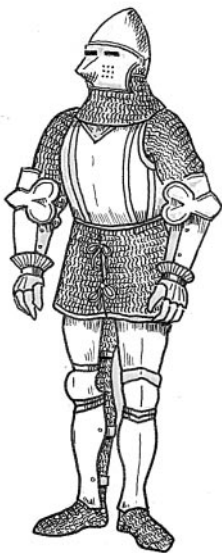
Studded



Splint Mail



Scale Mail



Demi-Plate



Plate 3/4

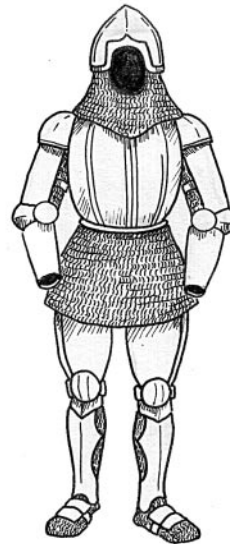
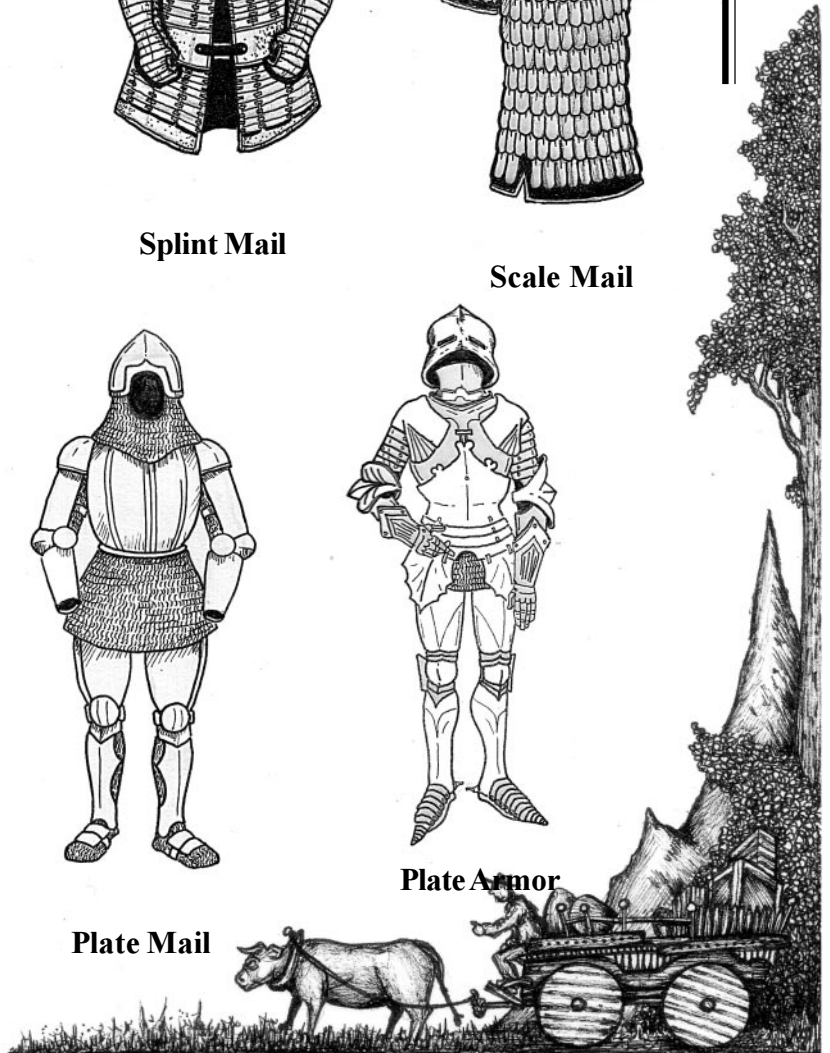


Plate Mail



Plate Armor



ARMOR PIECES AND GARMENTS

Ailettes: Upright metal pieces worn on the shoulder of plate mail, usually square, but possibly of other shapes.

Aketon (underpadding): A quilted garment for protection, the padded armor of the infantry soldier, the underpadding for other armor in regards to knights and nobles.

Avant-bras: Armor for the forearm, typically as part of a suit of plate mail.

Backplate: The solid metal plate protecting the back, typically the rear piece of a cuirass, the two hinged to form that.

Bazu bands: A pair of curved plates that cover the outer arms from wrist to elbow, fastened to a pair of narrow wrist or arm bands by mail, or hinged to a smaller inner plate at the wrist.

Brassard: The plate armor for an entire arm.

Breastplate: See backplate above, this plate the front armor.

Byrnie: An aketon (q.v.) with reinforcing pieces sewn within it, the latter of horn, leather, or rings.

Camail: Chain mail that covers the neck and shoulders of the wearer, generally fastened to the helmet.

Chain mail shirt: The upper portion of a suit of chain mail.

Chausses: The close-fitting leg pieces of a suit of plate mail.

Coat of plates: A knee-length cloth garment of several layers between two of which there are sewn and riveted plates of metal, usually steel. The rivet heads show through the outer layer.

Courdiere: The segment of armor covering the elbow. Held with a tight band.

Cuirass: The combined backplate and breastplate covering the wearer from shoulders to waist.

Cuissards: Added defense for the thighs made of heavy quilted cloth armor or cuir bouille, the pieces worn above chain. Later versions are of lames or solid steel plate and become a part of the suit of plate mail.

Demi-Brassarts: Half armor for the upper arm.

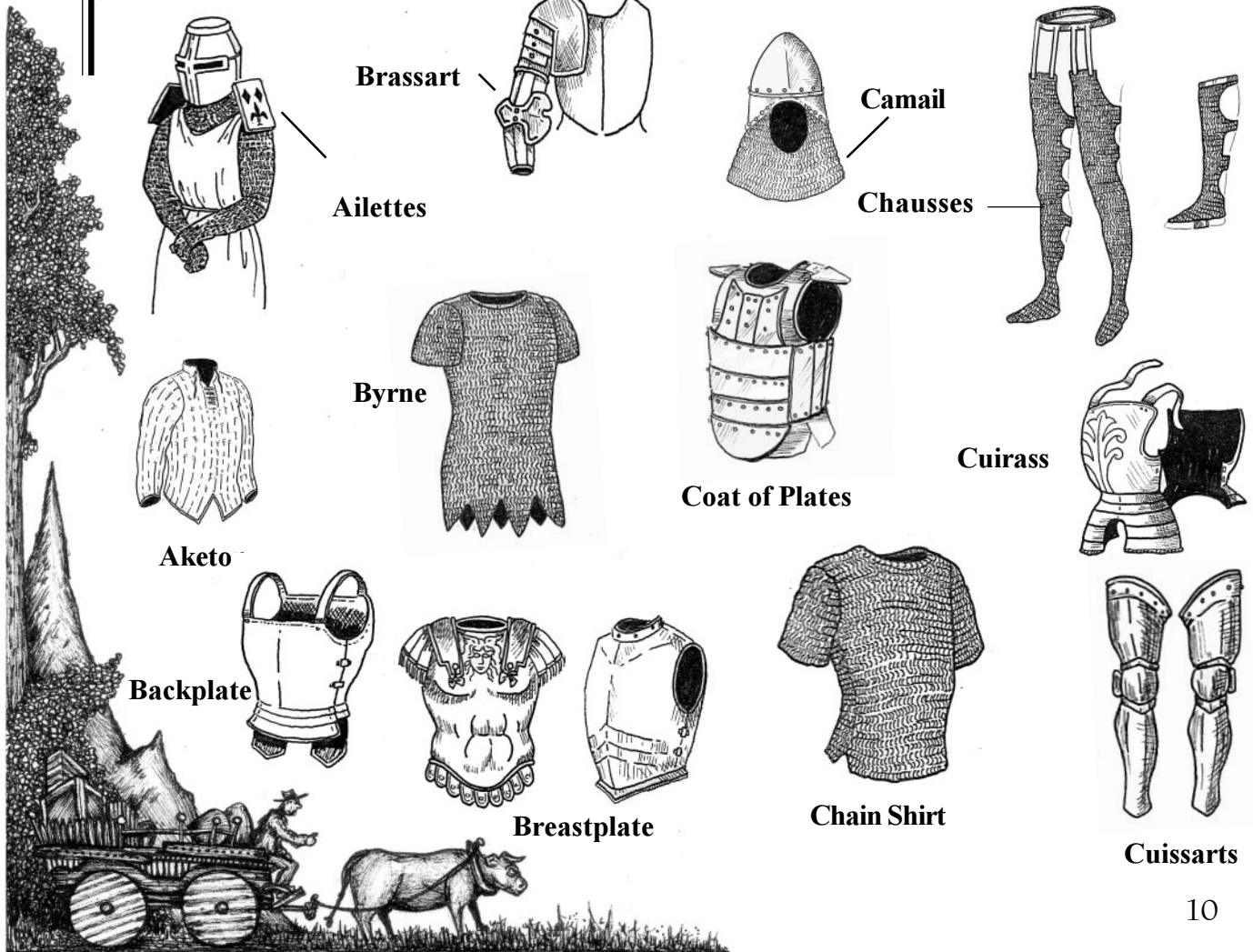
Demi-Jambarts: Half armor for the front of the leg.

Demi-Vambraces: Half armor for the upper arm.

Epaulieres: Small shoulder plates that cover the front and top of the shoulder, fasted to the hauberk by lacing or points.

Gambeson: An aketon (q.v.) with reinforcing pieces of small plates of metal sewn within it.

Gauntlets: Glove-like metal armor for the hands, consisting of overlapping plates for the fingers, a solid plate covering the back of the hand, this riveted to a wrist guard.



Gorget: Two pieces of hinged metal armor that cover the neck of the wearer, usually worn with and attached to a cuirass.

Hacqueton (var. of aketon): See aketon.

Hauberk: The long coat of chain mail, usually reaching to the knees. A gambeson is worn beneath this armor.

Hoguine: Narrow lames riveted together and fastened below the cuirass that protect the buttocks of the man fighting on foot.

Jack: A leather coat generally reaching to the mid-thigh worn by common soldiers for protection.

Jerkin: A close-fitting, hip-length jacket made of quilted cloth or studded leather.

Plaque: An addition to, or separate armor piece worn over, the breastplate or worn alone to protect the stomach.

Plastron: A reinforcing metal breastplate worn over the gambeson and under the hauberk.

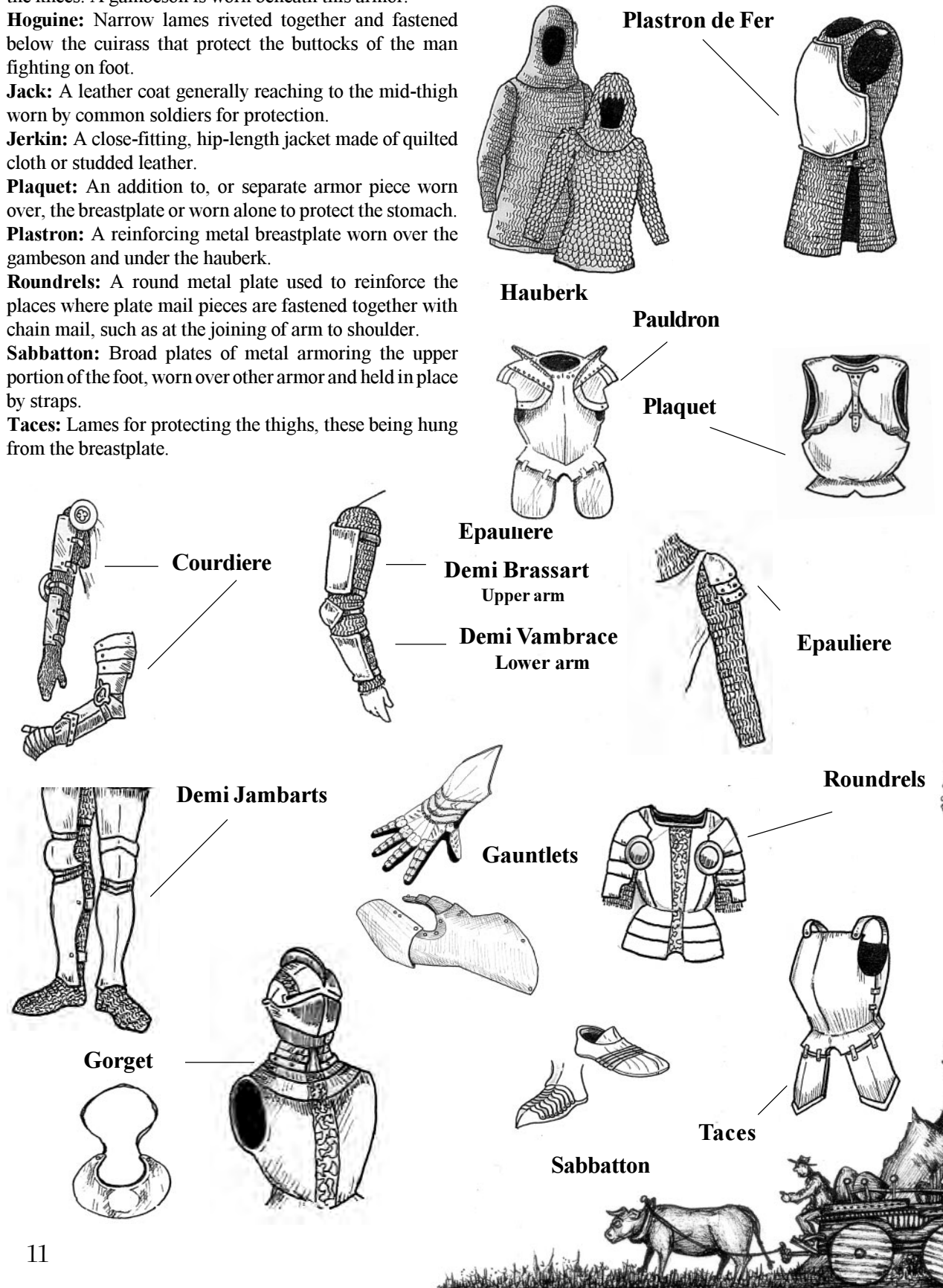
Roundrels: A round metal plate used to reinforce the places where plate mail pieces are fastened together with chain mail, such as at the joining of arm to shoulder.

Sabbatton: Broad plates of metal armoring the upper portion of the foot, worn over other armor and held in place by straps.

Taces: Lames for protecting the thighs, these being hung from the breastplate.

Tuilles: Pointed thigh guards depending from the breastplate.

Vambraces: Armor for the forearm, originally worn under other armor, but eventually forming a part of plate mail and plate armor.



ARMOR, HEAD COVERINGS AND HELMETS

Armet: A close-fitting helmet that conforms to and completely covers the wearer's head. This term refers to a helm of Italian design which possesses chin plates hinged above the ears. The plates are lowered and fastened with a holding pin when the helm is worn.

Arming cap: A small steel cap, padded inside, usually worn under a chain mail coif.

Bacinet: A light helmet covering the head and leaving the face open, save in the full-armor version with visor.

Bacinet, closed: A helmet attached to the gorget, covering the head fully and with a movable visor.

Bacinet, pig-faced: A bacinet whose visor resembles the snout of a pig.

Burgonet: An open helmet with a brim to protect the eyes and one or more combs atop it, being similar to a morion.

Casquetal: An open helmet with a brim to protect the eyes, being similar to the burgonet with less facial protection.

Celt Helmet: This helm generally followed the Roman Legionnaire pattern in design, with supporting cheek guards. The helm is usually capped by some form of animal or totem design.

Coif, chain mail: A close-fitting, hood-like piece of mail covering the head, neck, and shoulders.

Coif, leather: A coif that is made of leather.

Helm: A helmet with earflaps, eye and nasal guard.

Helm, pot: A flat-topped helmet or helm.

Helmet: An open-faced head covering, usually of solid metal, but sometimes of metal cross pieces reinforcing leather.

Heaume (Hume): A huge, fully-enclosed helm that completely covers the head and rests on the shoulders of the wearer.

Gladiator Helmet: A helm generally of hammered bronze, one plate to which are riveted one or all of the following: a crest, wide brim, face piece or frontal ornaments.

Kettle Hat (Helm): One of the earliest non-riveted helmets. The Kettle Hat or War Hat is shaped from one piece of iron. It offers little protection for the neck or cheeks and is chiefly worn by common soldiery. The wide brim affords some protection from mounted blows.

Middle Eastern: The helm possesses a light chain mail "skirt" attached to a skull cap. The nose guard or comb is generally for decorative purposes.

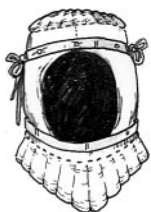
Morion: A burgonet with high-peaked front and rear brim, the sides of the latter being turned down.

Norman Helmet: A helm possessed of a conical shape. An elongated piece of iron descends from the crest over the forehead and nose. This *Nasal* guards against horizontal blows.

Roman Legionnaire Helmet: An iron skull cap with reinforcing cross-bands and a hollow neck guard off the



Armet



Arming Cap



Bacinnet



Benin Cowrie



Burgonet



Casquetel



Celt Helmet

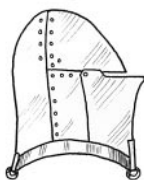


Coif, Leather



Coif, Chainmail

Heaume



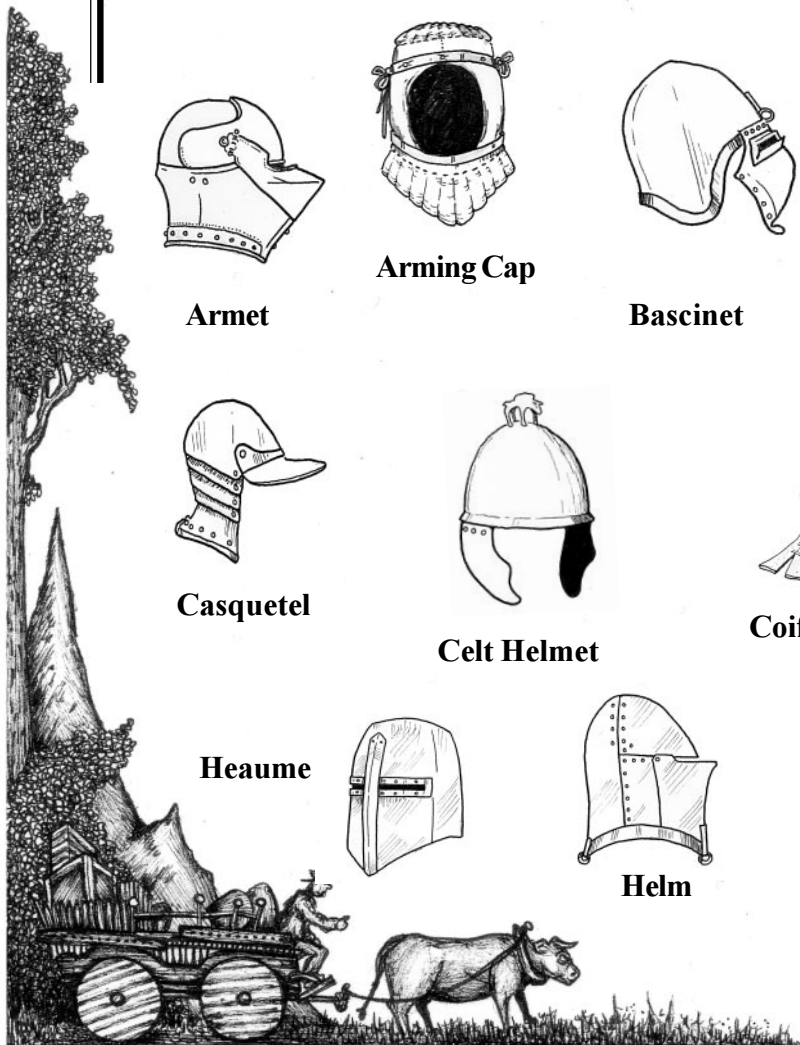
Helm



Helmet



Kettle Hat



back. Iron cheek guards attach to the cross-bands fasten the helm under the chin.

Salade: A close-fitting helmet at front and sides, extends in a long rear portion to cover the wearer's neck; it has a front cover for the wearers face, sometimes with a movable visor included.

Salade, mentonniere: The salade with a visor slit, it being worn tilted back for full vision but protection for the forehead, down to protect the upper face.

Ventail: The lower movable chin covering of a helmet

Visor: The upper movable eye covering of head armor.

War Hat (with sights): See Kettle hat above.

Zischagge: Also called the "Lobstertail." It serves as a pikeman's helm. It consists of a skull-cap with neck piece and two ear pieces.

ARMOR, SHIELDS

Adaga: A shield and parrying weapon that is of two small circular plates or reinforced leather or metal joined in the center, with a bar holding them, the bar barbed at the ends for stabbing.

Buckler/targe: A small, usually round, shield held in the hand by a single strap or handle. The targe is a slightly larger version of the buckler, with two straps for the arm or arm-hand.

Bull-hide: A round or figure-eight shield of heavy leather.

Central American: A hide or wood shield. They are fashioned in a wide variety of geometric shapes.

Egyptian: A long shield, square at the base, round at the top. Made of light wood or hides stretched over a frame. Bronze is used for the frames or on rare occasions latticed wood.

Figure-eight (Grecian): A wood or wood and leather shield of this shape.

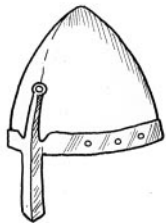
Heater: A small rectangular shield of various composition, metal being the most common.

Jousting: The jousting shield complements a knight's heavy armor. Consisting of single sheet of worked metal the knight wears the bulky shield as much as it is carried. A sling supports the weight of the shield. The size of the shield affords good protection but restricted movement. It

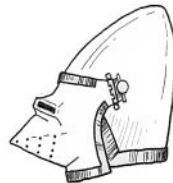


Morion

Middle Eastern

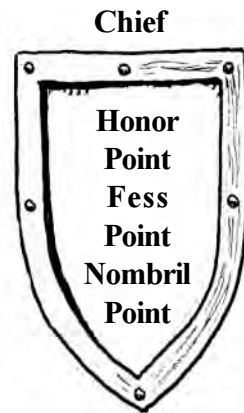


Norman Helmet



Pig Faced Bascinet

The Shield

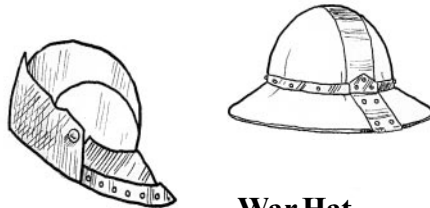


Dexter

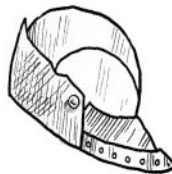
Sinister



Pot



War Hat



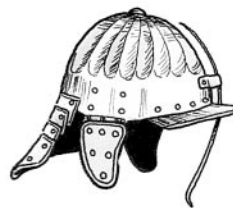
Salade



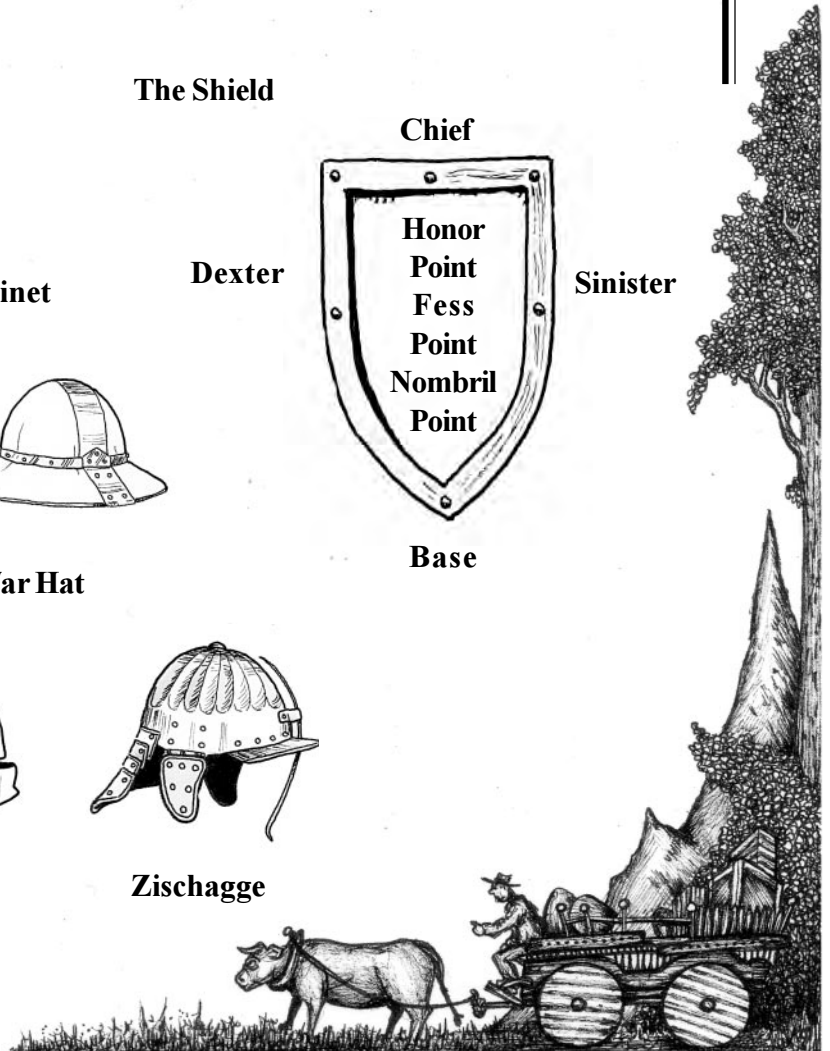
Roman Legionnaire Helm



Sallet



Zischagge



sometimes possesses a circular indent to allow for better visibility or served as a lance rest.

Kite (small to large): Shields of the indicated shape, or with a flat upper portion and pointed bottom part, as used by the Normans and typically by footmen and mounted knights.

Oval (Roman, Zulu): Oval shield of medium to large size made of wood bound with metal or of leather.

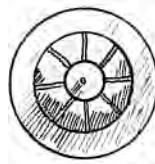
Pavis: A tower shield large enough to cover two persons, the bottom edge meant to rest on the ground, the upper proper in that position by an attached rod hinged to the top edge.

Round (small to large): Small round shields might be of metal, but in other cases these shields are of leather or wood covered by leather, or wood. Those with wood as a component are usually reinforced by a metal edge and central boss and metal pieces over them.

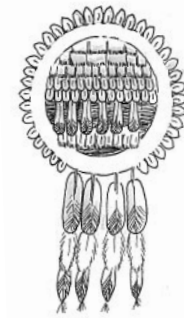
Target: See Buckler above.

Tower (small to large): A large rectangular shield, often convex, that covers the user from knee to chin. These are typically made of leather-covered wood with metal reinforcements similar to those of a round shield.

Wicker: A shield constructed of thin strips of wood woven together, laced into a thick wooden frame. The tight weave of the wicker affords an amazing amount of protection against arrows and javelins.



Buckler



Central American



Egyptian

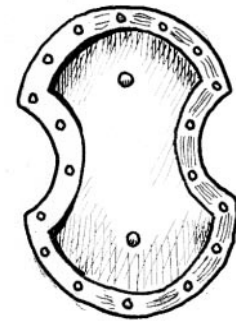
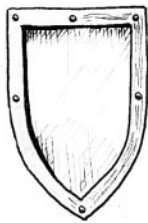


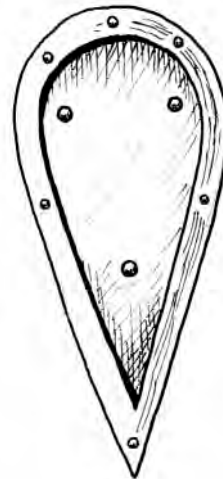
Figure Eight Shield



Heater Shield



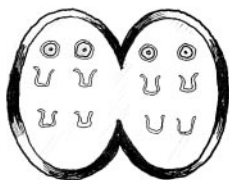
Jousting Shield



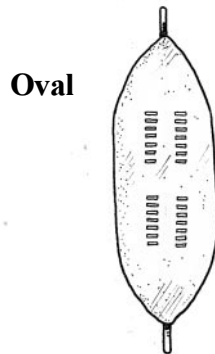
Kite Shield



Tower Shield



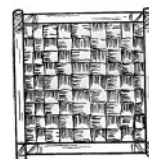
Middle Eastern Shield



Oval



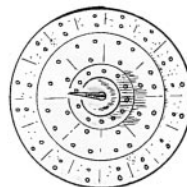
Round Shield



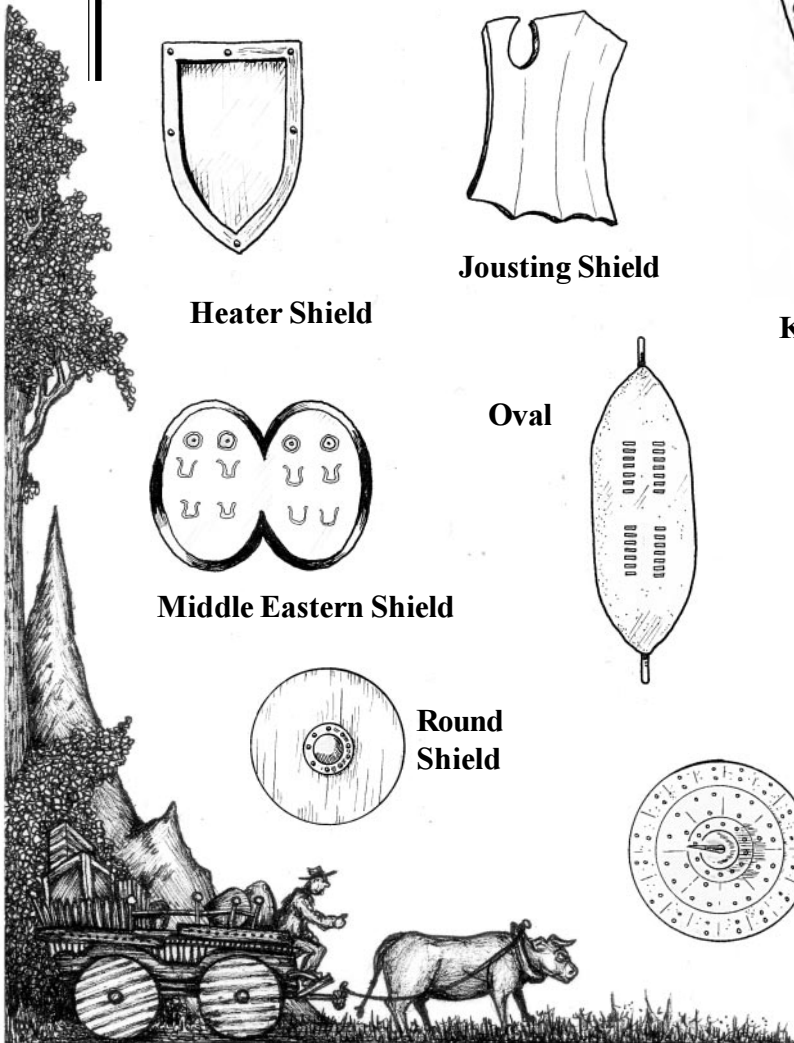
Wicker Shield



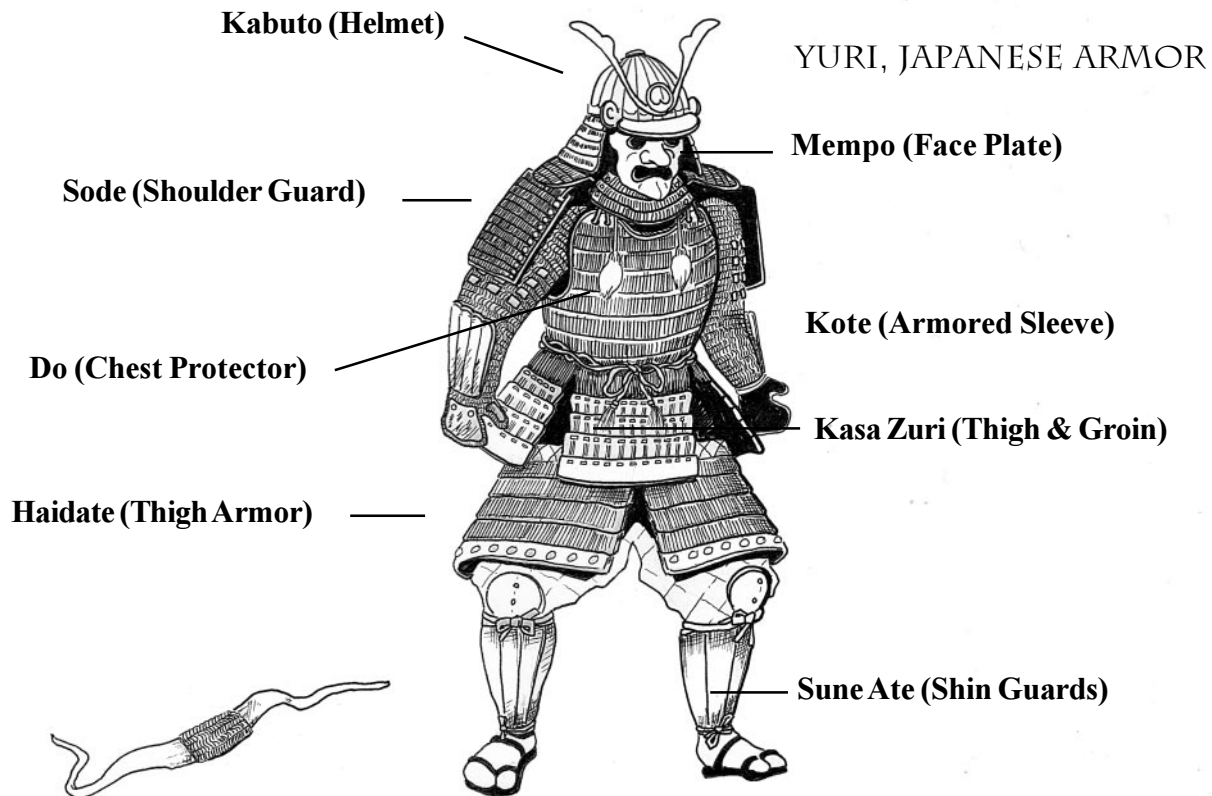
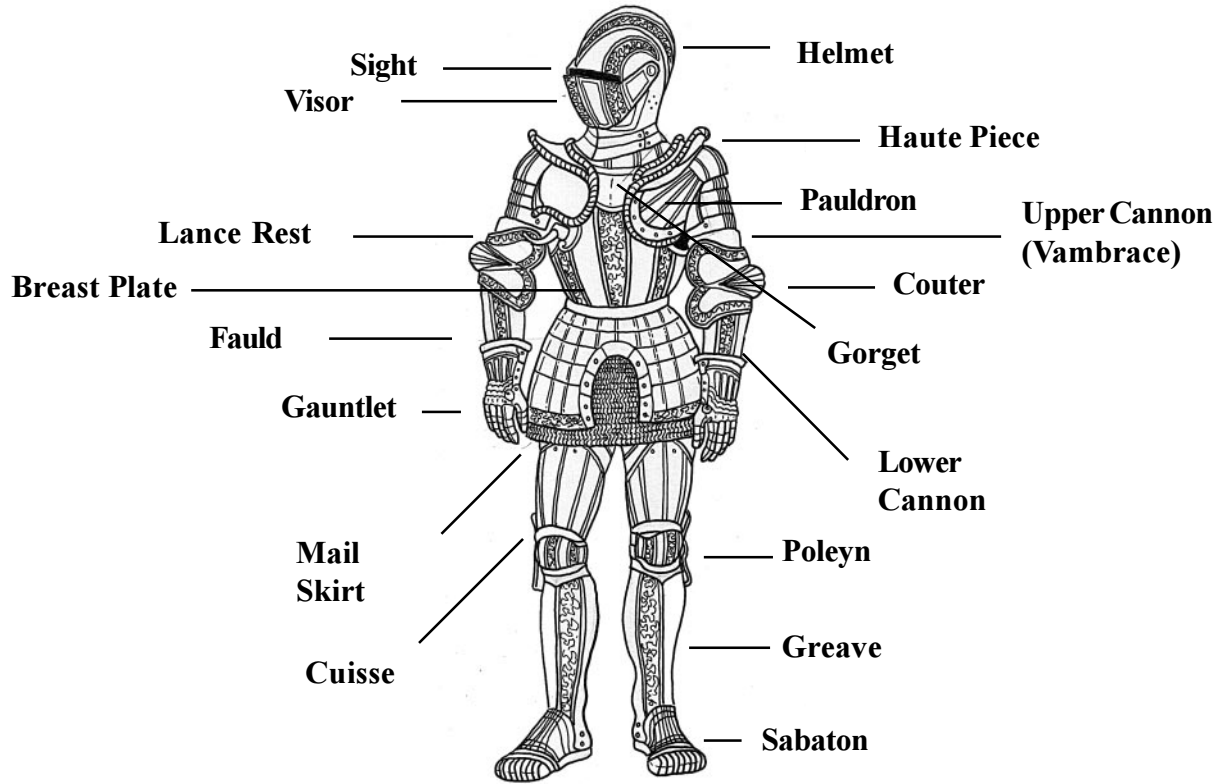
Pavis



Target Shield



THE ARMORED KNIGHT



Hachigane
(Armored Headband)

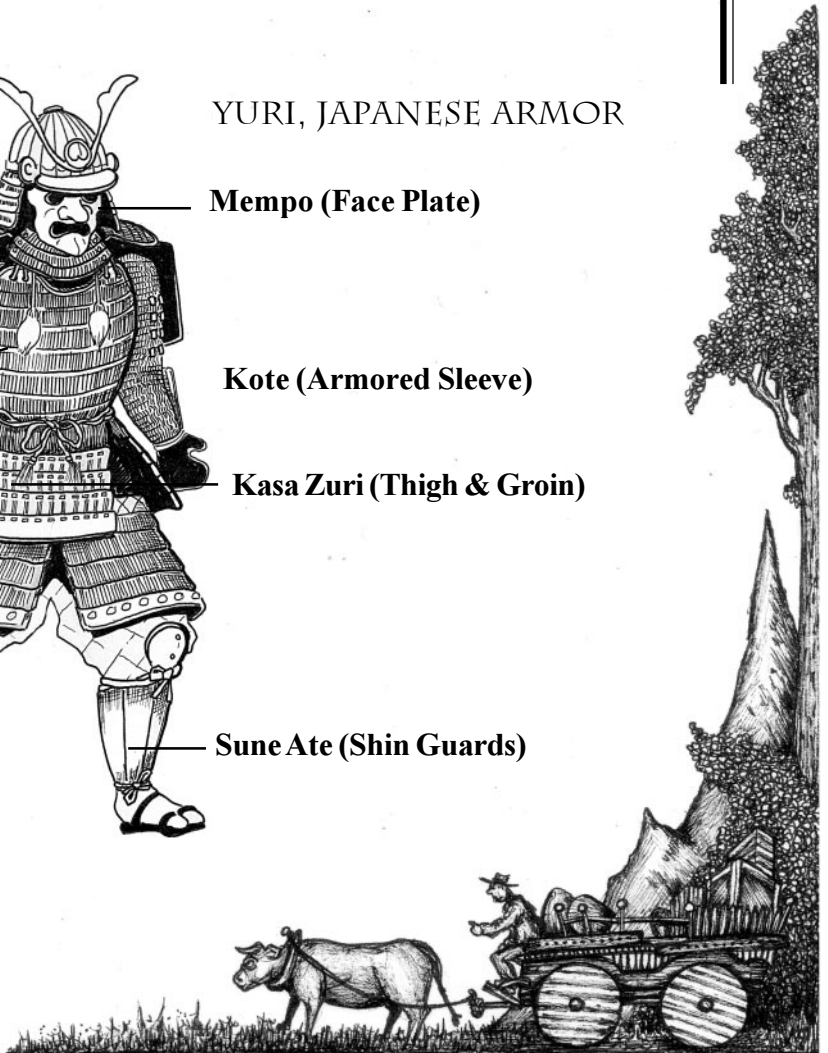


Table 1.1 d20 Armor

Armor	Cost	Armor Bonus	Max Dex bon.	Armor Check Pen.	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Light Armor								
Aketon	5 gp	+1	+8	0	5%	30 ft.	20 ft.	5 lbs.
Bison bone breastplate	10 gp	+2	+6	0	10%	30 ft.	20 ft.	10 lbs.
Central American	15 gp	+2	+6	0	10%	30 ft.	20 ft.	12 lbs.
Cloth	2 gp	+1	+8	0	5%	30 ft.	20 ft.	8 lbs.
Egyptian	12 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lbs.
Gambeson	20 gp	+3	+5	-1	15%	30 ft.	20 ft.	18 lbs.
Iron Age, European	15 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lbs.
Ring Mail	40 gp	+3	+4	-1	20%	30 ft.	20 ft.	20 lbs.
Medium Armor								
Brigadine	75 gp	+4	+4	-3	20%	20 ft.	15 ft.	25 lbs.
Classical Greece	250 gp	+5	+3	-4	25%	20 ft.	15 ft.	30 lbs.
Cuir bouille (boiled leather)	35 gp	+3	+4	-3	20%	20 ft.	15 ft.	25 lbs.
English Civil War	210 gp	+5	+3	-4	25%	20 ft.	15 ft.	30 lbs.
Indian	165 gp	+5	+2	-5	30%	20 ft.	15 ft.	40 lbs.
Inuit	25 gp	+3	+4	-3	20%	20 ft.	15 ft.	25 lbs.
Lamellar, metal	45 gp	+4	+4	-3	20%	20 ft.	15 ft.	25 lbs.
Lamellar, leather	35 gp	+3	+4	-3	20%	20 ft.	15 ft.	25 lbs.
MiddleEastern	170 gp	+5	+2	-5	20%	20 ft.	15 ft.	40 lbs.
Heavy Armor								
Banded Chain	220 gp	+6	+1	-6	35%	20 ft.	15 ft.	40 lbs.
Roman	265 gp	+6	+1	-6	35%	20 ft.	15 ft.	35 lbs.
Plate, three quarter suit	1000 gp	+7	+1	-6	35%	20 ft.	15 ft.	45 lbs.
Polish Hussar	750 gp	+7	+0	-7	35%	20 ft.	15 ft.	50 lbs.

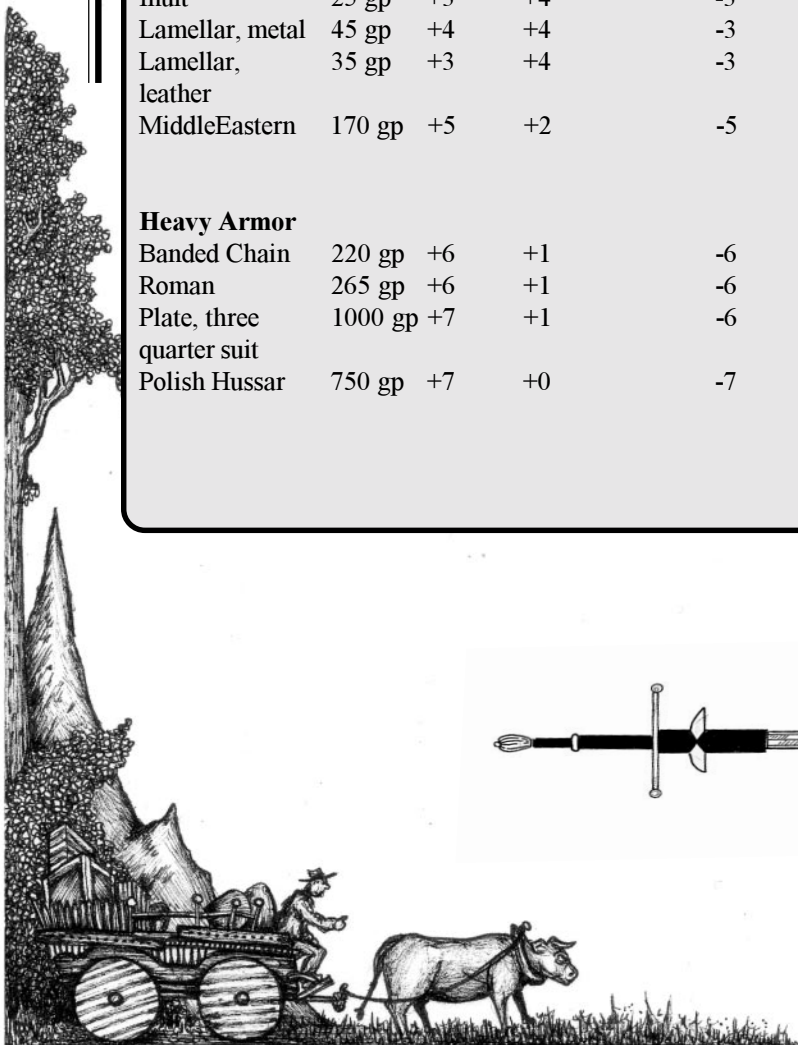


Table 1:2 d20 Head Coverings & Helmets

Armor	Cost	Armor Bonus	Weight	Spell Failure	Subdual Damage Reduction	Type
Armet	10 gp	+7	7 lbs.	10%	3	S/P
Arming cap	5 gp	+5	5 lbs.	0%	2	S/P
Bacinet	9 gp	+7	7 lbs.	5%	3	S/P
Bacinet, closed	12 gp	+7	8 lbs.	10%	3	S/P
Bacinet, pig-faced	15 gp	+7	8 lbs.	10%	3	S/P
Benin	8 gp	+4	5 lbs.	5%	2	S/P
Burgonet	10 gp	+7	8 lbs.	5%	3	B/S/P
Casquetel	10 gp	+7	8 lbs.	5%	3	B/S/P
Celt	9 gp	+7	8 lbs.	5%	3	S/P
Coif, chain mail	20 gp	+4	5 lbs.	5%	2	S/P
Coif, leather	4 gp	+2	2 lbs.	5%	1	S/P
Gladiator	9 gp	+7	7 lbs.	5%	3	S/P
Helm, pot	8 gp	+7	7 lbs.	5%	3	S/P
Helmet	9 gp	+7	8 lbs.	5%	3	S/P
Heaume	20 gp	+8	10 lbs.	15%	5	B/S/P
Middle Eastern	10 gp	+7	8 lbs.	5%	3	B/S/P
Morion	12 gp	+7	9 lbs.	5%	3	B/S/P
Norman	8 gp	+7	7 lbs.	5%	3	S/P
Roman legionaires	9 gp	+7	8 lbs.	5%	3	S/P
Salade	12 gp	+7	8 lbs.	10%	3	S/P
Salade, mentonniere	15 gp	+7	8 lbs.	10%	3	S/P
War Hat	8 gp	+7	7 lbs.	5%	3	S/P
War Hat	15 gp	+7	8 lbs.	10%	3	S/P
Zischagge with sights	9 gp	+7	8 lbs.	5%	3	S/P

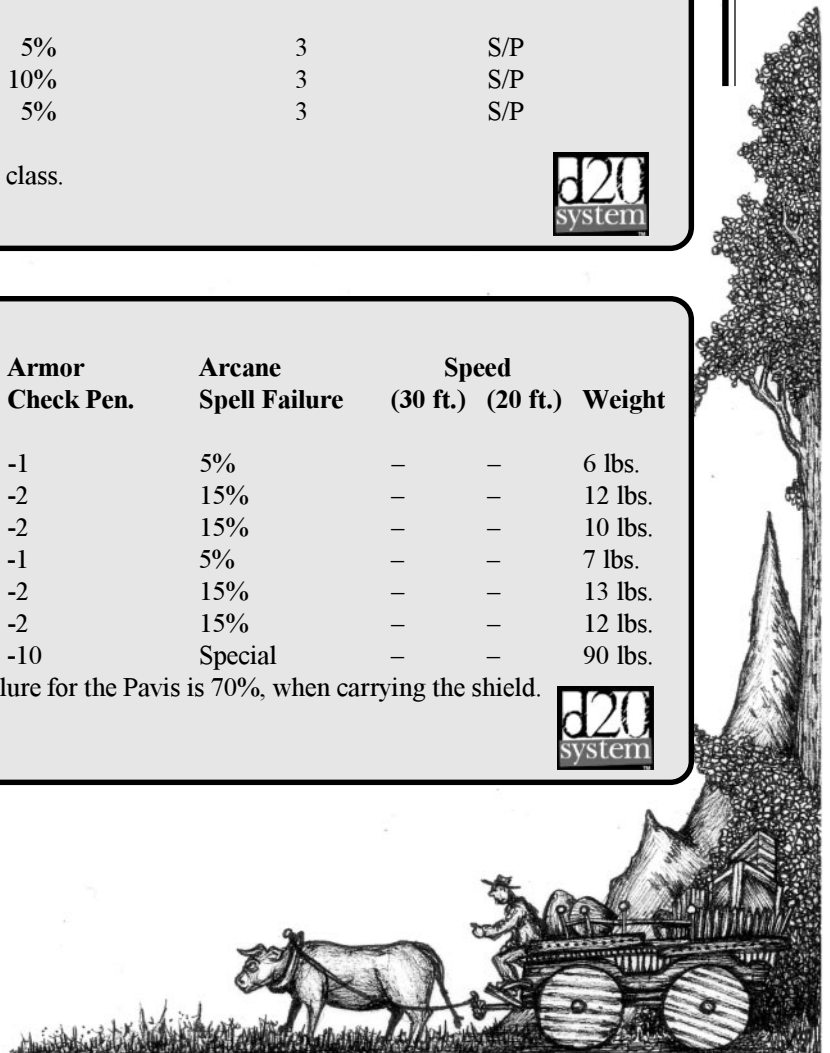
* Helmets AC bonus applies only to the head's armor class.



Table 1:3 d20 Shields

Armor	Cost	Armor Bonus	Max Dex bon.	Armor Check Pen.	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Targe	15 gp	+1	-	-1	5%	-	-	6 lbs.
Bull-hide	10 gp	+2	-	-2	15%	-	-	12 lbs.
Figure-eight	8 gp	+2	-	-2	15%	-	-	10 lbs.
Heater	10 gp	+1	-	-1	5%	-	-	7 lbs.
Kite	18 gp	+2	-	-2	15%	-	-	13 lbs.
Oval	8 gp	+2	-	-2	15%	-	-	12 lbs.
Pavis	55 gp	Special	-	-10	Special	-	-	90 lbs.

* A Pavis grants the user cover. The Arcane Spell Failure for the Pavis is 70%, when carrying the shield.



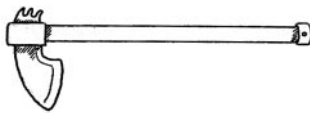
WEAPONS

WEAPONS, AXES & AXE LIKE

Axe: A wedge, honed at one extremity to a sharp edge and hollowed at the other. The hollow end holds a shaft or haft of wood. The handle is generally fashioned at right angles to the axe head. A loop is attached at the end of the haft.



Axe, Assyrian bronze: As above, but as a club or mace. The head fashioned out of bronze.



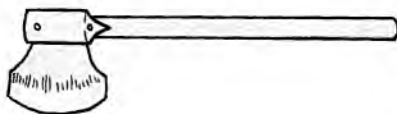
Axe, battle: A single edge axe blade with curved edges up to twelve inches in length. The weapon is heavy headed, using the weight of its head as much as the cutting edge of its blade. Up to 4 feet in length.



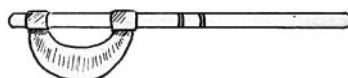
Axe, bearded: A formidable, socketed metal axe blade fitted to a wooden handle and wielded two-handed. 4 1/2 feet in total length. A single curved blade on the lower end marks the head.



Axe, broad: A single edge axe blade with curved edges twelve to fifteen inches in length. Very light, mounted on a curved haft 4+ feet in length.



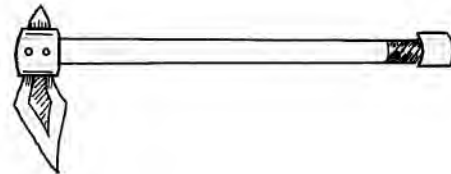
Axe, Egyptian bronze: A single edge axe blade made of bronze. The blade ranges in size but not over 9 inches in length. The haft is up to 3 1/2 feet long.



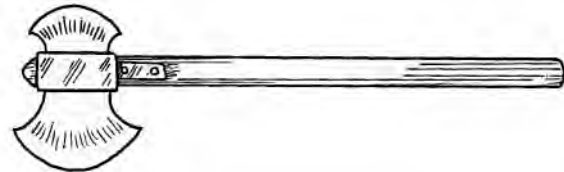
Axe, light (belt): A single edge axe blade with a single curve on the lower end of the blade. The haft is shorter than most axes, 2 1/2 feet long.



Axe, piercing: An single edge axe blade and short to medium length, three-sided spear tip mounted atop a wooden shaft. About 3 feet in length.



Axe, two-handed: As with the bearded axe but wholly curved on the lower and upper end of the blade. Requires two hands to use.



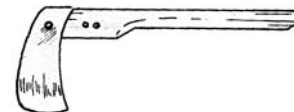
Cleaver Wide, thick blade: Sloping blunt/false edge at tip. Very powerful downward blows.

Cleaver, two-handed wide, thick blade: Sloping blunt/false edge at tip. Longer handle and blade than the cleaver.

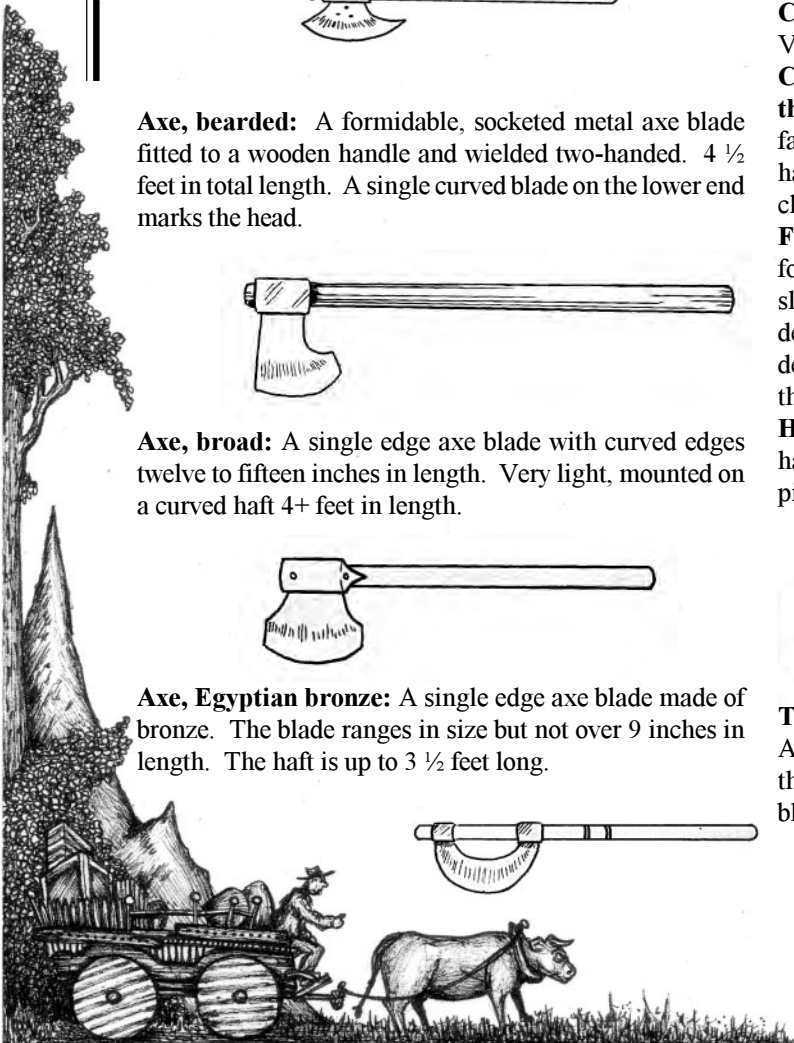


Francisa: There are many forms of this axe however they are characterized by a long, slender blade slightly curved on the exterior face, but deeply curved on the interior. The interior curve creates a deep bowl in the axe head. A spike or chisel mounted on the opposite face of the head affords balance.

Hatchet: A short handed axe for chopping wood.



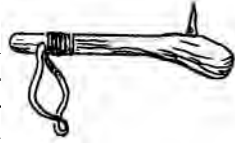
Tomahawk: A light axe associated with the Native Americans. It is used in close quarters combat or as a throwing axe. About 12+ inches in length with a single blade driven into split haft and bound with leather wraps.



WEAPONS, CLUBS & CLUB LIKE

Aclis (Club, spiked, throwing): A throwing stick with a spiked head, usually attached to the wielder's arm by a leather strap allowing it to be retrieved after it had been thrown.

Assagai: The Zulu Tribe in Africa used this short, approximately five foot long spear for thrusting to stab opponents at close quarters. It is an adaptation from the throwing spear, the length cut down and given a knob at the butt so as to prevent throwing, forcing hand-to-hand use only.



Belaying Pin: A belaying pin is a small wooden billet used on sailing ships to secure lines. As a weapon it is like a small wooden club.

Billy club: A heavy wooden club.

Bludgeon: A short stick or club with one thick or loaded end.



Bo Stick (Japanese): A 6 to 9 foot wooden fighting staff.



Club: A heavy staff or stick, usually tapered, made of wood or metal.

Club, spiked: As with Club above, with spikes attached. The spikes were either driven into the club, riveted or bound on the end. Also, barbed wire strands or even thorn bushes may be wrapped tightly around the end.

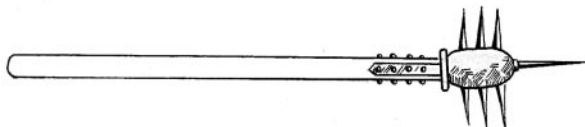


Club, spiked, throwing (acylis): A lighter club (as above) with heavier end for momentum (see above).

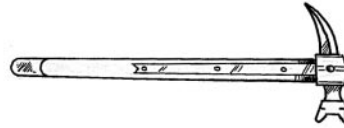
Cudgel: By broad definition a cudgel is any small club. The cudgel also refers to a practice sword made of wood and fitted with a basket hilt used in broadsword practice.



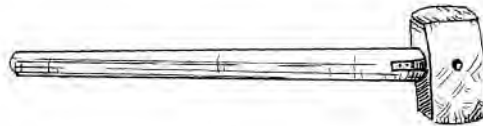
Godentag: A type of morningstar.



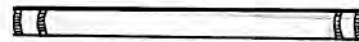
Hammer, military: a 2 1/2 foot hammer with a wide heavy head. The head is quite large, sometimes three inches in width, it is balanced with a double edged curved blade several inches long and topped by a spike.



Hammer, Maul: A large hammer with a wooden or iron head. Wielded two handed with a haft about 3 1/2 feet long. The head is disproportionately heavy to the haft and socketed.



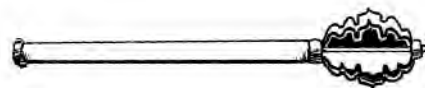
Jo stick (Asian): This weapon is a simple short maple staff, very well balanced, and having the same length as a katana.



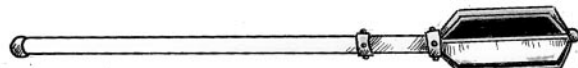
Knobkerrie: A short wooden club with mounted knob at the end. A staple of the Zulu armies it was thrown or used in melee combat.



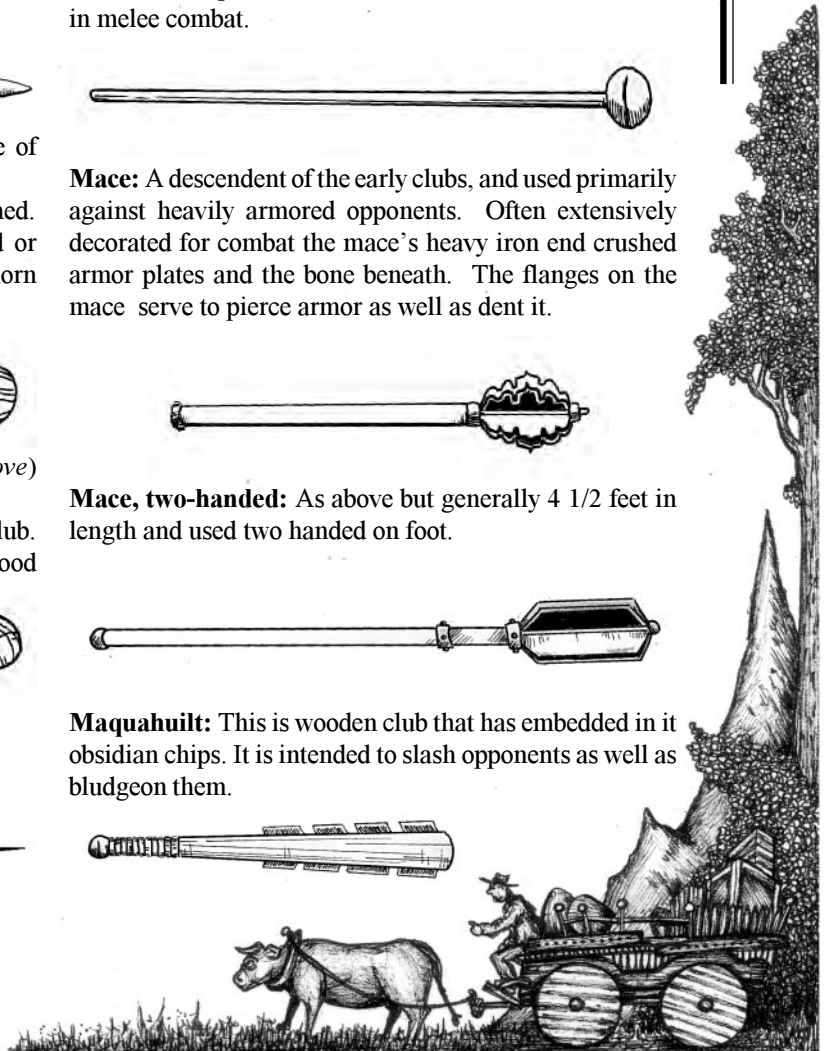
Mace: A descendent of the early clubs, and used primarily against heavily armored opponents. Often extensively decorated for combat the mace's heavy iron end crushed armor plates and the bone beneath. The flanges on the mace serve to pierce armor as well as dent it.



Mace, two-handed: As above but generally 4 1/2 feet in length and used two handed on foot.



Maquahuitl: This is wooden club that has embedded in it obsidian chips. It is intended to slash opponents as well as bludgeon them.



Morning star: A form of mace, preferred by foot soldiers, with a spiked head for piercing armor.

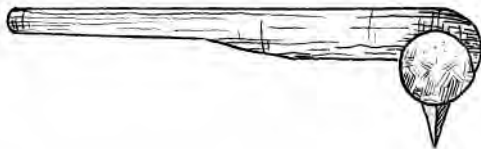


Sap (blackjack, cosh): A short hand held weapon. Usually a metal or wooden stud bound in leather attached to a springy handle.

Staff (fighting staff, quarterstaff): This weapon is carried by a wide variety of people. The length is approximately six feet and is made of wood. Sometimes the staff is reinforced with metal caps on the ends and metal bands as well to make it a more durable fighting weapon.

Tonfa (Okinawan nightstick): The Tonfa is made of hardwood, it's body square or round. It is about 2 feet in length with a side handle at a right angle, serving as a forearm guard for blocking attacks.

Warclub: A short club associated with the American Indian.



WEAPONS, KNIVES & KNIFE LIKE

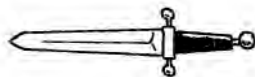
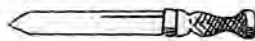
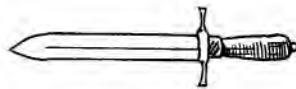
Arkansas toothpick: An 18" long double edged knife. The lower edge extends the full length of the blade, whereas the upper edge extends along 1/4 length of the blade.

Bottle: broken Self-explanatory construction, last ditch thrusting weapon.

Dagger: A general term for all short thrusting bladed weapons with points or edges.

Dirk: A long thin dagger straight bladed dagger, ranging in length from 12 to 20 inches.

Haladie: A double ended fighting knife with the single edged blades curving opposite one another. The handle is in the center of the weapon, and is usually bound with leather or wire.



Hook: A curved tool, generally used for pulling or holding.

Ice pick: A hand tool with a sharp pointed spike. Used for chipping ice.



Katar, bifid blade: The blade of this weapon is notched (V-shaped) giving two points for

piercing. The handle of this punching dagger remains the same as the katar.

Knife, bowie: A single edged knife with part of the back edge shaped concavely and pointed.

Knife, green river: A knife, about 9 3/4" in overall length with 4 1/2" blade, often depended on for hunting and fighting. The

Greco Green River knife is big enough for most large game.

Kris: A dagger with a serpentine blade, associated with Indonesian or Malaysia.

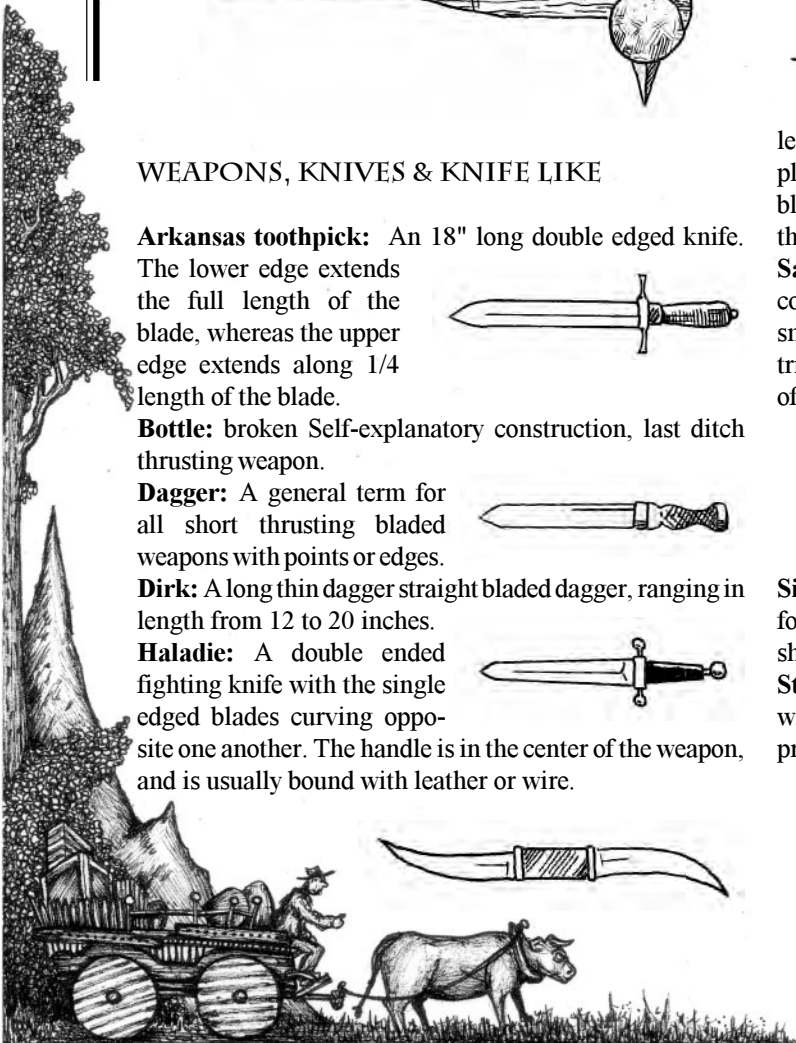
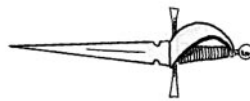
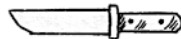
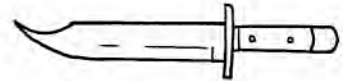
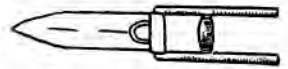
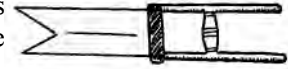
Main gauche: A fencing dagger, double-edged with prongs designed to catch an opponent's blade. For use with the wielder's off hand and fitted with a triangular guard, often engraved.

Poniard: A dagger-like weapon with a thin blade, about 1 foot in length, useful for piercing chain mail or finding gaps in plate armor, puncturing vital organs. Often featuring a bloodletting groove down the thin blade.

Sai: A Japanese parrying baton consisting of an iron bar with leather covered grip and two small side hooks mounted parallel to the bar. Sai with triangular main blade are also known. These weapons are often used in pairs.

Sickle: A tool or weapon with a long metal blade curved for cutting. Mounted on a short handle.

Stiletto: A slender dagger with a blade that is thick in proportion to its width.

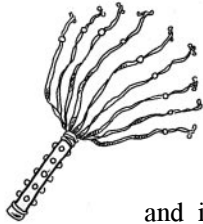


WEAPONS, FLAILS & FLAIL LIKE

Bullwhip: A lash, made of leather interlaced strips, ranging from 6' to 25' in length.



Cat-o-nine-tails: The usual variety of this item is smaller than a bullwhip, more intended for pain and torture than as a



weapon. The martial variety possesses an 18" handle controlling nine 18" whip strands of silk or leather cord usually set with metal bits (or sometimes small, flesh-rending hooks with poison). Unlike the whip, the cat-o-nine tails deals actual damage and is not restricted in effectiveness by those having armor.

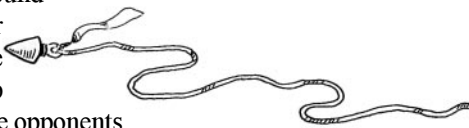
Flail: The flail consists of two differing lengths of wood attached with a chain or leather thong. The longer piece serves as the handle while the shorter, usually heavier piece, serves as the weapon.



Flail, two-handed: As above but longer.



Meteor hammer: A cone-shaped metal head attached to a length of chain or rope. The meteor hammer threatens a 10 ft. area around the wielder and can be used to trip and strangle opponents.



Nunchaku: This weapon has two pieces of wood, of equal length and equally weighted, and attached with rope or chain.



Whip: As with the Bull whip above.

WEAPONS, MISCELLANEOUS

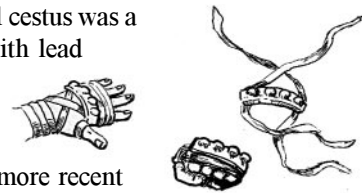
Adz: A piercing tool, like the axe, but with thin cutting blades set at right angles of the haft. Generally not used as a weapon but rather as a tool for cutting or shaping wood.



Brass Knuckles: A set of metal finger rings or guards attached to a transverse piece and worn over the front of the doubled fist. An attached bar sits in swell of palm, taking pressure off the knuckles.



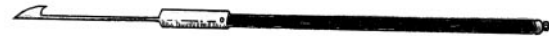
Cestus: The original cestus was a leather hand wrap with lead weights at the knuckle areas inflicting deep cuts and abrasions. The more recent cestus is a heavy gauntlet, worn by a hand clenched into a fist. It weighs about six pounds and has bronze (or iron) spikes.



Garrote: Two handles of wood or metal affixed to a strong line (trip wire, piano wire, etc.) used for strangulation of a foe. Attacker usually closes in from behind, throwing the line over his victim's head and pulling back with a deadly snap, crossing the handles to form a loop.



Harpoon: A barbed spear or javelin, about 7 feet in length, with a rope or chain attached to the shaft for recovery of the weapon.



Hat pin: A long thin needle-like device.



Hook, hafted: The hafted hook is used to catch on an opponent's shield or parts of the body to rend flesh.

Kiseru (Iron Pipe): A heavy iron smoking pipe that tapers from the stem to the bowl. These range from 2 to 2 1/2 feet in length.



Lasso: A rope or long thong of leather with a noose used especially for catching obstinate humanoids.

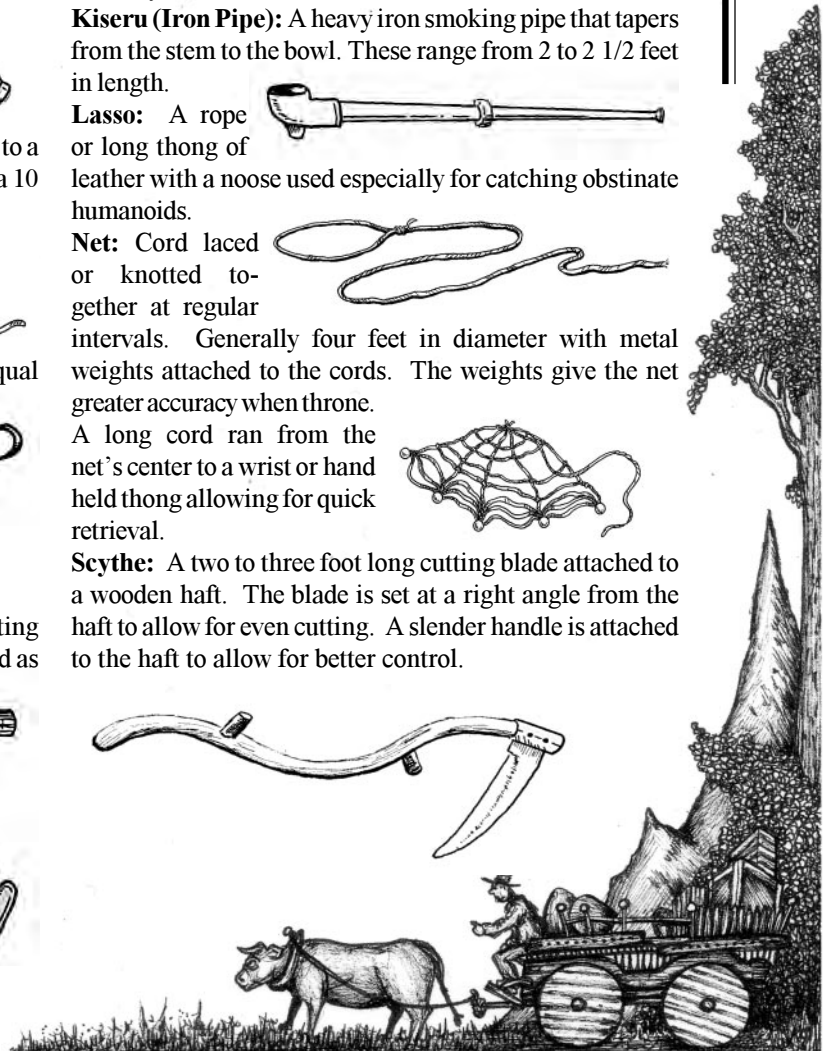
Net: Cord laced or knotted together at regular intervals. Generally four feet in diameter with metal weights attached to the cords. The weights give the net greater accuracy when thrown.



A long cord ran from the net's center to a wrist or hand held thong allowing for quick retrieval.



Scythe: A two to three foot long cutting blade attached to a wooden haft. The blade is set at a right angle from the haft to allow for even cutting. A slender handle is attached to the haft to allow for better control.



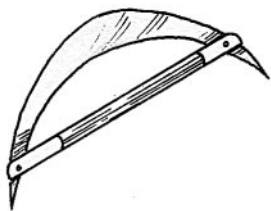
Sleeve Tangler: A pole-arm of 6-7' length, the two feet on the end metal, and set all-round with short spikes, alternately curving back and forward. At its end are set two pairs of triple or quadruple barbed hooks, one of them pointing backwards, the other forwards. It is used in combat to capture the weapon arm of an opponent. Used by law enforcement to subdue swordsmen.



Tiger claws (bagh nakh): The bagh nakh is a metal bar with 3-5 sharp, claw-like blades extending from the base and outwards from the palm of the wearer's hand. The little and forefingers fit through the rings, the bar grasped in the palm.



Water parting shield: This weapon has a thin blade attached at two ends of a wooden handle, two feet in length. The blade is three inches wide where attached to the handle and tapers out to five inches in width. It is often used in pairs.



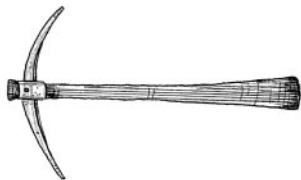
WEAPONS, PICK-LIKE

Crowbill: A 3 1/2 foot beaked hammer mounted on a thick shaft of wood. The "beak" is thick and often four bladed. It serves as the main striking end and is balanced out by a heavy notched hammer. Used against armored opponents, designed to damage armor as much as the flesh beneath.



Dagger-axe (chinese): The dagger-axe is a hafted, short piercing dagger blade set at a right angle, and is about 2 feet in length.

Pick: A tool used for breaking ground or rocks. A three to four foot haft topped by a metal tool pointed at one or both ends.



Military pick: A 3 1/2 foot pick. The pointed ends are notched allowing for greater damage to the armor or shield when struck.



WEAPONS, POLEARMS

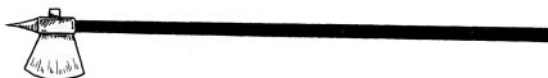
Axe, Jedberg: A pole axe, nearly 9 feet in length, with a hook opposite the blade.



Axe, Lochaber: A broad blade mounted on the end of a wooden shaft. Nearly 9 feet in total length.



Axe, pole: An weapon about 7 feet in length, an axe blade mounted on a long shaft with a spike or hammer opposite.



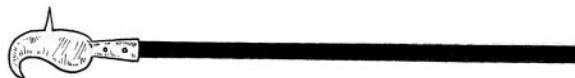
Bardiche: A pole axe used as a chopping or cutting weapon, its blade no less than 2 feet long and cleaver shaped, the weapon is about 5-7 feet in length.



Bec de Corbin: The Bec De Corbin is mounted on an ash shaft with a beak-shaped piercing spike as its primary attack form, excellent for piercing and splitting plate armor, with a top spike for thrusting back an opponent—and probably wounding him as a result. Considered a knightly weapon, and is about 7 feet in length.



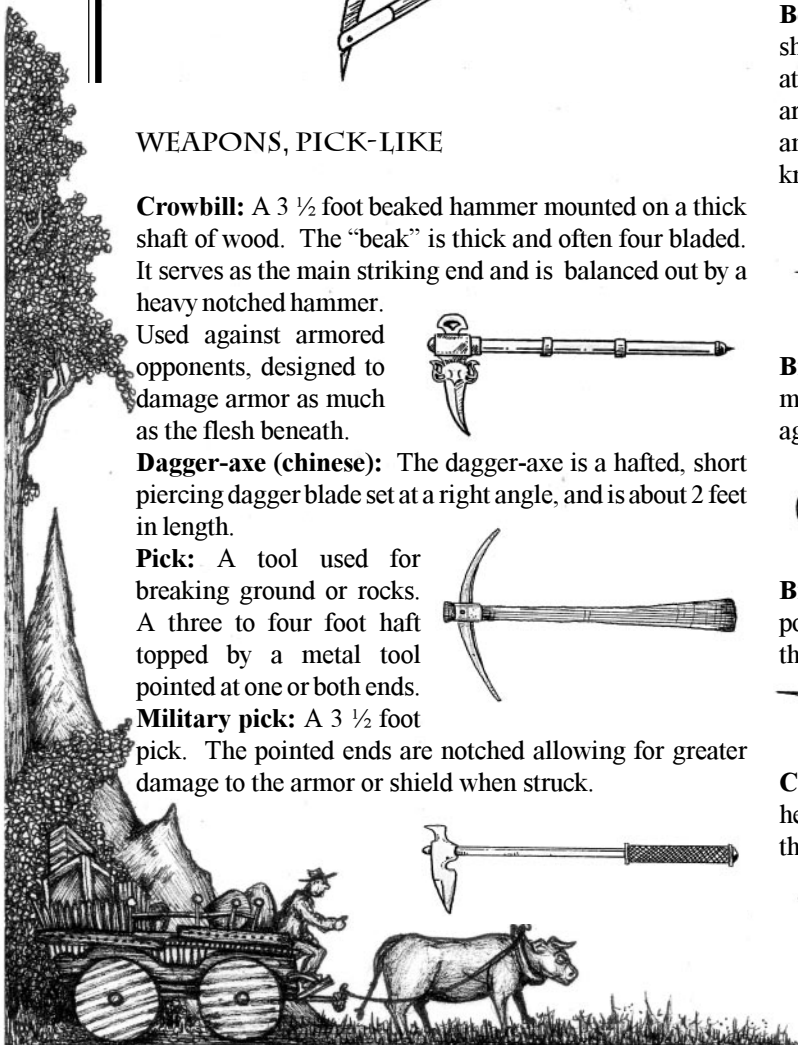
Bill, billhook, brown bill: A broadly hooked blade mounted on a wood shaft which was derived from an agricultural tool; about 7 feet in length.



Bill Guisaume: A billhook which combines the long pointed thrusting power of the guisaume's bat (spike on the back).



Chinese double-lune: As the lune, but has twin sickle heads rather than just one, and also has spike to serve as a thrusting weapon.



Demi-lune (crescent-like, the “half-moon”): Crescent-shaped blade mounted so that its tips are facing forward from the shaft (European) or so that its tips are facing the butt of the shaft (Chinese). About 7 feet in length.



Fauchard (sickle or scythe-like): The fauchard is a poleax readily made from simple grain scythes, its wooden shaft 7 to 9 feet in length, the inward curving blade often straightened from its original curve to aid thrusting attacks, and mounted to the top of a long wooden shaft.



Fauchard fork: The fauchard fork has a forward pointing spike, a tine of .5 to 1 foot long set at the back of the fauchard blade to catch, hold, or dismount an opponent. It is about 9 feet in length.



Fauchard-guisarme: A fauchard with a small, curved hook (fluke) added to improve the weapon’s thrusting capability. Still a unwieldy weapon requiring much space.



Feather staff (long and two side blades hidden in staff): The feather staff is a four to six foot walking stick with two 16 in. concealed blades. This weapon is usually wielded two-handed.



Fork, military (bident): A polearm approximately 10 feet in length or longer, a lethal 2-tine fork, sometimes with a shorter third point in the center. It is used to pierce plate armor, hold off counted opponents or by castle defenders to push ladders from the walls during a siege. The military fork has reach. You can strike opponents 10 feet away with it, but you can’t use it against an adjacent foe.



Glaive (machete-like): This weapon is perhaps the earliest combination of the bill hook and the spear. The Glaive possesses a long slender blade mounted on a haft 5 ½ feet in length. The blade varies in length, coming in a wide variety of shapes.



Glaive-fork: The glaive-fork is backed at its base by a metal bat protruding at a right angle, from which bar extends a long and pointed tine so as to form a fork. The angle of the tine is somewhat away from the glaive, so as to offer a wider opening between the two at the business end of the weapon.



Glaive-guisarme: Combining the long thrusting blade of the guisarme with the slender cutting blade of the glaive this weapon served the footman as a formidable weapon as it can be used as a thrusting or cutting device.



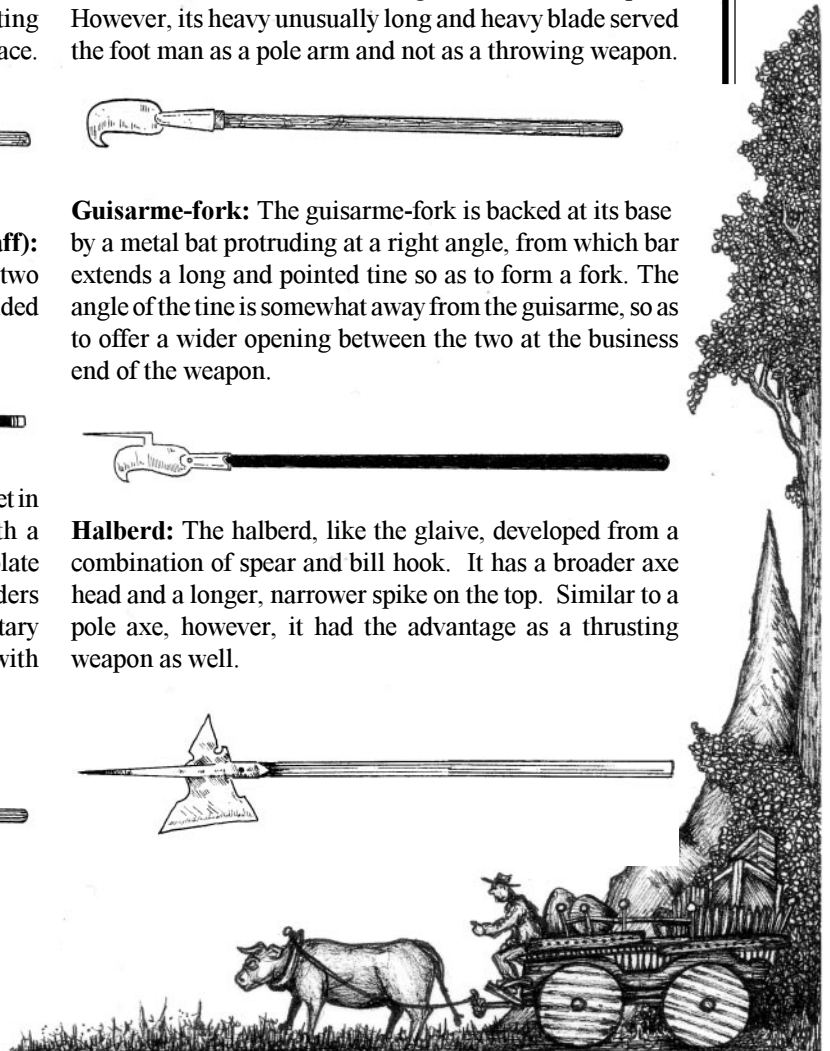
Guisarme: Considered a long and beautiful spear. However, its heavy unusually long and heavy blade served the foot man as a pole arm and not as a throwing weapon.



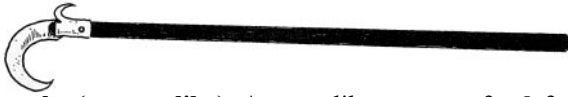
Guisarme-fork: The guisarme-fork is backed at its base by a metal bat protruding at a right angle, from which bar extends a long and pointed tine so as to form a fork. The angle of the tine is somewhat away from the guisarme, so as to offer a wider opening between the two at the business end of the weapon.



Halberd: The halberd, like the glaive, developed from a combination of spear and bill hook. It has a broader axe head and a longer, narrower spike on the top. Similar to a pole axe, however, it had the advantage as a thrusting weapon as well.



Hook-fauchard: Wooden hafted weapon, about 7 feet in length, with a metal hook and a scythe-like blade.



Korseke (spetum-like): A spear-like weapon of c. 8-foot length with side blades to block and catch opponent weapons.



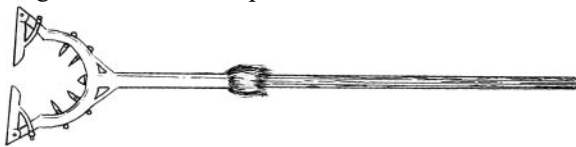
Kwan dao: A broad thin blade with a small crossguard placed on top of a thick wooden shaft. The bottom of the shaft is capped in metal which can be used for striking an opponent, but also works as a counter weight when swinging the weapon.



Lucerne hammer: A polearm with a relatively small, usually three-pointed hammer head at right angles to the shaft, usually backed by a slightly hooked back-spike. Over 9 feet in length.



Man-catcher: A polearm with two crescent-like blades set so that when thrust they encircle the opponent, the blades spring back to make escape difficult.



Monk cudgel: A large mace-like metal head on top of a wooden haft five feet in length.



Monk spade: A small bladed spade on one end and a small crescent-shaped blade on the other end of a thick wooden shaft for a six foot length.



Partizan: A long spear, about six feet in length, to the base of the head of which are small axe-like side blades for striking or catching the weapons of an opponent.



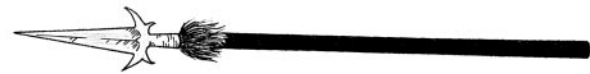
Partizan, ox-tongue: As partizan but with a broader spear point and usually side-mounted axe-heads reduced in size, and with their upper portions pointed outwards in curved form. The weapon is about 6 feet in length.



Pike & Awl Pike: A sharp spearhead on the end of an 18 to 21 foot pole, good only as a thrusting weapon. These weapons are long and unwieldy and generally best used in large units of troops.



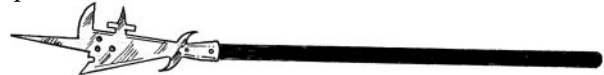
Ranseur (bohemian ear spoon, chauves souris, runka): A type of spetum or partisan..



Saber-axe (curved glaive-and pole-axe like): A heavy, saber-like blade of perhaps two-and-half foot length with a small head at its base, set on a wooden haft of four or so feet length.



Scorpion (bill-guisarme-like): A halberd with a long and thick dagger blade at its top end, and two or three back-spikes.



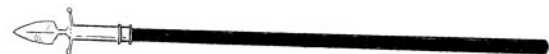
Spear-guisarme: A spear to which is affixed at the base of the head a large hook of guisarme-like sort for catching opponents, and pulling mounted ones out of the saddle. The spear-guisarme has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.



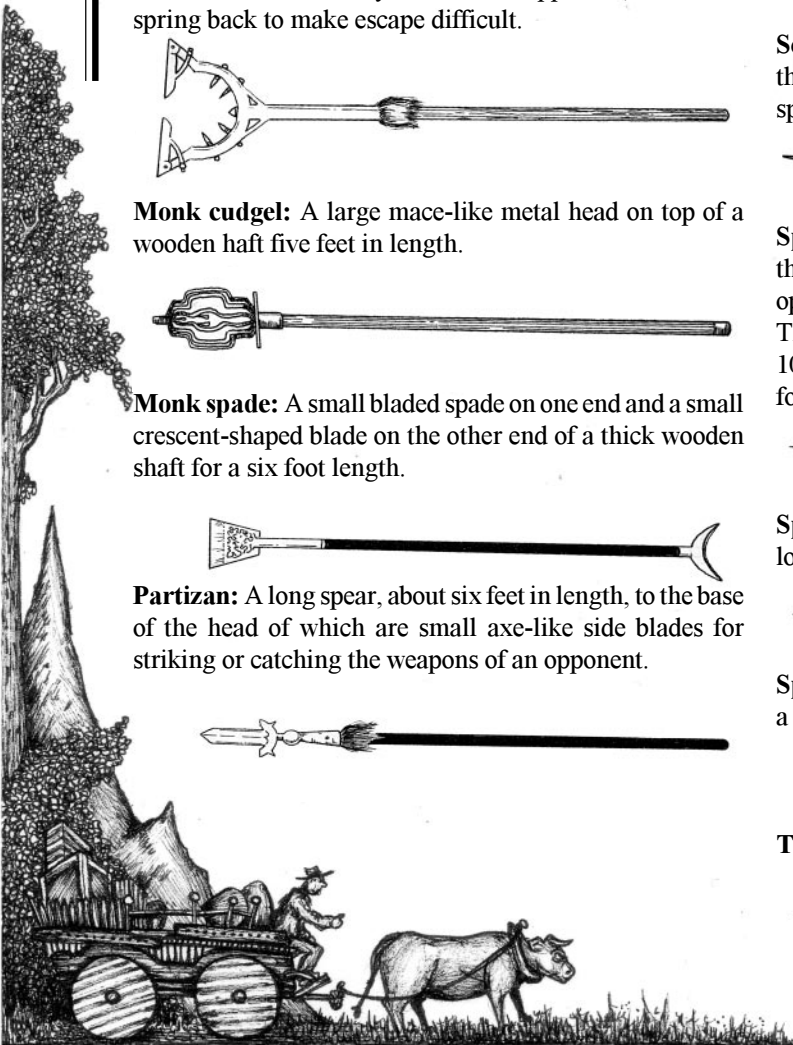
Spetum (korseke): A type of ranseur with a unusually long and slender blade and fork spikes.



Spontoon (c. 5' - 7'): A type of pike with a shorter haft and a thicker head. Not used in mass formations.



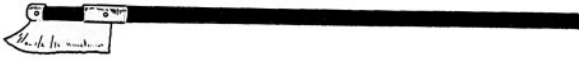
Tiger fork: As a trident.



Trident: Any of the three pronged spears. The middle prong is frequently longer than the outer two. Ranges in length from 5 to 7 feet.



Voulge (cleaver-like): A cleaver blade on a pole, usually but not always with a top spike of short to dagger-sized length. One is usually about seven feet long.



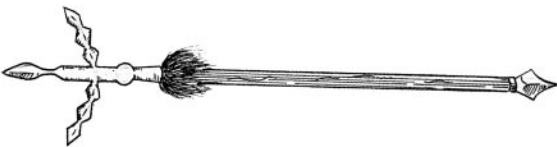
Voulge-fork: A cleaver blade on a pole, usually with a top spike of short to dagger-sized length. It is backed at its base by a metal bat protruding at a right angle, from which bar extends a long and pointed tine so as to form a fork. The angle of the tine is somewhat away from the voulge, so as to offer a wider opening between the two at the business end of the weapon. The head is smaller and lighter than on a plain voulge, and the shaft of the weapon is longer.



Voulge-guisarme: A cleaver blade on a pole, where the spike is replaced by a guisarme spear head.



Wolf teeth spiked trident: Similar to the trident, but the outer prongs are ridged with points.

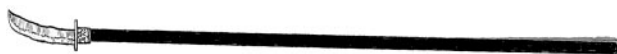


WEAPONS, SPEARS & SPEAR LIKE

Lance: A long pole, tapered to the end and mounted with a small iron point akin to the pike head. The head of a lance takes on any number of a variety of shapes or designs. Later lances possessed hand guards called Vamplates.



Naginata: (Japanese) Technically a short sword blade attached to a long wooden staff, sometimes called a "woman's spear". Favored weapon with the bushi and monks by the twelfth century. Practitioners use a skill called "ha-kaishi", the ability to change blade position fast, which enables the wielder to slash with devastating sweeping arcs with impressive reach.



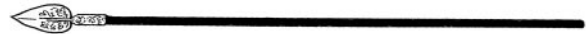
Spear (c. 9' – 11'): One of the oldest weapons known to man. A spear is a pole with a point, wooden, stone or metal at one end. It ranges in length and haft thickness. The points range in size, shape and design. There are many variations of the spear, the boar spear with a broad leaf shaped head and short shaft to the string spear with an attached cord allowing for retrieval of prey. Used for throwing or close quarters combat.



Spear, Boar: A shorter spear with a thicker haft, generally 1-3 inches in diameter. The spear point consists of a wide leaf shaped blade. Particularly designed to pin target and hold it.



Spear, Leaf headed: A hunting spear. The short haft and wide head served much the same purpose as the boar spear.



Spear, long (c.12' – 14'): As above though with a longer haft than usual. Predominantly used for setting against cavalry.

Spear, short (c. 6' – 8'): A spear with a thicker, heavier head. Predominantly used for close quarters combat.

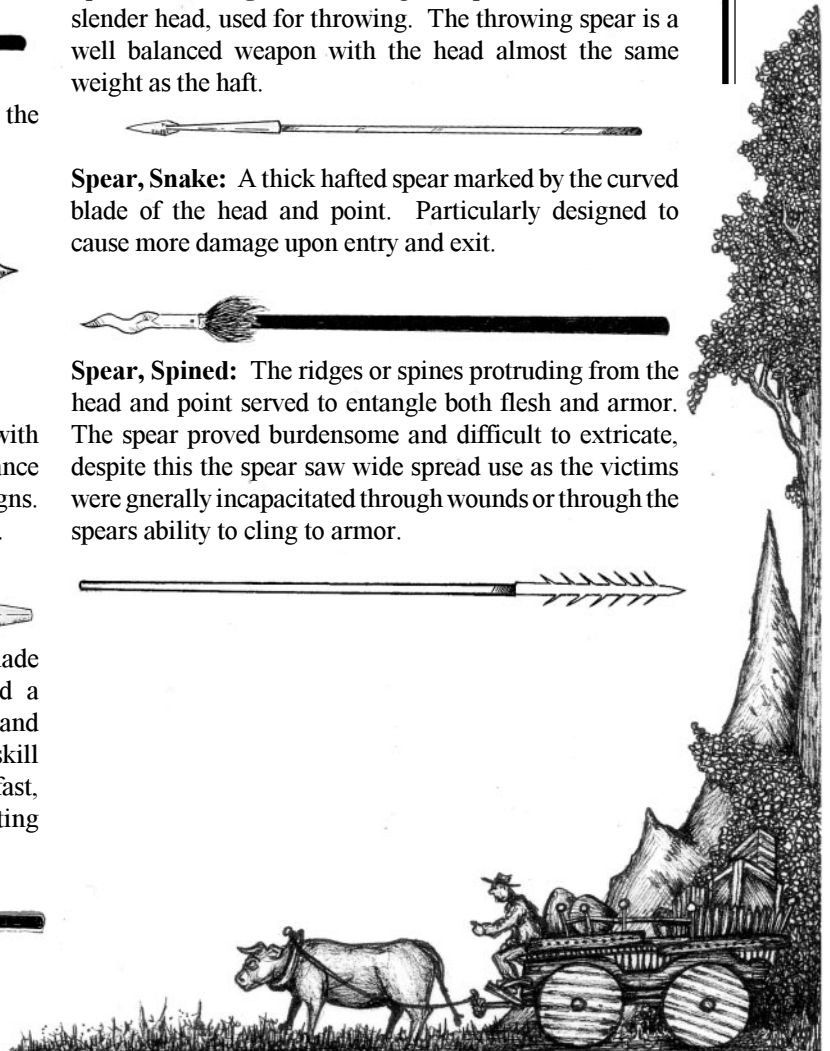
Spear, throwing (c. 5'): A lighter spear, with a small, slender head, used for throwing. The throwing spear is a well balanced weapon with the head almost the same weight as the haft.



Spear, Snake: A thick hafted spear marked by the curved blade of the head and point. Particularly designed to cause more damage upon entry and exit.

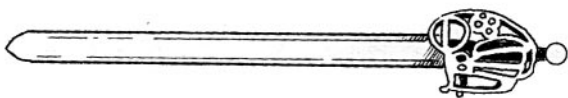


Spear, Spined: The ridges or spines protruding from the head and point served to entangle both flesh and armor. The spear proved burdensome and difficult to extricate, despite this the spear saw wide spread use as the victims were generally incapacitated through wounds or through the spears ability to cling to armor.

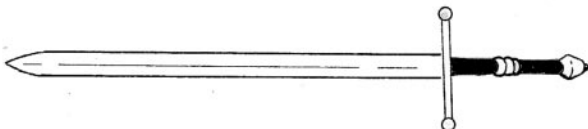


WEAPONS, SWORDS & SWORDS LIKE

Basket hilt broad sword: See broadsword.



Bastard sword (hand-and-a half): Generally the bastard sword is used one handed, but when in need the wielder can use two hands by way of an extended grip. The sword gains added momentum when used two handed inflicting more damage.



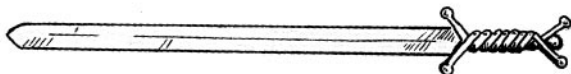
British cavalry sword: See saber below.



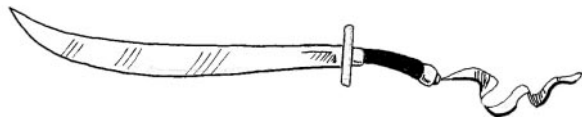
Broad sword: Much like the long sword the broad sword is doubled edged and straight. The blade however is shorter and does not taper to a point but rather remains straight until it comes to a point. It ranges about 3 to 3 1/2 feet in length with a blade width of 1.5 to 2".



Celtic iron age sword: The ancestor of the medieval iron sword these were the first swords cast in iron and included such design changes as making the hilt out of the same piece of iron as the sword itself. They range in a wide variety of widths and lengths.



Chinese broad sword: A curved single edged fighting weapon, see scimitar below.



Claybeg (treat as broadsword): Called a Claymore before the 17th century, this 4 foot, two-handed sword has drooping quillions terminating in three or four rings.

Claymore (two-handed): A Scottish version of the two-handed sword, refer to two-handed sword below.

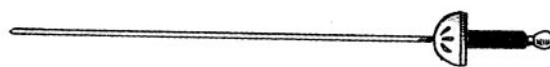


Cutlass: A cutlass is a curved sword about three feet in length with a broad blade, often associated with a pirate's weapon.

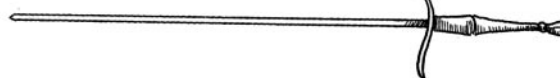


Dan-dao: Broad, thick curved, single-edged blade with two handed grip, about 3 feet in length and used primarily for executions. The end of the blade is wider than at the hand guard, with a sloping blunt tip.

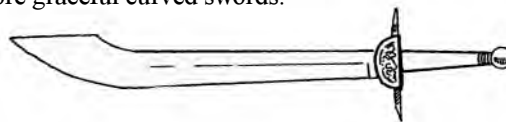
Epee: A slender, straight blade of extraordinary length. Recorded lengths range up to 5 feet and indicate that the sword is generally carried from a mounted position. Referred to as the Civic Sword.



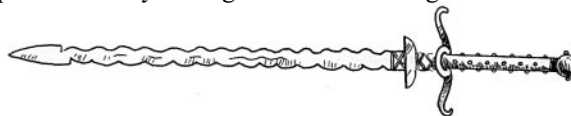
Estoc: The Estoc, built after the model of the standard long sword, but with a thinner blade designed for piercing.



Falchion (machete-like): Generally a sword, shorter than a long sword, with one single edge and straight "flat" back. These ranged from the simple thick cleaver swords to more graceful curved swords.



Flameberge: This blade is a two handed weapon with the blade etched as to resemble a waving pattern. This is done in order to lighten the blade and cause more damage to open wounds by tearing as much as cutting.



Flatchet (machete-like): A short, heavy, single-edged cutting sword.

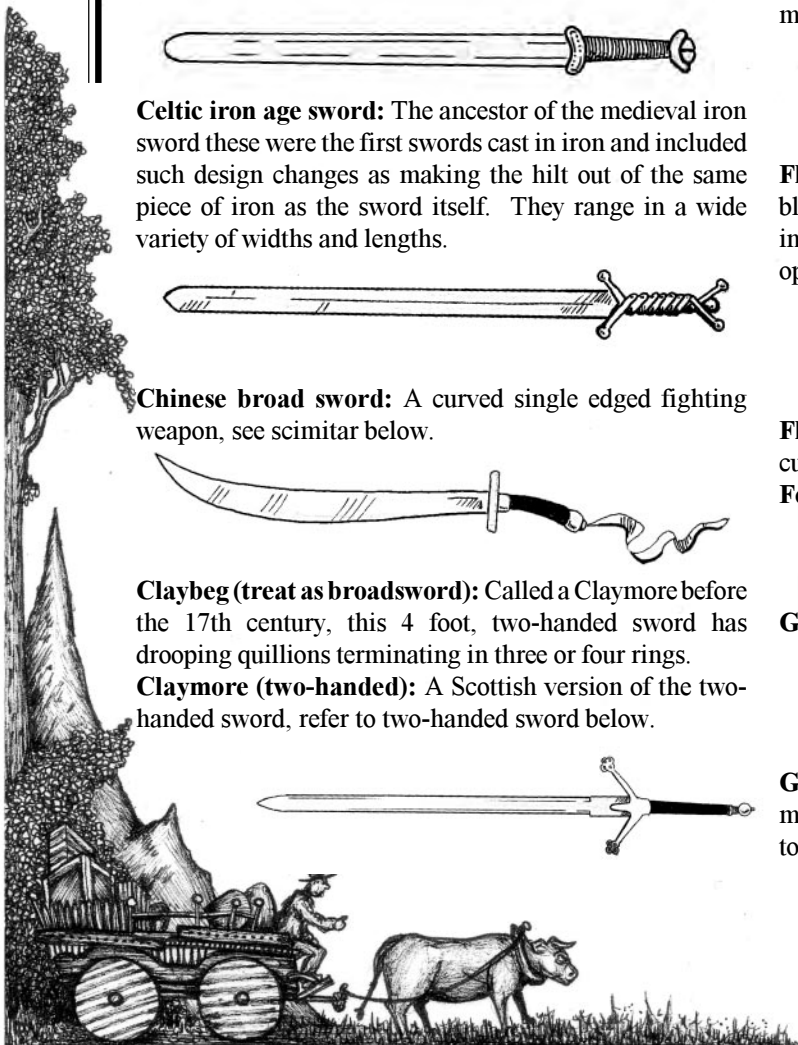
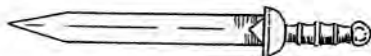
Foil: A fencing tool used to train in the use of the Rapier.



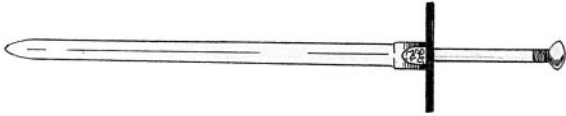
Ghost head broad sword: See scimitar below.



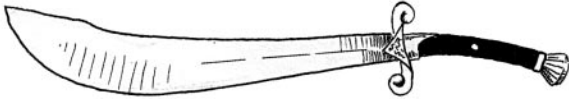
Gladius (short): This Roman-style blade was approximately 2.5 feet in length and 2 inches wide, tapered down to a point.



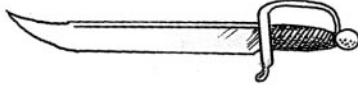
Great (two-handed): Refer to two-handed sword below.



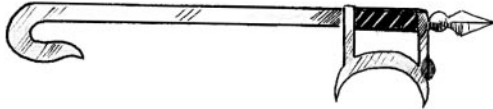
Great scimitar: See scimitar below. The blade of Great scimitar is 4+ feet in length.



Hanger: A variant of the saber, see below.



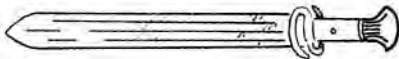
Hook sword: A thin bladed sword with a hook on the end of the blade. The grip, which is usually bound in leather, has a hand guard around it that has a crescent shaped blade pointing out away from the grip. Just below the grip, on the end of the sword is a small spike.



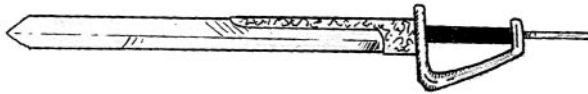
Katana (long sword): This weapon is slightly curved, single edged and three feet in length. It is intended to be wielded with either one or two hands, and serve as either a slashing or piercing weapon.



Katzbalger: See short sword below.



Khanda: See long sword below.



Kopesh (sickle-ended): A sickle-like weapon about 2 feet in length, the blade edged on the inside for hacking damage or on the outside curve for slashing wounds (or both). The spine of the weapon heavier than most swords, with the center of gravity centered along the blade.



Kukri, large: A unique "L" shaped weapon of between 20-24 inches in length. The damage of this weapon is magnified because of the shape, which makes it a great cleaving weapon for its size. On first appearance one would think that the kukri is a weapon to be hurled, but this is not the case. It is an excellent weapon for close quarter fighting.



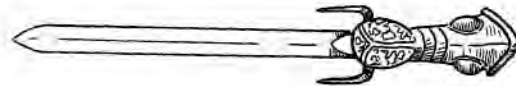
Long sword: The long sword is the standard weapon of most men-at-arms and warriors. The blade is long, double edged and straight. The edges are separated by a small ridge running down the center of the blade. The hilt and guard of a standard long sword produce a cross, though the shape of the cross guard varies widely as does the shape of the pommel.



Machete: A large straight-backed blade, wider at the last 8 inches of the weapon, only sometimes curved. Also used for cutting through thick foliage.



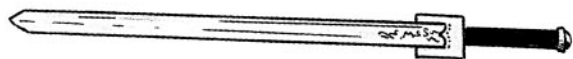
Manope (gauntlet sword with side blades): A two-foot gauntlet-sword with a double-edged blade and two short curved side blades.



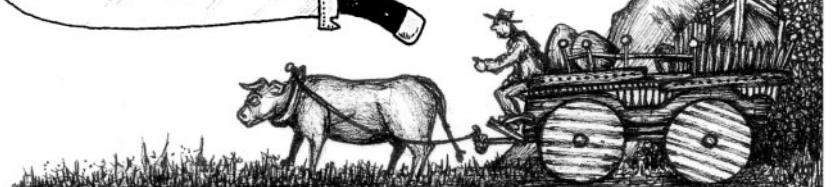
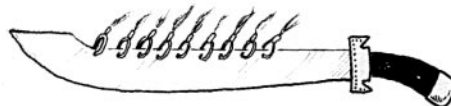
Masai Sword: Short, double bladed weapon with central ridge. The point is wider than the base allowing for a deeper cuts.



Moorish long sword: See long sword above.



Nine ring broad sword: A variation of the broadsword, this weapon has nine metal rings along the back. Rings are common accouterments to Oriental weapons. The extra rings protect the sword and add weight to its swing. The rings can cause greater damage by making the cut "dirtier."



No-dachi (hand-and-a-half): Similar to the katana, but best for use on horseback, the No-Dachi is usually a well wrought sword about 4 feet in length.

O-dachi (two-hand): Two-handed swords, delivering vicious sweeps with blades about 5 feet in length, with larger blades used only as ceremonial. Sometimes the odachi was shortened and used as a katana.



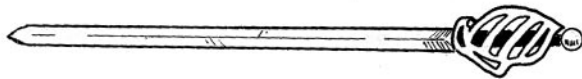
Rapier: A long slender blade, very sharp at the point. Predominantly a thrusting weapon with a wide, deep basket to protect the hand. Earlier models were longer and 1" at the base.



Saber: A single edged sword about 3 feet in length ending in a sharp point. The back of the sword is flat and narrow. The saber is preferred by cavalry and is used as a slashing or thrusting weapon.



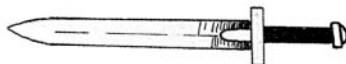
Schiavona: This basket-hilt weapon because of the grip and hand protection is a favored weapon of the cavalry. Treat as a long sword.



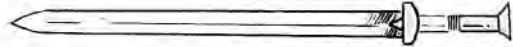
Scimitar: A sword with a curved blade that is larger at the end than the base. It is about 3 feet in length. Some are exaggeratedly larger. The tip broadens into a flat surface. The weight of the blade is cast forward giving it far more force when striking an enemy than a normal saber. The scimitar was not used to parry, that job being left to the shield and in this vane later scimitars abandoned cross guards almost altogether.



Short sword: A double edge sword ending in a point, roughly 2 to 3 feet in length.



Spatha: This refers to the main sword of the Roman cavalry. A slashing sword ranging from 2 to 3 feet in length it much resembled the gladius, having two keen edges and being about 1 1/2 inches wide at the base.



Sword, small: A small sword is a short and thin-bladed sword worn on "dress" occasions.



Sword breaker: A weapon of from 18-24 inches in length, it has one edged side and the other is notched down its length to catch opponents blades.

Sword cane: A small, thin, pointed blade sheathed in a cane.



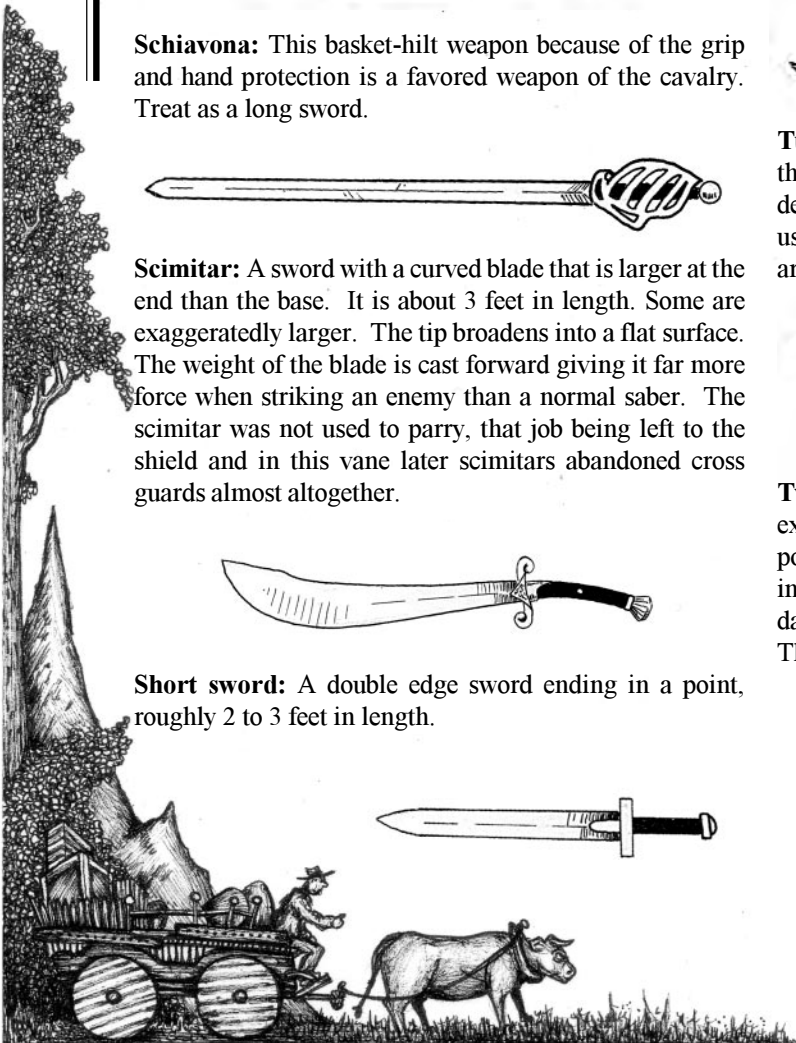
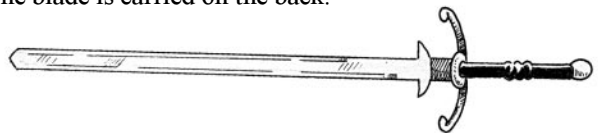
Tachi (medium sword): This is cousin to the "Katana". Both blades are curved, but Tachi are more curved than Katana and have a rounder profile to the tip. The fighting style is different between Tachi and Katana; Tachi is directing the curve over, and Katana directs the curve under and through the target.



Tulwar: A long curved blade similar to a scimitar, though the angle is slightly more exaggerated. The Tulwar, designed for slashing, could be used for thrusting. It is best used mounted. Associated with Indian swords the blades are often decorated with family histories and the like.



Two-handed sword: An enormous sword with a long expanding blade, double edged and pointed. Usually possesses a large hand guard. The blade is very unwieldy in the hands of inexperienced swordsmen. It can be as dangerous to allies standing near as enemies in the front. The blade is carried on the back.



Wakizashi (short): The smaller version of the katana. This weapon is normally 24 inches in length.



Yatigan: A single-edged cleaving weapon with a slightly curved blade, curves inward, and comes to a sharp point. These are normally from 2-2 1/2 feet in length.



Zweihander: See Two-handed sword above.

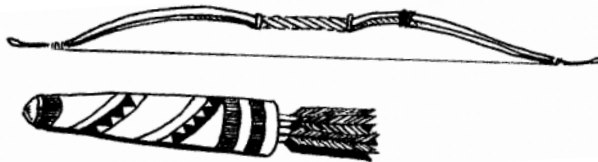


WEAPONS, MISSILE

Blow pipe (in small to large sizes): A long tube holding projectile darts that can be fired by force of breath. The darts are often poisoned.



Bow, self (bamboo or wood, in small to large size): One of the earliest tools and weapons a bow is simply a stave of wood, bent by a string attached at its ends. The bow stave can be made from a variety of woods but is best made from wood that is somewhat flexible. The string is usually made of some type of animal sinew. Bows range from long to short, hunting bows to composite bows.



Bow, composite: The composite bow is a bow made in three pieces, the center and wings. The wings are bound with resin to the center and the whole reinforced with horn or sinew. The bow is then pulled backwards in order to make the arc of the bow. The horn on the inside pushes forward as the sinew pulls creating far greater pressure and making the bow that much more powerful.



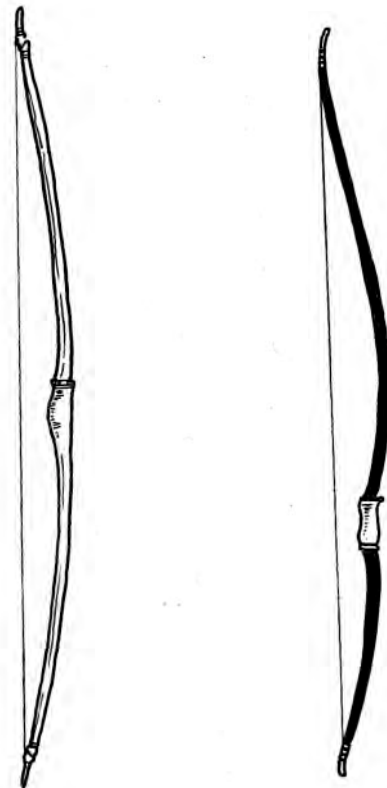
Bow, foot, composite: As above, but slightly large and made with some manner of “D” ring attachment on the bow’s stave for greater power. It must be fired from the prone position.



Bow, foot, self: As above but with a regular bow.

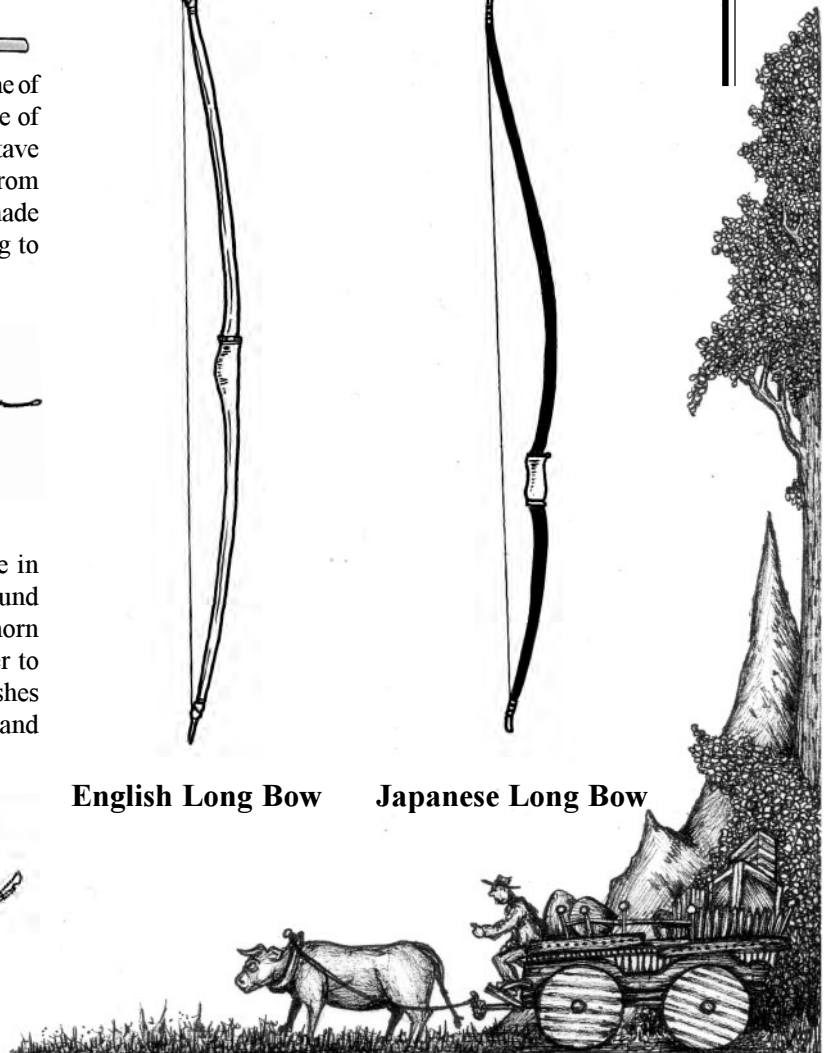
Bow, Japanese Long: An asymmetrical long bow with the nocking point 1/3 of the way up from the bottom of the bow. It also has a unique compound construction, being made of five layers of bamboo. It is 7 feet in length and well designed to fire from horseback.

Bow, Long: Longbows are made of yew, the staves being cut in winter when the sap isn’t running from either the heartwood or the sapwood. The staves are seasoned, and worked on over a period of three to four years. They vary in size but the average long bow was about 70 in. with a drawing pull of 75-100 lbs with arrows between 27-36 inches long. It takes some mastering but a trained archer can shoot a dozen arrows a minute. The arrow can wound at 250-300 yards, kill at 100 yards and penetrate armor at 60 yards.

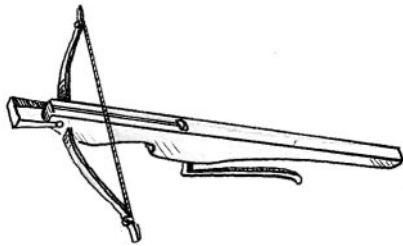


English Long Bow

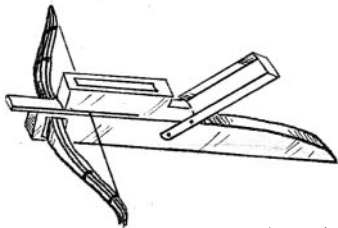
Japanese Long Bow



Crossbow: There are a wide variety of crossbows, from very small to extremely large. In general a crossbow employs a bow stave mounted horizontally on a stock. The string is pulled back across the stock and held in a notch. An arrow, or bolt is set on the stock against the string. A groove on the stock holds the bolt, in place. A trigger releases the string from the notch and the bolt is fired. The crossbow could be held in a firing position indefinitely. Later crossbows were improved by adding bridles and steel bows. This allows for far stronger bows than any regular bow could achieve. So great is the pull of some crossbows that windlass', pulley mechanisms, were added in order to allow the archer to fire the weapon. This can shoot a variety of heavy bolts several hundred yards with amazing penetrating power. The crossbow can be very bulky and can be slow to load and fire.



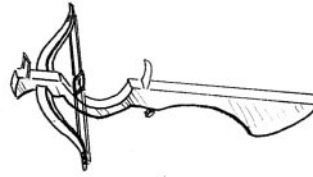
Crossbow, hand, repeating (magazine): The repeating crossbow utilizes a lever system that allows the soldier to pull back the string quickly. The soldier pushes forward on the level, it catches the string and pulls it back into a firing position. A magazine is attached to the top of the crossbow, and each time the lever pulls the string back the next bolt falls or rolls into place. The magazine holds 10 to 12 bolts. The bolts of the repeating crossbow have smaller heads than most bolts, usually being made of simple wooden points. "Hand" crossbow does not refer to the size of the crossbow, it is necessary to utilize two hands to load a bolt and fire the weapon. The weapon is generally just over 3' in length.



Crossbow, small, Hand held: As with the normal crossbow above but gripped in one hand.



Crossbow, small, pellet: As above, but fires a small metal pellet. Used primarily for hunting.



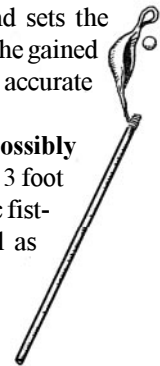
Crossbow, small, repeating (magazine-cho-ko-nu): Chinese repeating crossbow usually made of bamboo that can fire up to 12 bolts in 15 seconds. Bolts are often poisoned. Magazine holds up to 12 bolts.



Sling (throwing lead bullet or stone): A simple device whereby a stone or metal bullet is flung. The sling consists of two straps and two long ends. The wielder attaches one end to the wrist and sets the stone in the strap and hurls it overhead. The gained momentum makes the missile far more accurate and deadly.



Sling, staff (throwing large missile, possibly incendiary): A four foot wooden staff or 3 foot rattan with a sling attached which can arc fist-size or somewhat larger stones, as well as incendiary missiles.



WEAPONS, MISSILE HAND-HURLED

Axe: See above, Weapons axe like.

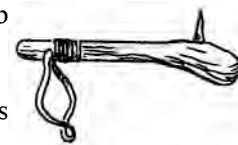
Bolas: A cord or leather thong with stones attached, with to each end. A second cord with a stone on one end is attached to the center of the first, creating to create a three-pronged weapon. The weapon is spun around the head and then thrown at the target's legs.

Boomerang: A wooden throwing stick, generally incapable of returning to the thrower. Can be thrown about 20 meters.

Club: See above, Weapons Club like.

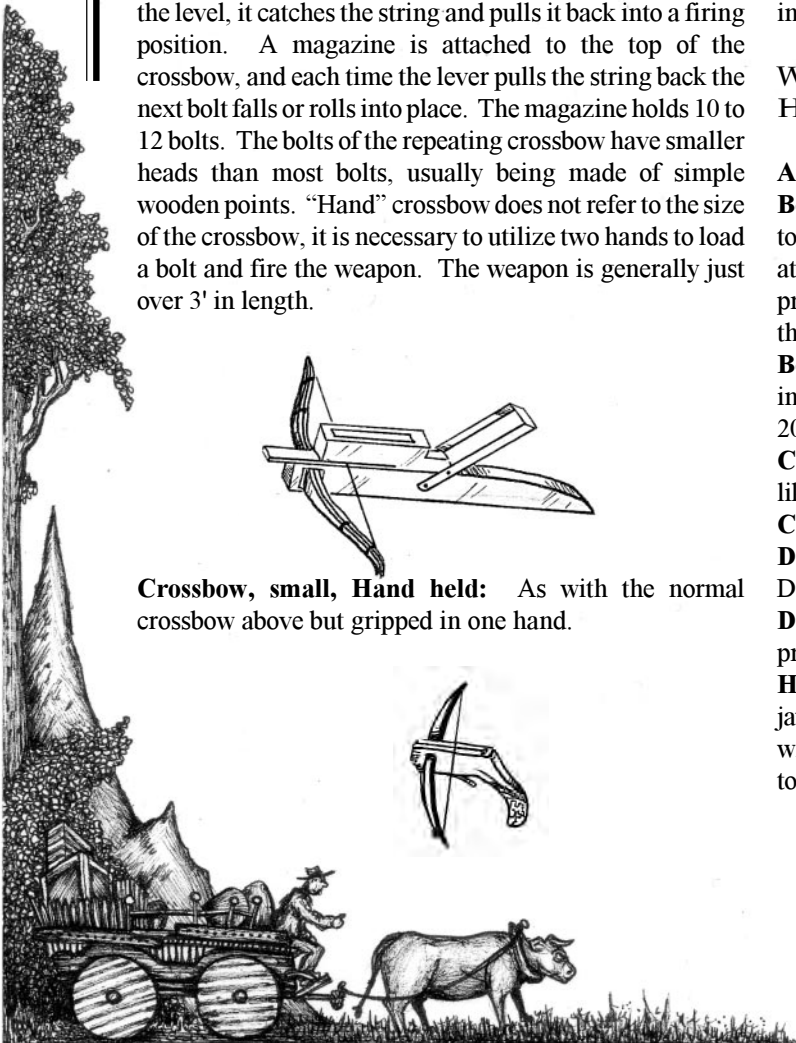
Club, throwing: As above.

Dagger: See above, Weapons Dagger like.



Dart (c. 1'-length weighted missile): A sharpened projectile, usually small or hand held, that is hurled.

Harpoon: A barbed spear or javelin, about 7 feet in length, with a rope or chain attached to the shaft for recovery of the weapon.



Hatchet: See Weapons Axe-Like above.

Hurlbat: One-piece, small crescent-bladed throwing axe, sharpened on all points (axe head, pick, top and bottom of handle).

Javelin: A lighter spear-like weapon, used for throwing in combat. The blade of the javelin is often a third again as long as the haft.



Javelin, thonged (for rotation and speed): See Weapons, Spear-Like above.



Javelin with launching stick (atlatl): See Weapons, Spear-Like above.



Knife: See Weapons, Knife-Like above.



Pilum: A weapon with a long, pyramidal iron head, the end of the handle flat like the tang of a sword. The pilum is generally thrown as a javelin. The base is intentionally built weaker than the head so as to allow the pilum to bend upon impact and weigh down an enemies shield or armor.



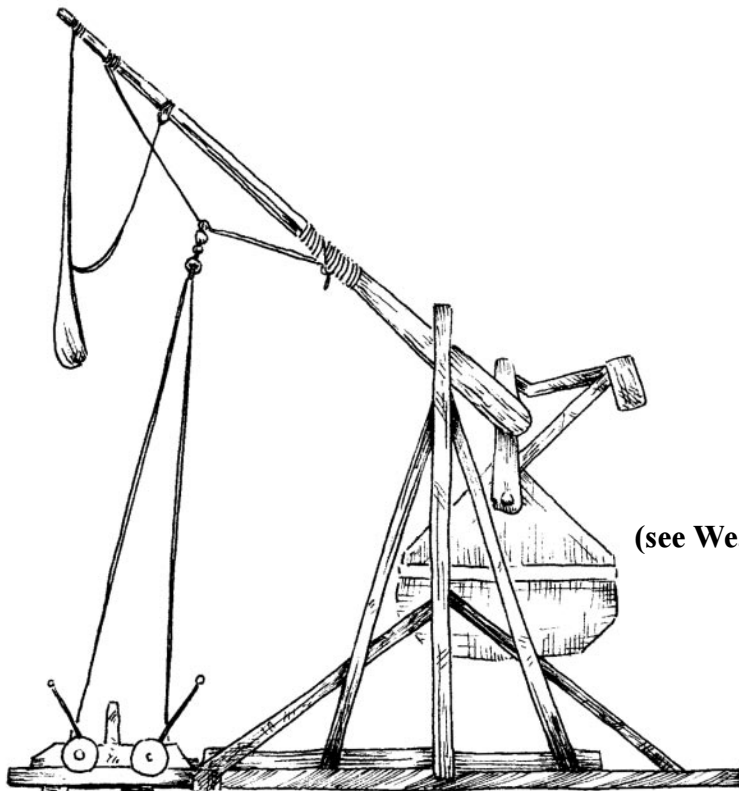
Rock (stone): A mineral projectile weapon. A child's deadliest toy.

Spear: See Weapons, Spear-Like above.

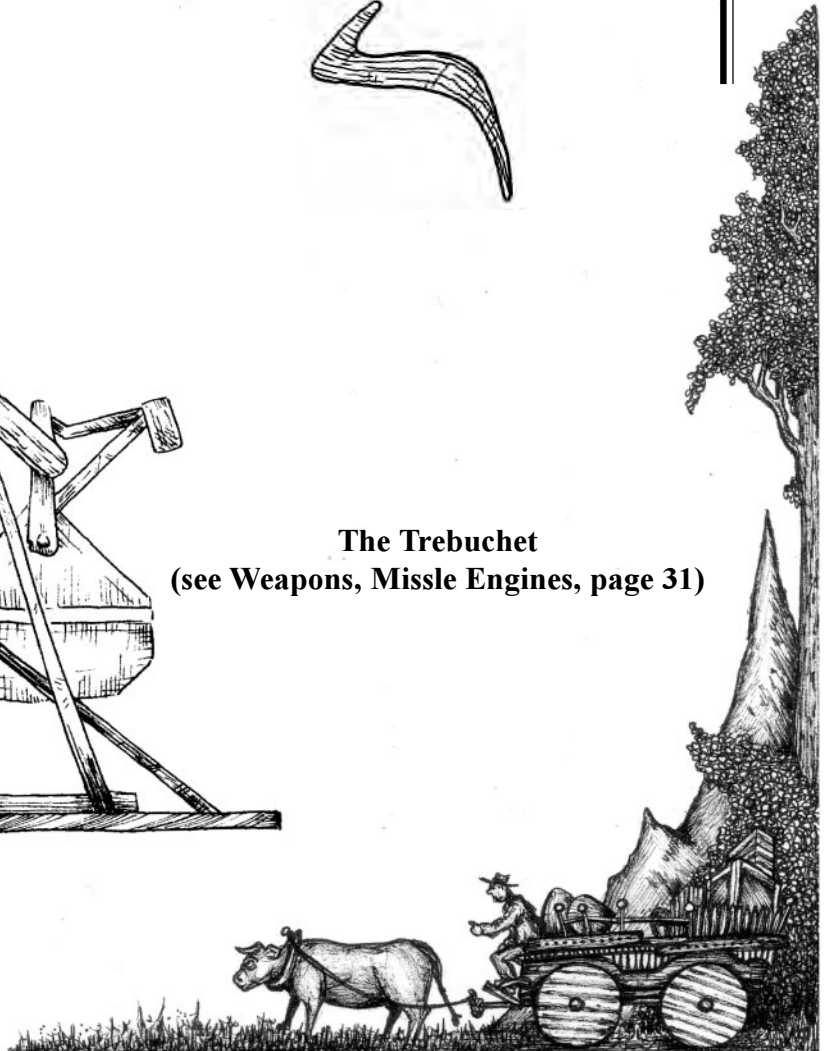
Throwing star (shuriken): Small star-shaped metal disks with sharpened edges used for throwing. The number of points and size of the throwing star varies widely.



Throwing Stick: Any number of forms of specially weighted and usually carved wooden billets used as missiles in warfare and also serving as a club in hand-to-hand combat. The boomerang is, of course, a special sort of throwing stick.



The Trebuchet
(see Weapons, Missile Engines, page 31)



WEAPONS, EARLY FIRE ARMS

Arquebus (Matchlock): The arquebus improved on the culverin in that it had a mechanism for firing the primer. The touch hole, moved to the side of the weapon, rides over a small covered pan. The primer, laid in the pan, is ignited by a small match attached to the *serpentin* or trigger. The plate is uncovered, the match fired and adjusted and the primer ignited when the match is made to strike the pan. The arquebus can be operated by a single individual.

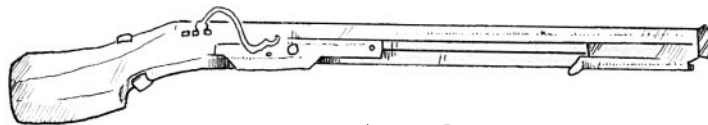
Culverin: The earliest form of hand held cannon. Made of cast iron the long barrel is mounted on a stake. A touch hole near the breech holds the primer. The culverin required two men to operate it, one to steady it while the second ignited the primer. Other versions of the culverin are shorter with an iron stock and can be mounted on a fork placed on the pommel of a saddle and fired while mounted.

Musket: An improved arquebus in that it achieved greater power and a larger caliber projectile. The musket continues the practice of using a match to ignite the primer

and fire the powder in the pan. The musket however, adds to the arquebus a more form fitting, longer stock for the barrel to rest in.

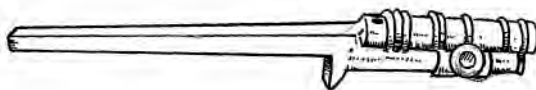
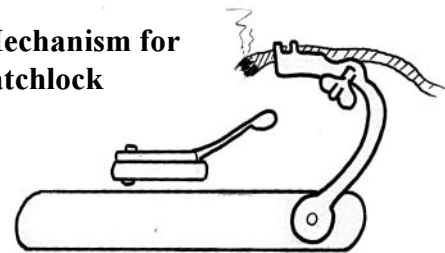
Flintlock: An improved version of the Wheellock gun. Later flintlocks used cartridges.

Wheellock: This weapon improves upon the arquebus' firing mechanism in that it employs flint, fixed near the plate which, when struck fires the powder in the pan which in turn ignites the primer and sets off the round. This invention allows for the first pistols to be made as the introduction of the flint trigger greatly reduces the complexity and size of the arquebus match method of igniting the primer.



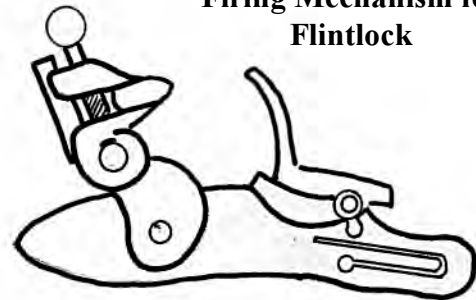
Arquebus

Firing Mechanism for Matchlock

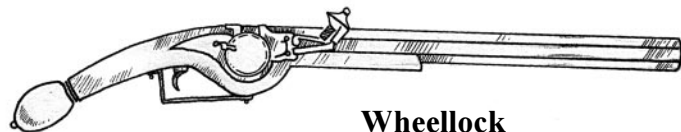


Culverin

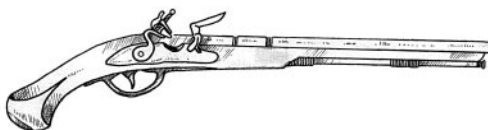
Firing Mechanism for Flintlock



Flintlock

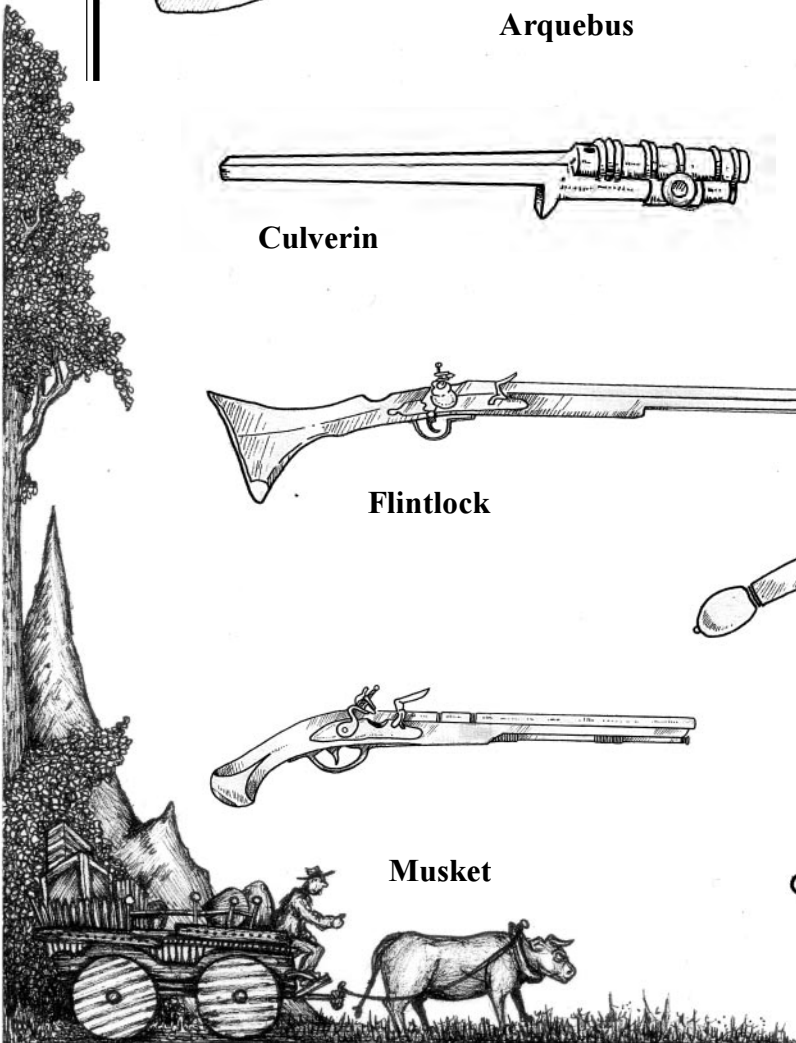
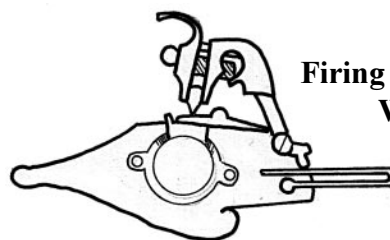


Wheellock



Musket

Firing Mechanism for Wheellock



WEAPONS, MISSILE ENGINES

Ballista: The ballista projects bolts or arrows sized dependent on the size of the engine. The power of a ballista is derived from tightly twisted ropes or cords made of horse hair or the sinews of animal necks. The ballista operates on the same principle as the crossbow but is constructed with two or more independent arms, whereas the crossbow is made of only one. The ballista can fire a projectile with a tremendous amount of force and over great distances, up to 400 yards. It could be fired level across an open field at approaching enemy.

Catapult: Like the ballista the catapult derives its power from the tension created in twisting ropes or cords. The catapults range in size from very small to very large and can hurl stones, pots of oil or other objects over great distances, up to 350 yards. The catapult is ideal against fixed targets.

Mangonel (a type of catapult): The mangonel is a torsion engine, also called an Onager, named after a wild donkey but vaguely resembling a scorpion. Used as an anti-personnel weapon, but mostly as a siege engine. About 6 feet high, the "scorpion" would fire heavy stones or pots of burning oil hundreds of feet. Simple to construct in comparison to the Ballista, the mangonel is a common siege engine. It fires large stones, requiring four men to operate. Once the arm is drawn down almost horizontal, the master artillery man causes a heavy hammer to strike a sharp blow, releasing the arm to project the boulder hard into its target.

Onager: As an Mangonel above.

Pneumatic catapult: An unusual siege engine, operating on the compressed air and piston principle. It is operated by either hammering in the piston or working a pair of lever arms that ratchet back the piston. Triggering releases the cylinder so that the compressed air propels it to strike the missile and send it towards the target. Only relatively small and/or light missiles can be propelled by these devices.

Scorpion: This weapon is referenced as both a ballista and a catapult.

Trebuchet: The trebuchet differs from its predecessors, the catapult and ballista, in that it uses counterweights to achieve the desired force. The length of the casting arm is proportional to the weight of the counterpoise and range from small to very large. The counterpoise system allows the trebuchets to hurl larger, heavier objects at greater distances and more accurately. Stones recorded as large as 300 pounds up to 300 yards (this required a counter poise of 20,000 pounds and a 50 foot arm). The trebuchet is bulky and required skilled technicians to properly operate, but despite this it was commonly used in the middle ages and used to devastating effect.

WEAPONS, SIEGE ENGINES

Belfry, movable (siege tower): The Belfry is designed to protect soldiery attacking a wall. Constructed on site these weapons took time to deploy and are generally built to the size of the castle. Some however, were ported from one location to the next. They are many variants, with pivoted roof protection, covered in shingles or hide, etc. They were pushed forward or pulled forward using pulleys and draft animals.

Crow: This device is attached to the castle walls and used by the defending soldiery. It consists of a long counterweighted pole which swings over the besieging troops, hooking them and jerking them off the ground. They are then in danger of being smashed into the wall.

Gallery: A long covered walkway built to give cover for attacking soldiery. Built on wheels for easy transport or carried by men. Like the siege tower it is often covered with wet hides to make it more resistant to fire.

Manopele: A large, mobile shield made of heavy lumber attached to a wheeled carriage that was rolled in front of the extension of a trench to a point beneath an enemy's fortifications, so as to cover the sappers from enemy fire. Easier to maneuver than the sap roller or stuffed gabion.

Mantlet: This large shield can be mounted on wheels or braced on legs. It is used as mobile cover for attacking soldiery. Wheeled forward on the field of battle it creates a covered position from which archers can fire or sappers can mine walls.

Pick (siege): Iron tipped battering ram, swung back and forth to drill a hole in stone and masonry of a fortification. It is an assault engine like the sow, differing in that it is larger, and designed to attack masonry as opposed to wooden doors.

Ram: This most basic siege engine is used to batter down doors or walls. A ram can be as simple as a log wielded by men or be crafted from iron or other metals. The ram is at times put in siege towers or galleries.

Ram Catcher: A long pole with a hook or loop attached to it which is lowered from the castle walls in an attempt to disrupt or catch the ram. The ram is then lifted, and if mounted on supports it can be damaged.

Screw: The screw is a form of ram whereby a screwing mechanism replaces the ram. The attacking forces, usually from the cover of a gallery drive the ram into a door and turn the screw, driving the mechanism into the wood. This device takes plugs of wood out of a door, weakening it considerably.

Sow: See Screw above.

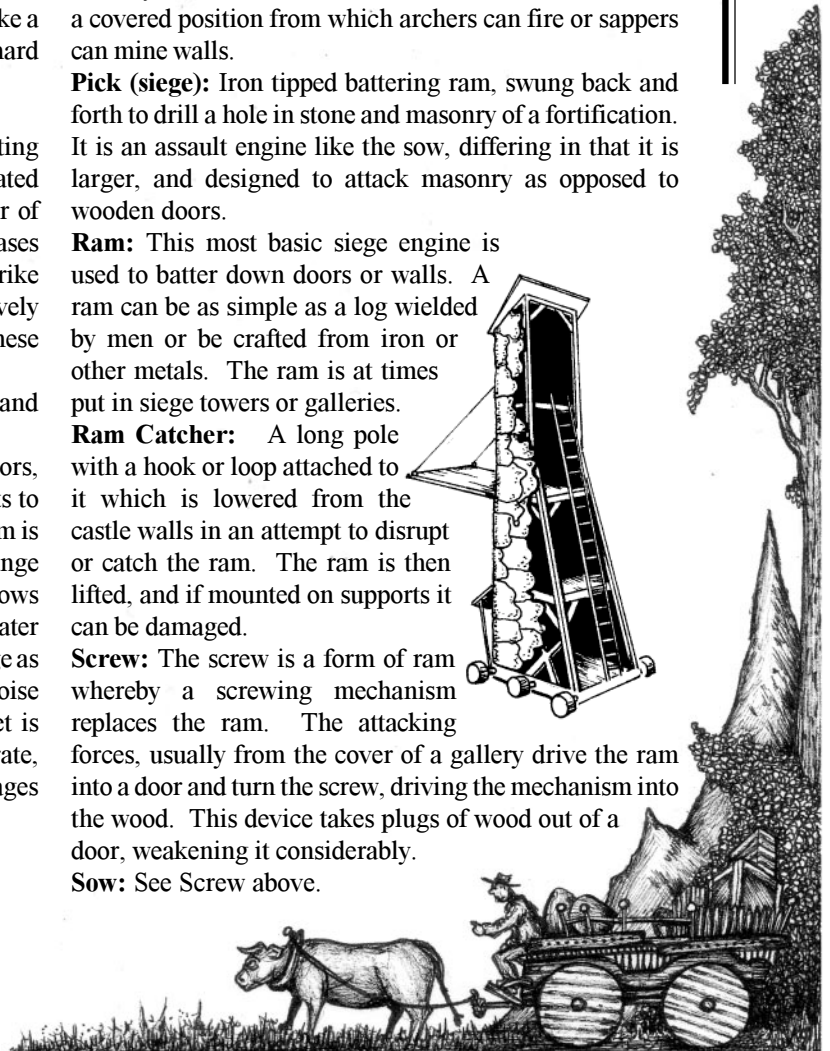
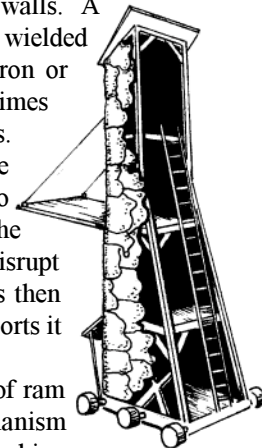




Table 1:4 d20 New Weapons

Simple Weapons—Melee

Weapon	Cost	Damage	Critical	Range Inc.	Weight	Type**
Tiny						
Katar, bifid blade	3 gp	1d4+1	x3	—	1 lb.	P
Kris	4 gp	1d4	19-20/x2	—	1 lb.	P
Small						
Arkansas Toothpick	5 gp	1d6	x2	—	2 lbs.	S&P
Belaying Pin	1 cp	1d3	x2	—	1 lb.	B
Bottle, broken	n/a	1d3	18-20x2	—	—	B&P
Bowie knife	6 gp	1d6	x2	—	2 lbs.	S&P
Brass knuckles	1 gp	1d4-1	x2	—	—	B
Cestus	10 gp	1d4/1d4+1	x2/x3	—	1 or 6 lbs.	B&P
Cleaver	5 sp	1d4	x2	—	1 lb.	S
Cleaver, two-handed	2 gp	1d4+2	x2	—	1 lb.	S
Cudgel	2 gp	1d6	19-20/x2	—	4 lbs.	S
Green River Knife	5 gp	1d6-1	x2	—	1 lb.	S&P
Hook, hafted	5 gp	1d6	x2	—	3 lbs.	S
Sword, small	30 gp	1d4	x3	—	3 lbs.	S&P
Medium-size						
Kukri, large	10 gp	1d8	19-20/x2	—	4 lbs.	S
Maquahuilt	5 gp	1d8	x2	—	8 lbs.	B&S

Simple Weapons—Ranged

Weapon	Cost	Damage	Critical	Range Inc.	Weight	Type**
Small						
Rock (stone)	—	1d3	x2	40 ft.	—	B
Throwing stick	—	1d4+1	x2	30 ft.	1 lb.	B&S
Large						
Harpoon	1 gp	1d6	x2	—	4 lbs.	P

Martial, Weapons—Melee

Weapon	Cost	Damage	Critical	Range Inc.	Weight	Type**
Small						
Cutlass	10 gp	1d6	18-20/x2	—	2 lbs.	S
Dan-dao	10 gp	1d6	19-20/x2	—	2 lbs.	S
Dagger-axe	10 gp	1d4+3	x2	—	1 lb.	P
Flatchet	5 gp	1d6+1	x2	—	6 lbs.	S
Francisa	10 gp	1d6	x2	20 ft.	5 lbs.	S
Gladius	10 gp	1d6	19-20/x2	—	4 lbs.	P
Katzbalger	10 gp	1d6	19-20/x2	—	5 lbs.	S
Machete	3 gp	1d6	x2	—	2 lbs.	S
Main gauche (1)	20 gp	1d4+1	x2	—	1 lb.	P
Masai	12 gp	1d6	19-20/x2	—	3 lb.	S
Pilum	6 gp	1d4+1	x2	10 ft.	1 lb.	B
Tulwar	15 gp	1d6	18-20/x2	—	4 lbs.	S
Yatigan	12 gp	1d6	18-20/x2	—	3 lbs.	S

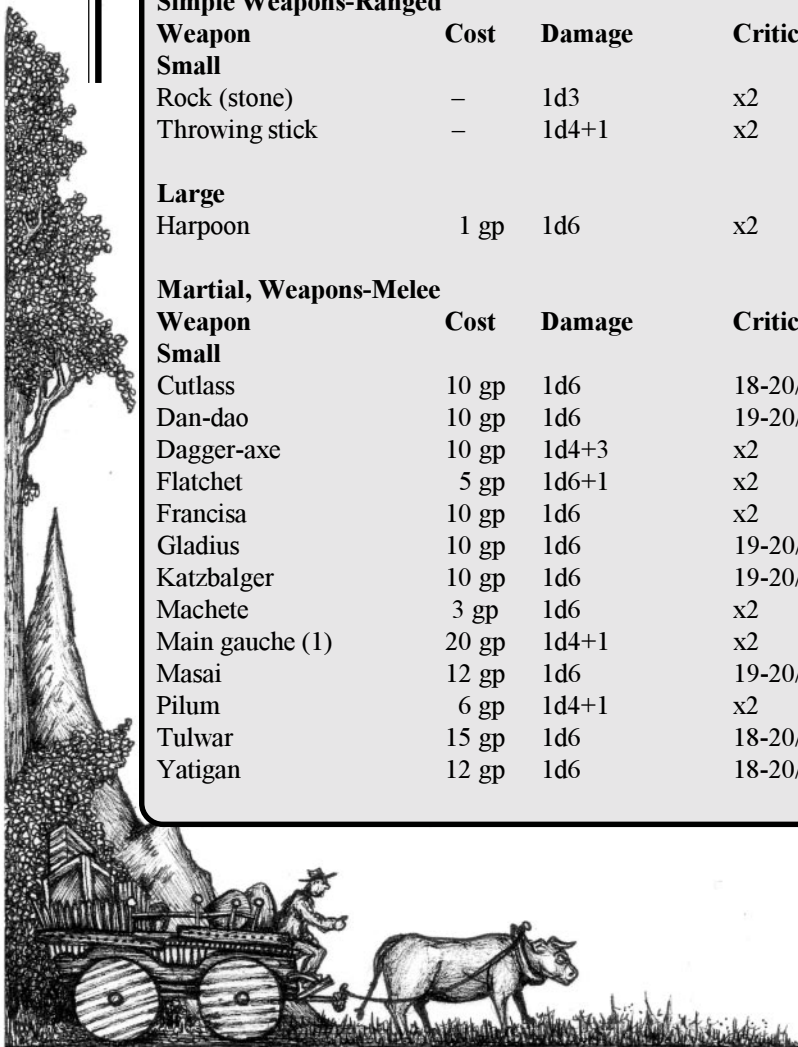


Table 1:4 Continued



Weapon	Cost	Damage	Critical	Range Inc.	Weight	Type**
Medium-size						
Assyrian bronze axe	6 gp	1d6	x3	–	5 lbs.	S
Axe, bearded	40 gp	2d6	x3	–	5 lbs.	S
Axe, piercing	15 gp	1d8+1	x3	–	7 lbs.	S&P
Basket hilt broad sword	20 gp	1d8	19-20/x2	–	8 lbs.	S
British cavalry sword	15 gp	1d8	19-20/x2	–	5 lbs.	S&P
Celtic iron age sword	10 gp	1d8	19-20/x2	–	7 lbs.	S
Chinese broad sword	15 gp	1d6	18-20/x2	–	4 lbs.	S
Clay beg, Claymore	100 gp	3d4	19-20/x2 –	6 lbs.	S	
Crowbill	10 gp	1d6	x4	–	6 lbs.	P
Egyptian bronze axe	6 gp	1d6	x3	–	5 lbs.	S
Estoc	30 gp	1d10	19-20/x2	–	5 lbs.	P
Khanda	18gp	1d8	19-20/x2	–	5 lbs.	S
Nine ring broad sword (2)	18 gp	1d6	18-20/x2	–	5 lbs.	S
Schiavona	20 gp	1d8	19-20/x2	–	5 lbs.	S
Sling staff	5 gp	1d8	x2	40 ft.	2 lbs.	B
Large						
Axe, Jedberg	10 gp	1d8+2	x2	–	7 lbs.	S&P
Axe, Lochaber	25 gp	1d10	x4	–	5 lbs.	S
Axe, pole	25 gp	1d12	x3	–	6 lbs.	S
Bardiche	8 gp	1d10	x3	–	7 lbs.	S
Bec de Corbin (3)	60 gp	1d10	x3	–	3 lbs.	P
Bill, billhook	10 gp	1d6	x4	–	6 lbs.	S
Demi-lune	30 gp	1d10	x2	–	5 lbs.	S
Fauchard	5 gp	1d8+1	19-20/x2	–	6 lbs.	S
Fauchard fork	10 gp	1d10	19-20/x2	–	6 lbs.	S
Fauchard-guisarme	10 gp	1d8	x3	–	6 lbs.	S&P
Fork, military † ^a	20 gp	1d10	x3	10 ft.	7 lbs.	P
Glaive fork †	10 gp	1d10	19-20/x2	–	6 lbs.	S&P
Glaive guisarme †	12 gp	1d10	x3	–	8 lbs.	S
Guisarme fork †	10 gp	2d4	x3	–	15 lbs.	S&P
Gun stock club	12 gp	1d10	x2	–	10 lbs.	B
Hook-fauchard	30 gp	1d12	x2	–	6 lbs.	S
Knobkerrie	10 gp	1d10	x2	–	9 lbs.	B
Korseke ^a	15 gp	1d6	x3	–	5 lbs.	P
Lucerne hammer	60 gp	1d12+1	x4	–	8 lbs.	B&P
Man-catcher (4)	45 gp	Special	x2	–	6 lbs.	
Partizan (5)	10 gp	1d10	x2	–	5 lbs.	P
Parizan, ox-tongue	15 gp	1d12	x2	–	5 lbs.	P
Pike & Awl pike † ^a	5 gp	1d8	x2	–	14 lbs.	P
Saber-axe	10 gp	1d10	x3	–	6 lbs.	S
Scimitar, great	60 gp	2d6	19-20/x2	–	15 lbs.	S
Scorpion	20 gp	1d10	x3	–	5 lbs.	S&P
Spear-guisarme †	12 gp	1d10	x2	–	5 lbs.	P
Tetsubo	8 gp	1d10	x2	–	10 lbs.	B
Voulge	12 gp	1d10	x2	–	6 lbs.	S&P
Voulge fork	10 gp	1d10	x2	–	6 lbs.	S&P
Voulge guisarme	14 gp	1d10	x2	–	7 lbs.	S&P

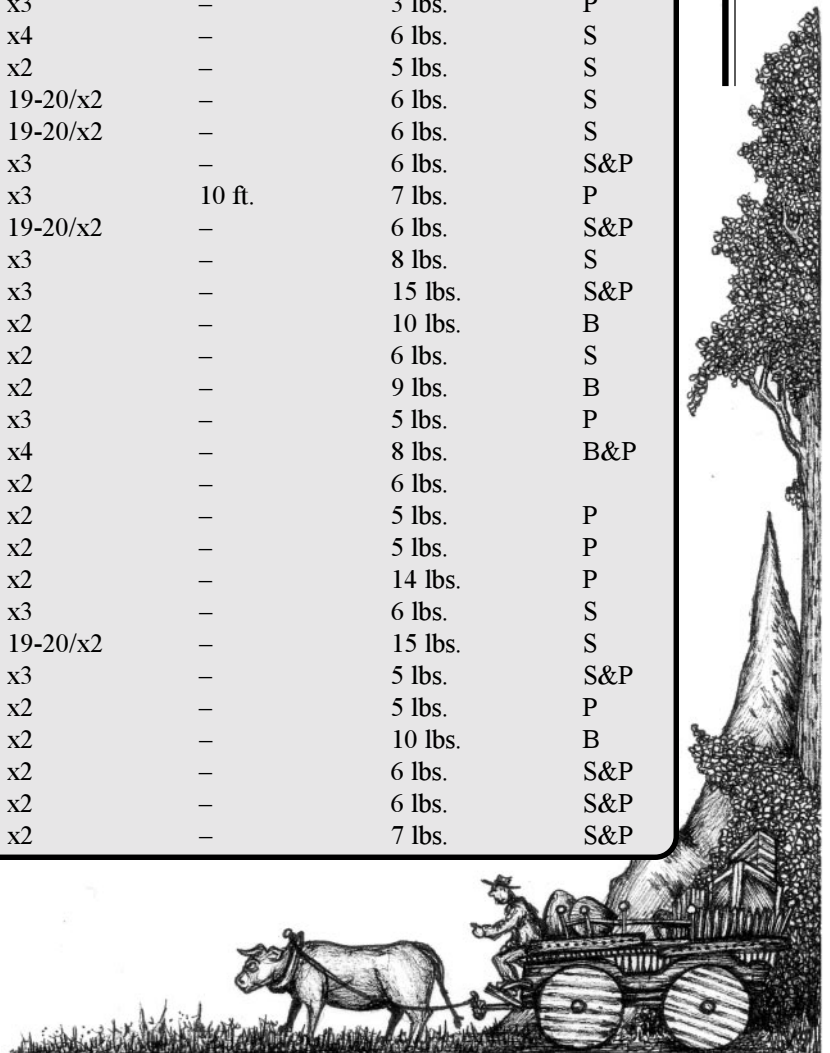




Table 1:4 Continued

Exotic Weapons-Melee

Weapon	Cost	Damage	Critical	Range Inc.	Weight	Type**
Tiny						
Garrote* (6)	2 gp	1d4	x4	—	1 lb.	
Haladie‡	5 gp	1d4/1d4	x2	—	1 lb.	S&P
Hat pin	1 gp	1d2	x3	—	0.25 lb.	P
Small						
Adz	3 gp	1d4	x4	—	3 lbs.	P
Butterfly knife	8 gp	1d6	x2	—	2 lbs.	S
Cat-o-nine-tails (7)	9 gp	1d4	x3	—	1 lb.	B
Ghost head broad sw (8)	12 gp	1d6	x2	—	4 lbs.	S
Hanger	15 gp	1d6	19-20/x2	—	4 lbs.	S&P
Hook sword (9)	18 gp	1d6	x2	—	4 lbs.	S
Jo stick	6 gp	1d6+1	19-20/x2	—	1 lb.	B
Kopesh	35 gp	2d4	18-20/x2	—	3 lbs.	S
Meteor hammer	8 gp	1d4	x2	10 ft.	3 lbs.	B
Monk cudgel (10)	4 gp	1d6	x2	—	13 lbs.	B
Poniard (11)	50 gp	1d4/1d8	19-20/x2	—	7 lbs.	P
Sai	20 gp	1d6	19-20/x2	—	3 lbs.	P
Sword breaker (12)	15 gp	1d6	x2	—	5 lbs.	P
Tiger claws (13)	30 gp	1d4/1d8	x3	—	1 lb.	S
Tonfa (14)	8 gp	1d4	x2	—	2 lbs.	B
Medium-size						
Assagai	2 gp	1d6	x2	30 ft.	7 lbs.	P
Bo stick	2 gp	1d6	19-20x2	—	3 lbs.	B
Feather staff	50 gp	1d8	18-20/x2	—	2 lbs.	S
Kiseru (iron pipe)	3 gp	1d6	x2	—	3 lbs.	B
Lasso (15)	1 gp	—	Special	—	1 lb.	
Manopele	25 gp	1d8	19-20/x2	—	5 lbs.	S
Monk spade‡(16)	15 gp	1d4/1d6	x3	—	7 lbs.	S
Tachi	50 gp	1d10	19-20/x2	—	3 lbs.	S&P
Tiger fork ^a	15 gp	1d8	x2	10 ft.	5 lbs.	P
Water parting shield	12 gp	1d6	x2	—	3 lbs.	S
Wolf teeth spiked trident ^a	20 gp	1d8	x2	10 ft.	5 lbs.	P
Large						
Chinese double halberd	15 gp	1d10	x3	—	15 lbs.	P&S
Kwan dao	30 gp	2d6	19-20/x2	—	15 lbs.	S
Naginita ^a	20 gp	1d6+2	19-20/x2	—	5 lbs.	P
No-dachi	100 gp	1d8+2	x4	—	9 lbs.	S&P
O-dachi	150 gp	2d6+1	x3	—	10 lbs.	S&P
Sleeve Tangler (17)	100 gp	2d4+2	18-20/ Special	—	7 lbs.	S

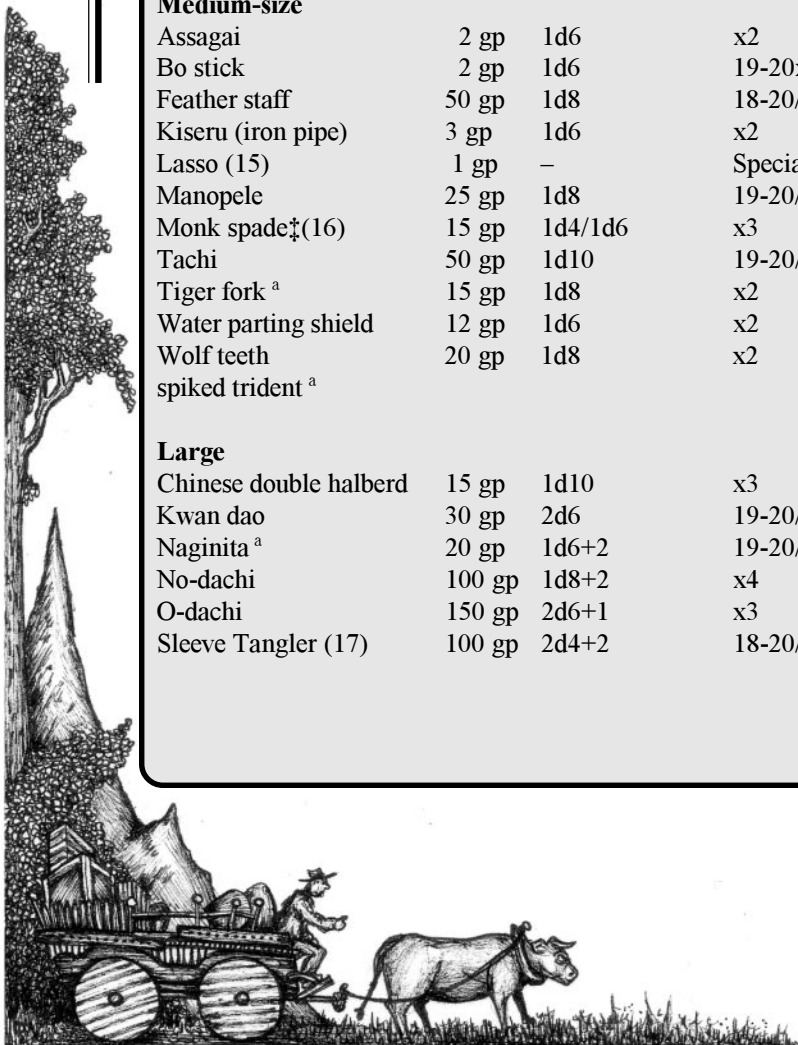




Table 1:4 Continued

Exotic Weapons-Ranged

Weapon	Cost	Damage	Critical	Range Inc.	Weight	Type**
Small						
Acлис	1 gp	1d4+1	x2	20 ft.	1 lb.	B & P
Blowpipe	1 gp	1	x2	10 ft.	1 lb.	P
Bolas	5 gp	1d3	x2	20 ft.	2 lbs.	B
Boomerang	5 sp	1d4	x2	30 ft.	1 lb.	B
Hurlbat	5 gp	1d6	x2	20 ft.	2 lbs	S
Repeating hand crossbow	350 gp	2d4+1	18-20/x2	200 ft.	2 lbs.	P

Exotic Weapons (Early Firearms) - Ranged

Weapon	Cost	Damage	Critical	Range Inc.	Weight	Type**
Small						
Flint lock pistol	200 gp	1d10	x3	50 ft.	3 lbs.	P
Wheel lock pistol	250 gp	1d10	x3	50 ft.	3 lbs.	P
Medium-size						
Hand cannon††	300 gp	1d10	x3	100 ft.	12 lbs.	P
Arquebus††	400 gp	1d12	x3	150 ft.	10 lbs.	P
Caliver	450 gp	1d12	x3	150 ft.	10 lbs.	P
Dog leg musket	500 gp	1d12	x3	150 ft.	10 lbs.	P

** When two types are given, the weapon is both types.

^a If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character. ‡Double weapon.

† Reach weapon.

†† On a roll of one this weapon may backfire doing damage to the wielder.

- 1. Main gauche:** When using the Two-Weapon Fighting feat, +1 to AC against medium sword attacks, and +2 AC against rapiers or other fencing weapons.
- 2. Nine ring broad sword:** +3 bonus to parry and disarm opponents.
- 3. Bec de Corbin:** +2 to hit versus plate armor.
- 4. Man-catcher:** With a successful to hit roll the target must make a Reflex check or be caught, and is considered helpless. The DM may decide to allow no action other than to attempt an Escape Artist roll, or whatever he allows as a substitute. A failed escape inflicts 1d4 damage on the creature.
- 5. Partizan:** +1 to AC against melee weapons when taking a full round action to fight defensively.
- 6. Garrote:** On a successful strike, an opponent must make Reflex save or Escape Artist check or be considered helpless, and takes 1d4 damage each round until free. His attacker may attempt a coup de grace by the third round.
- 7. Cat-o-nine-tails:** Deals actual damage and is not restricted in effectiveness by those having an armor bonus of +1 or better. Does not gain a +2 to disarm as does the whip.
- 8. Ghost head broad sword:** +3 bonus to parry, trip and disarm.
- 9. Hook sword:** +3 bonus to parry, trip and disarm and is often used in pairs. It may be considered a Monk weapon.
- 10. Monk cudgel:** +3 bonus to parry and disarm opponents. It may be considered a Monk weapon.
- 11. Poniard:** Does 1d8 damage on a threat role and 2d8 on a critical hit (20% breakage vs. metal armor).
- 12. Sword breaker:** +3 bonus to disarm and damage to medium size and smaller melee weapons.
- 13. Tiger claws (bagh nakh):** Does 1d8 versus unarmored or helpless foes.
- 14. Tonfa (Okinawan nightstick):** +1 to a round spent in total defense.
- 15. Lasso:** On a successful strike the target is may be entangled unless an Escape Artist or Strength roll is made. Only simple actions may be taken while holding a victim, and may make only one attempt to capture per round.
- 16. Monk spade:** It may also be considered a Monk weapon.
- 17. Sleeve Tangler:** A critical hit disarms an opponent.

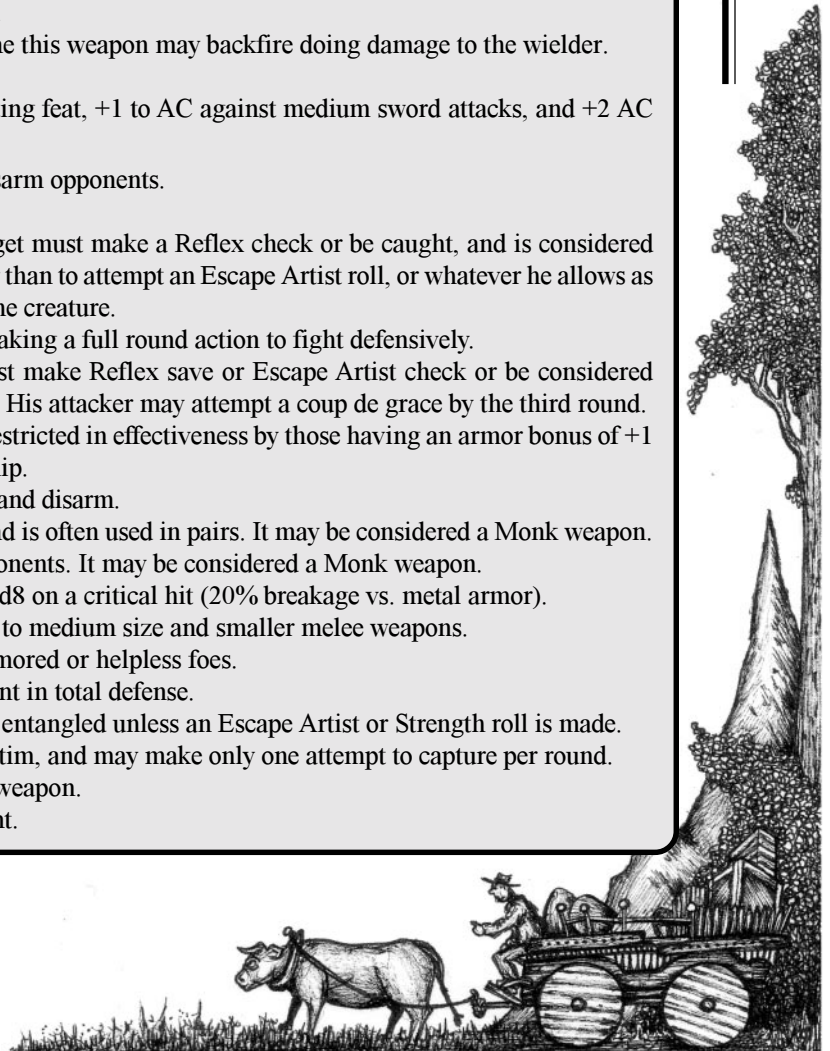


Table 1.5 LA New Weapons

Striking Weapon	Harm Base	Harm Class	Range/ Radius	Speed Class	Precision Bonus
Axe, two handed	9-20	penetration	4	9	0
Billet, light	1-12	shock	2	3	10
Hand w/ metal claws	3-8	penetration	1	1	10
Mace, two handed	11-20	shock	3	9	0
Man-catcher	1-8	special **	5	6	5
Sleeve Tangler	1-2	special **	3	4	5
Staff, feather ***	3-20	penetration	4	3	10
Sword, gauntlet ****	1-20	penetration	2	3	5
Sword, sickle-ended	8-20	penetration	3	8	0
Sword, thin, thrusting*	1-20	penetration	3	3	20

* Epee, foil, light rapier and dueling saber are in this class of swords.

** See weapon definition in text.

*** This weapon is concealed in a “gentleman’s walking stick”, a staff-like cane of some four foot length. When the head is twisted and the butt slammed down, a thin blade similar to a short thrusting sword shoots out of the top and locks into place. A pair of stiletto-like side blades also spring forth in a V-shape flanking the main one. It is a two-handed weapon, and a successful parry with it indicates the opponent’s hand-held weapon has been caught and torn free, the opponent thus disarmed.

**** As with a feather staff, the gauntlet sword has a pair of side blades. A successful parry with it indicates that the opponents hand-held weapon has been caught and torn free, the opponent thus disarmed.

Missile Weapon	Harm Base	Harm Class	Range/ Radius	Speed Penalty	Precision Bonus
Arrow/ bow, foot strong	6-20	penetration	160/480/960	5	10/5/0
Club, spiked, throwing	3-20	penetration & shock	30	3	0
Missile, staff-sling *	1-30	shock	-/60/1808	-/0/0	
Pilum **	4-20	penetration & shock	30	4	0

* The staff is of some four foot length and the sling portion can hurl a large rock of up to five pound weight or a container of inflammable liquid (acid). For purposes of determining harm in the latter case, assume the volume of liquid thrown by this weapon is one quart. For acid, roll 1d4 and multiply the result by 9-12 for total Harm delivered to a target. For naphtha use the same system as for acid, with combustible apparel adding another 6-8 points to the total.

** This weapon is harpoon-like in that it is a soft-iron barbed shaft set in a wooden handle. The two pieces are hurled as one, but upon impact they separate, and the iron head bends. Thus it is not returnable as a missile. Note that if the iron portion of the weapon is buried in a shield, it both weighs down the latter and serves as a handle by which the opponent can get a hold on and then pull the shield aside.

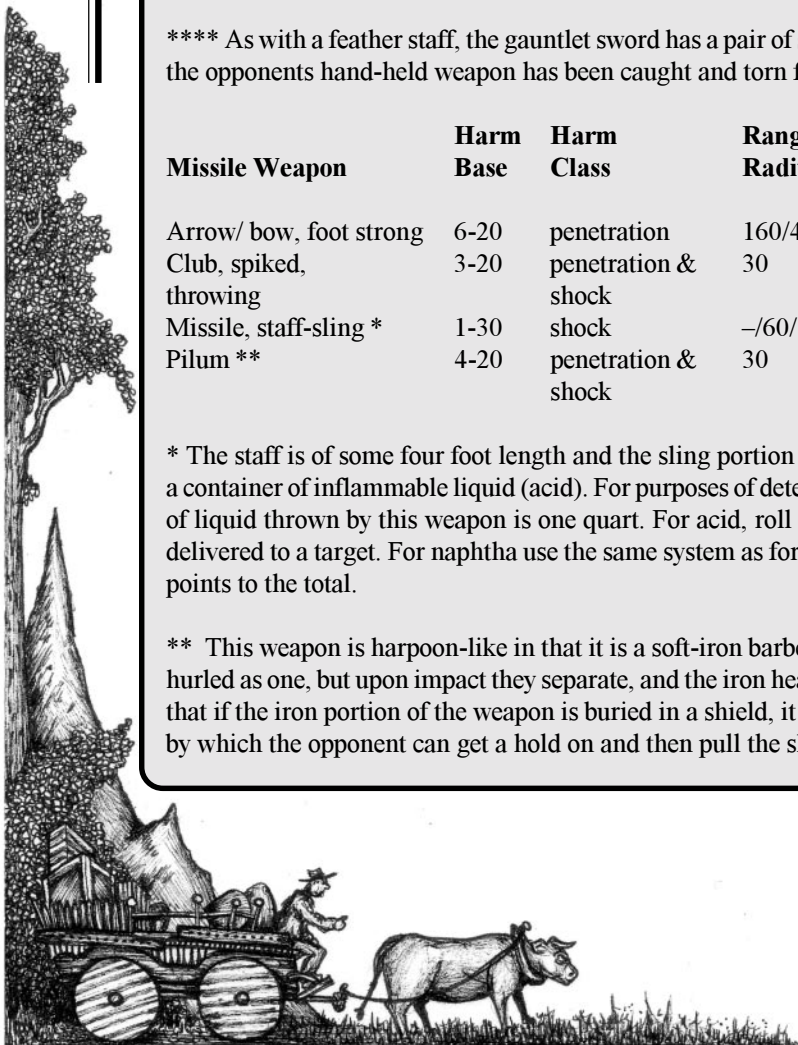


Table 1:6 Identifying Name of Weapon Listed in the LA Game Core Rules**Weapons, Axes & Axe-like**

Axe, bearded (battle axe)
 Axe, broad (battle axe)
 Axe, piercing (battle axe)
 Cleaver, two-handed (great)
 Tomahawk (belt axe)

Weapons, Clubs & Club-like

Aclis (spiked club)
 Belaying pin (billet, light)
 Billy club (billet, light)
 Bludgeon (club)
 Bo Stick (staff)
 Cudgel (club)
 Godentag (club, spiked)
 Jo stick (billet, light)
 Morning star (club, spiked)
 Sap (blackjack, cosh) (billet, light)
 Tonfa (billet, light)
 Warclub (club or spiked club)

Weapons, Daggers, Knives & Like

Bottle, broken (knife)
 Dirk (dagger, short)
 Knife, bowie & green river (knife, heavy)
 Main gauche (dagger, long)
 Poniard (dagger, long)
 Stiletto (dagger, short)

Weapons, Flails & Flail-like

Bullwhip (whip 14')
 Cat-o-nine-tails (whip, 8')
 Flail, two-handed (flail, long)
 Nunchaku (flail, shock only)

Weapons, Miscellaneous

Brass Knuckles (hand w/ brass knuckles)
 Cestus (hand w/ brass knuckles)
 Tiger claws (bagh nakh) (hand w/ metal claws)

Weapons, Pick-like

Dagger-axe (fang) (hammer, Harm class penetration)
 Pick (military pick)

Weapons, Pole Arms

Axe, Jedberg (two-handed axe)
 Axe, Lochaber (two-handed axe)
 Axe, pole (two-handed axe)
 Bec de corbin (pole-arm, short)
 Bill, bill hook, brown bill (pole-arm, short)
 Bill-guisarme (pole-arm, short)
 Bardiche (cleaver, great)
 Demi-lune (crescent-like) (pole-arm, short)
 Fauchard (sickle or scythe-like) (pole-arm, long)
 Fauchard fork (pole-arm, long)

Fauchard-guisarme (pole-arm, long)
 Fork, military (bident) (pole-arm, long)
 Glaive (machete-like) (pole-arm, short)
 Glaive-fork (pole-arm, long)
 Glaive-guisarme (pole-arm, long)
 Guisarme (pruning hook-like) (pole-arm, long)
 Guisarme-fork (pole-arm, long)
 Halberd (pole-arm, short)
 Hook-fauchard (pole-arm, long)
 Lucerne hammer (pole-arm, short)
 Partizan & Partizan, ox-tongue (pole-arm, long)
 Pike, awl (pike)
 Ranseur (bohemian ear spoon) (pole-arm long)
 Saber-axe (curved glaive) (pole-arm, short)
 Scorpion (bill-guisarme-like) (pole-arm, long)
 Spear-guisarme (pole-arm, long)
 Spetum (korseke) (pole-arm, long)
 Spontoon (c. 5' - 7') (spear, short)
 Voluge (cleaver-like) (pole-arm, short)
 Voulge-fork (pole-arm, long)
 Voulge-guisarme (pole-arm, long)

Weapons, Spears and Spear-like

Naginita (small glaive spear) (pole-arm, short)

Weapons, Swords & Sword-like

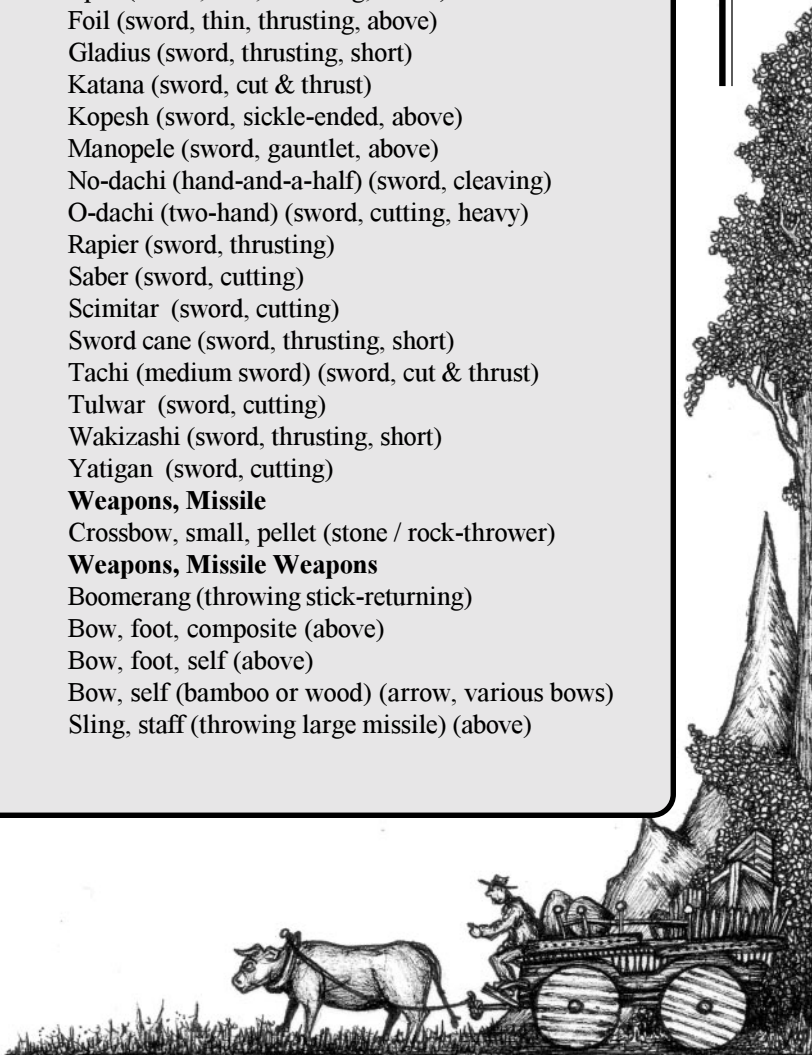
Claybeg (sword, cut & thrust)
 Claymore (two-handed) (sword, cutting, heavy)
 Epee (sword, thin, thrusting, above)
 Foil (sword, thin, thrusting, above)
 Gladius (sword, thrusting, short)
 Katana (sword, cut & thrust)
 Kopesh (sword, sickle-ended, above)
 Manopele (sword, gauntlet, above)
 No-dachi (hand-and-a-half) (sword, cleaving)
 O-dachi (two-hand) (sword, cutting, heavy)
 Rapier (sword, thrusting)
 Saber (sword, cutting)
 Scimitar (sword, cutting)
 Sword cane (sword, thrusting, short)
 Tachi (medium sword) (sword, cut & thrust)
 Tulwar (sword, cutting)
 Wakizashi (sword, thrusting, short)
 Yatigan (sword, cutting)

Weapons, Missile

Crossbow, small, pellet (stone / rock-thrower)

Weapons, Missile Weapons

Boomerang (throwing stick-returning)
 Bow, foot, composite (above)
 Bow, foot, self (above)
 Bow, self (bamboo or wood) (arrow, various bows)
 Sling, staff (throwing large missile) (above)



MEASUREMENTS

Barrels. Ells. Wagons and Boxes. How much containers hold and how much they weigh, indeed even what is in them can be an exasperating block for any world generation. On the other hand these seemingly simple things can add the touch of reality and even culture to your story. The region is much depressed and the merchants are hawking a peck of wheat for as much as a bushel in other lands. The cloak draped the noble dwarf in over an ell of the holy cloth. These are details which etch a tale in the audience's mind.

What follows are a gathering of some measurements, weight and capacities of certain things. These are followed by two random generating charts so that the laborious process of choosing what is in those old dust covered barrels stacked in the small room is all the more easy.

Measurements, Unusual

Barrel	10,752.1 cubic inches (five bushels)
Bowshot	220 yards (660 feet)
Bushel	2150.42 cubic inches
Bushel, heaped	2748 cubic inches
Cable length	240 yards (720 feet)
Chain	22 yards (66 feet)
Chain, square	16 sq rods, 4,356 sq ft, 1,452 sq yards
Caldron	36 bushels
Clove	7 pounds (one-half stone)
Ell (of cloth)	27, 45, or 54 inches running yards
Gill	4 ounces, 1/4 pint
Imperial gallon	1.2 gallons (77 ounces opposed to 64)
Knot (speed)	c. 1.15 miles per hour
League	3 nautical miles, or c. 3.55 land miles
Nautical mile	6086 feet
Peck (1/4 bushel)	537.605 cubic inches (about 23.5 inches square)

Weight of Certain Goods

Cotton bale	400 pounds
Cotton, sea island, sack	300 pounds
Hay, new, truss of	60 pounds (rectangular bale)
Hay, seasoned, truss of	50 pounds (rectangular bale)
Hay, wagon load of	36 trusses
Straw, truss of	40 pounds (rectangular bale)
Straw, wagon load of	36 trusses = 1,440 pounds

One cubic yard of the following things weighs in lbs

Hay, clover, old	175
Hay, clover, new-mown	150
Hay, new in windrows	200
Hay, loaded from loft or stack into wagon	175
Hay, in loft or old haystack	250
Straw, average kind	100

Wool weights

Sack	22 stone or 308 pounds
Pack (for horse)	17 stone and 2 pounds or 240 pounds
Tod	2 stone or 28 pounds
Wey	5.5 tods; 1/2 sack, 11 stone; 154 lbs.

Volume of Things

Bricks, 27 (8" x 4" x 2") is equal to 1 cubic foot
 Wood pile 8' x 4' x 4' (128 cubic ft) is 1 cord
 Earth, 1 cubic yard (3,250 pounds weight) is 1 load
 Timber, logs (40 cubic feet at 2,000 lbs) is 1 load
 Timber, squared (50 cubic feet at 2,000 lbs) is 1 load
 Stone (24.75 cubic feet) is 1 perch
 Ship tonnage volume (42 cubic feet) is 1 ton cargo
 See Ship's Cargo Tonnage Weights, above

Container Capacity, Box or Wagon Box

To find the volume of a container multiply the length in inches by the width in inches by the depth in inches. If any of these measurements vary, use the largest and the smallest, added together and divided by two for the average of that dimension. This gives the total capacity in square inches.

To find the capacity in cubic feet, divide the number of square inches volume by 1728 (12 x 12 x 12).

To find the capacity in bushels, divide the number of square inches volume by 2150.42.

Examples of Capacity

Box 16" x 24" x 28"	5 bushel capacity, one barrel
Box 24" x 24" x 14"	2.5 bushel capacity, 1/2 barrel
Box 12" x 11.5" x 3"	one-half bushel capacity
Box 8" x 8" x 8.4"	one peck capacity
Box 8" x 8" x 4.2"	one gallon (dry measure)
Box 4" x 4" x 4.1"	one quart (dry measure)

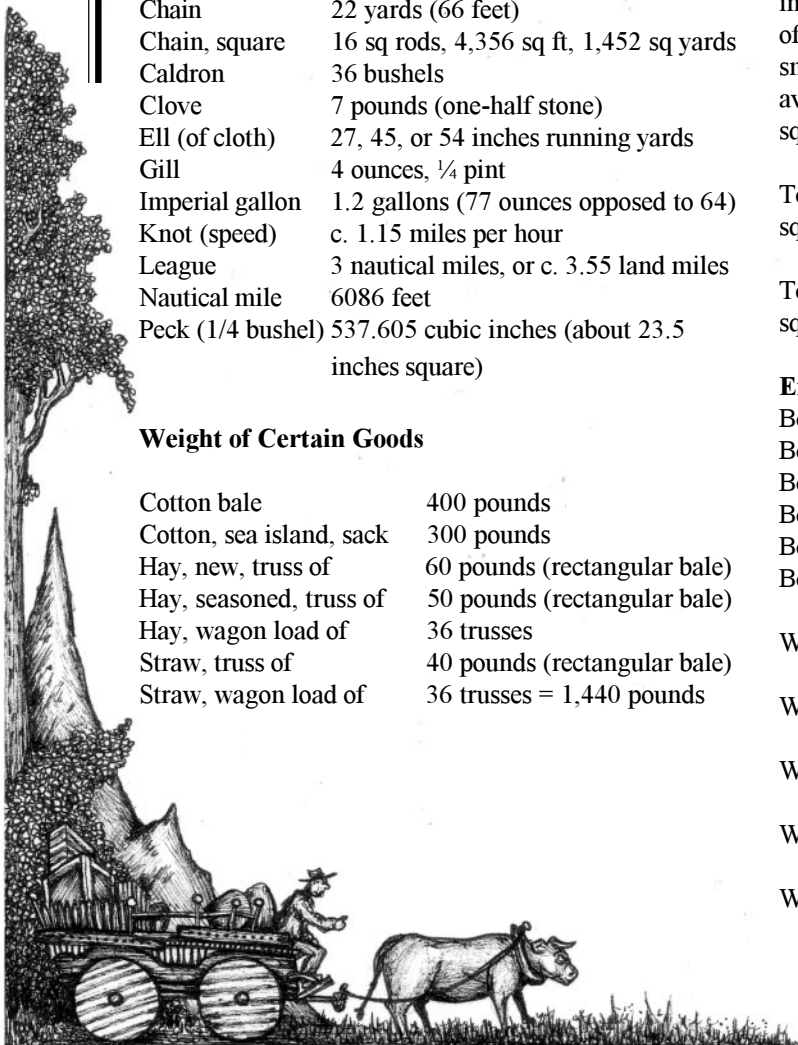
Wagon bed 12' x 3L' -4R' slope x 3'
 126 cubic feet/101.25 bushels capacity

Wagon bed 10' x 4' x 2'
 80 cubic feet/64.3 bushels capacity

Wagon bed 10' x 4' x 1.5'
 60 cubic feet/48.2 bushels capacity

Wagon bed 8' x 3.5' x 1.25'
 35 cubic feet/28.1 bushels capacity

Wagon bed 6' x 3.5' x 1.5'
 31.5 cubic feet/25.3 bushels capacity



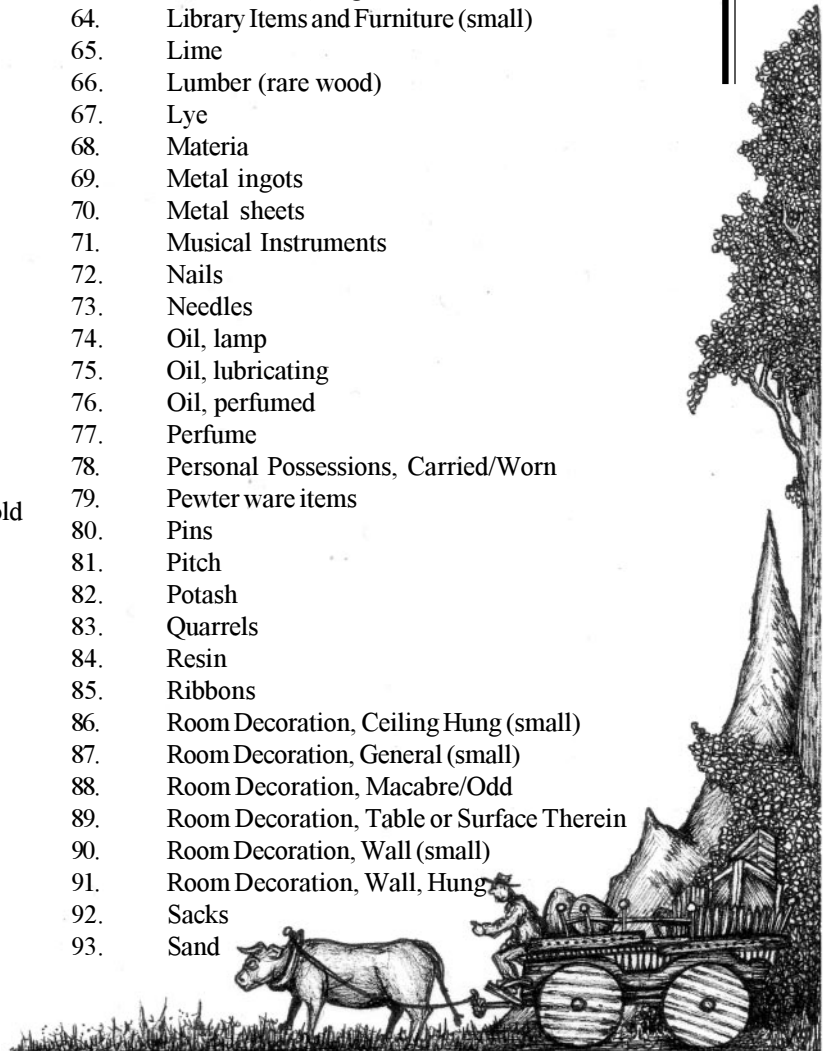
Containers, Barrel-like

Barrel	30 to 45 gallons
Butt	175 to 190 gallons
Cask	very small to large
Cade	10 to 15 gallons
Demijohn	5 to 8 gallons
Firkin	7.5 to 15 gallons
Hogshead	100 to 140 gallons
Keg	15 to 30 gallons
Kilderkin	15 to 20 gallons
Pipe	110 to 130 gallons
Pottle	0.5 gallon
Puncheon	70 to 85 gallons
Runlet	12 to 18 gallons
Tierce	40 to 45 gallons
Tun	252 gallons

Random Generator for what goods may be found in a Container

1. Acid
2. Ambergris
3. Armor
4. Armor, Head Coverings & Helmets
5. Armor, Shields
6. Arms
7. Arrows
8. Bags
9. Bath & Accessories
10. Beads
11. Bedding
12. Brass ware items
13. Bronze ware items
14. Brush
15. Bulbs (plants)
16. Camping gear
17. Candles, beeswax
18. Candles, tallow
19. Candles, wax
20. Candles, whale oil
21. Ceiling Decoration (small)
22. Charcoal
23. Cleaning Implements and Supplies, Household
24. Clinkers (burnt coal)
25. Clocks & Watches
26. Cloth & Clothing Material Types
27. Clothing
28. Coal
29. Coins
30. Containers, small
31. Copper ware items
32. Cord
33. Costume jewelry
34. Crystals
35. Curios
36. Darts, blowgun

37. Devotional Objects
38. Divination Objects
39. Drinking Vessels
40. Dye
41. Dyestuffs
42. Feathers
43. Fireplace Implements and Accessories
44. Floor Coverings (Floors and Floor Coverings)
45. Furniture (small)
46. Furs
47. Games, Gaming Objects
48. Gems (see The Complete Gemner section)
49. Gravel
50. Gypsum
51. Handicraft Object
52. Hardware items
53. Hides
54. Horsehair
55. Incense
56. Ink
57. Ivory
58. Jewelry
59. Kitchen Utensils
60. Laboratory, Magical, Items and Furniture
61. Lamps
62. Lanterns
63. Lead bullets (sling)
64. Library Items and Furniture (small)
65. Lime
66. Lumber (rare wood)
67. Lye
68. Materia
69. Metal ingots
70. Metal sheets
71. Musical Instruments
72. Nails
73. Needles
74. Oil, lamp
75. Oil, lubricating
76. Oil, perfumed
77. Perfume
78. Personal Possessions, Carried/Worn
79. Pewter ware items
80. Pins
81. Pitch
82. Potash
83. Quarrels
84. Resin
85. Ribbons
86. Room Decoration, Ceiling Hung (small)
87. Room Decoration, General (small)
88. Room Decoration, Macabre/Odd
89. Room Decoration, Table or Surface Therein
90. Room Decoration, Wall (small)
91. Room Decoration, Wall, Hung
92. Sacks
93. Sand



- 94. Seashells
- 95. Seeds (for planting)
- 96. Skins
- 97. Smoking, Tobacco Pipes et al.
- 98. Stones (small)
- 99. String
- 100. Roll a d20 and continue on
- 101. Table Service
- 102. Tack
- 103. Tallow
- 104. Tar
- 105. Thread
- 106. Tiles, ceramic
- 107. Tiles, slate
- 108. Tin ware items
- 109. Tobacco
- 110. Tools
- 111. Tools
- 112. Torches
- 113. Torture Chamber Objects
- 114. Toys
- 115. Trophy
- 116. Turpentine
- 117. Wax
- 118. Whalebone
- 119. Wire
- 120. Wool

Random Generator for what food or beverages may be found in a Container:

- 1. Beverages, Alcoholic
- 2. Cocoa (beans)
- 3. Coffee (beans)
- 4. Dried fish
- 5. Flour (various sorts)
- 6. Foodstuffs
- 7. Grain, whole (various sorts)
- 8. Herbs & Spices
- 9. Honey
- 10. Lard
- 11. Molasses
- 12. Oil, cooking
- 13. Salt
- 14. Salt fish
- 15. Salt meat
- 16. Syrup, corn
- 17. Syrup, maple
- 18. Tea (leaves)
- 19. Vanilla (beans)
- 20. Vinegar

COINS

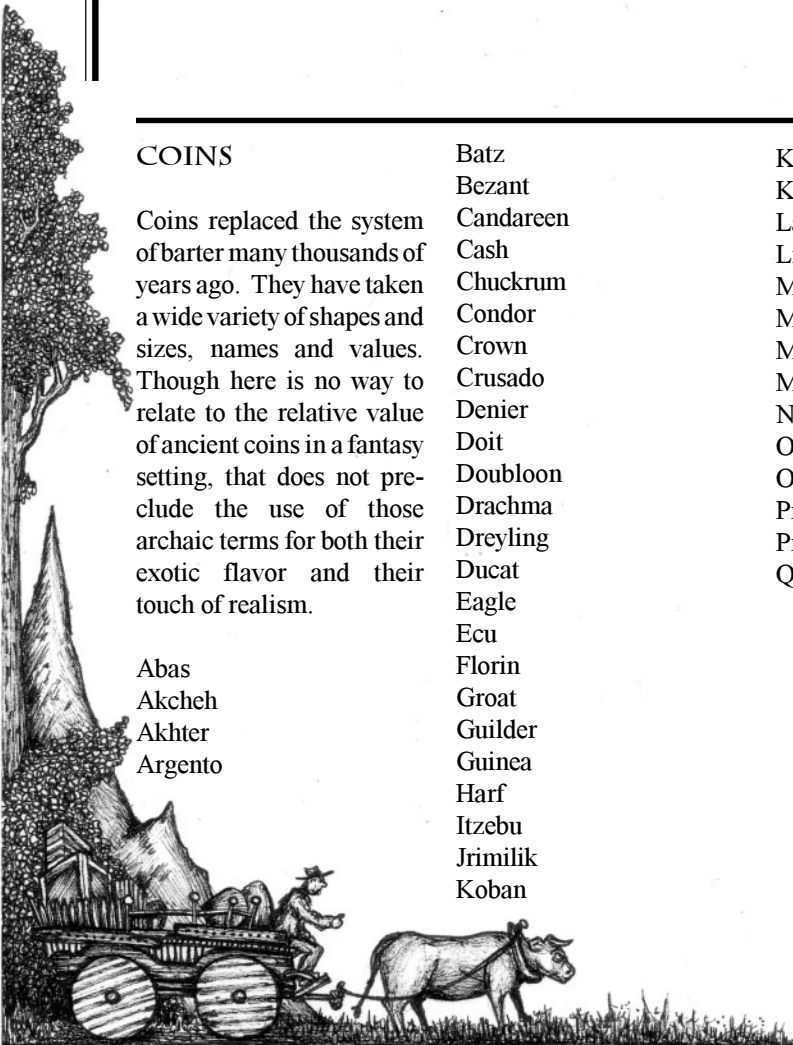
Coins replaced the system of barter many thousands of years ago. They have taken a wide variety of shapes and sizes, names and values. Though here is no way to relate to the relative value of ancient coins in a fantasy setting, that does not preclude the use of those archaic terms for both their exotic flavor and their touch of realism.

Abas
Akchek
Akhter
Argento

Batz
Bezant
Candareen
Cash
Chuckrum
Condor
Crown
Crusado
Denier
Doit
Doubloon
Drachma
Dreyling
Ducat
Eagle
Ecu
Florin
Groat
Guilder
Guinea
Harf
Itzebu
Jrimilik
Koban

Kreutzer
Kroner
Laurel
Livre
Mancus
Marchetto
Mark
Mina
Noble
Obol
Onza
Pice
Pistole
Quattle

Rin
Royal
Sequin
Sheckle
Shilling
Sou
Sovereign
Tael
Thaler
Tirce
Vintem
Yuzluk
Zehner



THE BAZAAR

Phial. Baldric. Zucchetto. A host of goods, things of all shapes and sizes, litter the everyday lives of the high and low alike. From the most trivial to the most necessary these goods form the stock-in-trade of the lives of all those folk who pass through your setting or story. These are the items that bring a touch of the concrete to tale. What folk eat and wear, what strange items they may decorate their lives with.

Welcome to the Bazaar of Bazaars.

GOODS

Bottle

Canteen
Carafe
Decanter
Ewer
Flask
Gourd
Jar, narrow-mouthed
Jug
Phial
Pitcher
Pottle
Wine skin



Box

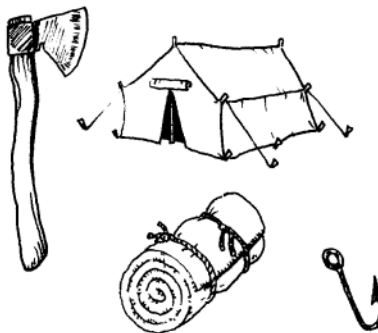
Bread box
Can
Canister
Cash box
Cedar chest
Crate
Case
Filing box
Foot locker
Hatbox
Jar
Hope chest
Lock box
Music box
Pillbox
Pot (small)
Powder box
Puzzle box
Sea chest
Strong box
Tinder box

Box, decorative

Caddy
Casket
Coffer
Jewelry
Music
Puzzle
Shadow

Camping Gear

Axe, belt
Backpack
Bag
Bedroll
Belt pouch
Binoculars
Canteen
Compass
Cord
Cup
Fishhooks
Fishing line
Fishing pole
Flint & steel
Gourd, drinking
Ground cloth
Hammock
Hatchet
Knife, sheath
Lantern
Machete
Pan
Pot
Rope
Rucksack
Sack
Shoulder pouch
Snare (cord, rope, string or wire)
Telescope
Tent, small
Tinder box
Trap, metal animal, large



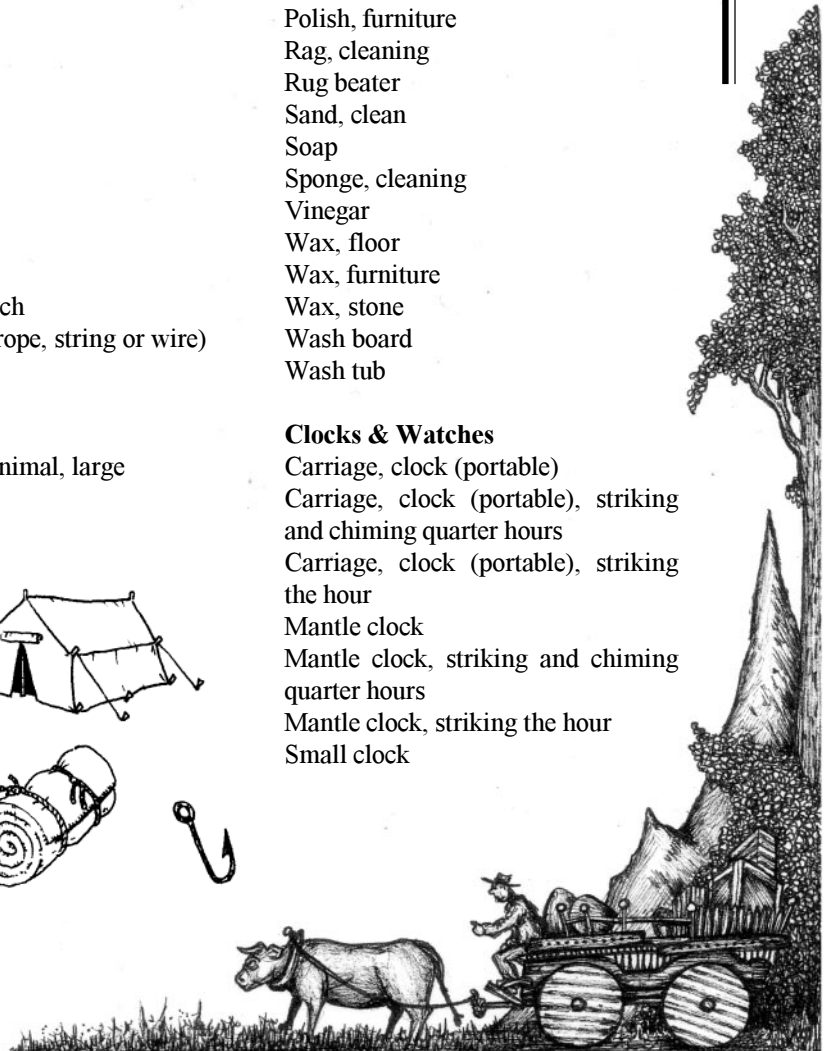
Trap, metal animal, small
Walking staff
Wallet
Wineskin

Cleaning Implements and Supplies, Household

Basket (cleaning item portage)
Basket (trash removal)
Broom, floor
Broom, whisk
Brush, clothing
Brush, scrub
Brush, upholstery
Bucket
Cloth, chamois
Cloth, polishing
Dust cloth
Dust mop
Dust pan
Duster, feather
Holly stone
Lye
Mop, cloth (rag)
Mop, string
Oil, furniture
Pail
Polish, furniture
Rag, cleaning
Rug beater
Sand, clean
Soap
Sponge, cleaning
Vinegar
Wax, floor
Wax, furniture
Wax, stone
Wash board
Wash tub

Clocks & Watches

Carriage, clock (portable)
Carriage, clock (portable), striking and chiming quarter hours
Carriage, clock (portable), striking the hour
Mantle clock
Mantle clock, striking and chiming quarter hours
Mantle clock, striking the hour
Small clock



Small clock, striking and chiming quarter hours
 Small clock, striking the hour
 Table clock, repeater, striking and chiming quarter hours when string pulled
 Table clock, repeater, striking the nearest hour when string pulled
 Table clock
 Table clock, striking and chiming quarter hours
 Table clock, striking the hour
 Tall (floor) clock
 Tall (floor) clock, striking and chiming quarter hours
 Tall (floor) clock, striking the hour
 Wall clock
 Wall clock, striking and chiming quarter hours
 Wall clock, striking the hour
 Watch, pin-on, ladies
 Watch, pocket, large
 Watch, pocket, large, chiming
 Watch, pocket, large, music
 Watch, pocket, small, man's
 Watch, pocket, small, woman's

Cloth & Clothing Material Types

Buffalo hide
 Bull hide
 Burlap
 Calfskin
 Calico
 Cambric
 Camels hair
 Canvas
 Cheesecloth
 Chenille
 Chiffon
 Cloth of gold
 Cloth of silver
 Cotton
 Cotton brocade
 Cotton, fine
 Cotton, heavy
 Corduroy
 Damask
 Deerskin
 Doeskin
 Denim
 Elk hide
 Felt
 Fishnet
 Flannel
 Fur
 Gabardine
 Gingham
 Hair, woven
 Hemp
 Hide
 Horsehide
 Jute
 Kidskin
 Knitted, cotton or wool
 Lace, crocheted
 Lace, tatted
 Leather
 Leather, suede
 Linen
 Linen brocade
 Mohair
 Netting
 Organdy
 Organza
 Pigskin
 Piping
 Poplin
 Rawhide
 Satin
 Satin brocade
 Seersucker
 Serge
 Silk
 Silk brocade
 Silk, raw
 Silk, raw, brocade
 Sharkskin
 Shagreen
 Skin, reptile
 Taffeta
 Tweed
 Twill
 Velvet
 Velvet brocade
 Velveteen
 Whipcord
 Wool
 Wool, angora
 Wool, coarse
 Wool, fine
 Wool, shoddy
 Wool, worsted

CLOTHING

Belting

Balderic
 Bandoleer
 Belt, narrow
 Belt, wide
 Crossbelt
 Girdle
 Girdle, wide
 Harness
 Sash, narrow
 Sash, wide
 Suspenders (bracers)

Footwear

Boots, cleated
 Boots, fishing
 Boots, hip (soft)
 Boots, hobnailed
 Boots, knee, hard
 Boots, knee, soft
 Boots, mid-calf, hard
 Boots, mid-calf, soft
 Boots, mid-leg (soft)
 Boots, riding
 Boots, spiked
 Moccasins
 Mukluks
 Sandals
 Shoes, ankle-top, hard
 Shoes, ankle-top, soft
 Shoes, cleated
 Shoes, hard
 Shoes, soft
 Shoes, spiked
 Slippers
 Slippers, dress
 Snowshoes
 Tabi
 Zoris

Headgear

Arming cap
 Bascinet
 Bascinet, pig-faced
 Bearskin
 Beret
 Bicornered hat
 Bonnet
 Busby
 Cap, billed
 Cap, feathered
 Cap, hunting
 Cap, jesters
 Cap, metal
 Cap, skull

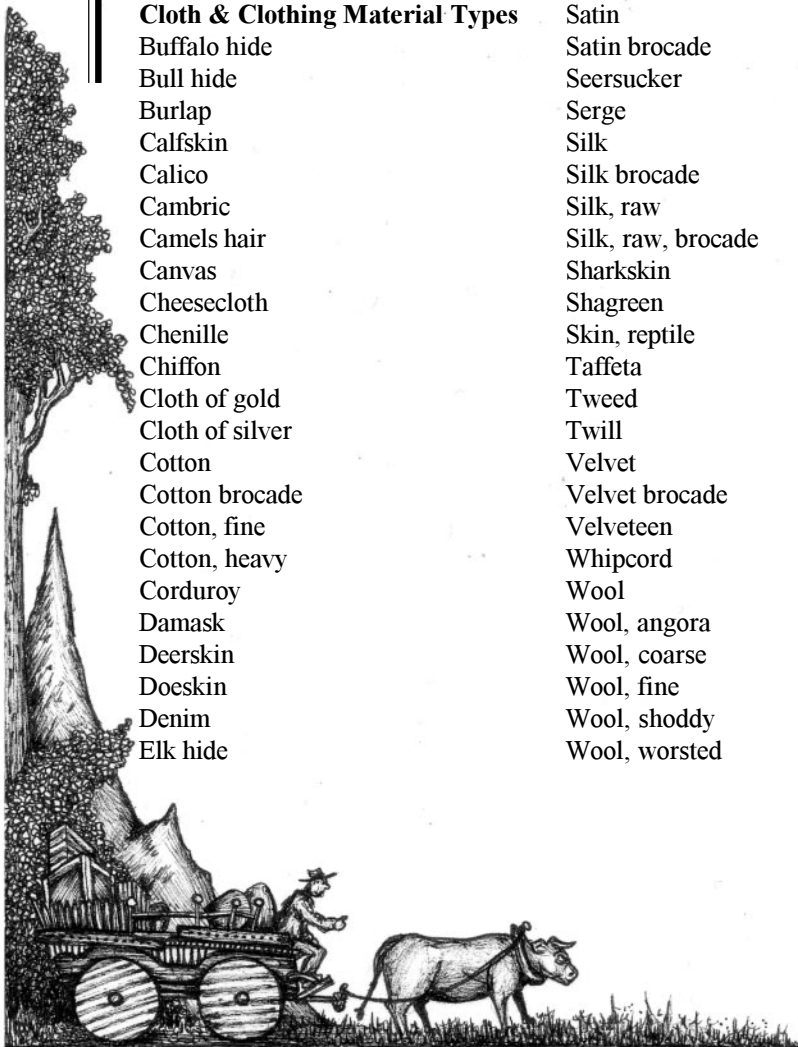


Table 1:7 Cloth Patterns

Appliquéd: One material attached or fastened to another by sewing, etc.

Checked: A crisscross pattern, a pattern of squares.

Color spotted (tweed): A wool fabric with a rough surface, in a plain, twill, or herringbone twill weave of two or more colors or shades of the same color.

Dots (tiny to large): A pattern of spots ranging from tiny to large and often containing a combination of sizes.

Embroidered: Fabric adorned with ornamental needlework or figures.

Latticed: Embroidery in imitation of a lattice, or resembling or suggesting such a network as in heraldry, a bearing of horizontal and vertical crossbars.

Lozenged (diamond): Divided by transverse diagonal lines into equal lozenges or squares of different tinctures.

Parti-colored: Having different colors in different parts of the fabric.

Plaid: Cloth with a checkered or crossbarred pattern

Plain: Not dyed, colored, variegated, or ornamented with a pattern or figure.

Printed*: Fabric printed with a design.

Stripes with faint checking in them: Self explanatory.

Stripes, diagonal (thin, narrow, medium, wide, mixed width): Self explanatory.

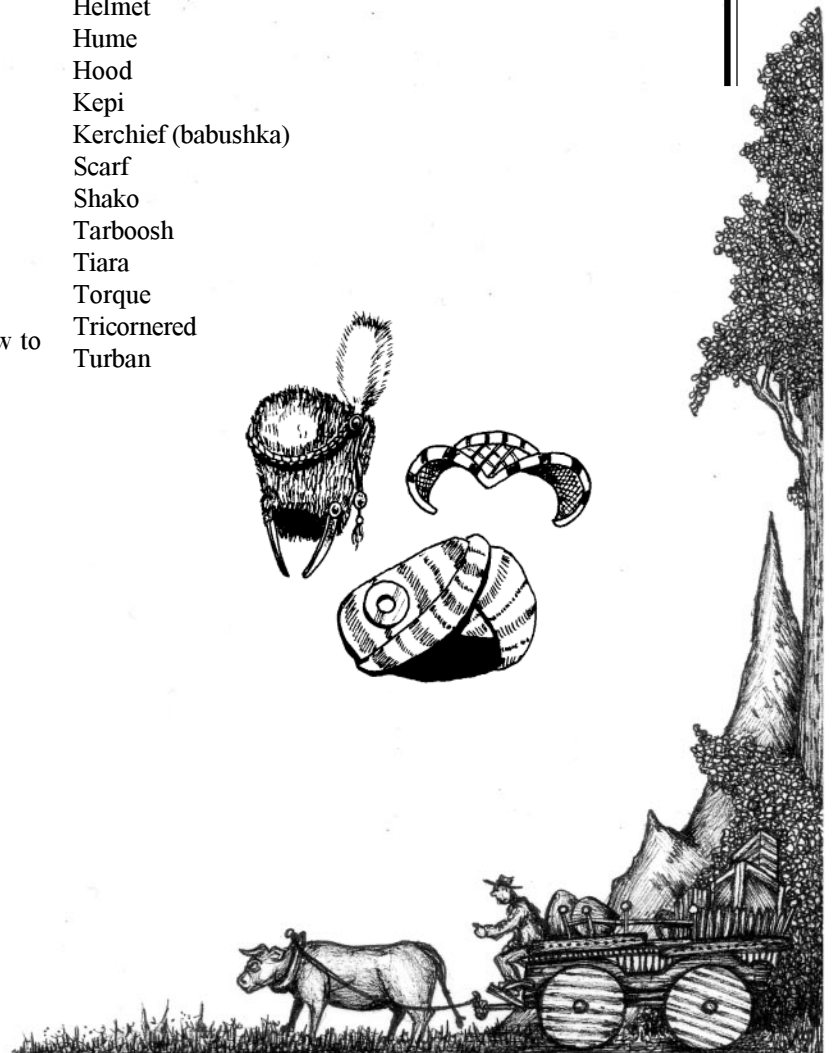
Stripes, horizontal (thin, narrow, medium, wide, mixed width): Self explanatory.

Stripes, vertical (thin, narrow, medium, wide, mixed width): Self explanatory.

*Motifs include: animals, birds, butterflies, flowers, fruits, geometrical shapes, leaves, leaves and flowers, mystical symbols, weapons.

- Cap, soft
- Cap, stocking
- Cap, round (campaign/sailor)
- Cap, round, billed (campaign/sailor)
- Cap, tented (soldier's)
- Cap, tented (soldier's), billed
- Casque
- Coif
- Cowl (of other garment)
- Crown
- Fez
- Hat, conical crown (short to high)
- Hat, conical crown (short to high), brimmed (narrow to broad)
- Hat, cylindrical crown
- Hat, cylindrical crown, brimmed
- Hat, flat crown, brimmed
- Hat, hemispherical crown
- Hat, hemispherical crown, brimmed
- Hat, onion-like crown (short to high)
- Hat, onion-like crown, brimmed
- Hat, oval crown (short to high)
- Hat, oval crown (short to high), brimmed
- Hat, pagoda-style crown (short to high)
- Hat, pagoda-style crown (short to high), brimmed
- Hat, pyramidal crown (short to high)
- Hat, pyramidal crown (short to high), brimmed
- Hat, rectangular crown (short to high)
- Hat, rectangular crown (short to high), brimmed
- Hat, square crown (short to high)
- Hat, square crown (short to high), brimmed
- Hat, triangular crown (short to high)

- Hat, triangular crown (short to high), brimmed
- Helm
- Helmet
- Hume
- Hood
- Kepi
- Kerchief (babushka)
- Scarf
- Shako
- Tarboosh
- Tiara
- Torque
- Tricornered
- Turban



OUTER GARMENTS

Apron: A cloth or tunic wrapped around the front of the body and tied in the rear.

Bases: An embroidered mantle worn by knights on horseback, reaching from the middle to below the knees; a kind of ordnance.

Bib: A small piece of cloth worn by children.

Blouse: A loose upper garment, or shirt, worn by peasants. Usually long sleeved.

Breeches: Trousers which reach to the knee.

Burnoose: The outer cloak or garment worn in the Middle East and North Africa. It has a hood. The whole is usually made of one piece.

Caftan: This is a floor length garment with at least elbow length but usually wrist length sleeves.

Cannons: A style of decorating breeches in the 16th and 17th centuries. The hem is decorated with ornamentation.

Cape (long, short): A garment without sleeves, fastened at the neck and hanging over the back and shoulders. Sometimes attachable to a coat.

Cloak (with, without cowl): The cloak is an outer garment. They range in size from knee to floor length. They are generally good in bad weather.

Coat: A sleeved outer garment opening down the front and extending to just below the hips.

Coat, frock coat: A double breasted coat and with long full skirts in front and back worn by men.

Coat, overcoat: As above, but covering other garments

Coat, tail coat: As above, with tails.

Coat, top coat: As above, but applies to suits or tuxedos.

Codpiece: An ornamented bag or flap appended to the front of the tight breeches worn by men.

Doublet: The doublet is a close fitting jacket worn by a man, it is made with or without sleeves.

Dress: That which is used for covering or ornament of the body, generally any clothing consisting of a skirt and waist, in one garment.

Dressing gown: A loose robe for wear when one is undressing or lounging.

Frock: A monks cowl or habit. Also, can be the principle outer garment for a girl, such as a dress or gown.

Gloves: Outer covering for the hands.

Gown: A long generally loose outer garment, specifically a women's dress, a man's dressing gown or night gown.

Hose: Formally a tight fitting outer garment covering the hips, legs and feet, attached to the doublet by cords or ribbons but only extended to the knees or ankles.

Jack: A rough, inexpensive medieval coat of defense, esp. one made of leather.

Jacket: A short coat, usually with sleeves.

Jerkin: A close-fitting hip-length usually sleeveless jacket.

Jersey: A soft elastic cloth knitted of wool, cotton or silk.

Jupon: A sleeveless jacket worn over the armor.

Kilt: A short pleated skirt reaching to the knees.

Kirtle: A woman's under-dress. It can be worn without a gown indoors or while working. It is cut fairly close to the body, with long, tight sleeves. The most closely fitted styles are reserved for the wealthy, as they are more tailored and require help in dressing.

Lederhosen: Leather pants which extend to the knees, and are supported by suspenders. Generally associated with traditional German dress.

Leggings: A covering of canvass, leather, etc for protecting the legs.

Mantle: A long sleeveless cloak made of fine materials and worn over clothing. An integral part of noble court dress (as opposed to cape, a utilitarian garment worn to protect from cold and rain) it was usually fastened at the neck with ribbons or clasps.

Mittens: A muff or a thick glove.

Negligée: Evening wear for women.

Oilskin: A cloth made waterproof by treatment of oil.

Pantaloons: Trousers fastened below the calf or strapped below the boots, trousers and hose together.

Pants: An outer garment extending from the waist to the knees and ankles and separated to accommodate the legs.

Partlet: A rectangular piece which fills in the square neckline of a low necked bodice.

Parka: A fur jacket or heavy long woolen shirt, often lined with pile or fleece with an attached hood for protecting the head from the cold.

Peignoir: A woman's dressing gown.

Pinafore: A sleeveless usually low-necked garment fastened in the back and worn as an apron or dress.

Poncho: A cloak-like a blanket with a hole in the middle for the head.

Puttees: A covering for the lower leg in the form of a cloth or leather gaiter, or a cloth strip wound spirally.

Robe (with, without cowl): An outer garment worn over other garments. They are generally short, being waist length. Though some are longer and have sleeves

Ruff: A high frilled or pleated collar of starched muslin worn by men and women in the 16th and 17th centuries.

Sari: A long cotton or silk garment worn by Hindu women to wrap around the body with one end over the head, usually the chief garment.

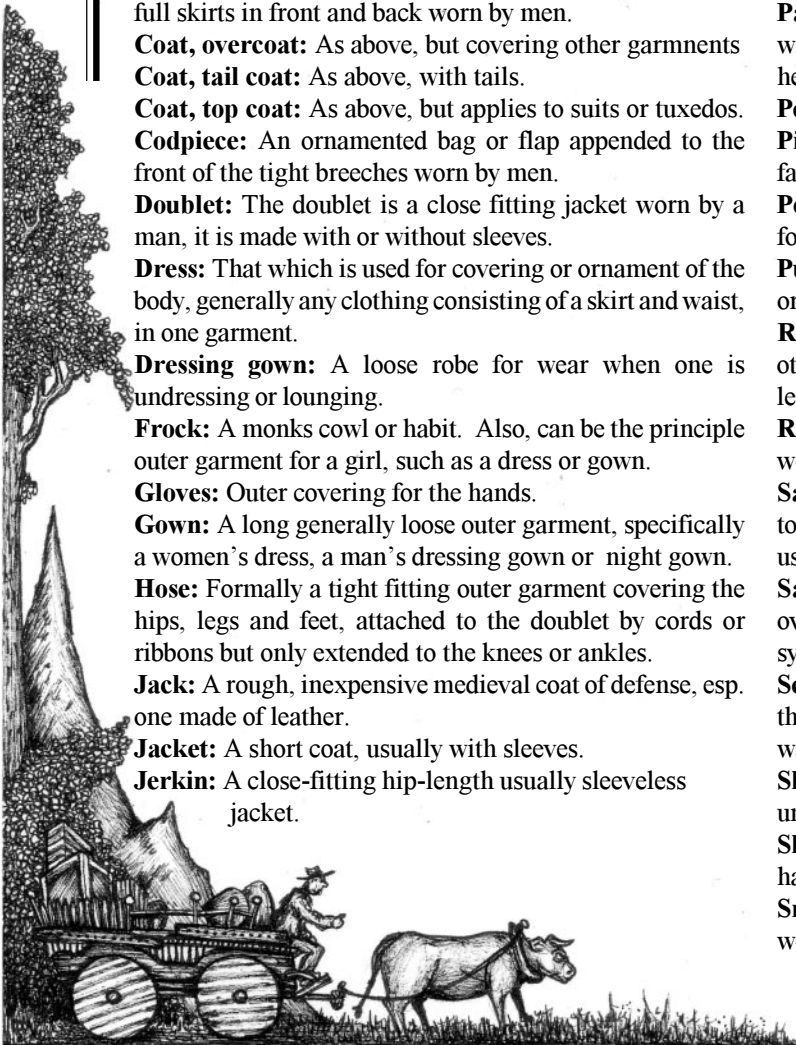
Sash (shoulder): A band or scarf worn around the waist or over the shoulder for ornament. Sometimes used as a symbol of distinction by men.

Scarf: A long broad piece of silk or other cloth worn about the neck, head or shoulders as an ornament or to give warmth and protection.

Shirt: Any of various cloth garments worn by men, often under a coat or jacket.

Skirt: That part of a garment as in a robe, dress etc. that hangs below the waist.

Smock: A coarse linen frock or shirt especially of the kind worn over the coat by European farm laborers.



Stole: A long, narrow decorated scarf with fringed extremities worn by officiating clergy. Rank is often determined by how the stole is worn.

Surcoat: An outer coat or gown. Also, a loose short cloak worn over armor.

Tabard: A name for the early garment (which existed even before Roman times) which evolved into the cote/cotehardie/kirtle. Usually built on a "T" pattern, with various sleeves, fit, and embellishment depending on period. The most basic of garb.

Tights: A tightly fitting garment for the legs.

Trousers: See pants above.

Vest: A short tight fitting sleeveless garment worn under a suit coat by men, a waistcoat. Also an insert or trimming worn under the bodice by women.

Waistcoat (sleeved or sleeveless): Also called wescot. A sleeveless garment which extends just below the waist and fastens in front.

Wrapper: A woman's dressing gown.

UNDERGARMENTS

Bustle: A pad that woman wear on the lower back in order to fill out the figure. Also, a large bow of material worn over the waist.

Chemise: A short slip or long undershirt, loose, worn by women under their garments or as bed clothes.

Diaper: A cotton or linen cloth woven in a pattern formed by repeating small diamond shapes.

Garters: An elastic band or tie that is worn about the thigh and suspended from the undergarment from which stockings are suspended.

Linen: Any garment made of flax. Generally all medieval under garments are made of some form of linen.

Loincloth: A cloth worn about the waist and loins, more associated with primitive societies.

Pantaloons: Tight trousers fastened below the calf or strapped under the boots. Sometimes refers to the combination of trousers and hose in one garment.

Petticoat: This garment is a skirt, but specifically a skirt worn under a gown or dress. Usually for young women and children.

Slip: A woman's undergarment, roughly the length of a full sized dress.

Slip, half: As above, but only waist long.

Stockings: A close knit garment made to cover the feet and legs. They are of cloth.

Undershirt: A shirt worn beneath the jacket or blouse. Usually loose fitting with front ties and full length sleeves.

ECCLESIASTICAL

Alb: A white tunic or vestment that reaches to the feet.

Amice: An oblong white linen cloth worn like a collar around the neck. It is pulled over the head, the upper edge attached under the *alb*. The Amice can also be pulled up and worn as a hood.

Apron: A cloth or tunic wrapped around the front of the body and tied in the rear.

Berretta: Also Birretta, Biretta. A square cap with three projections on the top. The color often denotes the rank of the clergy. In the Roman Catholic Church a Cardinal wears a scarlet berretta, a Bishop a purple and a priest a black.

Black gown: See Gown below.

Buskins: A boot or shoe which covers the ankles, rising halfway to the knee. It is laced and or strapped to the ankle or leg. The toes are sometimes exposed.

Calotte: A small rimless, snug cap. A skull cap.

Cap: A type of head covering that fits snugly over the head and brow. The ecclesiastical cap is generally one that has ear flaps and ties under the chin.

Capuche: A type of cowl, with a long, pointed hood. It covers the head and shoulders. Associated with monks more than any other type of clergy.

Cassock: A long close fitting garment, generally dark, and worn as an outer garment or under the *surplice* or *gown*.

Chasuble: This hooded garment is a sleeveless, outer garment worn over the *alb* during religious ceremonies.

Chimer: Like the *chasuble* this garment is a long sleeveless tunic worn over the priest's garments.

Cloak: The priestly cloak is hooded and worn over all the other vestments. They range in length from knee length to floor length. Their color corresponds to the color of the priest's other garments.

Cope: Similar to a cap, wrapping around the shoulders and upper torso of the priest.

Cotta: A short *surplice* (see below).

Cowl (of other garment): A hood that ranges in length and complexity. A simple hood fits around the head, others have longer pointed *tippets* and so on.

Dalmatic: A floor length, wide sleeved garment with open sides. This vestment denotes rank and can be worn under the *chasuble*.

Fanon: A type of head dress. In some usage it is the same as the maniple.

Frock: An outer robe, made of wool and generally heavy and weather resistant. Worn by monks or nuns.

Gown: The official dress worn by clergy. Long, floor length and rather loose.

Hood: A type of head dress that covers the whole head, sometimes including the face. Worn in both ceremonial and everyday circumstances.

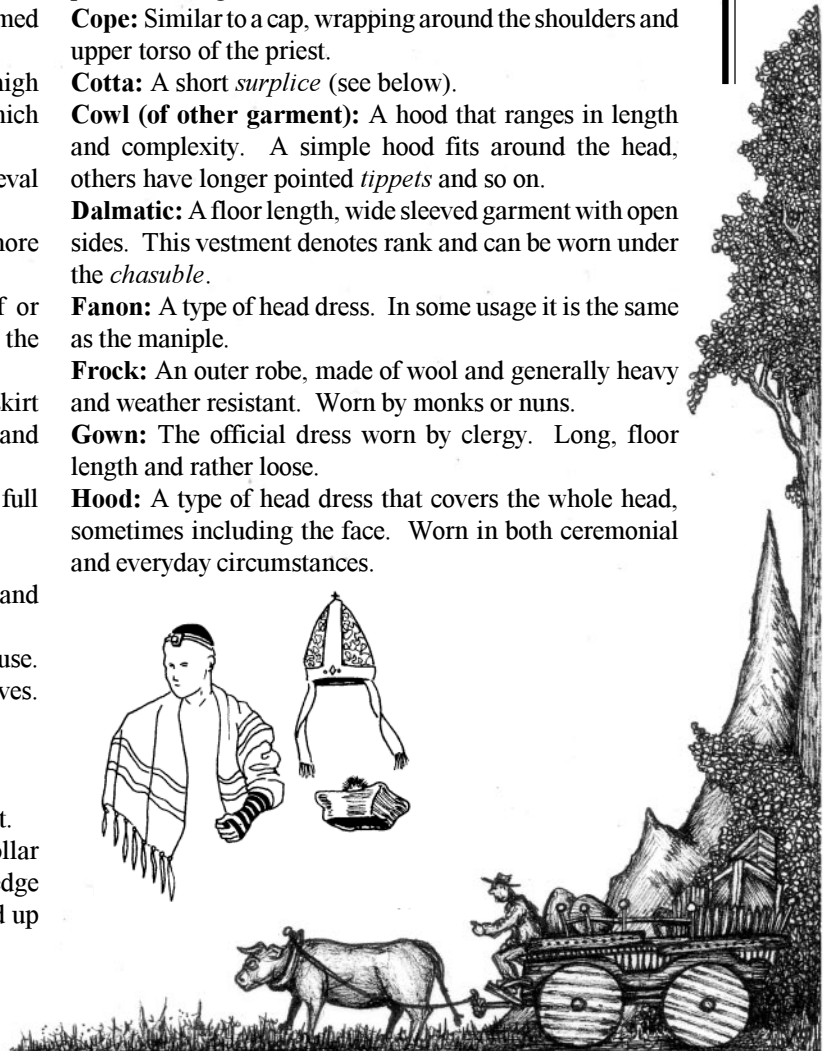




Table 1:8 Furs

Fur Type	Where Available	Rarity*	Uses
Bear	arctic, subarctic, temperate	common	cloak, floor, wall, shelter
Beaver	temperate, lakes, waterways	plentiful	cape, jacket
Cheetah	subtropic, tropic, savanna	rare	clothing, floor covering, wall hanging
Chinchilla	mountain regions	extremely rare	cape, jacket, trimming (boots, clothing)
Cougar	See Mountain Lion.		
Ermine	temperate	common	cape, jacket, trimming (boots, clothing)
Fox	temperate	common	cape, jacket, trimming (boots, clothing)
Jaguar	subtropic, tropic	rare	clothing, floor covering, wall hanging
Lamb	temperate, subtropic, tropic	plentiful	bedding, clothing
Leopard	temperate, subtropic, tropic	occasional	clothing, floor covering, wall hanging
Leopard, snow	arctic, subarctic	rare	clothing, floor covering, wall hanging
Lion	subtropic, tropic, savanna	occasional	clothing, floor covering, wall hanging
Lion, mountain	temperate, subtropic, tropic	scarce	clothing, floor covering, wall hanging
Lynx	subarctic, temperate	occasional	clothing, floor covering, wall hanging
Marmot	subarctic, temperate, lakes	scarce	trimming (cape, clothing, jacket)
Mink	temperate, lakes, waterways	rare	cape, jacket, trimming (boots, clothing)
Ocelot	temperate, subtropic, tropic	rare	clothing, floor covering, wall hanging
Otter	temperate, lakes, waterways	common	bedding, cloaks (boots, clothing)
Puma	See Mountain Lion.		
Rabbit	subarctic, temperate	plentiful	bedding, cloaks, trim (boots, clothing)
Sable	subarctic, temperate	extremely rare	cape, jacket, trimming (boots, clothing)
Seal, fur	subarctic, temperate, oceans, seas	occasional	cape, jacket, trimming (boots, clothing)
Tiger	subarctic, temperate, subtropic	occasional	clothing, floor covering, wall hanging
Wolf	arctic, subarctic, temperate	common	bedding, cloak, trim (boots, clothing)

* Order of rarity is as follows: extremely rare, rare, scarce, occasional, common and plentiful.

Lawn sleeves: A term which refers to the sleeves of a higher clergyman, particularly a bishop. They are attached to the upper robes.

Maniple: The glorified handkerchief worn on the left wrist of the Priest. It is often attached with a pin to the cuff or sleeve of the alb.

Mantle: Any loose fitting garment that is worn over other cloths, usually shorter and lighter than a cloak.

Mitre: The mitre is a kind of folding-cap. It consists of two like parts, each stiffened by a lining and rising to a peak; these are sewn together on the sides, but are united above by a piece of material that can fold together. Two lappets trimmed on the ends with a fringe hanging down from the back. The Mitre comes in a variety of sizes, some being very large with high pointed peaks.

Phylactery: A small leather case containing holy scriptures. They are carried or attached to the body. In the Jewish faith one is fastened with leather thongs to the head the other to the wrist.

Robe: An outer garment worn over other vestments. They are generally short, being waist length. Though some are longer and have sleeves.

Sandals: Light shoes laced or tied around the ankle. Unless some form of stocking is worn the foot remains exposed to the elements.

Scapular: A sleeveless outer garment that hangs from the shoulders and sometimes has a cowl. It sometimes refers to a badge worn by affiliates of certain religious orders, consisting of two pieces of cloth joined by shoulder bands and worn under the clothing on the chest and back.

Scarf: A long embroidered rectangular cut of cloth that is worn about the neck or draped across the shoulders.

Shovel hat: A broad-brimmed hat, turned up at the sides and projecting in front like a shovel.

Skullcap: A tight fitting cap.

Stole: Also, orarium. A long band which the Priest wears around his neck and hanging down in front of him or in some cases it is worn over the left shoulder.

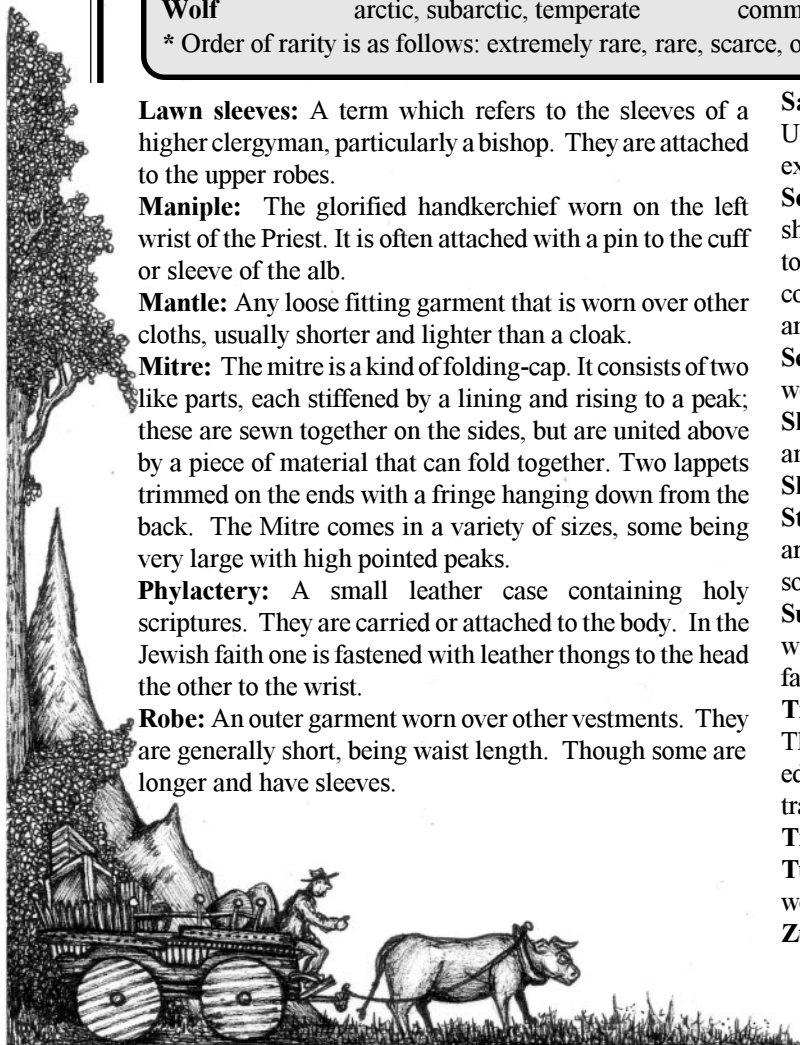
Surplice: A loose fitting, white ecclesiastical gown with wide sleeves, worn over a cassock. It is of plain white fabric with decorative work about the throat and hem.

Tiara: The triple pointed crown worn by higher clergy. The tiara is tall and white with embroidery around the edges and folds. Worn by the Pope in Roman Catholic tradition.

Tippet: The long hanging part of a hood or cowl.

Tunic: A loose, gown-like garment worn by men or women.

Zucchetto: The cap worn by clergy under the berretta.



CONTAINERS, LARGE

- Bag
- Bale
- Barrel
- Basket
- Basket, bushel
- Bin
- Box
- Cauldron
- Chest
- Crate
- Hamper
- Jar, large
- Locker, foot
- Pot, large (ceramic, metal, etc.)
- Sack
- Sack, tow
- Trunk
- Tub



- Pipe, calabash
- Pipe, clay
- Pipe, corncob
- Pipe, meerschaum
- Pipe, stone
- Pipe reamer
- Smoking stand
- Snuff
- Snuff box
- Tobacco, chewing
- Tobacco (various kinds)
- Tobacco pouch

HANDICRAFT OBJECT

- Basket/container, woven
- Bone carving
- Ivory carving
- Jewelry, bone
- Jewelry, claws/teeth
- Jewelry, nut
- Jewelry, shell
- Mat, woven
- Sandals
- Stone carving
- Wood carving

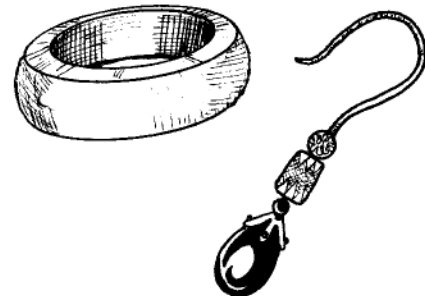
CONTAINER, TRAVEL

- Bag
- Bag, carpet
- Bag, duffel
- Bag, shoulder
- Basket
- Box
- Box, hat
- Case
- Hamper
- Pack, back
- Pannier
- Portmanteau
- Pouch
- Sack
- Sack, rucksack
- Saddle bags
- Suitcase
- Satchel
- Trunk
- Valise
- Wallet



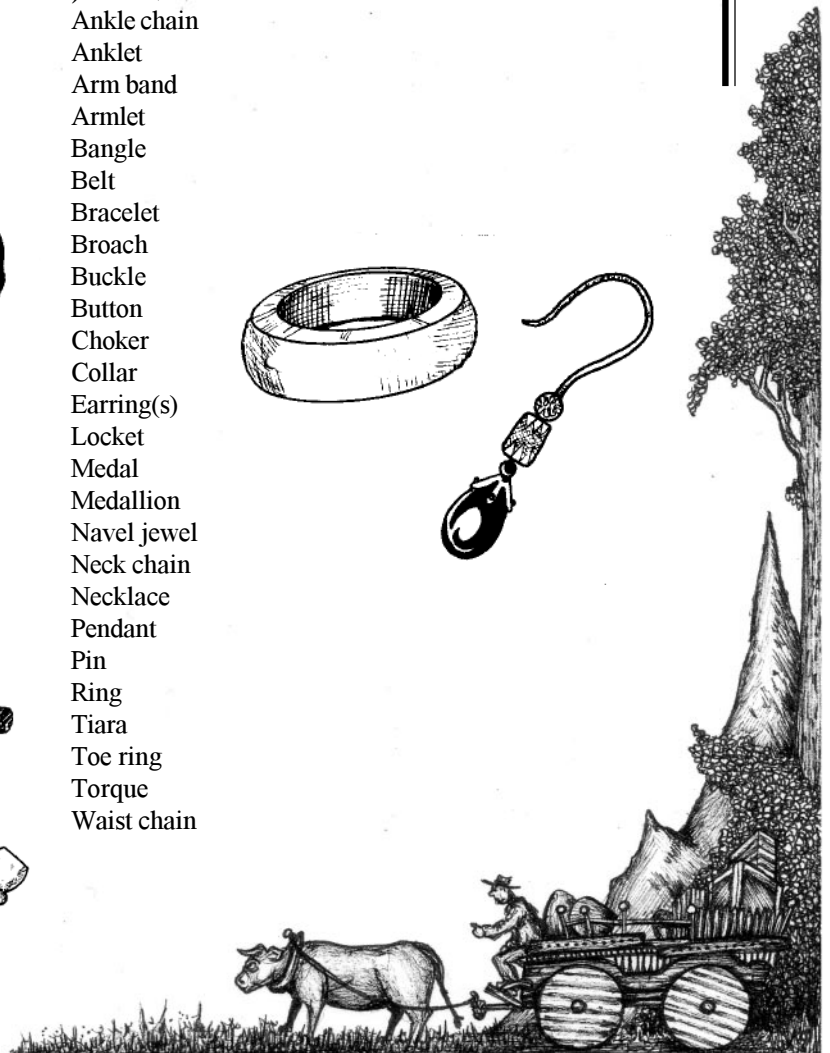
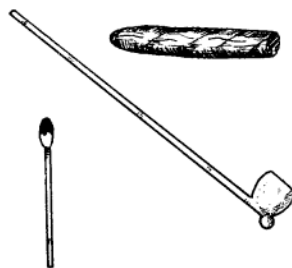
JEWELRY

- Ankle chain
- Anklet
- Arm band
- Armlet
- Bangle
- Belt
- Bracelet
- Broach
- Buckle
- Button
- Choker
- Collar
- Earring(s)
- Locket
- Medal
- Medallion
- Navel jewel
- Neck chain
- Necklace
- Pendant
- Pin
- Ring
- Tiara
- Toe ring
- Torque
- Waist chain



SMOKING, TOBACCO PIPES ET AL.

- Ashtray
- Cigar
- Cigar cutter
- Cigarette
- Cigarillo
- Hookah
- Humidor
- Match
- Narghile
- Pipe, brass
- Pipe, briar



MEDICINES

Aperitif: An alcoholic drink that is generally taken before meals in order to stimulate the appetite.

Balm: A fragrant or aromatic ointment which is used in healing or in anointing.

Bolus : A large pill, associated with veterinary medicine, though can refer to human medication.

Bracer: Something that binds or braces, as in something used to set bones. This could be things as simple as sticks or as elaborately designed supports.

Capsule: A small gelatinous shell or envelope containing a dose of medicine.

Cream: A cosmetic or emulsion made like a resin.

Curative: A thing which is used in the act of healing, curing a disease or any similar action.

Decoction: The act of boiling a substance in water in order to extract the flavor, essence etc. One of the many processes by which elixirs, potions, poultices etc are made.

Digestive: Any substance which can aid digestion.

Elixir: A tincture or medicine consisting of a sweetened alcoholic solution of a small quantity of the drug or drugs thus compounded. It also refers to magical substances, such as a philosophers stone, magic potion, etc.

Emollient: A preparation or medicine that has a softening or soothing affect on surface tissues.

Essence: A substance that keeps intact, in a concentrated form, the fragrance, essence or any other property of the plant or body from which it was extracted.

Extracts: The concentrated matter which remains after any substance is treated and broken down. Also the chemical which was once believed to be the basis of all vegetable matter.

Fortifier: A substance which strengthens the potency of an existing medicine through longevity or additives.

Gel: A jellylike substance formed by a colloidal solution in its solid phase.

Herbal: Being the use of herbs, which is a collection of plants dried and preserved.

Infusion: The liquid extract that results when a substance is infused in water. Also, an admixture or tincture.

Liniment: An oil medicine, a type of liquid ointment, which is commonly used to treat ailments of the skin, particularly in case of muscular bruising.

Lotion: A preparation that is applied to the skin in order to clean it or to stimulate some kind of action, such as relieving pain and so forth.

Lozenge: A type of pellet or pill that is generally associated with curing ailments of the mouth or throat.

Mixture: A liquid medicine which contains insoluble matter suspended in some viscid substance.

Nostrum: A medicine whose ingredients are kept secret in order to protect its contents, usually for commercial reasons. Also associated with quack medicines.

Oil: Any of a host of greasy substances obtained from the extracts of minerals, animals or plants. Oils are liquid at room temperature but soluble in certain organic solvents such as ether or alcohol, but not in water.

Ointment: A fatty substance applied to the skin for healing or cosmetic purposes, salves and the like.

Panacea: A supposed cure for any hurt, disease or crippling ailment. A type of herb as well, called Allheal.

Pastille: A pellet of aromatic paste used for burning. The fumes are associated with curative powers.

Philtre: A portion or type of charm used to bring about magical affects, cures and otherwise. Most commonly associated with love potions.

Pill: A small ball or pellet of medicine to take orally.

Plaster: A pasty preparation spread upon the body for curative reasons. Also can be used as an irritant.

Potion: A drink, most commonly referred as magical. Potions are also medicinal or poisonous.

Poultice: A mass of soft, usually warm, substance made from any number of sources (flour, pulp, resin, bran, etc) and applied to sores, ailments, etc.

Refreshers: A lotion, poultice, potion or similar substance which refreshes strength, relieves exhaustion and so forth.

Represent: A lotion, poultice, potion or similar substance which numbs pain, slows the spread of disease .

Restorative: A lotion, poultice, potion or similar substance which restores bodily health, mental or physical.

Salve: Any medicinal ointment applied to wounds, irritated skin and the like.

Simple: A medicine obtained from the extracts of an herb. It refers to herbal lore's teaching that all vegetable matter possessed some type of medicinal quality.

Spirit: Any of certain substances which permeate the human body organs. Also referred to in alchemy as any number of chemical solutions such as sulfur.

Solution: To combine one or more substances together. Most commonly associated with liquids.

Stimulant: A lotion, poultice, potion or similar substance that, once applied, draws a reaction out of the subject.

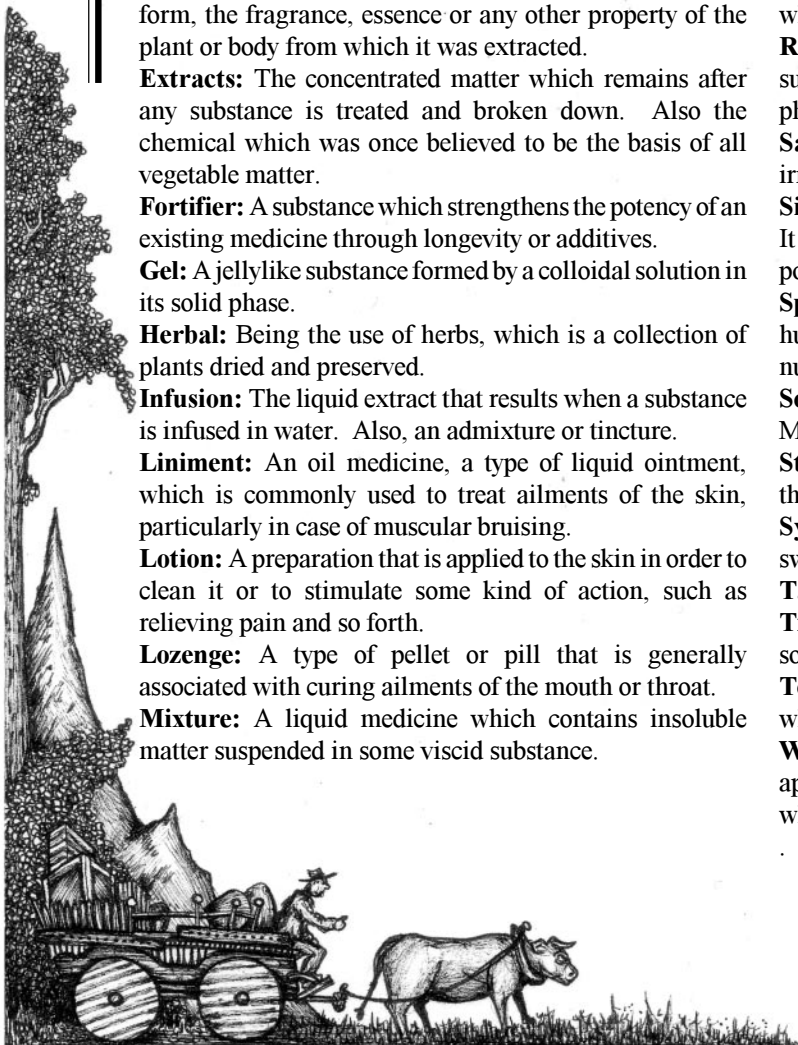
Syrup: A thick liquid medicine that is generally sweetened with sugar in order to make it more palatable.

Tablet: A small flat piece of medicine that is taken orally.

Tincture: The medicinal substance within any given solution, particularly associated with alcohol.

Tonic: A lotion, poultice, potion or similar substance which is mentally or morally invigorating.

Wash: Wash, a medicinal liquid meant for broad external application on some portion or the whole of the patient's body.



MUSICAL INSTRUMENTS

Bagpipe: A wind instrument consisting of a bag, a double-reed melody pipe, and one or more drone pipes. No highlander can do without its sweet sounds.

Balalaika: A string instrument consisting of a triangular body, a fretted neck, and three strings.

Bandor: A stringed instrument consisting of six to seven strings, a fretted neck, and a scalloped body. Related to the lute.

Banjo: A string instrument with a hollow circular body that is covered with a diaphragm of vellum.

Bass: A large string instrument that produces very low tones. The largest member of the violin family.

Basset Horn: A relative of the clarinet that is larger and creates a richer tone.

Bassoon: A long bodied wind instrument that produces low tones.

Bells: Cup shaped instruments that emit metallic sounds when struck.

Bombardon: A brass instrument that has nine to twelve woodwind like keys along its side that was designed to carry the lowest tone of the brass family of instruments. It has been replaced with the tuba.

Bugle: A brass instrument that resembles a trumpet without valves.

Calliope: An instrument that uses keys like a piano to play steam whistles.

Castanets: A rhythm instrument consisting of a pair of shells that are clapped between the fingers to play.

Celeste: A keyboard instrument that uses hammers that strike metal plates to make notes.

Cello: A string instrument that looks similar to the bass, but is slightly smaller and makes tones in a higher pitch.

Chimes: A set of bells specially tuned to the musical scale.

Cittern: A small-flat backed string instrument that is played by plucking the strings.

Clarion: A type of trumpet with a clear and shrill.

Claves: Short hardwood sticks that are tapped together to make sound.

Clavier: A small accordion with a hexagonal shape that uses buttons for keys.

Cornet: A brass instrument that resembles a trumpet. Cornets are typically slightly smaller than trumpets.

Diggery-do: A straight natural trumpet without its own mouthpiece. Traditionally made of a eucalyptus branch that is hollowed out by termites, stripped of its outer bark and beeswax is used to form a mouthpiece.

Double bass: A string instrument that resembles the bass. The double bass is larger and creates deeper tones than the bass.

Drum: A percussion instrument consisting of a hollow cylinder with membranes stretched tightly over one or both ends. Striking the membrane plays the drum.

Drum, bass: A large type of drum that gives loud, deep sounds when played.

Drums, kettle: A drum consisting of a copper pot with a membrane stretched across the top opening.

Drum, snare: A drum with wires stretched across the bottom that increase reverb.

Dulcimer: An instrument with varying length strings, stretched over a sound box. Dulcimers are played by either plucking the strings, or striking them with padded mallets.

Euphonium: A smaller and higher pitched version of the tuba. Often seen in military processions.

Fife: A small high-pitched flute. Fifes are most often seen accompanying drums in military processions.

Flageolet: Also known as the tin whistle due to its metal construction. A whistle with six finger holes that is a member of the recorder family.

Flute: A tubular wind instrument that produces high-pitched sounds.

Gittern: A plucked string member of the guitar family. The gittern has four strings and the rounded back of a lute.

Glass harmonica: Invented by Ben Franklin. The glass harmonica is based on the principle of vibrating wine glasses. It consists of a series of glass bowls without stems that rotate in a tray of water. The musician touches the rims of the bowls, causing them to vibrate and make sound.

Glockenspiel: A percussion instrument consisting of a series of metal bars that is played with a pair of light mallets.

Gong: A percussion instrument consisting of a large metal disk.

Harmonica: A small rectangular instrument made of metal and wood played by inhaling or exhaling through its row of reeds.

Harmonicon: A Scottish instrument consisting of 65 pieces of slate, cut to different sizes. These pieces form a musical scale and are played by striking the stones with wooden mallets. The sheer size of this instrument requires three performers to operate it.

Harmonium: A keyboard instrument that resembles an organ that uses metal reeds to create sounds.

Harp: A string instrument consisting of an upright frame with strings. The strings are plucked to create sounds.

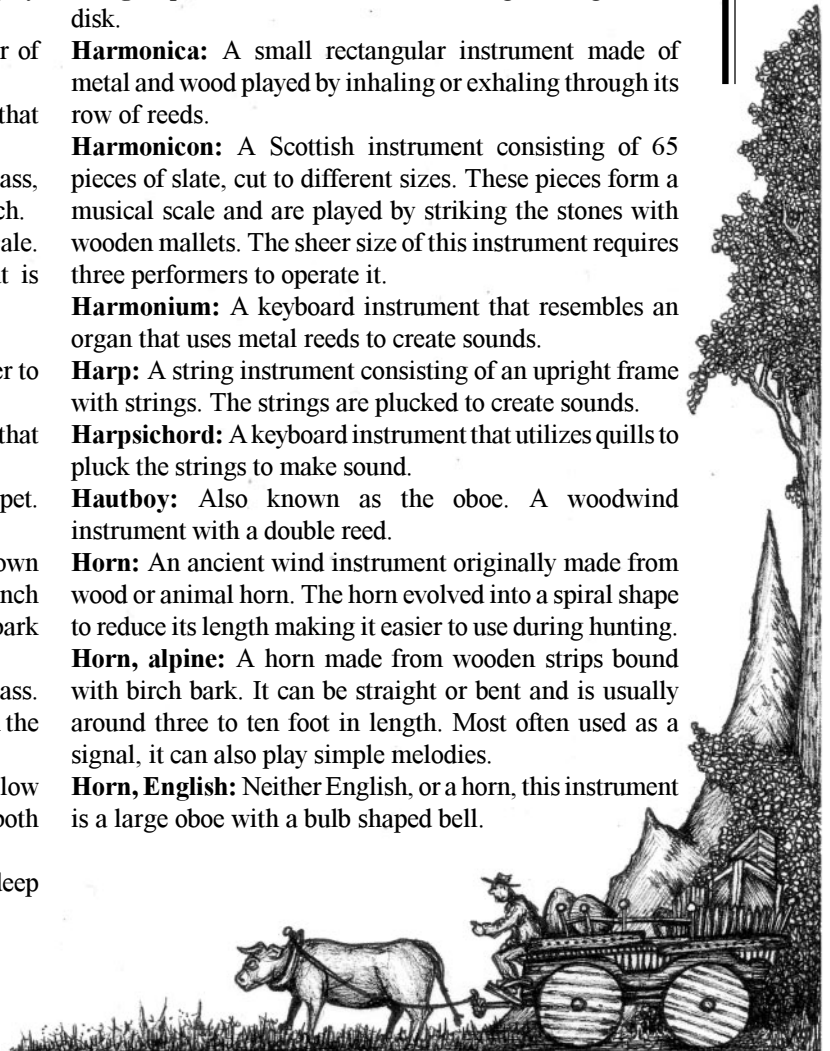
Harpsichord: A keyboard instrument that utilizes quills to pluck the strings to make sound.

Hautboy: Also known as the oboe. A woodwind instrument with a double reed.

Horn: An ancient wind instrument originally made from wood or animal horn. The horn evolved into a spiral shape to reduce its length making it easier to use during hunting.

Horn, alpine: A horn made from wooden strips bound with birch bark. It can be straight or bent and is usually around three to ten foot in length. Most often used as a signal, it can also play simple melodies.

Horn, English: Neither English, or a horn, this instrument is a large oboe with a bulb shaped bell.



Horn, French: A horn with keys that change the length of the tubing, thus changing the sound allowing for multiple notes to be played.

Kanteel: An ancestor of the dulcimer. The kanteel consists of a music box with various strings stretched across the top.

Lute: A plucked string instrument from the guitar family. It consists of a short fretted neck, a round back, and a body with a shape something like a pear.

Lyre: Related to the harp. The lyre consists of a sound box with strings strung perpendicularly to it. Two arms connect the soundbox to the yoke. The yoke supports the strings opposite of the soundbox.

Mandolin: A plucked string instrument that has four strings that are tuned like a violin. The fingerboard is fretted and played with a pick like a guitar. The instrument has the rounded back of a lute.

Marimbas: A percussion instrument, similar to a xylophone, only with a mellower sound.

Mellophone: A wind instrument similar to a trumpet except for its large bell and larger piping. Most commonly seen in marching bands.

Mouth harp: A bow shaped instrument that is placed against the cheek and plucked causing the vibrations to travel through the performer's mouth. To change the tone of the instrument, the performer simply changes the shape of his mouth.

Musette: A simple small bagpipe. Musette can also refer to an ancient form of oboe.

Oboe: A woodwind instrument with a double reed. The oboe creates a mellow, reedy sound.

Organ, pipe: A large keyboard instrument that uses air passing through various lengths and combinations of pipe to make sound.

Organ, reed: Much like the pipe organ except that the pipes are replaced with reeds that make sound much like a clarinet.

Panpipes: An instrument consisting of a series of small pipes bound together from smallest to largest and stopped at the bottom. Blowing across the ends of the pipes plays the instrument.

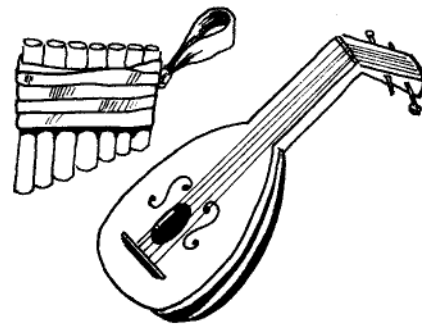
Piccolo: A smaller flute that creates much higher tones than the standard flute.

Plectrum: A piece of ivory or other material used to pluck stringed instruments.

Psaltery: An ancestor of the dulcimer. A soundbox with various strings stretched across the top that are plucked or bowed.

Rattle: A percussion instrument consisting of a shell filled with beans or other similar items that makes a rattling sound when shaken.

Rebab: A small lyre shaped instrument formed from a single piece of metal with a small metal strip that forms a



tongue within the base. The thin part of the instrument is gripped with the teeth and the metal tongue is plucked with the forefinger to make the tones.

Rebeck: A pear shaped bowed string instrument.

Recorder: A simple wind instrument related to the flute. A mouthpiece sits atop an open tube with finger holes. Air is blown through the tube and the finger holes are covered to change the tone, creating different notes.

Sackbut: An ancestor of the trombone.

Seraphina: Also known as a seraphine. A piano like instrument, the seraphina is actually a wind instrument. Instead of strings, this instrument uses reeds that consist of a thin tongue of brass that play freely through a slot in a plate.

Shawm: A double reed instrument made of wood with a large conical bore that predates the oboe. It produces a loud nasal sound. The shawm was often used in civil ceremonies.

Sirene: A musical instrument that can also be used to determine the number of sound waves per second that produce a certain pitch. A perforated rotating disk or disks produce the sounds of this instrument. One form of the sirene is steam operated and is used as a foghorn.

Slide whistle: A flute like instrument with no finger holes. A plunger in the center of the instrument is pushed into or drawn from the body to change the pitch, creating different notes.

Systrum: A percussion instrument of African origin. The instrument consists of a handle on which a carved, hollow head sits. Within the head are disks that rattle when the instrument is struck. The systrum was originally used in religious and temple ceremonies.

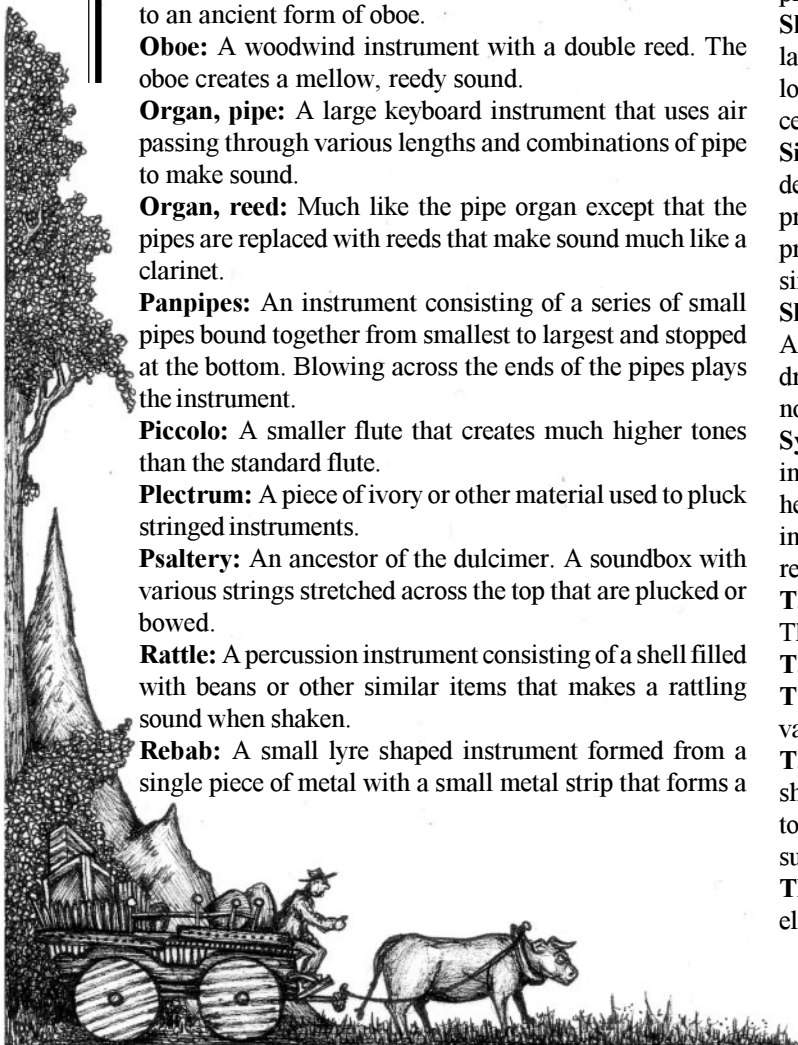
Tabor: A small drum fixed to the performer with a strap. This drum was often used in conjunction with a small flute.

Taboret: A smaller version of the tabor.

Tambour: A relatively generic French term for a wide variety of drums of various different constructions.

Tambourine: A percussion instrument consisting of a shallow wooden ring with a membrane stretched across the top. In the wooden ring a series of metal disks are suspended. The disks jingle when the disk is struck.

Thearbo: A member of the lute family that has an elongated neck and two sets of strings.



Tom-tom: A small drum with two heads. Commonly used in jazz music. A favorite of beatniks.

Triangle: A percussion instrument consisting of a metal bar bent into the form of a triangle. The triangle produces a high-pitched sound when struck.

Trumpet: A brass instrument with three valves and a cup mouthpiece.

Tuba: A large member of the brass family, the tuba produces very low tones.

Tympani: Also known as a kettledrum. A membrane is stretched over a large copper kettle. This drum creates loud, low tones.

Vielle: Also known as a hurdy-gurdy. An ancestor of the violin. Most often used by the upper class of the middle ages.

Viol: The ancestor of the double bass. This six-string instrument had a sweeter sound than today's violin family.

Viola: Similar to a violin, only larger. The viola is the second highest pitched instrument of the violin family.

Violin: A bow stringed instrument. The violin has four strings and is played with a bow or can be plucked. The body of the instrument has sound holes and is slightly bulged. The body is longer than the neck.

Virginal: A keyboard instrument similar to the harpsichord. It has a set of strings that run parallel to the keyboard.

Weiro: A percussion instrument made from a dried gourd with a serrated edge. Scraping the edge with a stick creates a rasping sound.

Whistle: A basic wind instrument with few if any finger holes and a simple mouthpiece.

Xylophone: A percussion instrument with a row of wooden bars arranged in the manner of a piano keyboard. The bars are supported with a metal frame over resonator tubes. The blocks are struck with hammers to produce sound.

Zitar: A plucked string instrument of Indian origin. The zitar is constructed of a long fretted neck with a round body made of teak wood. Its main resonator is made of a pumpkin.

Zither: A string instrument consisting of a wooden frame over which two sets of strings are stretched. Five of the strings are used for melody while the rest are used for harmony.



SADDLE, TACK, & HARNESS

Bit: The mouthpiece of a bridle, which is used to control the speed of the horse, determine the direction the horse is traveling and to stop the horse, while keeping the horses head in its natural position.

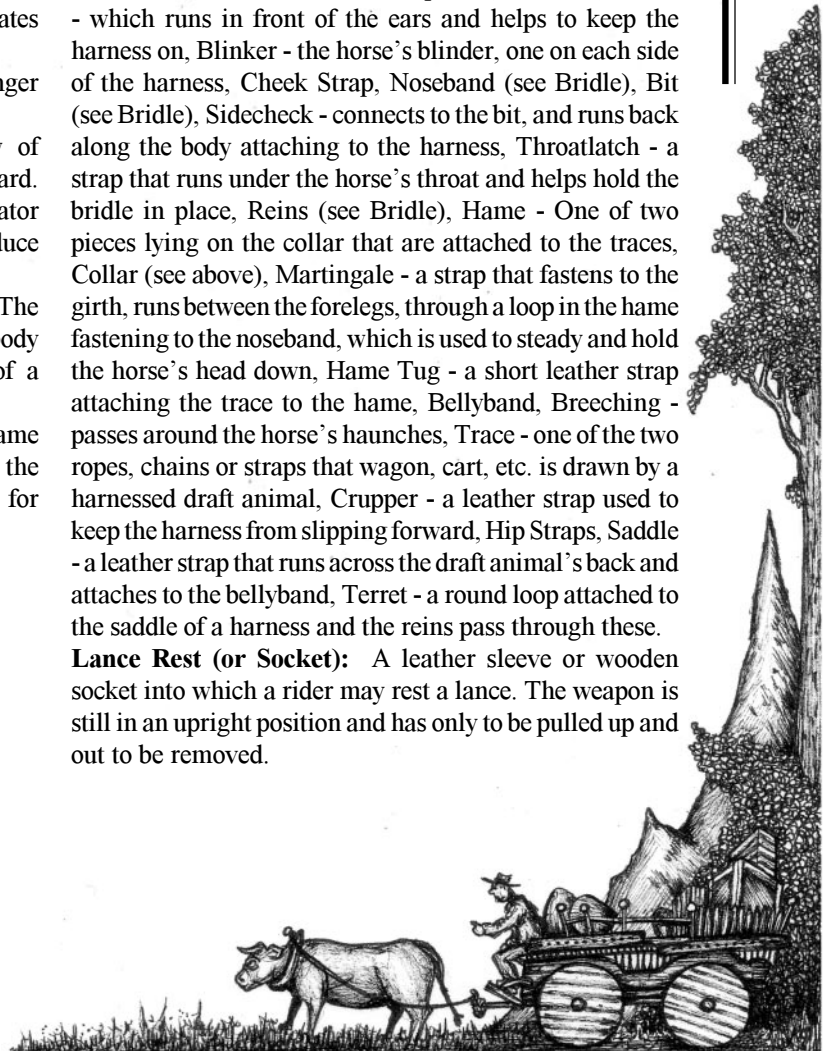
Bridle: The bridle is made up of the following piece: Reins - which are held by the rider to guide the horse, Crownpiece - which fits over the horses ears and helps to hold the bridle on, Browband - which sets on the horses forehead and helps hold the bridle on, Noseband - fitting around the horses nose helping to hold the bridle on, Cheekpiece - which attaches to the bit and the crownpiece and holds the bit to the bridle, Throatlatch - going under the horses jaw and attaches to the crownpiece helping hold the bridle on, and Bit - which attaches to the reins and the cheekpiece.

Collar: The section of the harness that fits across the withers and over the shoulders of a draft animal that is used for the purpose of restraint.

Halter: A rope or strap with a noose or a headstall for leading or restraining horses or cattle. The halter fits around the horse's neck, and when tied, runs behind the ears, down the head and forms a nose band.

Harness: The combination of straps and bands which make up the working gear of a draft animal. The pieces of the harness are as follows: Crownpiece (see Bridle), Front - which runs in front of the ears and helps to keep the harness on, Blinker - the horse's blinder, one on each side of the harness, Cheek Strap, Noseband (see Bridle), Bit (see Bridle), Sidecheck - connects to the bit, and runs back along the body attaching to the harness, Throatlatch - a strap that runs under the horse's throat and helps hold the bridle in place, Reins (see Bridle), Hame - One of two pieces lying on the collar that are attached to the traces, Collar (see above), Martingale - a strap that fastens to the girth, runs between the forelegs, through a loop in the hame fastening to the noseband, which is used to steady and hold the horse's head down, Hame Tug - a short leather strap attaching the trace to the hame, Bellyband, Breeching - passes around the horse's haunches, Trace - one of the two ropes, chains or straps that wagon, cart, etc. is drawn by a harnessed draft animal, Crupper - a leather strap used to keep the harness from slipping forward, Hip Straps, Saddle - a leather strap that runs across the draft animal's back and attaches to the bellyband, Terret - a round loop attached to the saddle of a harness and the reins pass through these.

Lance Rest (or Socket): A leather sleeve or wooden socket into which a rider may rest a lance. The weapon is still in an upright position and has only to be pulled up and out to be removed.



Lariat: A long rope ending in a noose used to catch horses and other livestock. Also referred to as a lasso. A lariat is also a rope used to picket animals.

Quirt: A riding whip with a short, stout stock, usually made of wood, and extended from the stock is a short lash of braided leather.

Saddle (riding): A seat for a rider on the back of a horse or other animal. The riding saddle consists of the following: Pommel - the front part of saddle, sometimes having a knob, Seat, Cantle - the back part of the saddle which usually curves upwards, Panel - the part that runs under the seat, Skirt - a leather flap on each side of the saddle covering the metal bar where the stirrups hang, Girth - a strap that runs underneath the horse that keeps the saddle in place, Stirrup Leather - a leather strap that is secured under the skirt and hangs down holding a stirrup, Stirrup - the place where the rider places his foot to mount the horse and during riding.

Saddle bags: A large pair of bags, normally made of leather, used to carry the rider's possessions. these bags are either hung from or laid over the saddle.

Saddle blanket: A cloth pad placed beneath the saddle which is used to protect the horse's back from the abrasiveness of the saddle.

Saddle pad: See blanket above.

Saddle, roping/working: More than a seat for the casual ride, this saddle is made tougher for more endurance. This one has a wider seat to be able to stay in the saddle better, while performing more strenuous acts than just riding, such

as herding. The skirt is more pronounced, and the cantle rises a little higher for more stability. The working saddle also contains the following: Back Jockey - a thick piece of leather that runs under the seat for more support, Saddle Strings - to tie equipment to the saddle (rope or tools), Flaps - these run down the side of the saddle covering and protecting the stirrup leathers.

Saddle, sidesaddle: This saddle is made specifically for women. When using a side saddle, the woman would sit facing forward with both feet on the left side of the horse.

Saddle, war (high back): This saddle is made more for staying on your mount than for simple comfort. The area of the pommel and the cantle both flare up, and the seat is placed lower than in a normal saddle in order to keep the rider mounted whether from reaching out to attack another horseman or footman, or absorbing an attack himself and trying to stay mounted. The stirrup leathers are thicker as well as longer. This will allow for the extra weight and these can be extended to allow for balance and stability for swinging weapons from a mount. A scabbard for the warriors blade is usually attached, as well as a lance rest (see above).

Traces: See Harness above.

Whip: See Quirt above.

Yoke: The yoke is used for joining together draft animals, normally a pair of oxen consisting of a crosspiece, and two bow-shaped pieces, each for holding the head of an animal. A yoke can also refer to a pair of draft animals fastened together with a yoke.

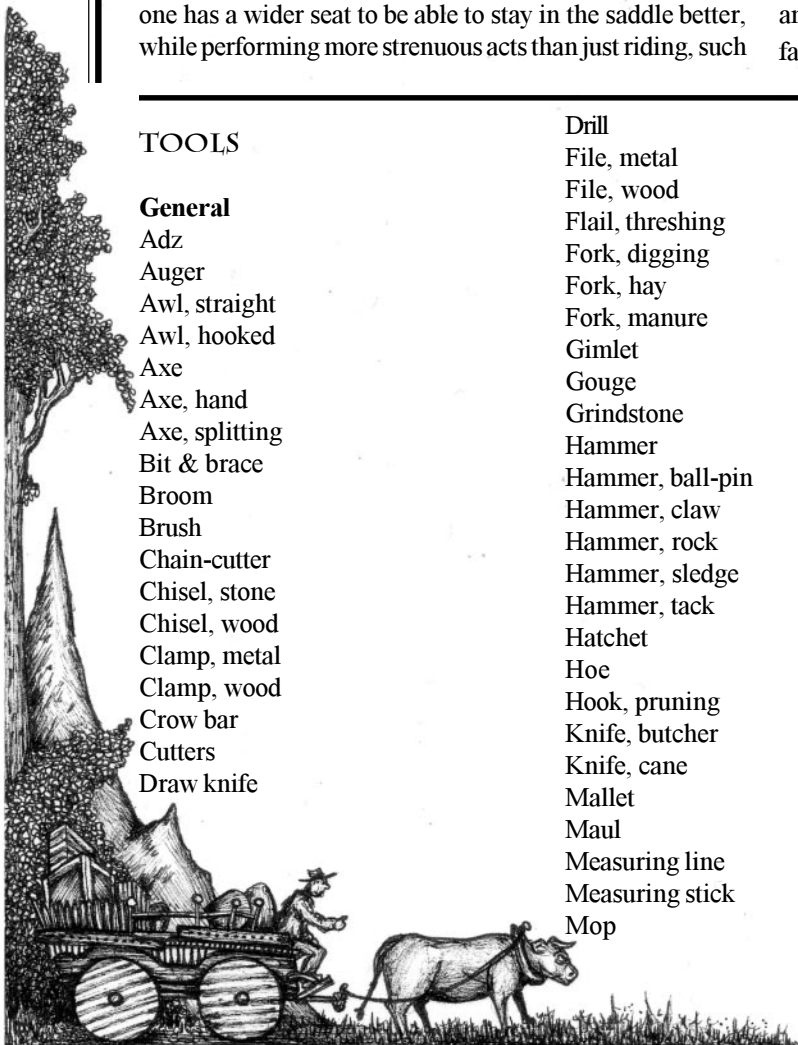
TOOLS

General

Adz
Auger
Awl, straight
Awl, hooked
Axe
Axe, hand
Axe, splitting
Bit & brace
Broom
Brush
Chain-cutter
Chisel, stone
Chisel, wood
Clamp, metal
Clamp, wood
Crow bar
Cutters
Draw knife

Drill
File, metal
File, wood
Flail, threshing
Fork, digging
Fork, hay
Fork, manure
Gimlet
Gouge
Grindstone
Hammer
Hammer, ball-pin
Hammer, claw
Hammer, rock
Hammer, sledge
Hammer, tack
Hatchet
Hoe
Hook, pruning
Knife, butcher
Knife, cane
Mallet
Maul
Measuring line
Measuring stick
Mop

Nippers
Pickaxe
Pincers
Plane, block
Pliers
Plumb line
Pruning hook
Pry bar
Punch
Rake
Rasp
Right angle
Rope
Saw
Saw, coping
Saw, frame
Saw, fine-tooth
Saw, keyhole
Saw, large
Saw, metal
Saw, small
Saw, two-man
Sawhorse
Scissors
Scythe
Shears



Shovel
Sickle
Spade
Straight edge
Tongs
Vise, metal
Vise, Wood
Wedge, splitting
Whetstone
Zax (slate axe)

Fasteners

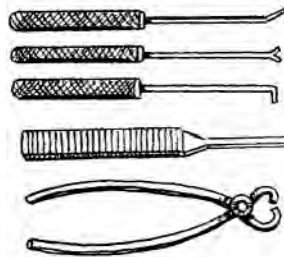
Banding
Bolt & nut
Nail
Peg
Pin
Pin, cotter
Rivet
Screw
Strapping
Washer

Special Tools for Construction

Block & tackle
Crane
Crane, skewing
Gantry
Inclined plane
Lever
Pulley

Tools, Burglars, Thieves

Awl, straight
Bolt/chain cutters
Brace & bits (metal and wood)
Chisel, metal
Clamp(s)
Crowbar, large
Crowbar, small
Files, metal (flat, round, triangular)
Glass cutter
Grappling hook & fine, strong rope
Hammer
Jack (screw, small and up)
Jimmy, large
Jimmy, small
Knives (small, medium, and large)
Lantern, hooded
Lantern, hooded bullseye
Lock picks (assorted, two or more instruments)



Metal saw, large
Metal saw, small
Nippers, small
Pole, cap for, with blade
Pole, cap for, with hook
Pole, cap for, with spring clamp
Pole, metal telescoping
Razor
Saw, wire blade with wooden handles
Screw driver
Skeleton key(s)
Treble hook, small, and cord
Wedge(s)

TOYS

Balls and jacks
Balls, foot
Balls, large
Balls, small
Blocks, wooden
Boats, wooden
Castle, miniature
Chalk & slate
Dollhouses
Dollhouse furniture
Dolls
Figures, animal, wooden
Figures, human, wooden
Hoop & stick
Horses, rocking
Jack-in-a-boxes
Kites
Marbles, agate
Marbles, clay
Marbles, glass
Puppets
Ships, miniature, wooden, floating
Ships, miniature, wooden, wheeled bottom
Soldiers, toy, wooden (various kinds, mounted and afoot)
Swords, wooden
Vehicles, miniature, wooden
Wagons, toy

Table 1:9 Lodging and Board in Gold

Board Costs

Meal	Poor	Common	Good	Extravagant
Breakfast	5 cp	1sp	3sp	11sp
Dinner	1 sp	3sp	10sp	2gp
Supper	5 cp	2sp	6sp	18gp

Lodging Costs/Person

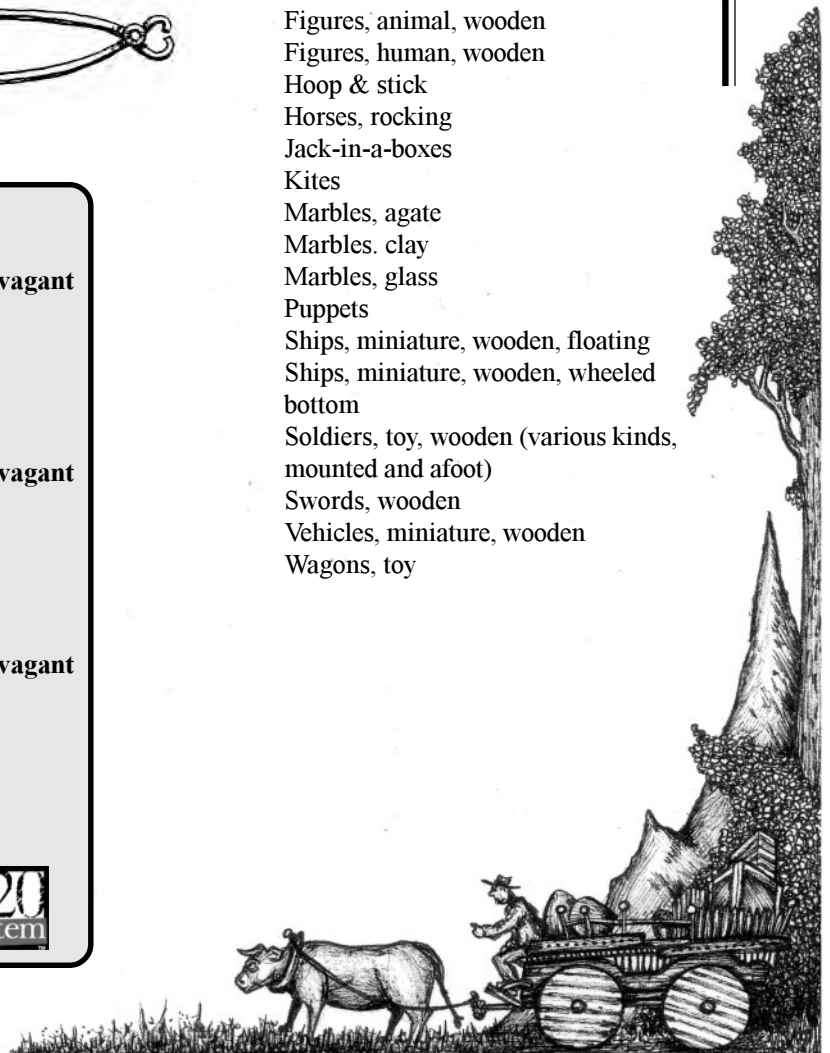
Time	Poor	Common	Good	Extravagant
One Night	3sp	6sp	11sp	2gp
One Week	11sp	1gp	6gp	9gp
One Month	2gp	4gp	9gp	18gp

Rental Costs/Month, Furnished, City

Room	Poor	Common	Good	Extravagant
One Room	1gp	2gp	5gp	10gp
Two Room	2gp	3gp	7gp	12gp
Three Room	3gp	7gp	9gp	14gp
Five Room	7gp	12gp	15gp	20gp
Eight Room	12gp	15gp	20gp	28gp

Small Villa: Same as Fiver room.

Large Villa: Same as Eight room



TAVERN

Mead. Cheese. Poultry. Long table boards filled with comrades in arms drinking stout beer, feasting on wheels of gouda cheese, slow-roasted chicken basted in sweet ale, baked cinnamon apples, steaming loaves of hot, crusty bread, fresh from the oven. Mounds of fresh-churned butter, creme, mint sauce and pastries. All finished off with the finest port gold can buy.

Talking, conversation, sitting around "jawing," gives you the opportunity to give personality to your tale's characters, to cloth them in more than linen and cloth. Food and drink are essential to setting the atmosphere for your audience and more than any other tool draws them to the table and the realities of the tale.

BEVERAGES, ALCOHOLIC

Beer

Ale
Ale, bitter
Ale, brown
Ale, pale
Beer
Beer, bock
Beer, dark
Beer, lager
Beer, red
Beer, pilsener
Beer, porter
Beer, white
Malt liquor
Mead
Stout (beer)

Liquor and Liqueurs

Absinthe
Aqua vita
Brandy (sparkling wine)
Brandy (wine)
Brandy, armagnac
Brandy, cognac

Brandy, fruit (any, wine-brandy)
Brandy, ginger (wine-brandy based)
Calvados (apple brandy)
Cider, hard
Gin
Gin, aromatic
Gin, flavored (lemon, mint, orange)
Gin, golden
Gin, sweetened
Kirsh wasser
Kumiss
Mescal
Pernod
Pulque
Raki
Rum, dark
Rum, dark, sweet
Rum, dark, sweet, spiced
Rum, golden
Rum, golden, sweet
Rum, light
Slivovitz
Tequila, golden
Tequila, white
Vodka
Vodka, flavored (grape, lemon, etc.)
Vodka, herbed
Whiskey, barley and malt (scotch)
Whiskey, barley and malt (scotch), sweetened
Whiskey, barley and malt (scotch), sweetened and herbed
Whiskey, barley, malt, grain spirits
Whiskey, blended, barley, corn, rye
Whiskey, blended, straight whiskeys
Whiskey, blended, straight whiskeys and neutral spirits
Whiskey, straight corn (bourbon)
Whiskey, straight corn (bourbon), herbed and spiced
Whiskey, straight rye
Whiskey, straight, barley
Whiskey, straight, rye, fruited
Whiskey, straight, wheat

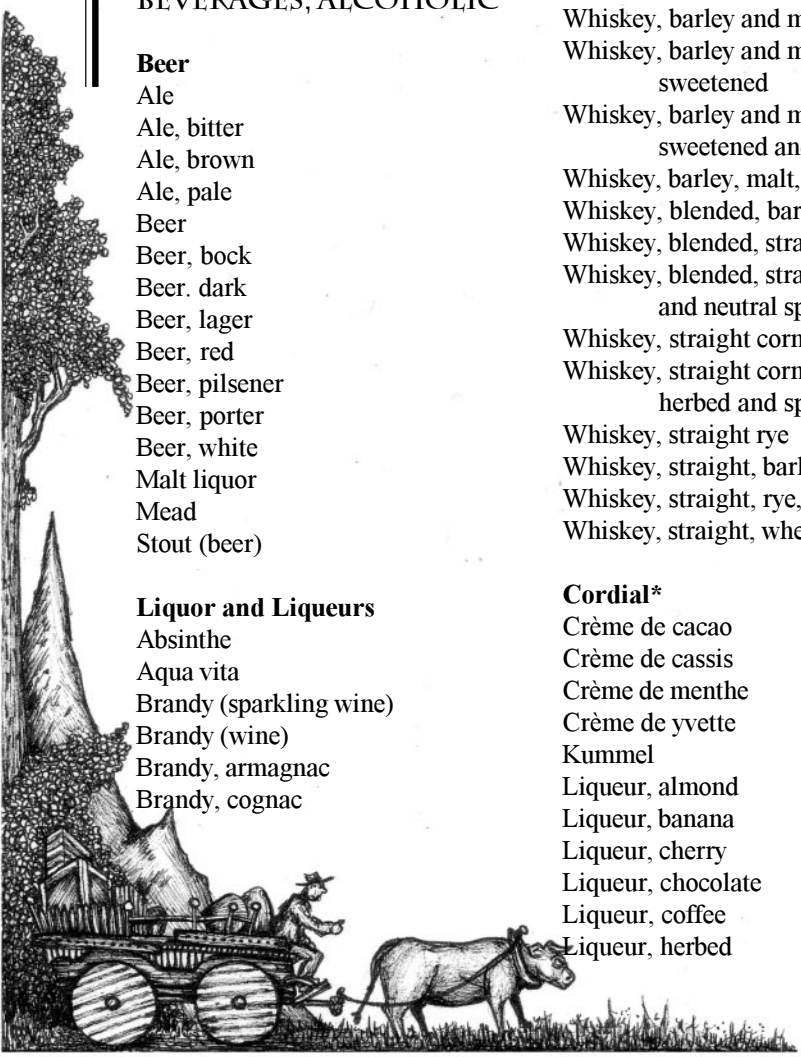
Cordial*

Crème de cacao
Crème de cassis
Crème de menthe
Crème de yvette
Kummel
Liqueur, almond
Liqueur, banana
Liqueur, cherry
Liqueur, chocolate
Liqueur, coffee
Liqueur, herbed

Liqueur, herbed, bitter
Liqueur, herbed, sweet
Liqueur, orange
Liqueur, peach
Liqueur, pecan
Liqueur, pineapple
Liqueur, tea
Liqueur, walnut (nocha del strege)
Peppermint schnapps
Sloe gin
*Actually the same as a liqueur, grain or other neutral spirits, or redistilled wine or liquor of some sort mixed with an infusion of a sweetener and one or more of the following flavoring agents: fruit, flower, herb, nut, plant, root, seed, spice.

Wine

Grappa
Port (fortified)
Red (grape), dry
Red (grape), herbed
Red (grape), dry, resined
Red (grape), semi-sweet
Red (grape), semi-sweet, spiced
Red (grape), sweet
Rose (grape), dry
Rose (grape), dry, resined
Rose (grape), semi-sweet
Rose (grape), semi-sweet, spiced
Rose (grape), sweet
Sangria
Sherry (fortified)
Sparkling (grape), dry
Sparkling (grape), semi-sweet
Sparkling (grape), sweet
Vermouth, red, dry
Vermouth, red, sweet
Vermouth, white, dry
Vermouth, white, sweet
White (grape), dry
White (grape), dry, herbed
White (grape), dry, resined
White (grape), semi-sweet
White (grape), semi-sweet, herbed
White (grape), sweet
Wine, beet
Wine, berry, sweet (various kinds)
Wine, flower, sweet (various kinds)
Wine, fruit, semi-sweet
Wine, fruit, sweet (various kinds)



FOOD

Berries

- Bilberry
- Blackberry
- Blueberry
- Cranberry
- Currant, black
- Current, black
- Current, red
- Dewberry
- Elderberry
- Gooseberry
- Hackberry
- Huckleberry
- Lingonberry
- Mulberry
- Partridge berry
- Pimento
- Raspberry
- Raspberry, black
- Serviceberry
- Squawberry
- Strawberry
- Whortleberry



Breads, Pasta, & Pastries

Bread (and Bread-like)

- Biscuit (drop)
- Biscuit, ship's
- Bread, barley
- Bread, black
- Bread, corn
- Bread, fruit
- Bread, oatmeal
- Bread, rye
- Bread, sweet
- Bread, unleavened
- Bread, wheat
- Bread, white
- Bread, whole wheat
- Dumpling
- Muffin
- Pancake
- Roll
- Roll, croissant
- Roll, hard
- Tortilla

Pasta

- Couscous
- Noodles (various kinds)
- Pasta dough, filled
- Tapioca (cassava)

Pastry (and Pastry-like)

- Cake
- Cake, fried
- Coffee cake
- Cookie (biscuit)
- Cream horn
- Doughnut
- Éclair
- Fritter
- Pastry (glazed)
- Roll, sweet
- Strudle
- Torte
- Wafer

Cereal, Cooked

- Barley, milled, boiled
- Maize, milled, boiled
- Millet, milled, boiled
- Oats, milled, boiled
- Porridge
- Rice, milled, boiled
- Wheat, milled, boiled

Cheese

As most cheese is identified by a regional name, it is not possible to properly name cheeses for use in a fantasy environment. Cheese is generally made from cow's milk, goat's milk or sheep's milk. A sample follows:

- Airedale
- Beer Cheese
- Brie
- Brin
- Cheddar
- Colby
- Crowdie
- Feta
- Gouda
- Limburger
- Marble Cheddar
- Pepperjack
- Qaurk



- Swiss
- Teifi

Condiments & Relishes

- Catsup, tomato

- Chutney
- Horseradish
- Mustard
- Oil
- Relish, corn (maize)
- Relish, pickle
- Relish, zucchini
- Salt
- Sauce, chili
- Sauce, fish (anchovy)
- Sauce, herbal
- Sauce, hot pepper
- Sauce, mint
- Sauce, soy
- Sauce, spicy
- Vinegar, cider
- Vinegar, malt
- Vinegar, rice
- Vinegar, wine, red
- Vinegar, wine, herbed
- Vinegar, wine, white
- Vinegar, wine, white, herbed

Pickles

- Beets
- Cauliflower
- Cucumber, whole tiny, sour
- Cucumber, whole tiny, sweet
- Cucumber, whole, dill
- Cucumber, whole, sweet
- Okra
- Onions, small
- Pears
- Peaches
- Vegetables, mixed
- Watermelon rind

Dairy Products

- Butter
- Buttermilk
- Cream
- Cream cheese
- Cream, heavy
- Clotted cream
- Curds (baker's cheese, cottage cheese, ricotta)
- Milk
- Milk, goat's
- Sour cream
- Whey
- Yogurt

Desserts

- Berry*
- Blintz

- Candy
- Chocolate
- Cobbler
- Cookie (biscuit)
- Crème Brule
- Custard (crème caramel, flan)
- Custard, frozen
- Flambé
- Fruit
- Fruitcake
- Gelatin
- Ice
- Ice cream
- Meringue
- Pastry
- Petit fore
- Pie
- Pudding
- Pudding, bread
- Pudding, black
- Pudding, plum
- Pudding, rice
- Sherbet
- Soufflé
- Sweetmeat
- Tart
- Wafer

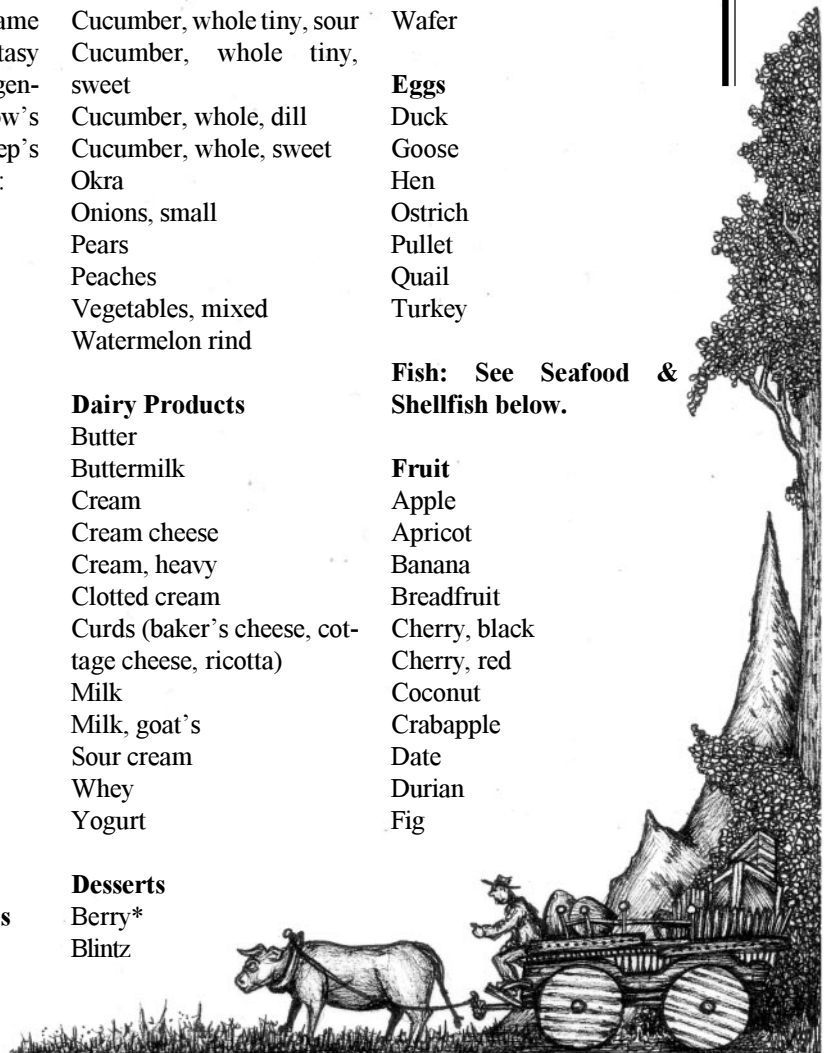
Eggs

- Duck
- Goose
- Hen
- Ostrich
- Pullet
- Quail
- Turkey

Fish: See Seafood & Shellfish below.

Fruit

- Apple
- Apricot
- Banana
- Breadfruit
- Cherry, black
- Cherry, red
- Coconut
- Crabapple
- Date
- Durian
- Fig



Grape, green
 Grape, purple
 Grape, red
 Grape, white
 Guava
 Kumquat
 Lemon
 Lime
 Loquat
 Mango
 Mangosteen
 Medlar
 Melon, cantaloupe
 Melon, honeydew
 Melon, musk
 Olive
 Orange
 Orange, mandarin
 Passion fruit
 Papaw
 Peach
 Pear
 Persimmon
 Pineapple
 Plantain
 Plum
 Pomegranate
 Prickly Pear
 Quince
 Tamarind
 Tangerine
 Watermelon

Fruit, Dried

Apple
 Apricot
 Cranberry
 Currant
 Date (candied)
 Fig
 Prune
 Raisin

Fruit, Preserved, Spreads:

Apple butter
 Conserve (berry/fruit, raisins, nuts)
 Jam (berry/fruit vegetables)
 Jelly (virtually any berry or fruit)
 Marmalade(chopped citrus fruit rinds)

Pear butter
 Preserve (any of berry fruit)

Fungi

Mushroom, beefsteak
 Mushroom, black
 Mushroom, brown
 Mushroom, common
 Mushroom, morel
 Mushroom, puffball
 Mushroom, shaggy mane
 Mushroom, shitaki
 Truffle

Grain

Barley
 Buckwheat
 Maize (corn)
 Millet
 Oats
 Rice
 Rye
 Wheat
 Wild rice

Meat

Bacon
 Beef
 Bison (buffalo)
 Goat
 Ham
 Hare
 Horse
 Kid
 Lamb
 Llama
 Mutton
 Pork
 Rabbit
 Sausage (various kinds—beef, buffalo, pork, veal, venison, etc.)
 Veal

Meat, Game

Agouti
 Alpaca
 Antelope
 Antelope, sausage
 Bear
 Beaver
 Boar
 Boar, sausage
 Caribou (reindeer)
 Caribou (reindeer), sausage
 Eland

Elephant
 Elk (moose)
 Elk (moose), sausage
 Gazelle
 Giraffe
 Groundhog (woodchuck)
 Hare
 Hippopotamus
 Monkey
 Opossum
 Peccary
 Porcupine
 Rabbit
 Raccoon
 Squirrel
 Tapir
 Venison
 Venison, sausage
 Vicuna
 Wapiti (elk)
 Wapiti (elk), sausage
 Yak (or muck ox)
 Yak (or muck ox), sausage
 Zebra

Meat, Other

Dolphin
 Frogs' legs
 Iguana
 Porpoise
 Seal
 Snail
 Snake
 Toad
 Walrus
 Whale

Nuts

Acorn
 Almond
 Beechnut
 Brazil nut
 Butternut
 Cashew
 Chestnut
 Hazel nut
 Hickory nut
 Litchi
 Macadamia
 Pecan
 Pinon (pinyon)
 Pistachio
 Walnut

Poultry

Chicken
 Chicken, capon

Dove
 Duck
 Game hen
 Goose
 Guinea hen
 Peacock
 Pigeon
 Squab
 Turkey

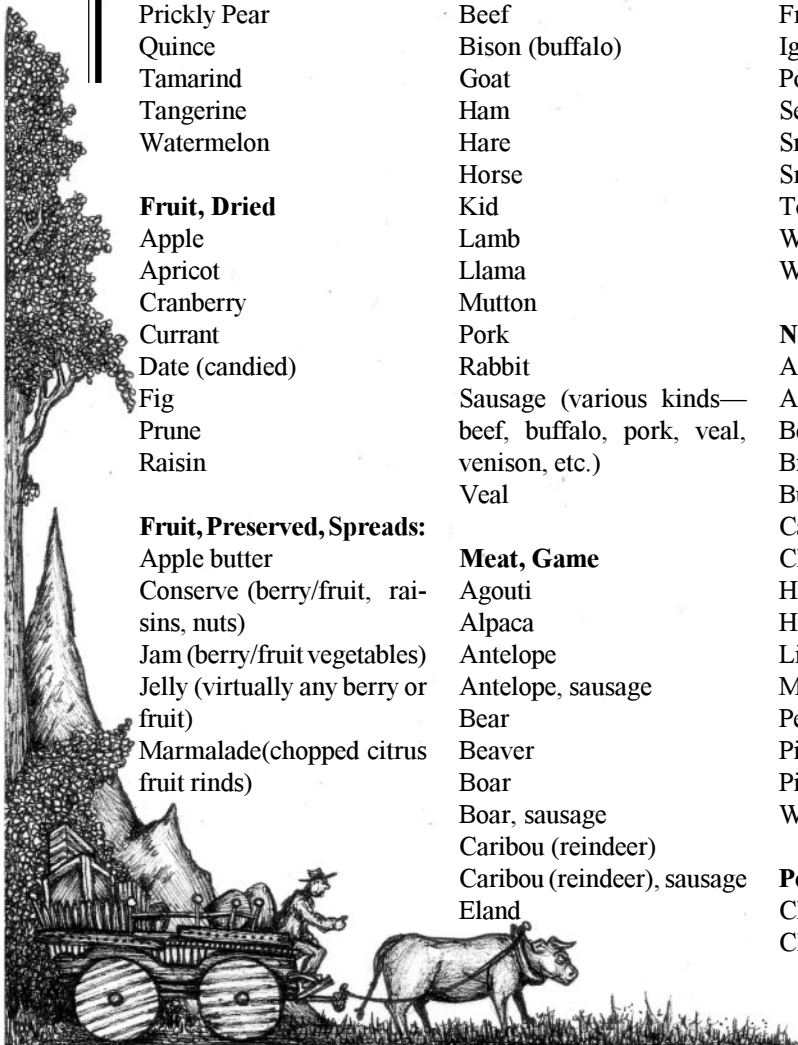
Poultry, Game

Bittern
 Bustard
 Crane
 Dove
 Duck
 Finch
 Game hen
 Goose
 Grouse
 Guinea hen
 Heron
 Lark
 Moorhen
 Ostrich
 Partridge
 Pheasant
 Pigeon
 Plover
 Quail
 Snipe
 Swan
 Thrush
 Turkey
 Woodcock

Seafood and Shellfish

Fresh Water

Acorn
 Bass, black
 Bass, white
 Bullhead
 Carp
 Catfish
 Eel
 Panfish
 Perch, white
 Perch, yellow
 Pickerel
 Pike
 Salmon
 Sturgeon
 Sucker
 Smelt
 Trout, brown
 Trout, rainbow
 Turtle, snapping



Walleyed pike
Whitefish
Whitebait

Ocean

Amberjack
Anchovy
Bass, sea
Blow fish
Blue fish
Bonita
Cod
Dolphin (fish)
Flounder
Grouper
Hake
Halibut
Herring
Mackerel
Mullet
Ocean perch
Octopus
Pilchard
Red snapper
Rockfish
Roughy
Shark
Squid
Swordfish
Tuna
Turbot
Tunny

Caviar

Lumpfish
Salmon
Sturgeon

Crustaceans

Crab
Crayfish
Lobster
Prawn
Shrimp

Miscellaneous

Sea cucumber
Sea urchin
Turtle

Shellfish

Abalone
Clam
Cockle
Conch
Mussel
Oyster

Seeds

Caraway
Poppy
Pumpkin
Sesame
Squash
Sunflower

Soup, Stew, et al.

Aspic
Bisque
Borscht
Bouillon
Broth
Chowder
Consume
Fruit soup
Goulash
Grits
Gumbo
Matelote
Mush
Oatmeal
Pease porridge
Poisson
Porridge
Potpourri
Pottage
Puree
Ragout
Slumgullion
Stew
Stock
Vichyssoise

Tea & Herbal Tea

Black tea
Green tea
Oolong tea
Tea, flowered
Tea, fruited
Tea, minted
Tea, spiced

Herbal Tea

Anise
Anise-hyssop
Bee balm
Calendula flower
Catnip
Chamomile
Cinnamon-basil
Hyssop
Lemon balm
Lemon thyme
Lemon verbena
Marigold

Peppermint
Rose hip
Rosemary
Sassafras
Savory
Spearmint
Thyme

Vegetables & Legumes

Vegetables

Artichoke
Asparagus
Bamboo shoot
Bean, green
Bean, wax
Bean sprout
Beet, green
Beet, red
Beet, sugar
Broccoli
Cabbage
Carrot
Cauliflower
Celery
Chard
Chard, red
Collard green
Corn (maize)
Cress
Cucumber
Eggplant
Endive
Garlic
Kale
Kohlrabi
Leek
Lettuce, head
Lettuce, leaf
Mustard green
Okra
Onion
Parsnip
Pepper, hot
Pepper, sweet, green
Pepper, sweet, purple
Pepper, sweet, red
Pepper, sweet, yellow
Potato
Pumpkin
Radish, black
Radish, red or white
Rutabaga
Salsify (oyster plant)
Scallion
Spinach
Squash, acorn

Squash, butternut
Squash, zucchini
Sweet potato
Tomato
Turnip
Turnip green
Watercress
Yam
Zucchini

Legumes

Bean, black
Bean, butter
Bean, chili
Bean, kidney
Bean, lima
Bean, navy
Bean, pinto
Bean, red
Bean curd, soy
Garbonzo (chick pea)
Pea, black-eyed
Pea, yellow-eyed

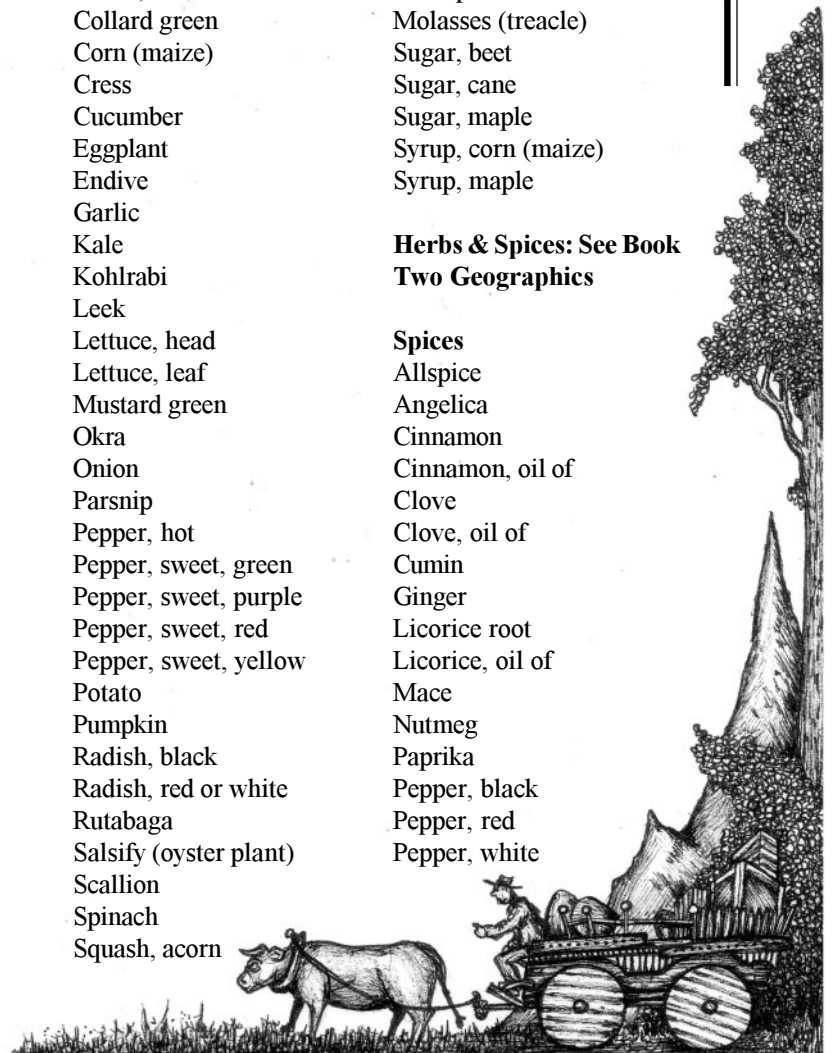
Foodstuffs, Sweeteners

Honey
Marzipan
Molasses (treacle)
Sugar, beet
Sugar, cane
Sugar, maple
Syrup, corn (maize)
Syrup, maple

Herbs & Spices: See Book Two Geographics

Spices

Allspice
Angelica
Cinnamon
Cinnamon, oil of
Clove
Clove, oil of
Cumin
Ginger
Licorice root
Licorice, oil of
Mace
Nutmeg
Paprika
Pepper, black
Pepper, red
Pepper, white



TRANSPORT

Rickshaw. Trawler. Longship. Movement is as vital measurement in any setting. How goods, packed in boxes, or sacks, loaded in barrels or carted in baskets are transported can set the level of technology of your setting or story. If they ply the waters in an old skiff or a lumbering cog, or thunder through the ocean's waves on the long, sleek, shield-rimmed longship, these modes of transportation are vital to knowing your world.

The following short catalogs address first land born transport and a listing of barges, boats and ships.

VEHICLES

Buckboard	Phaeton
Buggy	Rickshaw
Carriage	Sedan chair
Cart	Shay
Cart, dog	Sled
Cart, goat	Sledge
Chariot	Sleigh
Coach	Sulky
Dray	Surrey
Hackney	Trap, pony
Landau	Wagon

VESSELS, WATER

BOATS

Barge: A large flat bottomed freight boat used on inland waters. Also a pleasure boat, used for state ceremonies and pageants.

Barge, canal: As above.

Barge, commercial: As above.

Barge, sailing: As above.

Bull boat: A shallow saucer skin boat used especially by plains Indians for transport of persons and possessions.

Bumboat: A small boat used to pedal provisions to ships anchored off shore.

Canal boat: A boat used on canals for carrying freight and is usually long and narrow.

Canoe: Any light boat narrow in the beam and propelled by paddles.

Canoe, double: As above, for two people.

Canoe, dugout: As above, but fashioned by hollowing out a log.

Canoe, outrigger: Any of a variety of frameworks extending beyond the rail of the canoe for balance or other purpose.

Catboat: A one masted sail boat with its mast placed far forward.

Cockboat: A small row as Bumboat above.

Curragh: This boat is constructed of animal skins attached to a wicker frame, often a circular shape and operated by paddles.

Cutter boat: A term which embraces a variety of vessels, has a mainsail and two foresails. It refers to old fashioned rigs with vessels with a long bowsprit.

Dingy: A ships small boat used as a tender, the smallest boat on a ship of war.

Dory: A small narrow, flat bottom fishing boat with high sides and a sharp prow.

Ferryboat: A boat used to transport passengers or goods across a body of water.

Flyboat: A swift flying sailboat.

Gaiassa (Nile): A wall-sided canal barge in build, with a lofty and pretentious-looking stem, and a disproportionately vast rudder. Of Asiatic origin, and Arab build and rig with splendid lateen sails.

Gigboat: A small boat from which fisherman trawl for fish with gigs, long lines with attached hooks.

Gondola: A long, narrow canal boat with a cabin in the middle and a high pointed prow and stern. It is propelled by a pole or oar at the stern.

Hoy: A small sloop rigged coasting ship.

Jolly boat: A small ship's boat, hoisted at the stern. Used for rough work or minor tasks.

Kayak: A boat made by covering a wooden framework with seal skin with a hole in the center top of the boat.

Launch: A large ship's boat.

Life boat: Any of a number of small boats carried by larger ships.

Long boat: The longest boat carried by a sailing ship, especially a merchant ship.

Muletta : A double ended fishing craft, concave bottom giving it more stability and adjustable for achieving control over the hull when fishing.

Nuggar (Nile): The traditional sailing vessel of the lower Nile, they are two masted with a very large lateen sail on the mainmast and a smaller one on the mizen.

Pinnacle: A small vessel navigated with oars and sails and having generally two masts which are rigged as is a schooner.

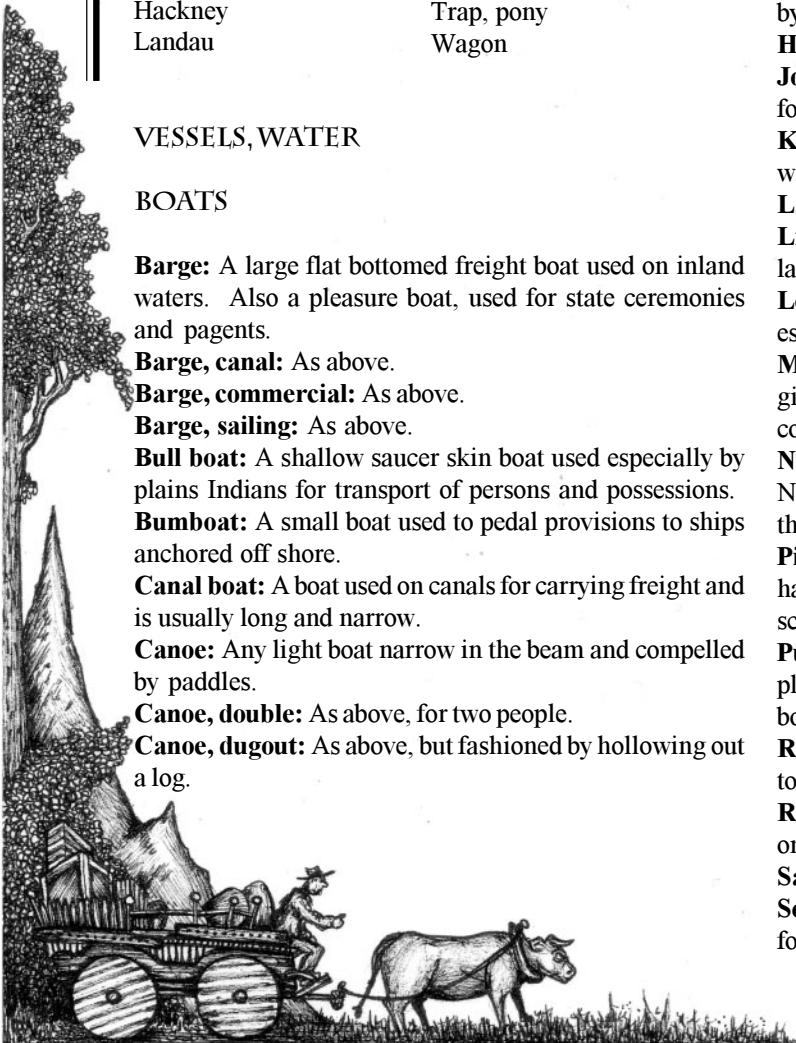
Punt: A flat bottomed boat whose floor resembles a platform of a floating stage and used either in repairing the bottom of ship.

Raft: A number of logs, boards, barrels etc fastened together into a platform.

Rowboat: A small boat propelled by oars. Usually holds one to four people.

Sampan: An Asian skiff, usually propelled by oars.

Scow: A large, flat bottomed boat, with square ends used for transport.



Shallop: A large, heavy boat with two masts and carrying fore and aft or lug sails. A small open boat fitted with oars or sails or both used in shallow waters.

Skiff: A long, narrow rowboat especially one with a center deck, outrigger and a small sail.

Smack: A fishing boat sailing under various rigs and often having a well, used to transport the fish catch to market.

Stern boat: A boat set to the stern of a larger ship.

Trawler: A vessel used for trawling, dragging long fishing lines on the ocean floor or through the water.

Umiak: See Kayak.

Wherry: A decked, sailing vessel of shallow draught used for the transport of small quantities of freight.

Zarrook: A small settee rig cargo carrier or fishing vessel. The rudder operated by a rope fastened to its lower part, later replaced by a tiler.

SHIPS

Baggala: A large craft between 100 and 400 tons used as a cargo carrier or a man of war mounting 20 guns. Uses two masts, the mainmast set forward.

Barque: A sailing vessel with three masts, square rigged on the fore and main and fore and aft rigged on the mizen.

Barquentine: A vessel resembling a Barque but square rigged on the fore mast only.

Brig: A two masted sailing ship, square rigged on both masts.

Brigantine: A two masted vessel with square rigged sail on the fore mast and fore and aft rigged on the main mast.

Caique: A small, sailing vessel used in the eastern Mediterranean. Also, as a row boat in the Middle East.

Caracora (double-outrigged on one side): A long, narrow sailing boat or canoe.

Caravel: Any of several types of small, light sailing ships, especially one with two or three masts and lateen sails used by Spanish in the 15th and 16th centuries.

Carrack: A larger type of trading vessel developed as a compromise between the typical square rig of the northern European nations and a lateen rig of the Mediterranean.

Coaster: A vessel employed in sailing or in trading from port to port along a coast.

Cog: A small sailing craft used for local commerce, mostly rivers.

Corvette: A sailing warship, smaller than a frigate usually armed with one tier of guns.

Cutter: A sailing vessel with a main sail and two fore sails and have a long bowsprit.

Dhow: A trading vessel of 150 to 200 tons, lateen rigged on a single mast.

Dragonship: See long ship.

Felucca: A small sailing vessel used for coastal transport of trading, propelled by oars and/or lateen sails.

Frigate: A high speed, medium sized sailing war vessel with two or more tiers of guns.

Galleass: A three masted galley with guns on either side with sails and oars.

Galleon: A large three masted sailing ship, with a square rig. It has two or more decks. Used for mercantile or war purposes.

Galley: A large, single decked medieval ship of shallow draft, propelled by sail and oars. Used for mercantile or war purposes.

Galliot: A light swift galley or light, flat bottomed singled masted merchant ship.

Junk (barge): A flat bottomed ship with flattened sails. It has a high stern and square bows with two or three masts carrying lugsails often made of matting stiffened with horizontal battens.

Ketch: A two masted, fore and aft rigged, sailing vessel with a mizen mast stepped aft of a taller mainmast but forward of the rudder.

Longship: A double ended, single sailed vessel, with an open hold. Its low draft allows it access to rivers. Used extensively for long distance travel, raiding and transport.

Lorcha: A type of junk built on western lines.

Lugger: A sailing vessel with a lugsail rig normally two masted except when used for smuggling or as privateers, when a mizen was stepped right aft.

Merchantman: Any type of galley.

Packet: A boat that travels a regular route between ports as along a coast or river.

Polacre: A ship or brig with three masts that are usually lateen rigged on the fore and mizen and square rigged on the main.

Prahu mayang (cargo): A swift Malayan sail boat with a triangular sail and a single outrigger.

Prahu, flying: As above.

Sambuk: A fast, narrow gutted craft, close relation of the caravel. Two masted, the huge main was hoisted on a foward mast. Used as a man-of-war and slaver. A small carrying capacity.

Schooner: A fore and aft rigged sailing vessel having at least with a fore mast that is usually smaller than the other mast.

Sloop: A sailing vessel with a single mast fore and aft rigged with a single head sail.

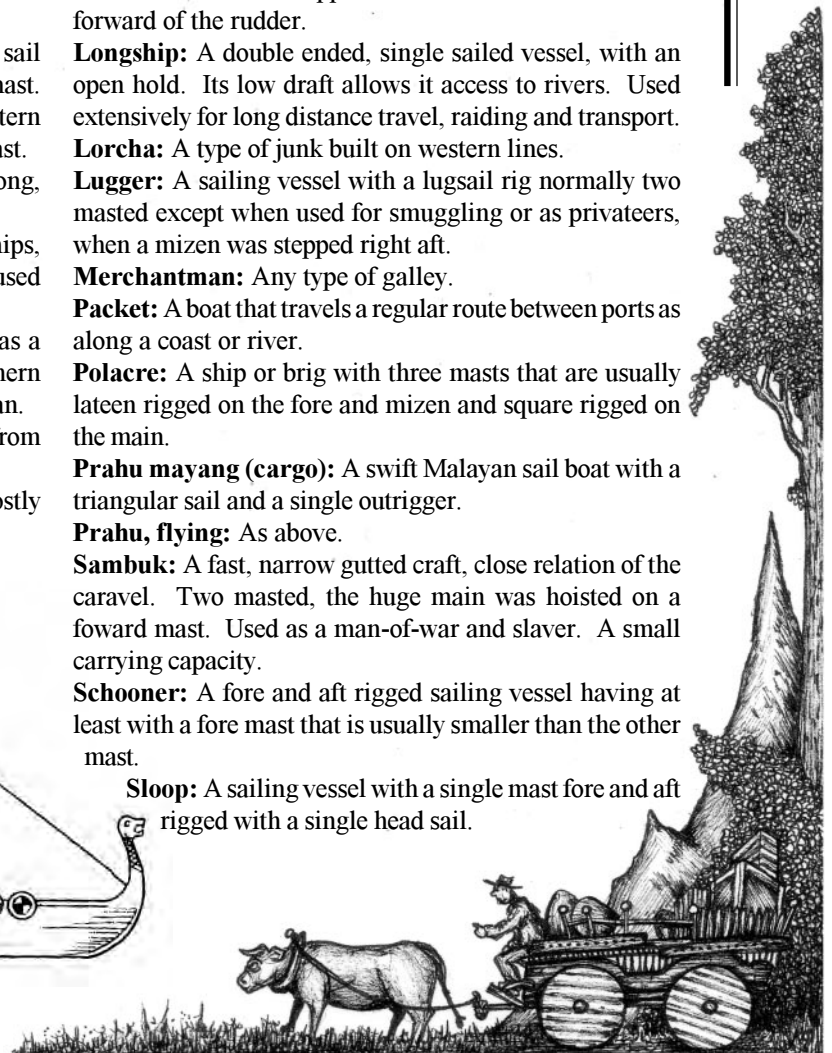
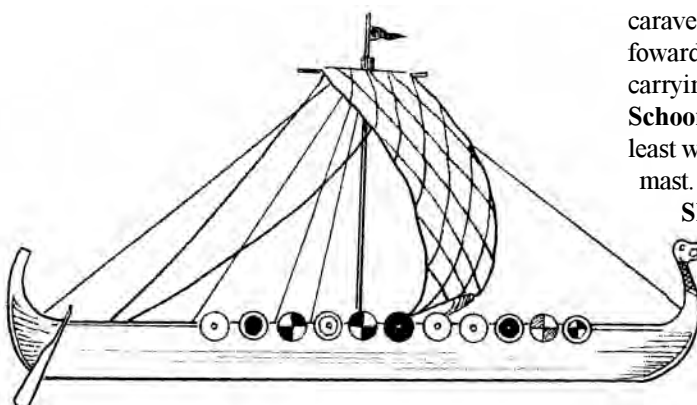


Table 1:10 Ship's Cargo Tonnage Weights

Item (but counted as a ship's ton)	Actual Weight	Item	Actual Weight
Beans, bulk	36 bushels	Ironwood	actual weight
Beans, cask	22 bushels	Liquid, cask	200 gallons
Beef, barrel, 6	196 each	Logwood	actual weight
Beeswax	49 cubic feet	Ores, metal, general	actual weight
Biscuit, ship's, bag	700	Peas, bulk	36 bushels
Biscuit, ship's, bulk	800	Peas, cask	22 bushels
Biscuit, ship's, cask	600	Pimentos, bag	1110
Coal, sea, bulk	29 bushels	Pimentos, cask	952
Cocoa, bag	1307	Pitch, barrel, 6	196 each
Cocoa, cask	1120	Pork, barrel, 6	196 each
Codfish, dried, bulk	1600	Potash	actual weight
Coffee, bag	1830	Raw silk	800
Coffee, cask	1568	Rice	actual weight
Copper ore	actual weight	Salt, cask	22 bushels
Cotton	49 cubic feet	Salt, coarse, bulk	31 bushels
Dye wood	actual weight	Salt, fine, bulk	36 bushels
Fish, pickled, barrel, 6	196 each	Sugar	actual weight
Flour, barrel, 8	196 each	Tallow, barrel, 6	196 each
Furs/pelts	49 cubic feet	Tar, barrel, 6	196 each
Fustic (dye wood)	actual weight	Tea, black	1000
Goods, cloth, baled	49 cubic feet	Tea, green	800
Grain, bulk	36 bushels	Tea, oolong	900
Grain, cask	22 bushels	Tobacco, hogshead	c. 122 pounds
Hides, dry	1000	Turpentine, barrel, 6	196 each
Honey	actual weight	Wood, mahogany, square timber	49 cubic feet
Iron, bar	actual weight	Wood, oak plank	49 cubic feet
Iron, pig	actual weight	Wood, pine and other boards	49 cubic feet
		Wool	49 cubic feet

Snow: Generally the largest of all two masted vessels. The sails and the rigging of the mainmast and foremast are similar to that of a ship except that there is a final mast behind the mainmast which carries a sail resembling the mizan of a ship.

Sperona: A small, open boat with a single mast fitted forward and setting a spirit rigged sail.

Tartane: A small coasting vessel, a development of the terrette with a single mast and a lateen mainsail and a small foresail on the bowsprit and carried by about 30 men.

Tchektirme: A cargo carrier with a rig draws on at least two traditions, being a mixture of easily handled sails and complex sails.

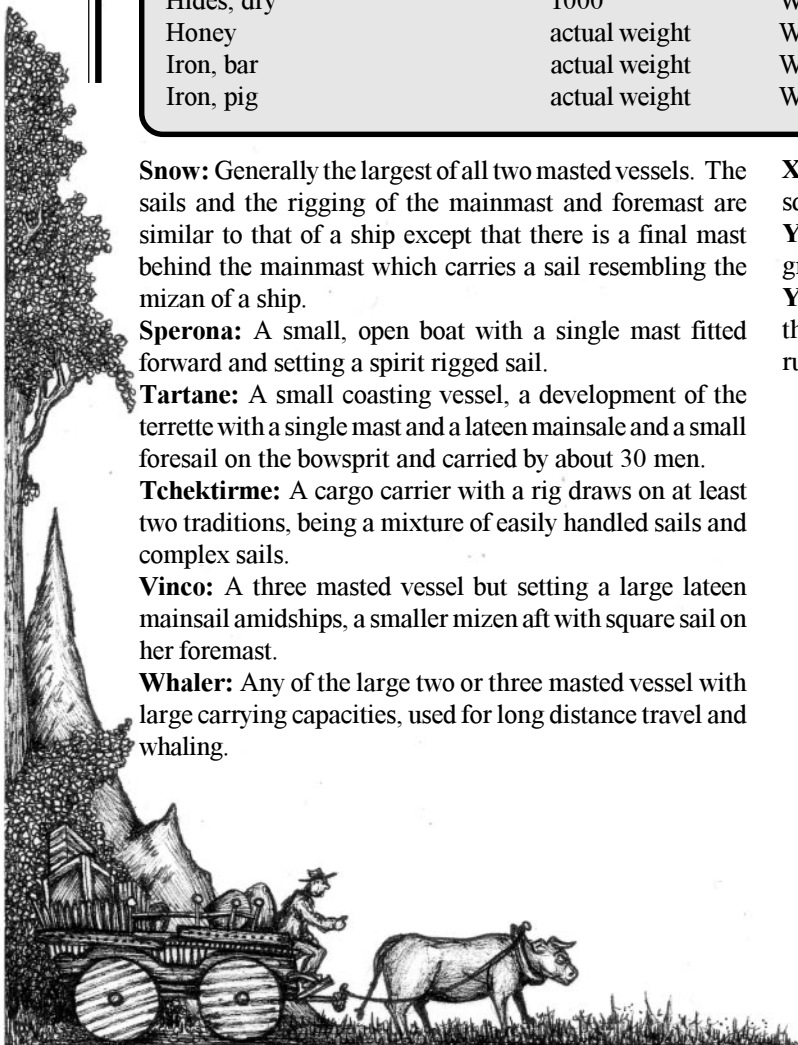
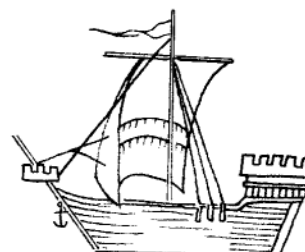
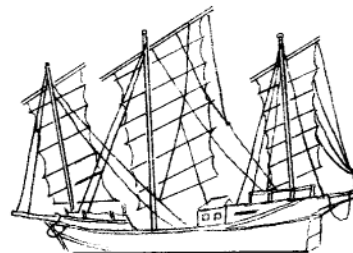
Vinco: A three masted vessel but setting a large lateen mainsail amidships, a smaller mizen aft with square sail on her foremast.

Whaler: Any of the large two or three masted vessel with large carrying capacities, used for long distance travel and whaling.

Xebec (chebek): A small three masted vessel with both square and lateen sails.

Yacht: Relatively small sailing vessels with smart, graceful lines used for cruises or raising.

Yawl: A two masted fore and aft sailing vessel similar to the ketch with a smaller mizen mast stepped abaft the rudder.



BOOK TWO GEOGRAPHICS

He stood thus for a great while, until the earth rumbled and exploded. In the great column of fire which rose above the land he saw the beauty of his creation: the rivers, the mountains, the skies.

~~ The Codex of Erde

GEOGRAPHY

Torrential downpours. Dome Mountains. Groves and arroyos. In order to construct a setting that is both fantastic and believable it is necessary to conceive the setting itself. Whether your heroes tread through sylvan glades or live upon a mountain's rocky slopes the tone is set by the terrain you describe and the language you use to describe it. Geography is the root of your setting, the building block of all that comes after.

What follows is an examination of clouds and storms, terrain and other useful items that play into the creation of the physical setting for your fantasy adventure or soon to be written novel.

ATMOSPHERE, SKY & WEATHER

Clouds

Black: These dark clouds often form as a result of upper layers blocking the sun and making lower clouds appear black. This is often a sign of rain.

Brown: This cloud color is seen mostly in windy areas, where dust is coloring the clouds after being blown up from the earth.

Cirro-cumulus: This cloud formation is a high altitude formation usually in the shape of ripples or grains. Also called mackerel sky.

Cirro-stratus: High altitude covering of clouds that is thin, hazy and often produces a halo effect.

Cirrus: This is the most elevated of all the cloud formations. It often appears like thin bands and has been called both mare tails and cat-tails.

Cloud bank: Name given to a large layer of clouds viewed from a distance.

Cumulus: These are the large clouds, often appearing hemispherical on top and level on the bottom. These clouds often layer over each other and carry rain.

Cumulo-nimbus: Large cloud formations often consisting of great towers or pillars formed in the bank.

Golden: This cloud color often occurs in early to late morning, as the low sun shines through clouds, giving them a golden appearance.

Gray: This cloud color forms when the top layer of the cloud is blocking sunlight from the lower layers, often giving the clouds a gray color on bottom and a white color on top. Often called leaden clouds.

Leaden clouds: Clouds of a gray color, often covering the entire sky and close to the ground.

Lowering clouds: Dark clouds seen as being pushed closer to the earth, often a sign of storm.

Mares tails: Name given to Cirrus clouds by farmers and landmen. Also named cat-tails by sailors.

Nimbus: This form of cloud is generally gray in tint and found in areas with prolonged rain. This is also used to describe a raining cumulus or cumulo-stratus clouds.

Pink: This cloud color is often observed in early evening as the sun is just beginning to set.

Puffy: Name often given to cumulus clouds for their large, cotton look.

Purple: This cloud color is seen in evening often resulting from gray or black clouds reflecting the setting sun's rays.

Red: This cloud color is seen in late evening, usually when the sun has already set and the last rays are striking the clouds at an angle.

Rolling: Clouds being pushed along by the wind, usually rapidly. These clouds appear to be rolling over each other.

Strato-cumulus: A form of clouds between cumulus and stratus, turning a black or bluish tint at the horizon.

Stratus: Clouds formed in horizontal layers or bands.

Thundercloud: A cloud charged with electricity, often producing lightning and thunder. These are most often cumulo-nimbus clouds.

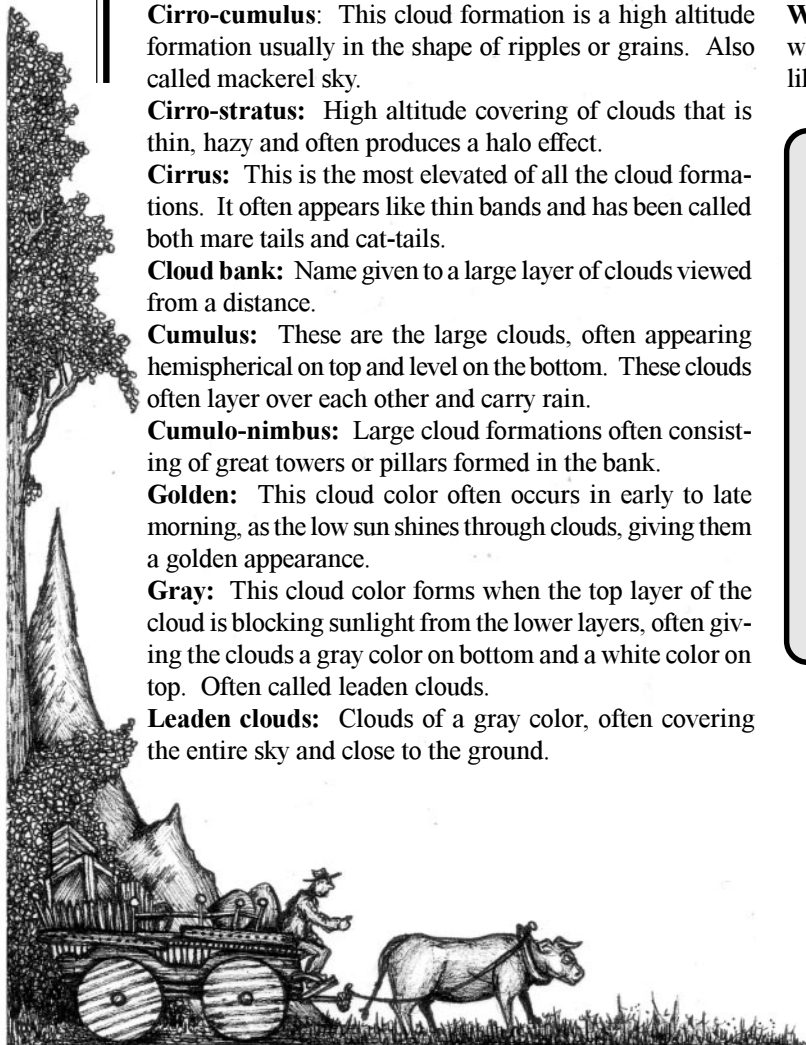
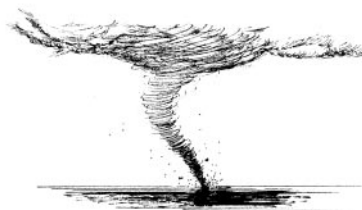
Thunderhead: This is the swollen upper part of a thundercloud; often this is accompanied by a thunderstorm.

White: This color of cloud is most common, often seen when there is only a single layer of clouds which will most likely not produce rain.

Table 2:1a Type of Rain & Visibility*

Roll d10 for variable affect.

Roll	Rainfall	Vis/max. miles
1	Intermittent	5
2	Sprinkle	3
3	Drizzle	3
4	Mist	2
5	Cloudburst	1 1/2
6	Shower	1
7	Downpour	7/8
8	Rainstorm	1/2
9	Thunderstorm	1/4
10	Torrential	1/16



Rainfall by hour 2:1b

Type	mm/in	Description and Effects
None	0/0	No rain; doesn't preclude suspended moisture such as mist, fog, or low cloud
Trace	0.1-1/0.004-0.040	Usually spitting, small droplets; dampens rather than wets things, like heavy fog or light drizzle.
Light	1.1-2/0.044-0.080	Typical of a summer sun-shower; wets in half an hour. Puts out candles, campfires burn with much smoke.
Moderate	2.1-4/0.084-0.160	'Normal' rain, medium droplets; wets in a quarter hour, soaks in a half hour. Puts out campfires.
Heavy	4.1-8/0.164-0.320	Causes roaring noise on roofs, misty spray on roads; wets in minutes. Puts out bonfires.
Downpour	8.1-16/0.324-0.640	Large droplets; drowns out speech; wets in seconds, soaks in minutes. Puts out scrub fires.
Torrential	16.1+/0.644+	Flattens vegetation; drowns out shouting; soaks to the skin in seconds. Puts out forest fires.

Wetting applies to the rained-on landscape in general as well as a normally dressed man. The notes on fires assume an hour of average rain (e.g. 6 mm/h = for heavy rain). The intensities of rain by day and by hour (trace, light, and so on) are different things. Moderate rain for a day might fall either as continuous trace rain or as a single torrential storm.

Type	mm/in
None	0/0
Trace	1-3/0.04-0.12
Light	4-12/0.16-0.48
Moderate	13-20/0.52-0.80
Heavy	21-40/0.82-1.60
Downpour	41-100/1.62-3.98
Torrential	101-304/4.00-11.98
Cataclysmic	305+/12.00+

Rain with an intensity above 60 mm/hr (2.4 in/hr) for at least 5 minutes is known as a cloudburst: this is like standing under a small waterfall. Earth's heaviest recorded rainfall in a day is 1880 mm (74 in). The heaviest rainfall in an hour is 285 mm (11.2 in).

Fog, etc.

Dust: Clouds of dirt and other particles blown into the air by a strong wind.

Fog: A mass of clouds lying close to the ground and often limiting vision.

Fogbank: A large mass of fog seen from a distance, often on the sea.

Haze: Moisture or dust in the atmosphere that diminishes visibility.

Miasma: Unhealthy or poisonous particles in the atmosphere, often in the form of vapor.

Mist: A mass of water vapor lying low in the air or in contact with the ground.

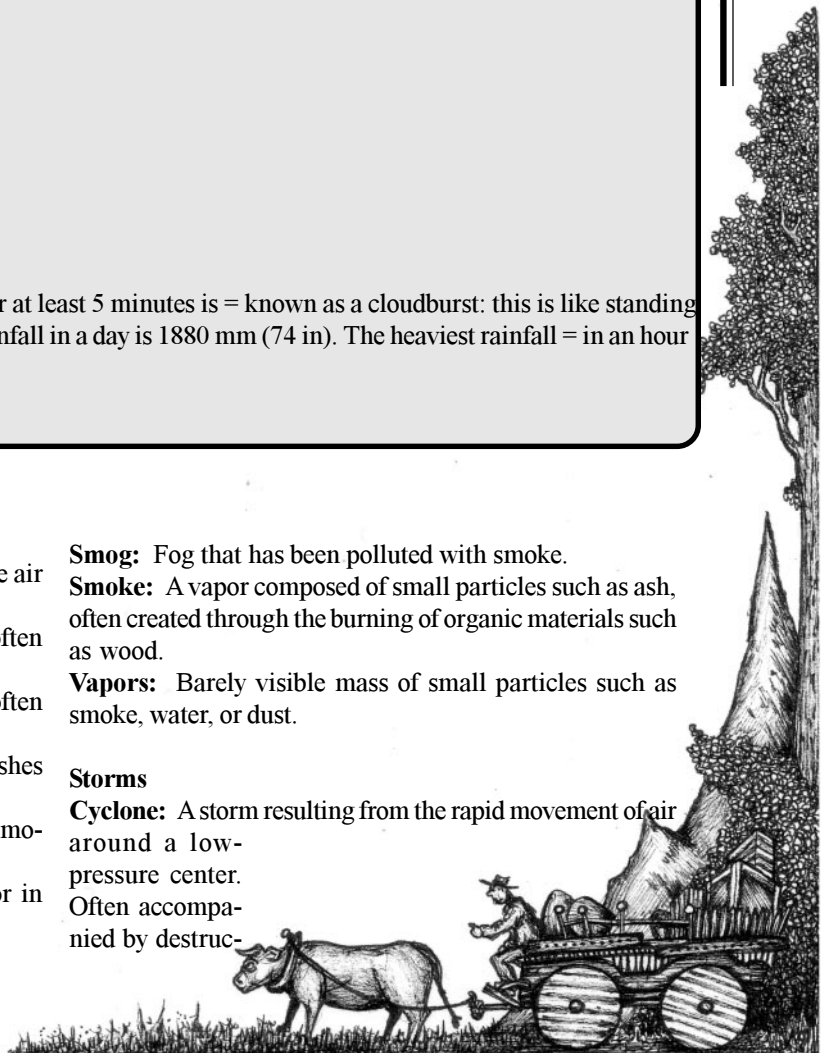
Smog: Fog that has been polluted with smoke.

Smoke: A vapor composed of small particles such as ash, often created through the burning of organic materials such as wood.

Vapors: Barely visible mass of small particles such as smoke, water, or dust.

Storms

Cyclone: A storm resulting from the rapid movement of air around a low-pressure center. Often accompanied by destruc-



tive weather of other sorts. Cyclones move clockwise in the northern hemisphere, and counter clockwise in the southern.

Gale: A strong wind with speeds from around thirty to sixty miles an hour.

Hailstorm: Any storm which produces hail, a particle of ice, which can range in size from microscopic to inches in diameter.

Hurricane: A severe tropical storm often in the form of a cyclone traveling over the ocean. This classification is also used for winds greater than seventy five miles an hour.

Ice storm: Storms in which the rain or snow falling will freeze on contact forming layers of ice wherever it touches.

Lightning storm: An electrical storm, which produces much lightning and may or may not produce other effects such as rain.

Monsoon: A seasonal wind, which blows one direction part of the year, and the opposite direction the latter part of the year. Often one direction of wind will bring nearly constant rain.

Rainstorm: Any storm producing rain, which may be accompanied by other effects as well.

Sleet storm: Any storm producing sleet, a form of partially frozen rain or rain mixed with snow.

Snow storm: A storm which produces snow, ice crystals which collect wherever they land and remain frozen.

Tempest: A violent windstorm, which may be accompanied by other effects such as rain, snow, or hail.

Thunder & lightning storm: A storm which produces lightning and thunder regularly, often associated with rainstorms as well.

Thunderstorm: A storm that produces thunder but may not necessarily produce visible lightning.

Tornado: A violent windstorm that can be seen as a downward spike of cloud that may or may not touch the ground.

Twister: An informal name for a cyclone or tornado.

Typhoon: A violent whirlwind or cyclone often found in the sea, characterized by uprising winds.

Windstorm: Any storm that produces unusually strong wind, may be accompanied by other storms. For the effects of wind and wind speed consult Tables 2:4 and 2:5.

Table 2:3 Type of Snow & Visibility*
Roll d6 for variable affect.

Roll	Snowfall	Vis/max. miles
1	Flurry/Flurries	4
2	Showers	2 3/4
3	Sleet	1 1/4
4	Storm	1
5	Blizzard	5/8
6	Whiteout	1/20

Note: 4" inches of melted snow produce 1" water.

* Visibility assumes flat terrain.

Table 2:4 Wind Pressure per Square Foot of Exposed Surface Area

Wind Speed	Movement in ft per Minute	Pressure in Pounds
1	88 .005	
2	176	.020
3	264	.045
4	352	.080
5	440	.125
6	528	.180
8	704	.320
10	880	.500
15	1320	1.125
20	1760	2.000
25	2200	3.125
30	2640	4.500
35	3080	6.125
40	3520	8.000
45	3960	10.125
50	4400	12.500
60	5280	18.000
80	7040	32.000
100	8800	50.000

Table 2:2 Ice Strength in lbs.

Ice of 2" thickness supports per square foot	200#
Ice of 3" thickness supports per square foot	300#
Ice of 4" thickness supports per square foot	400#
Ice of 6" thickness supports per square foot	600#
Ice of 8" thickness supports per square foot	800#
Ice of 10" thickness supports per square foot	1,000#

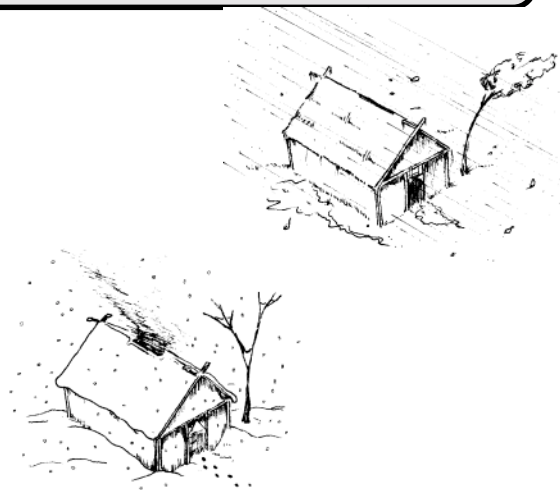
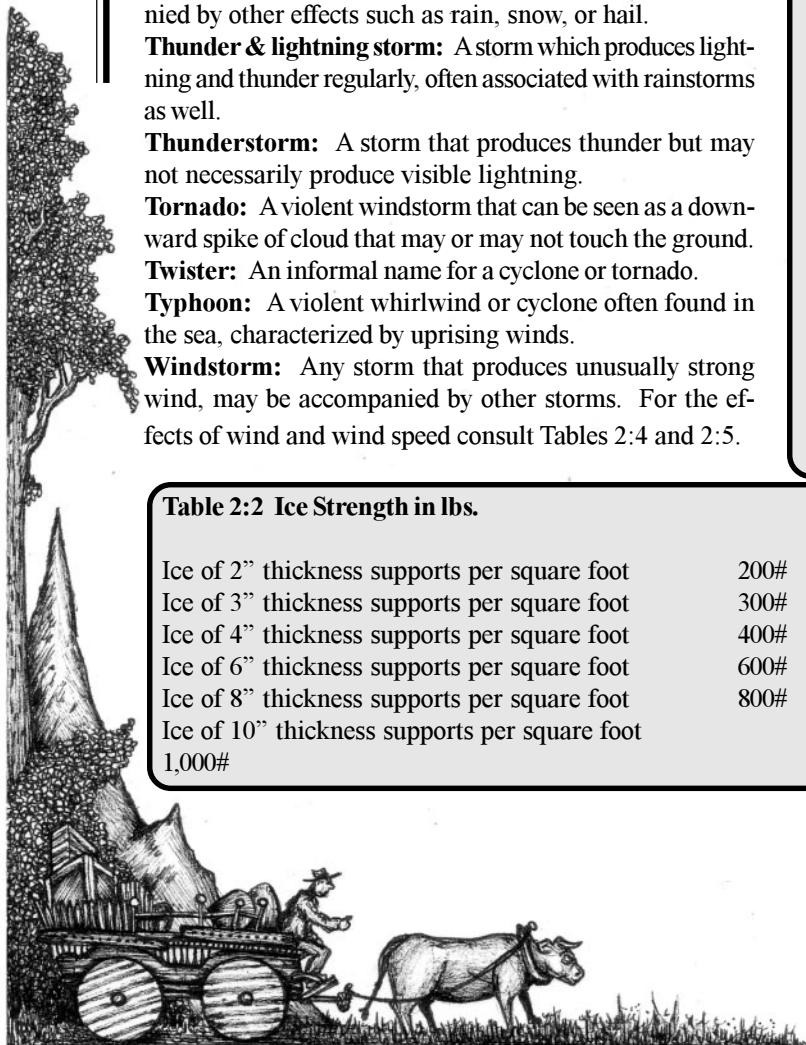


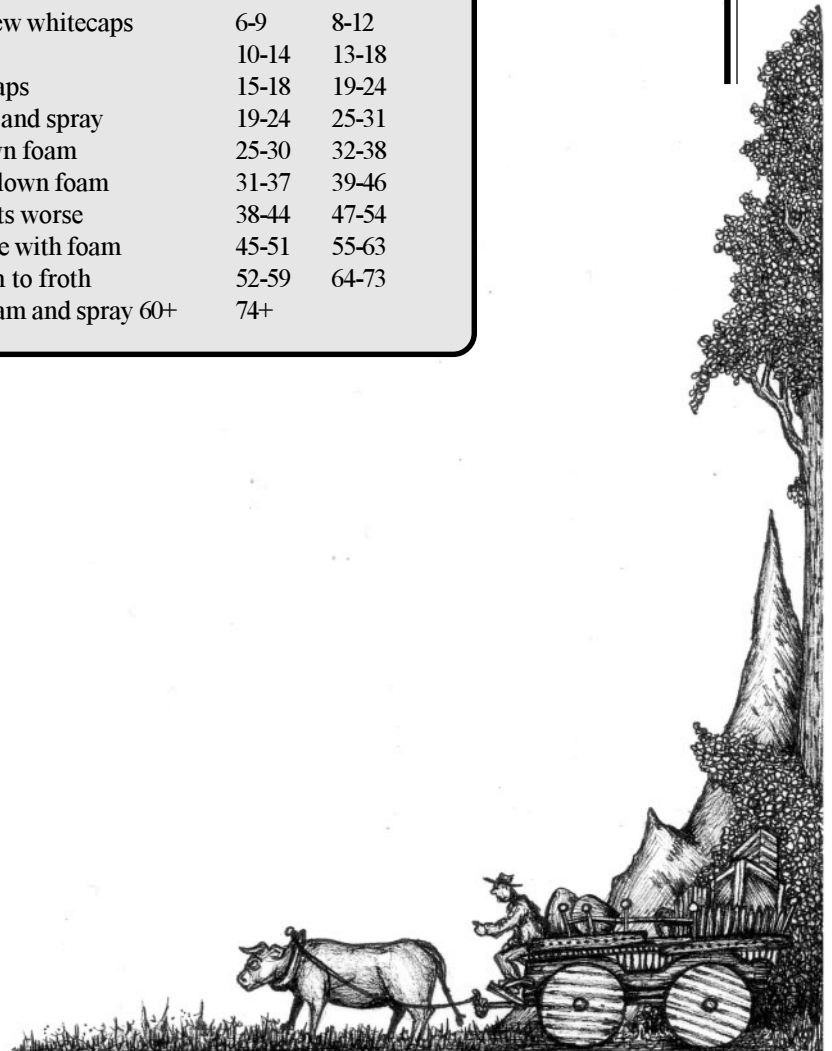
Table 2:5a Wind: Beaufort Wind Force Scale

In order to determine the variable windspeed roll a percentile dice and consult the following table.

%	Description	mph	Observations
1-10	Calm	0-1	Smoke rises vertically
11-25	Light Air	1-3	Smoke drifts
26-39	Slight Breeze	4-7	Wind felt on face; leaves rust
40-50	Gentle Breeze	8-12	Leaves and twigs in motion
50-56	Moderate Breeze	13-18	Loose paper raised; flags flap
57-62	Strong Breeze	19-24	Small trees sway
63-69	Strong Breeze	25-31	Large tree branches bend
70-78	High Wind	32-38	Whole trees bend; walking into wind difficult
79-84	Gale	39-46	Twigs break off trees
85-89	Strong Gale	47-54	Signs blown down
90-94	Whole Gale	55-63	Trees uprooted; structural damage
95-98	Storm	64-74	Widespread damage
99-100	Hurricane	75+	Severe and extensive damage

Table 2:5b Wind: Beaufort Wind Force on Sea

Beaufort scale	Effects at sea	knots	mph
0 Calm	Sea like a mirror	0-1	0-1
1 Light air	Ripples on sea	2-3	2-3
2 Light breeze	1' wavelets, glassy crests	4-5	4-7
3 Gentle breeze	3' breaking wavelets, few whitecaps	6-9	8-12
4 Moderate breeze	5' waves, whitecaps	10-14	13-18
5 Fresh breeze	8' waves, many whitecaps	15-18	19-24
6 Strong breeze	13' waves, white foam, and spray	19-24	25-31
7 Near gale	Heaped sea, some blown foam	25-30	32-38
8 Gale	25' waves, streaks of blown foam	31-37	39-46
9 Strong gale	30' waves, visibility gets worse	38-44	47-54
10 Storm	Heavy rolling sea, white with foam	45-51	55-63
11 Violent storm	50' waves, crests blown to froth	52-59	64-73
12 Hurricane	Sea white, air full of foam and spray 60+	74+	





TERRAIN

Placement notes for the Neophyte Cartographer

Depression

Arroyo: A deep, dry gully produced by flash-flooding streams, often in arid or semiarid environments. Much more shallow and gentle than a canyon. Also refers to the stream found within such a gully.

Basin: A bowl-shaped depression of land, partly or wholly surrounded by higher elevations.

Canyon: A narrow cleft in the earth with steep cliff sides, created by running water.

Chasm: A deep crack or fissure in the ground.

Crevasse: A fissure of great depth in the surface of the earth or in a glacier, with very steep, almost vertical sides. Often formed after earthquakes.

Crevice: A narrow split in the earth.

Cut: A crack or slash in the earth, appearing as if formed at the point of a knife or sword. Often more shallow than a crevasse or chasm.

Dale: A valley.

Defile: A very narrow, steep-sided pass through hills or mountains. Often an entrance to a larger pass.

Dingle: A small wooded valley.

Dry Wash: A waterless streambed, as in an arroyo or canyon. A wash suffers from occasional flash floods.

Gap: A deep opening in or between mountains or hills, sometimes serving as a pass.

Glen: A narrow and secluded valley in mountains or large hills.

Gorge: A narrow passage with steep, rocky sides, also a defile.

Gulch: A small gorge, often containing a torrential river.

Hollow: A small valley amidst mountains.

Ravine: A deep, narrow and steep-sided valley or defile, especially one cut by running water.

Rift: A narrow crack in rock.

Vale: A valley, especially one traversed by a river or stream.

Valley: A broad, relatively flat area of land surrounded by mountains or hills, often containing a river or stream.

Deserts

Deserts are regions that have a high or low average temperature, less than 10 inches of annual rainfall, and the evaporation rate exceeds precipitation. In the daytime temperatures can reach 131° F in the shade. After the sun sets, the earth radiates heat back up into the atmosphere, the air dropping to near freezing temperatures. In arctic deserts, temperatures are almost always numbingly cold.

Desert regions are formed by cooler, high-pressure air-masses that descend into subtropical zones. When air rises, it cools and loses moisture. When air descends, it warms, picks up moisture, and dries out the land. Desert areas in the interiors of some continents may form due to the prevailing winds being too far removed from the ocean or lakes, thus receiving little moisture.

Coastal Deserts: Air currents cool as they move across cold water, bringing mist and fog but little precipitation. Shrouded in mist, these coasts are deserts.

Rain Shadows: Desert regions created by moisture-laden winds flowing up and over the windward slope of a mountain range, causing a loss of moisture in the form of snow and rain. The resultant dry air descends over the leeward slopes, evaporating moisture from the soil.

Salt Flats: A region of salt-encrusted land, usually a former lake, its waters long since evaporated.

Semi-Desert (semi-arid): The range of temperature in this region is extreme. Summer temperatures often are in lower 100°s F, while during the winter the temperature can drop as low as 30° F. Annual rainfall is from 10 to 20 inches, which is not enough to support a forest cover, but can support grasses. With irrigation, the land can support crops, but problems such as salt buildup and waterlogging do occur. Rainfall in the semiarid climate is unpredictable and sparse.

Foothills & Mountains

Mountains are formed by the slow collision of tectonic plates; the pressure folding, faulting, or arching up soaring layers of rock. Sometimes, massive blocks of crustal earth will sink, forcing land formations to tower above them due to the rifting of plates. Violent volcanic eruptions can obviously speed this process considerably. Some low mountains are sculpted from the earth by a non-tectonics process, most powerful of which are rivers, or other forms of erosion that wear away softer rock, leaving the harder rock.

Foothills

Crag: A steep, rugged cliff or area of rock, especially one projecting sharply from its surroundings.

Downs: An area of grassy, undulating, treeless upland, often used for grazing.

Foothill: A relatively low hill at the base of higher hills or mountains.

Hill: A well-defined elevated area of land smaller than a mountain.

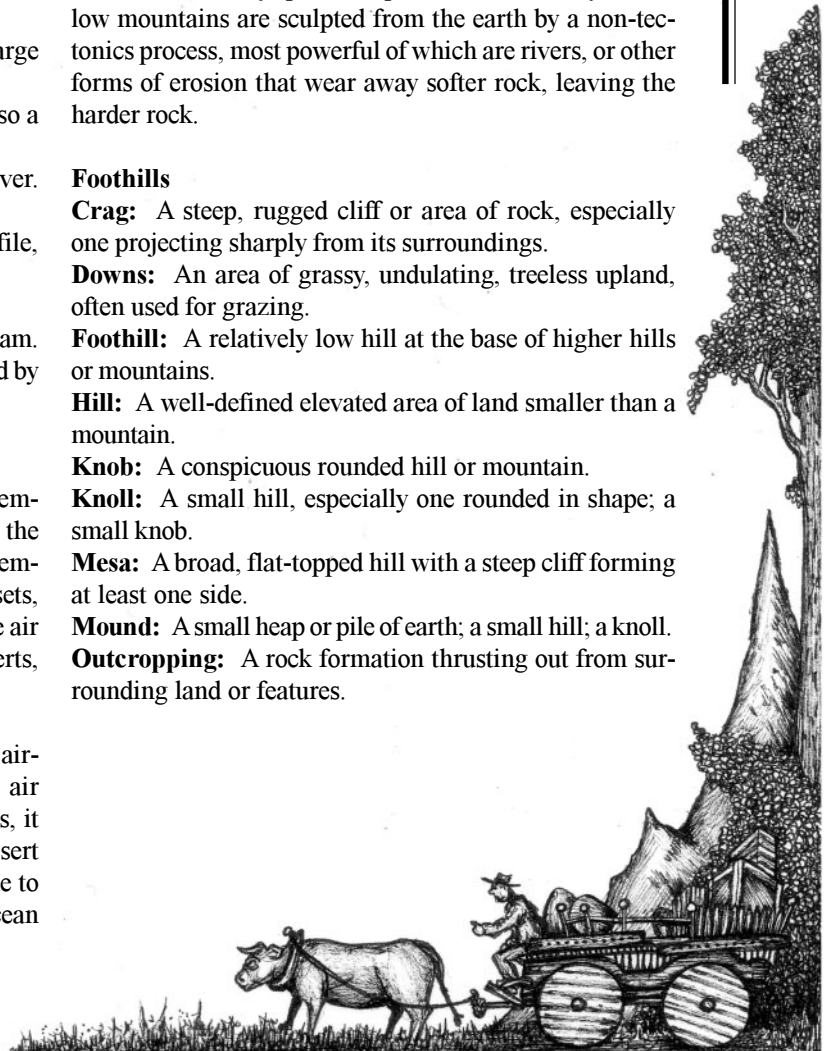
Knob: A conspicuous rounded hill or mountain.

Knoll: A small hill, especially one rounded in shape; a small knob.

Mesa: A broad, flat-topped hill with a steep cliff forming at least one side.

Mound: A small heap or pile of earth; a small hill; a knoll.

Outcropping: A rock formation thrusting out from surrounding land or features.



Peninsula: A body of land surrounded on three sides by water and connected to mainland on the fourth side.

Plateau: A broad, elevated, flat area of land, usually with a steep, rocky cliff composing at least one side.

Prominence: A raised section of land.

Ridge: A long, narrow elevation, especially in hills or mountains, with steep vertical sides and at least one side extending down.

Rise: A long, broad area of raised land that climbs gently from its surroundings.

Rolling Land: An expanse of relatively flat land that has small peaks and valleys reminiscent of small waves, somewhat resembling the calm surface of the ocean.

Tor: A prominent, rocky peak or hill.

Upland: A relatively high area of land, especially compared to lower surrounding areas such as a valley or lowland.

Mountains

Dome Mountains: The surface is arched by a deep-seated intrusion of igneous or molten rock.

Fault-Block Mountains: The crust of the earth is lifted vertically in great blocks, caused by the movement of rock along faultlines, or deep cracks in the ground. The edges of the raised blocks then appear as mountains, and the depressed edges as valleys. Massive earthquakes can speed this process considerably.

Mount: A single mountain or high hill, often used in a proper name (e.g. *Mount Erde*).

Mountain: A natural elevation of the surface of the earth, consisting of stone and dirt with generally steep sides and a relatively small summit, higher and bulkier than a hill.

Peak: The pointed top of a mountain; also used to refer to an individual mountain, particularly one with an unusually sharp summit.

Volcano: A mountain or hill that ejects, or has ever ejected, lava, steam, ash, and/or other geothermal debris.

March: A frontier region, lying between states or a state and wild lands. Terrain can be of any sort, although it will generally be wild on the outer portion, that away from the state.

Marsh/Swamp

Bayou: A sluggish or stagnant creek, commonly an offshoot of a lake or river in some lowland region that frequently flows through swampy terrain.

Bogs: Spongy, wet ground, characterized by decaying mosses that form peat. Bogs receive water only from rain and have acidic, and poorly mineralized water, particularly if sphagnum mosses (highly absorbent, spongelike, grayish peat mosses) are abundant.

Fens: The groundwater sources in these areas of low, flat marshy land is often more mineralized, and dominated by

sedges, which are grasslike flowering plants.

Marshland/Wetland: A marsh is a treeless region that can be freshwater or salt, its emergent vegetation typified by grasses, reeds, cat-tails, and sedges, their roots saturated with water if not in soil, their leaves held above the murky water. Freshwater marshes form when lakes and ponds become filled with sediment, or develop along the shallow margins of slow-moving rivers. Salt marshes occur on coastal tidal flats.

Moor: A tract of rolling, marshy wasteland, its open, rolling lands usually covered with heather.

Peatlands: More common in northern regions, partially decomposed plant material, called peat, accumulates because plants are produced more quickly than they can decay.

Swamps: Swamps occur in a variety of flooding conditions; along shallow lakes, along river floodplains, and along tropical to subtropical coasts. The dominate vegetation are trees or shrubs, usually growing in standing water, which can be present all year, or just a short part of the year. Where considerable tree growth is present, the result is a "jungle swamp".



Plains/Grasslands

Bottomland: Low-lying land near a river or stream formed by sedimentary deposits from the river or stream.

Brush: Land covered in dense bushes and shrubs.

Bush: An area dense with trees and/or shrubs; a thicket.

Downs: A rolling, usually treeless upland with sparse soil.

Flat: A flat stretch of land. Often used in the plural (e.g. *salt flats*).

Pampas: A vast, grassy, treeless plain.

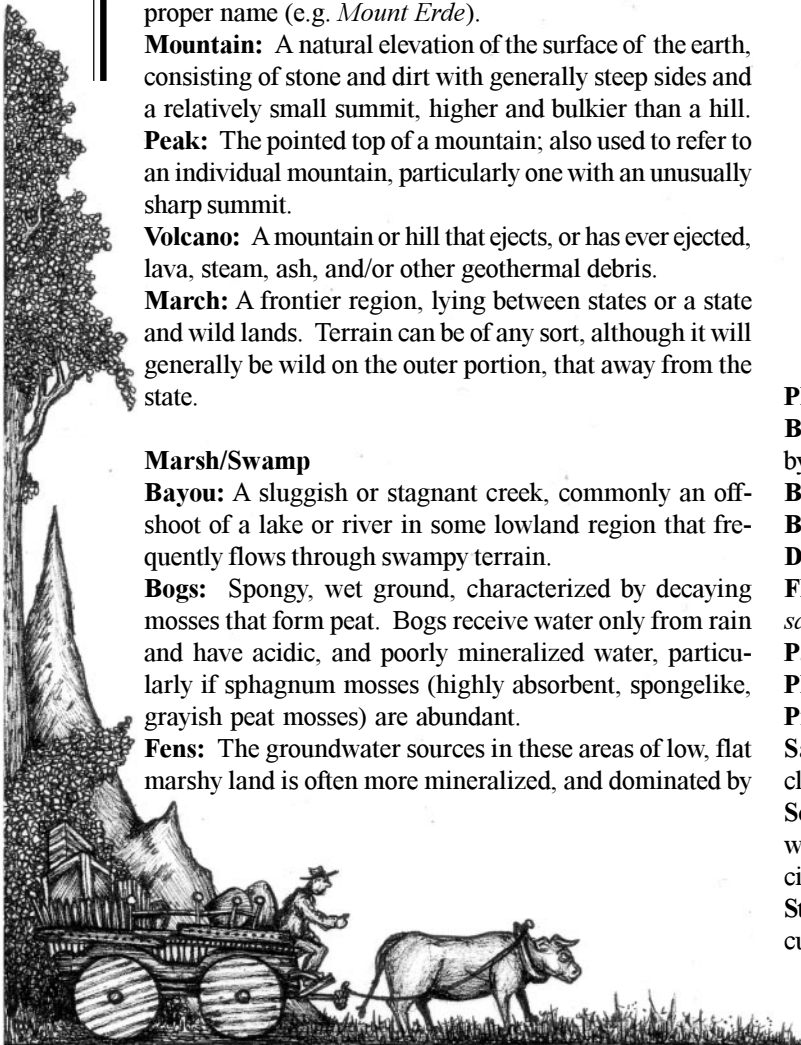
Plain: A generally flat, mostly treeless expanse of land.

Prairie: A large area of level to slightly rolling grasslands.

Savannah: A level grassland in tropical or subtropical climates.

Scrub: An area of stunted vegetation; a thicket or area of woodland, often characterized by the name of the principle plant within (e.g. *oak scrub*).

Steppe: Vast, grassy plains consisting of short grasses occurring in sparse clumps or bunches, scattered shrubs,



and low trees. The steppe occupies vast regions of semi-desert. Cattle, sheep, and angora goats are adaptable to the steppe, where they graze over vast acres of open range.

Tangle: A twisted and tangled area of vegetation, difficult to penetrate.

Temperate grasslands: These develop in regions characterized by an annual rainfall between 10 and 30 in, with seasonal and/or annual droughts and a high rate of evaporation.

Tropical grasslands: These regions have marked wet and dry seasons. Fire is important in maintaining grasslands by preventing the encroachment of forests in moist regions and desert shrubs in semiarid regions.

Tundra: A vast plain in arctic regions with permanently frozen subsoil. The ground supports only small plants such as moss, lichens, and certain hardy herbs and flowers. **Veldt:** An elevated, open grassland often used for grazing. Frequently associated with dry climates.

Wastelands (barrens): Land that is without vegetation, uncultivated, or barren.

Rolling Hills and Tablelands

Escarpment: A steep cliff or slope formed by erosion, or less frequently, by faulting.

Foothills: Low hills located at or near the foot of a mountain or mountain range.

Mesa: A small, high plateau or flat tableland with steep sides.

Plateau: An elevated tract of more or less level land.

Tableland: A high, broad, and level region.



Table 2:6 Land, Productivity of

For purposes of developing a fantasy environment, and considering magical aids in agriculture and husbandry, assume that one acre of good, productive land will support annually approximately 200 pounds of mammalian or avian life directly benefitting from its cultivation, ignoring such “pests” that also manage to live from the acre. Thus:

- 1 acre will support 1 adult or two adolescent humans
- 1 acre will support 2 sheep
- 1 acre will support 3 goats
- 1 acre will support 40 chickens, ducks, or rabbits
- 1 acre will support 20 geese
- 1 acre will support 10 turkeys
- 2 acres will support 1 average pig
- 4 acres will support one dairy cow
- 5 acres will support 1 horse
- 6 acres will support one head of beef cattle

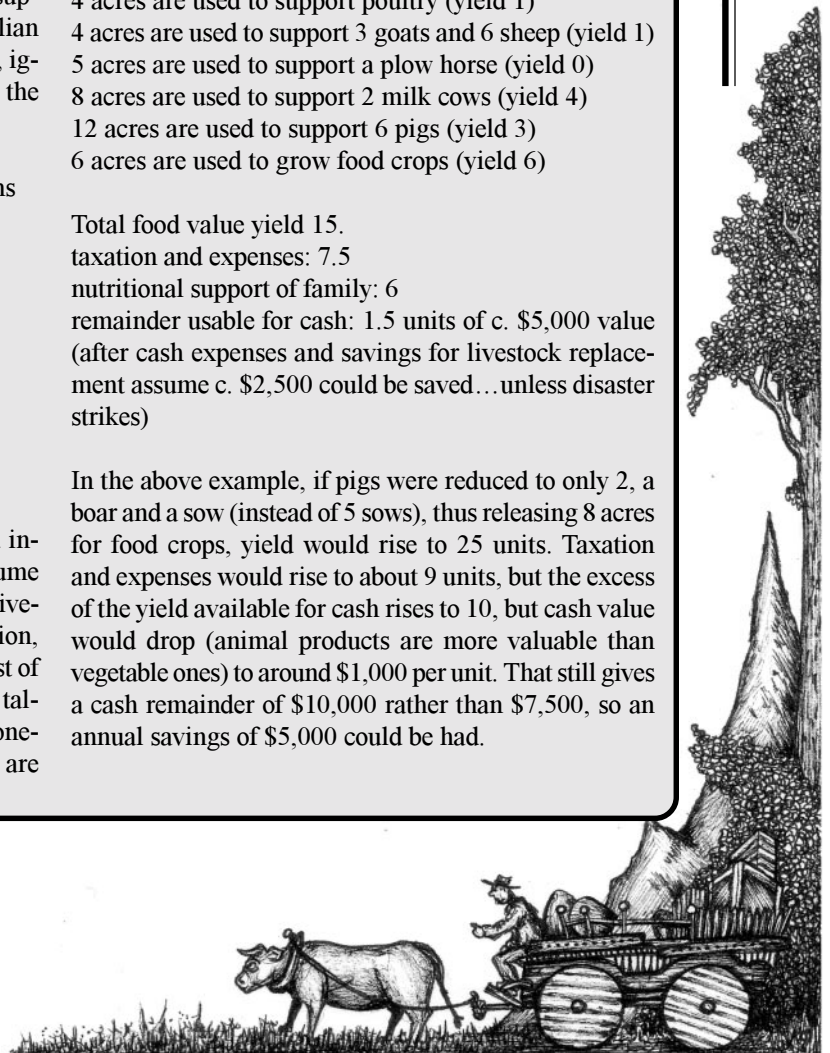
If all land is not used to raise vegetable crops, and instead animals are raised from its produce, then assume that on *average* the human nutritional benefit from livestock raised for food is one-quarter that of vegetation, or 50 pounds per acre, including benefit from harvest of other substances—bones, feathers, fat, hides, skins, tallow, wool, etc. that have been considered in the one-quarter cash value. Milk cows, also yielding calves, are at one-half value.

Example: A farmer has 40 acres of land.

- 1 acre used for buildings and non-productive purposes (yield 0)
- 4 acres are used to support poultry (yield 1)
- 4 acres are used to support 3 goats and 6 sheep (yield 1)
- 5 acres are used to support a plow horse (yield 0)
- 8 acres are used to support 2 milk cows (yield 4)
- 12 acres are used to support 6 pigs (yield 3)
- 6 acres are used to grow food crops (yield 6)

Total food value yield 15.
 taxation and expenses: 7.5
 nutritional support of family: 6
 remainder usable for cash: 1.5 units of c. \$5,000 value (after cash expenses and savings for livestock replacement assume c. \$2,500 could be saved... unless disaster strikes)

In the above example, if pigs were reduced to only 2, a boar and a sow (instead of 5 sows), thus releasing 8 acres for food crops, yield would rise to 25 units. Taxation and expenses would rise to about 9 units, but the excess of the yield available for cash rises to 10, but cash value would drop (animal products are more valuable than vegetable ones) to around \$1,000 per unit. That still gives a cash remainder of \$10,000 rather than \$7,500, so an annual savings of \$5,000 could be had.



GEOGRAPHICAL FEATURES REGARDING WATER

Water, Body of

Bay: A body of water partially enclosed by land but with a wide access mouth often leading to the sea.

Bight: A bend or curve in the shoreline, or a wide bow formed by this bend.

Cape: A point or extension of land jutting out into water as a peninsula or a projecting point.

Kenote: A water filled sinkhole, often created by mining or quarries.

Channel: The deepest part of a stream or harbor, often the best place for large boats.

Cove: A small sheltered bay in the shoreline of a sea, lake or river.

Gulf: A large area of sea partially enclosed by land.

Gulph: See Gulf.

Harbor: A sheltered part of a body of water deep enough to provide anchoring of ships.

Headland: A point of highland jutting out into the water.

Isthmus: A narrow strip of land connected to a larger land area; usually such a strip of land connecting two larger areas of land.

Lagoon: A shallow body of water often separated from the sea by sand bars or coral reefs.

Lake: A large inland body of water.

Loch: A lake or an arm of a sea similar to a fjord.

Lough: A lake or inlet of the sea.

Mere: A small lake, pond, or marsh.

Oasis: A fertile place in the desert usually consisting of a small body of water.

Ocean: The great expanse of water that often covers most of a planets surface.

Peninsula: A portion of land nearly surrounded by water and connected with a large body of land by an isthmus.

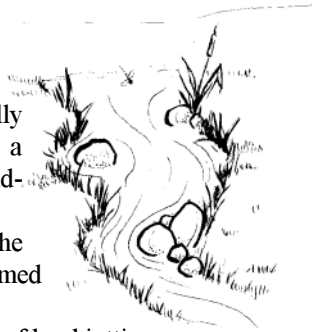
Pond: A still body of water smaller than a lake.

Pool: A small, still body of water or a still place in a stream.

Puddle: A small pool of water, usually rainwater, which often becomes completely dry.

Sea: A continuous body of salt water covering a large portion of a planets surface, or a large body of salt water partially or completely enclosed by land.

Sound: A long, broad inlet of an ocean or sea that is generally parallel to the coast; also a long body of water connecting two larger bodies of water passing between the mainland and an island.



Strait (or Straits): A comparatively narrow passage connecting two large bodies of water.

Sump: A boggy area of land or marsh.

Tam: A small area of marshy ground or standing water.

Waterhole: A small lake or pond that is commonly used by animals for drinking and may dry up in extreme drought.

Well: A sunken shaft leading to a source of usable ground water.

Waterways

Beck: A small brook or creek.

Brook: A natural stream of water smaller than a creek or river, often accompanied by marshy ground.

Brooklet: A very small brook.

Burn: The murmur or humming of a waterway.

Canal: An artificial waterway or river used for transporting ships and goods.

Creek: A small, shallow body of running water, often a tributary to a river.

Estuary (sea): A part of the sea that extends inland to meet the mouth of a river.

Firth (sea): A long, narrow inlet of the sea.

Fjord (sea): A long deep inlet of the sea between steep slopes.

Flow: The current within a stream of water.

Frith (sea): A narrow arm of the sea or the opening of a river into the sea.

Inlet: A stream or bay leading inland from the sea.

Ostiary (sea): The mouth of a river into the sea.

Outlet: A stream that flows out of a lake or pond.

Rill: A small brook or rivulet.

Rillet: A small rill.

River: A large natural stream that empties into a lake or the ocean, usually fed along its course by tributaries.

Rivulet: A small brook or stream.

Run: A fast moving creek or stream.

Runnel: A narrow channel or water, a rivulet or a brook.

Sike: A stream or gutter usually dry during the driest parts of summer.

Stream: A flow of water in a channel or bed, such as a brook or a rivulet.

Torrent: A turbulent, swift flowing stream of water.

Wash: A small stream created only after a heavy rainfall, or the name of rock and clay deposited by a stream or river.

Water Sources, Surface and Underground

The headwaters of a river often start in mountainous regions or on hillsides as long, narrow trenches, or rills. Rain, snow, or small springs emerging from an underground layer of porous rock containing water, called aquifers, feed these waters. The rills combine to form larger channels that eventually merge, forming streams. The largest channels formed by this convergence of streams are rivers. A ridge or stretch of high land from which water contributes to only one stream or river is called a watershed. A watershed divides the areas drained by a river or river system, called drainage basins. The largest drainage basins are then formed

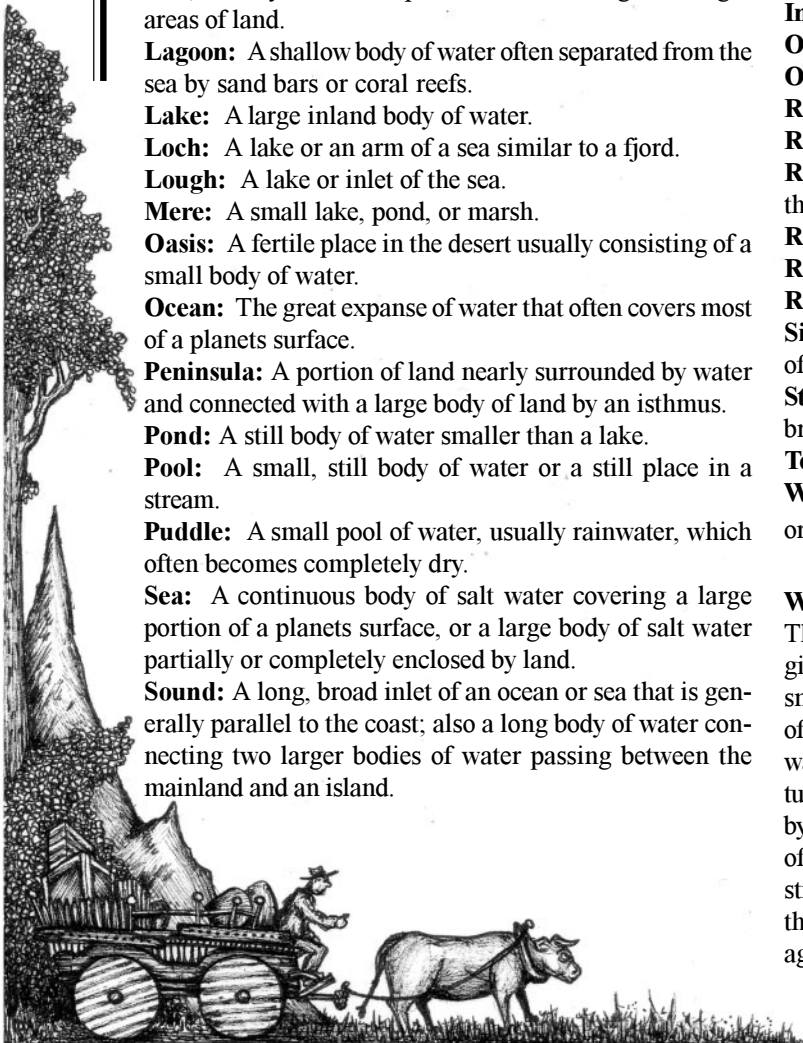


Table 2:7 Water Spring Production

Steady Drip	1 pint per hour, 3 gallons per day
Slow Trickle	1 quart per hour, 6 gallons per day
Trickle	1 gallon per hour
Rivulet	1 pint per minute, 7.5 gallons per hour, 180 gallons per day
Brooklet	1 quart per minute, 15 gallons per hour, 360 gallons per day
Brook	1 gallon per minute, 60 gallons per hour, 1,440 gallons per day
Small Stream	10 quarts per minute, 150 gallons per hour, 3,600 gallons per day
Fountain	10 gallons per minute, 600 gallons per hour, 14,400 gallons per day
Artesian Fountain	30 gallons per minute, 1,800 gallons per hour, 43,200 gallons per day
Fountainhead	90 gallons per minute, 5,400 gallons per hour, 129,600 gallons per day

Rivulet will make a tiny trickle of that sort or maintain in soil a small natural pool of about three foot diameter and perhaps twice that depth.

Brooklet will make a trickle of the sort named or maintain in soil a small natural pool of about six foot diameter and about that depth.

Brook will make a flow the sort named or maintain in soil a natural pool of about nine foot diameter and about that depth.

Small Stream will make a flow the sort named or maintain in soil a little pond of about 12 to 14 foot diameter and likely something like half that depth, or it will make a small oasis the size of a small natural pool (above).

Fountain will make a stream or maintain in soil a small pond of about 18 to 20 foot diameter and likely something less than half that depth, or it will make a tiny oasis the size of a natural pool (above).

Artesian Fountain will make a large stream or maintain in soil a pond of about 30 to 32 foot diameter and likely something less than half that depth, or it will make a small oasis the size of a little pond (above).

Fountainhead will make a large stream or maintain in soil a large pond of about 50 to 55 foot or diameter and likely about one third that depth, or it will make an oasis the size of a small pond (above).

Note: Several fountainheads will make a very large or even great pond (over 150 foot diameter) or large oasis (60 or more feet in diameter). Many fountainheads will make a spring-fed lake of several square miles in area or very large oasis.

by continental divides, usually mountain ranges. The most common type of drainage pattern looks like the veins of a leaf. Large boulders may cover the bed of a river as it passes through many rapids in the steep, narrow canyons of the headwater zone, but as the landscape changes from mountains to plains its rocky material becomes progressively smaller, changing from boulders to cobbles to gravel. The floodplain that borders a river, formed from sediment deposited by floods, will also widen. As the land becomes less steep, the rocky material becomes mostly clay, sand, and silt. The mouth of a river is where its waters empty into an ocean or lake.

A river may form a triangular tract of flat land called a delta, formed by deposits of soil and sand at the mouth. A delta splits off into new channels called distributaries before feeding into the lake or sea. If no delta forms, the river may meet the sea in an estuary, where the salty tide meets the fresh-water current.

Wetland

Bog: Waterlogged, spongy ground choked with decaying moss, peat, and other vegetable matter.

Fen: Low land partially or fully submerged, supporting

coarse grasses and other characteristic vegetation.

Marsh: Soft, low-lying land covered partly or wholly by water, characterized by the growth of certain grasses and often serving as a transition between an area of water and an area of dry land.

Mire: Wet, muddy earth.

Morass: A tract of soft, wet ground.

Moss: An area of wetland containing peat; a bog; a morass. Often used in the plural (e.g. *the mosses of Inzae*).

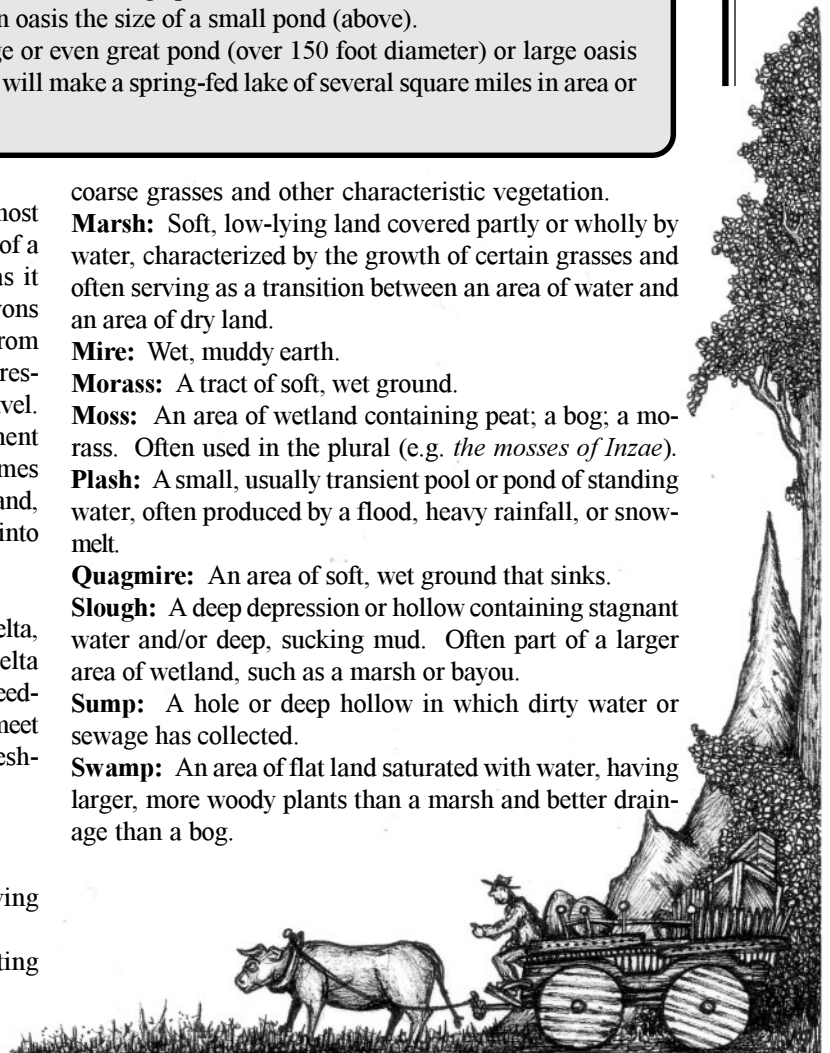
Plash: A small, usually transient pool or pond of standing water, often produced by a flood, heavy rainfall, or snow-melt.

Quagmire: An area of soft, wet ground that sinks.

Slough: A deep depression or hollow containing stagnant water and/or deep, sucking mud. Often part of a larger area of wetland, such as a marsh or bayou.

Sump: A hole or deep hollow in which dirty water or sewage has collected.

Swamp: An area of flat land saturated with water, having larger, more woody plants than a marsh and better drainage than a bog.



Wetland-Woodland

Bayou: A swampy, sluggish area of a stream or river.

Everglade: A completely submerged area of flatland, dotted with small, sometimes dry islands or hillocks and stands of tall grasses.

Mangrove Swamp: An area of marshland in tropical and subtropical climes characterized by large numbers of mangrove trees. Usually found on seacoasts.

Taiga (cold forest-marsh): A subarctic evergreen forest.

Tamarack (cold forest, marsh): A deciduous tree having needlelike leaves and heavy, durable wood.

Woodlands

Coppice: A small cluster of trees and brush, especially one artificially maintained.

Copse: A small collection of trees and brush; a coppice.

Deciduous Monsoon Forests: This region receives heavy daily rainfall, relieved seasonally by dry periods during which the trees shed their leaves.

Deciduous Temperate Forests: A region of warm to hot summers and mild to cold winters. All the trees but the evergreens shed their leaves to herald the snowy season, after the annual fall pageantry. Trees common to the regions are Ash, Beech, Birch, Cedar, Elm, Maple, Oak, Sycamore, Walnut, Willow and Yew.

Forest: A large area of land covered with dense trees and undergrowth.

Grove: A small group of trees bereft of undergrowth.

Jungle: An area of land densely overgrown with tropical trees and other vegetation.

Northern Coniferous Forests: The northern tree line and mountaintops are dominated by gnarled scrub trees. Fir and spruce trees are common to the northerly forests; larch, pine, and hemlock dominate further south. These forests occur in association with rivers, lakes, bogs, and usually occupy formerly glaciated regions.

Orchard: An area of land containing many fruit or nut trees, often artificially planted and cultivated.

Stand: A small group of tall plants or trees.

Temperate Evergreen Forests: These are subtropical regions with a warm maritime climate. The most common trees are oak, magnolia, palms, and bromeliads.

Temperate Rain Forests: Dominated by broad-leaved evergreen trees, such as hemlock, cedar, spruce, fir and redwood, these forests are common on Mediterranean coasts. Fogs are frequent due to the moist, ocean-cooled air, though rainfall may be low.

Timberland: An area of forest; often, such an area used for the harvesting of timber.

Tropical Rain Forests: In this region the plant growth is profuse, its tree species wildly diverse, with smooth straight trunks and large, simple leaves. Big vines are common,

and the growth can become quite tangled, forming a jungle at the edge of rivers.

Tropical Savanna Forests: This region is dominated by grasses and sedges, with widely spaced trees that are frequently thorny, and is often considered as intermediate between forests and steppes. Fire or grazing and browsing mammals create some savannas.

Tropical Scrub Forests: A thicket of evergreen oaks, thorny bushes and shrubs that occur in regions of slight rainfall, bordering wetter forests (known as chaparral).

Wood: A tract of land covered by dense trees and undergrowth, usually small in area.

STONES & ROCKS

There are three basic types of rock; igneous, sedimentary, and metamorphic.

Igneous rocks are formed from melted rocks which have cooled. The heating occurs deep in the earth and the cooling near the surface. They are generally coarse grained though quickly cooled rocks. Those, such as obsidian, are not. Most have crystalline structure in them. These are created during the molten stage. Examples: Obsidian (volcanic glass), granite, basalt, and andesite porphyry.

Sedimentary rocks are formed at the surface of the Earth, either in water or on land. They are layered accumulations of sediments, fragments of rocks, minerals, or animal or plant material.

They are held together by minerals, chemicals or electrical actions. They generally form parallel to the earth's surface and only change their orientation due to tectonic or volcanic activities. The degree of compaction nature of the parent material indicates the hardness of the rock. Examples: Sandstone, limestone, shale.

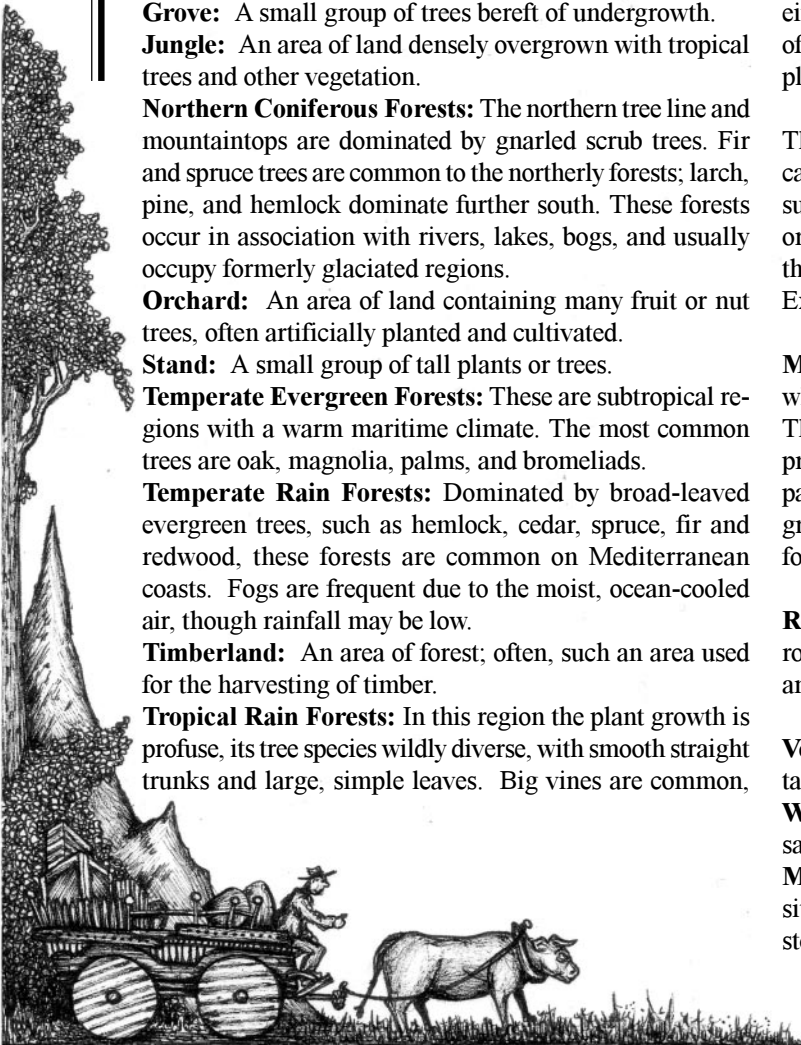
Metamorphic rocks are sedimentary or igneous rocks which have changed due to high pressures or intense heat. This generally occurs deep under the earth's surface. The process transforms the rocks into denser and more compact rock. The process can also separate the fine mineral grains found in many sedimentary and igneous rocks to form pure minerals.

Rock Hardness scale and representative samples. Many rocks have varying strengths depending on parent material and formation processes.

Very weak: Weakly compacted and weathered sedimentary rocks; sandstones, shale.

Weak: Weakly cemented sedimentary rocks; schist sandstones, shale, slate, limestone.

Medium: Competent sedimentary rocks; some low-density coarse-grained igneous rocks, sandstones, slate, limestone.



Strong: Competent igneous rocks; some metamorphic rocks and fine-grained sandstones, granite, basalt, marble, slate, limestone.

Very strong: Quartzites; dense fine-grained igneous rocks, diorite, basalt, marble, slate, steel, limestone.

Types of Stone

Alabaster: Smooth white translucent stone with a band.

Basalt: A dark gray to black dense stone.

Chert: Usually a dark flint, of fine grained igneous rock.

Conglomerate: A rock composed of compacted stones.

Gneiss: A hard-core foliated metamorphic rock similar to granite.

Granite: A very hard crystalline metamorphic rock ranging in colors from pink to black.

Greenstone: A fine-grained, hard metamorphosed rock of various shades of green.

Limestone: A soft sedimentary rock usually formed on the sea floor.

Marble: A very hard crystalline limestone.

Obsidian: A very fine-grained, quickly cooled metamorphic rock, similar to basalt in structure.

Phyllite: A shiny, corrugated rock that slate turns into under heat and pressure.

Pumice: A very light, cavity filled volcanic rock.

Quartzite: A crystalline mineral with hexagonal formation with cloudy to transparent coloration.

Sandstone: A common sedimentary rock of various densities and colors.

Slate: A hard metamorphic rock that fractures into rather thin slices.

Tuff: A rock made of volcanic ash that can be extremely strong or very weak.

GEMSTONES

This is a compilation of actual gemstones, but it is not meant to reflect actuality. That is, it is aimed at use in a fantasy world environment, not as a treatise on gemology.

Suggested Values

The variables involved in setting anything like a “real” worth for gemstones are: hardness, durability (not necessarily linked to hardness), rarity of the stone, color, clarity (or other factor in translucent, opaque, or various special gems such as opals, pearls), weight, cut (or “skin” of a pearl), and demand—the popularity of the gemstone material in a particular culture and society. Thus, in a fantasy environment the make-believe worth of any gemstone is not fixed by actual market values.

If you are not relying on gemstone values given in a role-playing game, then this chart might be used as a base for establishing the worth of the various sorts of stones. Assume all values are for fine specimens of their type. All stones are not listed, but the examples given should suffice for the individual to place any non-named stone into a grouping. Remember that rare and desired stones will have a commensurately higher value than similar ones that are easily available and/or not popular.

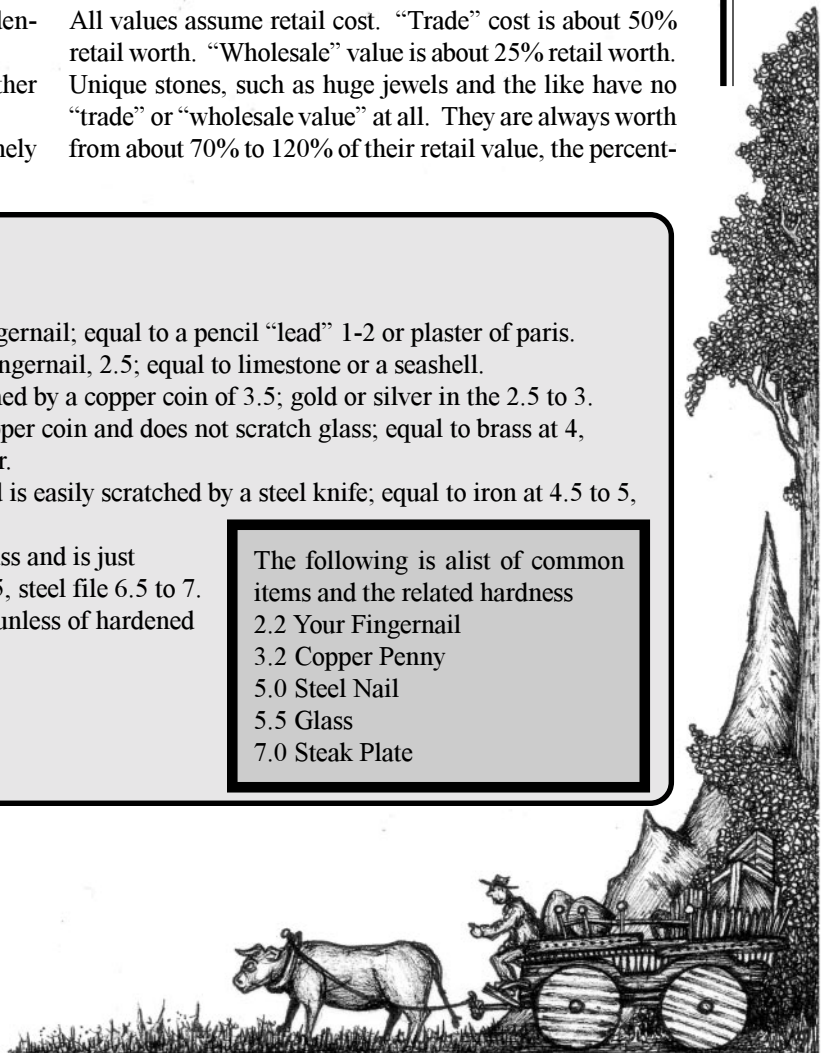
All values assume retail cost. “Trade” cost is about 50% retail worth. “Wholesale” value is about 25% retail worth. Unique stones, such as huge jewels and the like have no “trade” or “wholesale value” at all. They are always worth from about 70% to 120% of their retail value, the percent-

Table 2:8 MOH’s Hardness Scale

Hardness	Material
1	Talc: Easily scratched by the fingernail; equal to a pencil “lead” 1-2 or plaster of paris.
2	Gypsum: Just scratched by the fingernail, 2.5; equal to limestone or a seashell.
3	Calcite: Scratches and is scratched by a copper coin of 3.5; gold or silver in the 2.5 to 3.
4	Fluorite: Not scratched by a copper coin and does not scratch glass; equal to brass at 4, platinum at 4 to 4.5 is a bit harder.
5	Apatite: Just scratches glass and is easily scratched by a steel knife; equal to iron at 4.5 to 5, but glass is 5.5 to 6.
6	Orthoclase: Easily scratches glass and is just scratched by a file; iron pyrite 6.5, steel file 6.5 to 7.
7	Quartz: Not scratched by a file unless of hardened steel alloy at 7.5.
8	Topaz: N/A.
9	Corundum: N/A.
10	Diamond: N/A.

The following is a list of common items and the related hardness

- 2.2 Your Fingernail
- 3.2 Copper Penny
- 5.0 Steel Nail
- 5.5 Glass
- 7.0 Steak Plate



age depending on total worth, the greater the worth, the higher the percentage applicable.

Uncut/rough material is assumed to be at 10% to 15% of the price stated for finished material. Exceptions to this are very large crystals, mineral-masses, and substances where finishing does not dramatically reduce the weight of the material. In such cases the worth of the uncut/rough material is from 20% to 30% of the finished work.

Jewels: Diamond, emerald, ruby (blood red), sapphire (blue)—also any very rare stones; \$3,500 to \$5,000 for a one-carat well-cut stone. For all stones in this category add 10% cumulative to the per carat value for each full carat above one.

Diamonds that are “flawless”, have a color—blue, green, bright yellow—and are above 10 carats in weight add an additional 10% cumulative per carat value above 10 carats due to their rarity, color, brilliance, and general demand.

Rubies that are “flawless”, are of pigeon’s blood hue, and are above 10 carats in weight add 15% cumulative per carat value due to their rarity, color, brilliance, and general demand.

Black (precious) opal that is in cut form and above five carats in weight is a jewel, and so has a value of \$3,500 to \$5,000 per carat; any carat weight above 10 carats add an additional 10% cumulative per carat value above 10 because of their rarity, color, and general demand.

Precious Stones: Alexandrite chrysoberyl (green showing red in artificial light), black (precious) opal, jade (emerald green), sapphire (other than blue), spinel (red); \$1,500 to \$2,500 for a one-carat well-cut stone. For all stones in this category add 10% cumulative to the per carat value for each full carat above one.

Semi-Precious Stones: Beryl, chrysoberyl, fire opal, green garnet, precious opal (not black), spinel (other than red), spodumene (both types), tanzanite (best blue), topaz, tourmaline; \$500 to \$1,000 for a one-carat well-cut stone. For all stones in this category add 5% cumulative to the per carat value for each full carat above one.

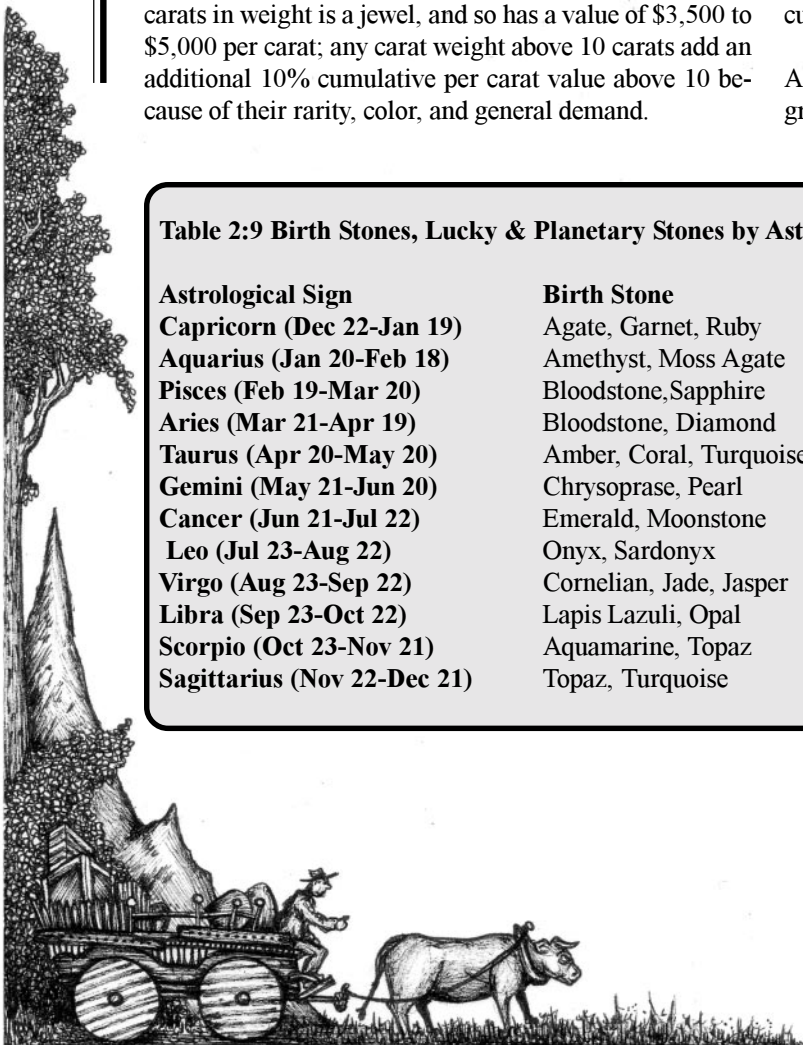
Fancy Stones: Cornelian, jadeite (pure green or violet), moonstone (whitish), nephrite (pure emerald green), opal (common), pearl (rare colors, spherical or pear-shaped and fine), peridot, spinel (red), zircon; \$100 to \$350 for a one-carat well-cut stone. For all stones in this category add 5% cumulative to the per carat value for each full carat above one.

Ornamental Stones: Amber, amethyst and other quartz stones (not otherwise noted above), coral, garnet (not otherwise noted), ivory, jadeite (other), lapis lazuli, malachite, moonstone (non-whitish), nephrite (other), pearl (other than noted above), turquoise; \$1 to \$50 for a one-carat well-cut stone.

A carat weighs 200 milligrams. There are 2,835 milligrams to an ounce, and one pound (16 ounces) avoirdupois.

Table 2:9 Birth Stones, Lucky & Planetary Stones by Astrological Sign

Astrological Sign	Birth Stone	Lucky Stone	Planetary Stone
Capricorn (Dec 22-Jan 19)	Agate, Garnet, Ruby	Ruby	Lapis Lazuli
Aquarius (Jan 20-Feb 18)	Amethyst, Moss Agate	Turquoise	Amethyst, Garnet
Pisces (Feb 19-Mar 20)	Bloodstone, Sapphire	Amethyst	Aquamarine
Aries (Mar 21-Apr 19)	Bloodstone, Diamond	Bloodstone, Diamond	Jasper
Taurus (Apr 20-May 20)	Amber, Coral, Turquoise	Diamond	Quartz, Emerald
Gemini (May 21-Jun 20)	Chrysoprase, Pearl	Agate, Emerald	Tigereye
Cancer (Jun 21-Jul 22)	Emerald, Moonstone	Chalcedony	Moonstone
Leo (Jul 23-Aug 22)	Onyx, Sardonyx	Amber, Onyx, Peidot	Rock Crystal
Virgo (Aug 23-Sep 22)	Cornelian, Jade, Jasper	Cornelian, Sardonyx	Citrine
Libra (Sep 23-Oct 22)	Lapis Lazuli, Opal	Chrysolite Opal, Sardonyx	Sapphire
Scorpio (Oct 23-Nov 21)	Aquamarine, Topaz	Aquamarine, Beryl	Garnet, Ruby
Sagittarius (Nov 22-Dec 21)	Topaz, Turquoise	Topaz, Pearl	Topaz



pois is thus 45,360 milligrams. A one-carat gemstone, 200 milligrams, thus weighs about 0.07 of an ounce, a 10-carat stone weighs about 0.705 ounces, while a massive 100-carat stone comes in at 7.05 ounces. If one came upon a 1,000 carat gemstone, it would weigh 70.54 ounces (4.41

pounds), while a massive, 10,000 carat stone (or that many one-carat ones...) would top out at 705.4 ounces (44.1 pounds). So now you know why precious gemstones have been the means of carrying large amounts of wealth for a long, long time!

For a complete list of gems, their weight and properties see Appendix G, on page 163-169.

Table 2.10 Birth Stones

Month	Arcane	Western	Eastern
January:	Emerald or Rose Quartz	Agate or Garnet	Garnet
February:	Onyx or Moonstone	Amethyst	Amethyst
March:	Jade or Rock Crystal	Bloodstone	Bloodstone
April:	Quartz or White Sapphire	Diamond	Diamond
May:	Chrysoprase or Golden Beryl	Emerald	Agate
June:	Moonstone or Common Opal	Alexandrite or Moonstone	Pearl
July:	Cornelian	Ruby	Ruby
August:	Jade	Peridot or Sardonyx	Sapphire
September:	Diamond or Chrysoberyl	Sapphire, Lapis Lazuli or Agate	Moonstone
October:	Pink Tourmaline, Aquamarine	October: Tourmaline or Jasper	Opal, precious
November:	Citrine or Pearl	Citrine Topaz	Topaz
December:	Lapis Lazuli or Onyx	Zircon or Turquoise	Jade

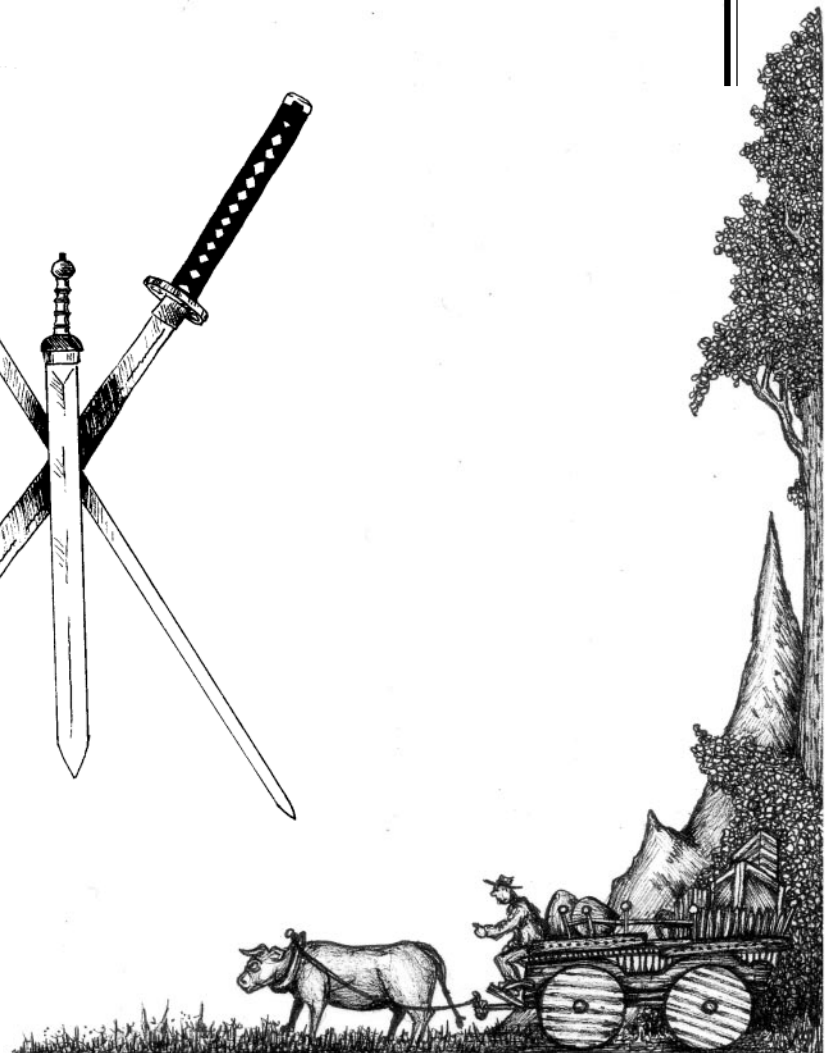
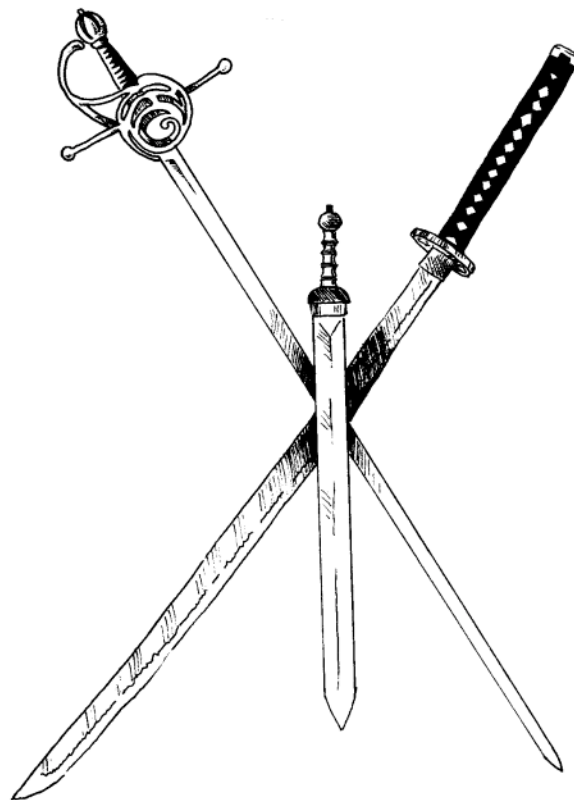


Table 2:11 Metal/Stone/Gems, d20 Spells, Magic Items, and General Game Effects

In the core rules of the d20 game system dealing with magic, magic items cost money to create. It stands to reason that expensive components would likely be rare objects, such as rare flora, elements of rare fauna, or rare minerals. The stone's table provides you with suggestions to consider when developing magic items. For example, a *sunsword* would probably have one or more topaz gems embedded in itsommel, or perhaps powdered into the metal used to create it.

The gems could be used as optional *power components*, if you use that variant rule to replace XP loss with the consumption of a costly item, but this depends on your campaign and note that XP loss is a better form of limiting power for PCs than material loss.

Another option would be a variant rule to allow spellcasters to use gems for a little extra help or power. You could use the gems as a sort of *focus* to boost spells—with the focus being consumed after the spell is cast. Depending on the value of the stone and the spell being cast, it might provide one of the following effects:

Anywhere from a +1 to +4 increase in the DC to resist, if the spell has a saving throw.

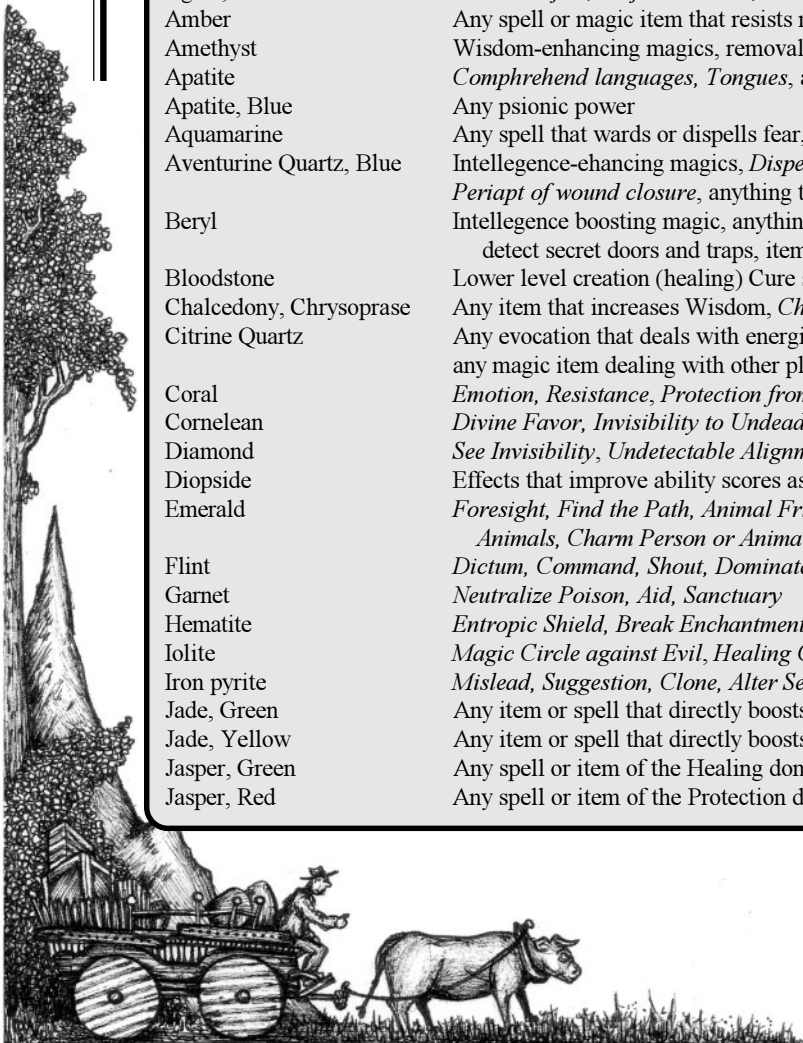
Anywhere from a +1 to +4 bonus to overcome spell resistance.

The effects of the feats *Extend Spell*, *Expand Spell*, or *Empower Spell* for the spell being cast, without requiring a higher-level spell slot.

The effects of the *Heighten Spell* feat, limited to an increase of 1-2 levels, without requiring a higher-level spell slot.

Use your best judgment based on the rarity, the cost, and the properties of the gem, as well as game balance needs.

Agate	<i>Read Alignment, Zone of Truth, Tongues, Detect Thoughts</i>
Agate, Amethystine	<i>Detect Chaos, Protection from Chaos, Dispel Chaos, Word of Chaos</i>
Agate, Blue Laced	<i>Bestow Curse, Charm Person, Emotion, Dominate Person</i>
Agate, Botswana	<i>Minor Creation, Secret Chest, Major Creation, Fabricate, Mind Fog</i>
Agate, Geode	All psionic powers; all enchantment spells
Agate, Moss	<i>Bless, Divine Favor, Remove Fear, Restoration</i>
Agate, with fossils	<i>Locate Object, Major Creation, Fabricate, Legend Lore, Vision, Discern Location</i>
Amber	Any spell or magic item that resists negative emotions
Amethyst	Wisdom-enhancing magics, removal/protection from intoxicants
Apatite	<i>Comprehend languages, Tongues</i> , any language-dependent spell
Apatite, Blue	Any psionic power
Aquamarine	Any spell that wards or dispells fear, <i>Water breathing, Restoration, Greater restoration</i> .
Aventurine Quartz, Blue	Intellegence-ehancing magics, <i>Dispel magic, Anti-magic field, Disjunction</i> , Wounding weapons, <i>Periapt of wound closure</i> , anything that protects one from gas attacks
Beryl	Intellegence boosting magic, anything that increases skill checks, items that can help detect secret doors and traps, items that help rogues skills
Bloodstone	Lower level creation (healing) Cure spells, <i>Remove disease</i>
Chalcedony, Chrysoprase	Any item that increases Wisdom, <i>Charm Monster, Charm Person</i>
Citrine Quartz	Any evocation that deals with energies, <i>Ethereal Jaunt, Astral Projection, Plane Shift, Gate</i> , any magic item dealing with other planes/dimensions
Coral	<i>Emotion, Resistance, Protection from Evil</i> , Calm Emotions
Cornelean	<i>Divine Favor, Invisibility to Undead, Remove Fear, Endurance, Augury</i>
Diamond	<i>See Invisibility, Undetectable Alignment; True Seeing</i>
Diopside	Effects that improve ability scores as with <i>Bulls Strength, Cats Grace</i> etc.
Emerald	<i>Foresight, Find the Path, Animal Friendship, Detect Animals or Plants, Invisibility to Animals, Charm Person or Animal</i>
Flint	<i>Dictum, Command, Shout, Dominate Person</i>
Garnet	<i>Neutralize Poison, Aid, Sanctuary</i>
Hematite	<i>Entropic Shield, Break Enchantment, Spell Turning</i>
Iolite	<i>Magic Circle against Evil, Healing Circle</i>
Iron pyrite	<i>Mislead, Suggestion, Clone, Alter Self</i> , Any item or spell that is of the illusion school
Jade, Green	Any item or spell that directly boosts saving throws
Jade, Yellow	Any item or spell that directly boosts saving throws
Jasper, Green	Any spell or item of the Healing domain or the Emotion spell
Jasper, Red	Any spell or item of the Protection domain



Kunzite	<i>Passwall, Phase Door</i>
Labradorite Feldspar	Various Divination Spells; restoration of Wisdom or Intelligence points
Lapis Lazuli	<i>Mind Blank, Ring of Mind Shielding, Ring of X-ray Vision, Gem of Seeing, Blindness, Remove Blindness</i> , any spell that is part of the Conjuraton (healing) school
Malachite	<i>Change Self, Alter Self, Polymorph Self, Shape Change, Sleep</i> and sleep based effects
Moldavite	<i>True Seeing, Gem of Seeing, Zone of Truth, Discern Lies</i>
Moonstone	<i>Sanctuary, Tiny Hut, Control Weather, Discern Location</i>
Moonstone, Blue-White	N/A
Moonstone, Golden	N/A
Moonstone, Gray	N/A
Moss Agate	Various spells affecting nature, most Druid spells, Plant and Animal Cleric domains
Mother of Pearl	Any item or spell of the Aburation school or Protection Domain
Obsidian	<i>Dispel Evil, Restoration, Greater Restoration</i>
Obsidian, Black	Anything that increases Wisdom or wisdom-based skills
Obsidian, Reddish	<i>Augury, Divination, Death Ward</i>
Octahedron	<i>Mending, Fabricate</i> , Creation (minor & major)
Onyx, Black	<i>Death Ward</i> , virtually any spell or magic item dealing with the Necromancy or Evocation schools that cause damage/destruction
Onyx, White	Enhances Creation (healing) and virtually any spell with the “good” descriptor
Opal, Black	<i>Mind Blank, Ring of Mind Shielding</i> , general psionic powers, general magic items that use spells from the Evocation school. Various Illusions (Figments and Glamours), anything that protects from scrying or detection (<i>Misdirection, Screen, Secret page, Illusionary Script</i>)
Opal, fire	<i>Endure Elements (Fire), Resist Elements (Fire), Fire Shield (Warm), Ring of Fire Resistance, Armor of Fire Resistance, Shield of Fire Resistance</i>
Opal, Precious	Emotion (hope), <i>See Invisibility, True Seeing, Scrying</i> (across planes)
Pearl	Anything that enhances Charisma based attributes or skills
Peridot	Anything that enhances Strength or Constitution
Petrified Wood	<i>Protection from Chaos, Order's Wrath, Shield of Law</i>
Quartz, Blue	Anything that enhances Wisdom or Will saves, protection/immunity to fear, divination magic that points in the direction of a solution like <i>Commune, Augury, Find the Path</i> , etc.
Quartz, Clear Crystal	N/A
Quartz, Rose	Divinations dealing with the future, all Charm spells, <i>Bless, and Aid</i>
Quartz, Rutilated	Any item or spell of the Conjuraton school
Quartz, Smoky	<i>Emotion</i> , any fear causing spell/item
Rhodocrosite	Any item or spell providing protection from surprise
Rhodonite	Any item or spell serving as protection versus fear or insanity
Ruby	<i>Expeditious Retreat, Detect Secret Doors, Freedom, Freedom of Movement</i>
Sapphire, Blue	Spells that protect against enchantments, divination, that compels truth or detects lies
Sapphire, White	Virtually all abjuration effects, <i>Wall of Force, Forcecage</i> , other force-based protections, <i>Prismatic Wall, Prismatic Sphere, Sanctuary</i> , Protection against ingested poisons
Silver	<i>Protection from Elements, Secure Shelter</i>
Soapstone	Effects that improve ability scores. (<i>Bulls Strength, Cats Grace</i>)
Sodalite	Enhances any Enchantment spell that is sonic or language dependent. Abjuration spells vs. evil
Sulfur	Virtually any psionic effect, any Enchantment spell (including charms and compulsions), protection from diseases, <i>Periapt of Wound Closure</i>
Sunstone	Any spell or item of the Healing or Good domain, or any positive Necromantic spell
Tanzanite	Any spell that affects NPC reactions to reduce hostility
Tektite	<i>Banishment</i> , magic circles
Tiger's eye	Healing and Knowledge domains; Clairvoyance
Topaz	<i>Color Spray, Glitterdust, Daylight, Continual Flame</i>
Tourmaline (any)	<i>Cat's Grace, Endurance, Haste, Mnemonic Enhancer</i>
Tourmaline, Green	<i>Mass Haste</i>
Tourmaline, Pink	<i>Demand, Irresistible Dance</i>
Tourmaline, Rubellite	<i>Transformation, Iron Body</i>
Turquoise	Any spell or item of the Healing and Good Domains, or beneficial Adjuration spells

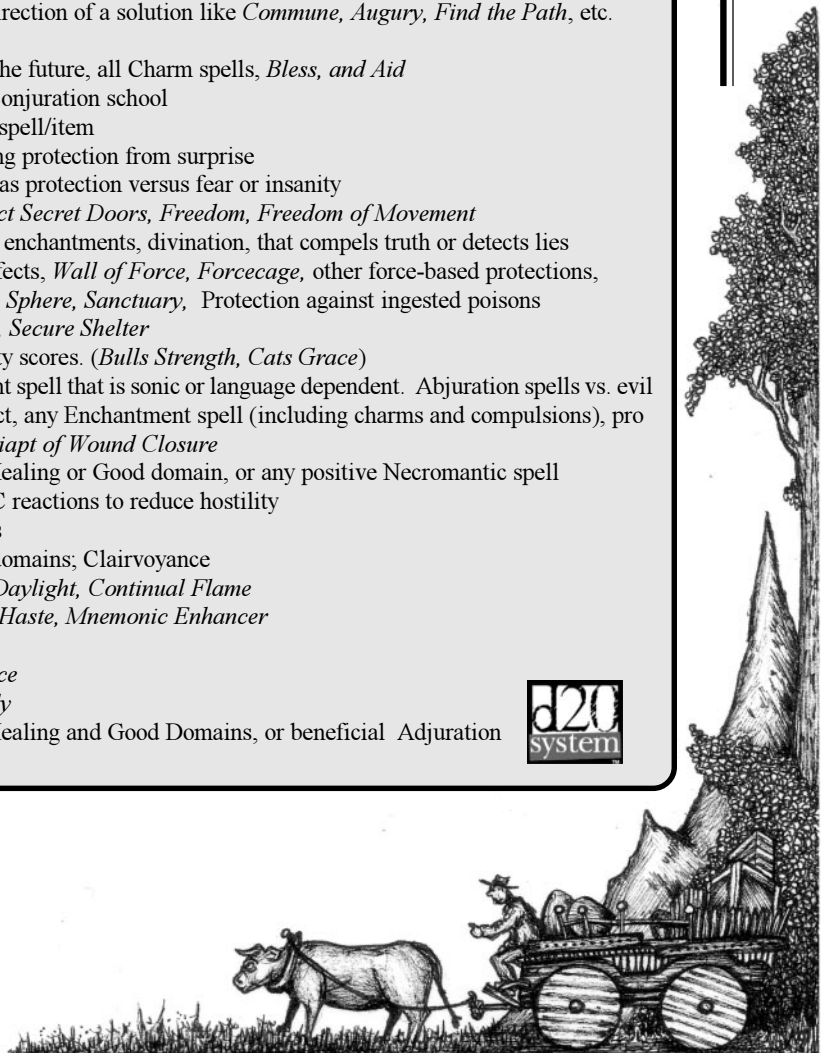
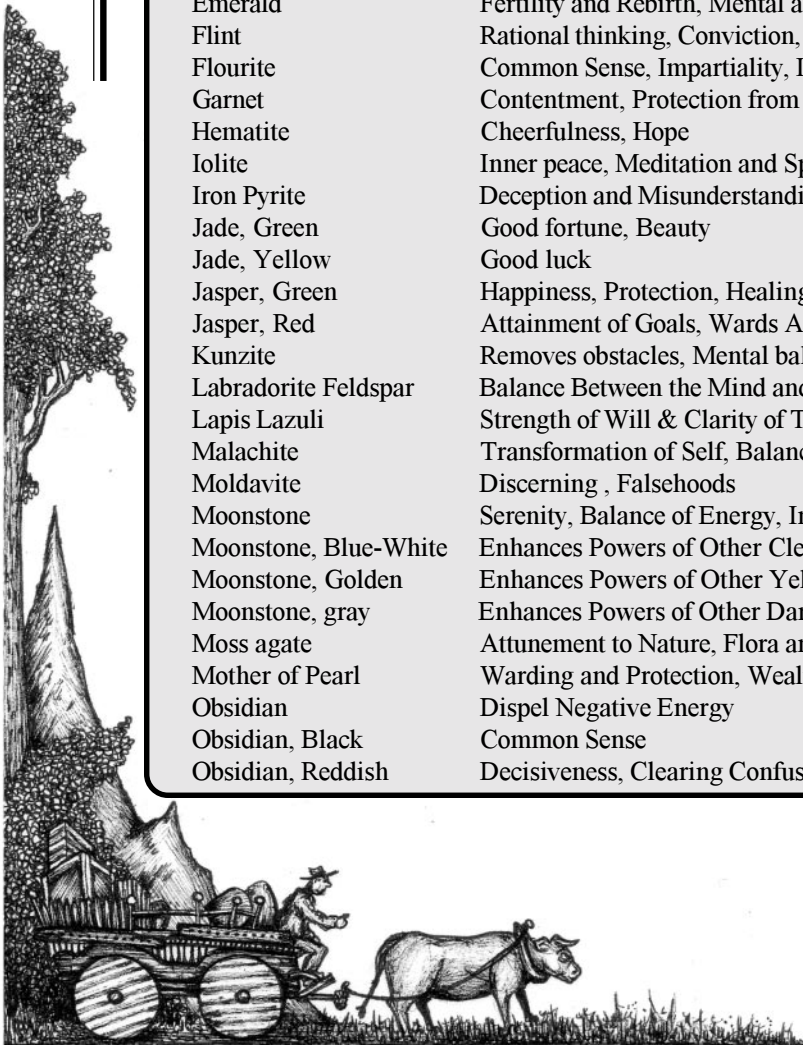
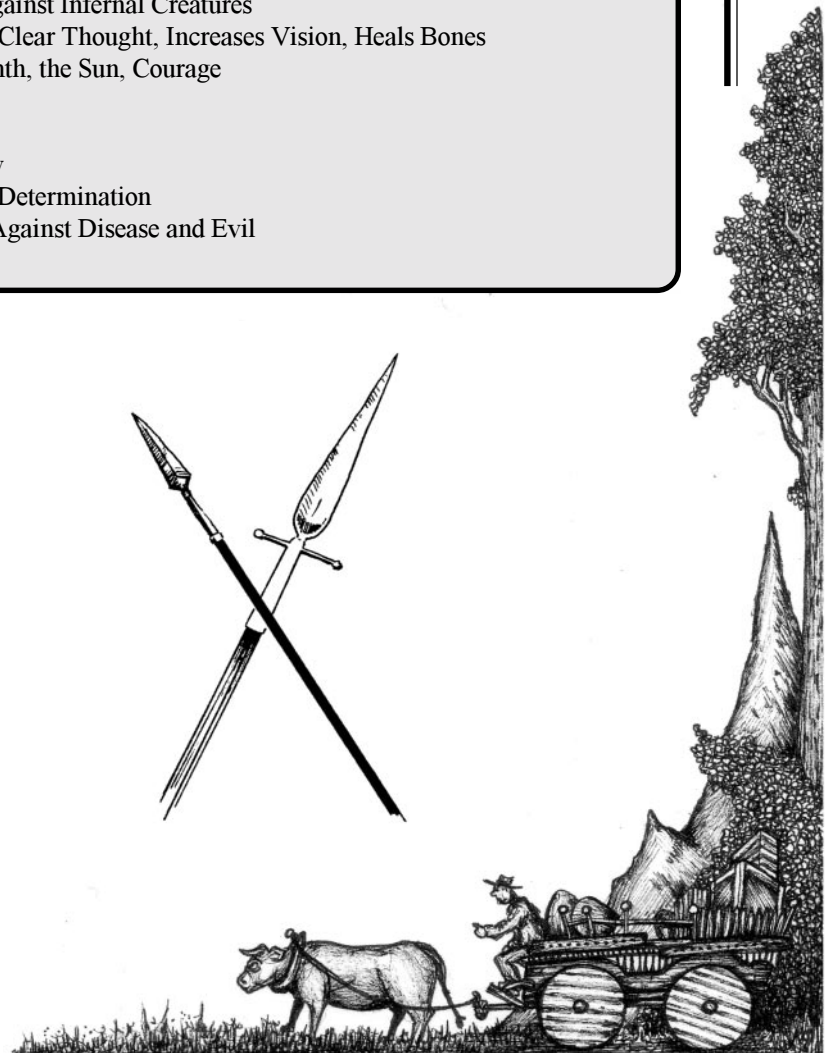
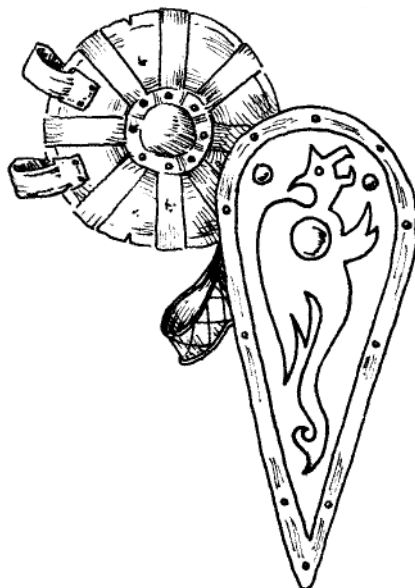


Table 2:12 Magical Affects of Metal and Stone for the Lejendary Adventure Game

Metal/Stone	Legendary Effects
Agate	Discernment, Understanding of Others and Circumstances.
Agate, Amethystine	Moving, Change, Chaos
Agate, Blue laced	Femininity, Emotion, Precognition
Agate, Botswana	Gifts, Small Pleasures, Complacency
Agate, Geode	Psionic Powers
Agate, Moss	Peace of mind, Purifying
Agate, with Fossils	Treasure, Lost Lore, and Relics
Amazonite Feldspar	Guards and Strengthens the Heart, Self Worth and Confidence
Amber	Brighten Mood, Bring Happiness
Amethyst	Peace, Increase of Spirituality, Sobriety, Intuition, Psychic Awareness
Apatite	Clear Speech
Apatite, Blue	Psychic Invigoration and Power
Aquamarine	Courage, Harmony, Protection from Drowning, Soothing of Mind, Lessening Grief
Aventurine Quartz, Blue	Creativity, Cleansing and Balance of Energy, Blood and Breathing
Aventurine Quartz, Green	Decisiveness, Internal Health and Healing
Beryl	Understanding of Problems and Puzzles
Bloodstone	Healing of Wounds, Fighting Internal Parasites
Chalcedony, Chrysoprase	Compassion, Wisdom
Citrine Quartz	Physical Energy, Access to the Non-Corporeal Realms
Coral	Mental & Emotional Strength
Cornelean	Wards Against Deadly Sins, Intellect and Creativity, Courage, Strength
Diamond	Mental Power and Insight, Energy
Diopside	Muscular Fitness, Mental Fitness
Emerald	Fertility and Rebirth, Mental and Physical Strength and Healing, Spring, Love
Flint	Rational thinking, Conviction, Determination
Flourite	Common Sense, Impartiality, Internal Organs
Garnet	Contentment, Protection from Poisons, Robust Health
Hematite	Cheerfulness, Hope
Iolite	Inner peace, Meditation and Spirituality, Anti-Toxin
Iron Pyrite	Deception and Misunderstanding
Jade, Green	Good fortune, Beauty
Jade, Yellow	Good luck
Jasper, Green	Happiness, Protection, Healing
Jasper, Red	Attainment of Goals, Wards Against the Negative, Calmness
Kunzite	Removes obstacles, Mental balance and calm emotion
Labradorite Feldspar	Balance Between the Mind and Spirit, Psychic Insight
Lapis Lazuli	Strength of Will & Clarity of Thought and Awareness, Eyesight, healing, Children
Malachite	Transformation of Self, Balanced Judgement, Concord with Others, Promotes sleep
Moldavite	Discerning , Falsehoods
Moonstone	Serenity, Balance of Energy, Internal Health, Mental Healing
Moonstone, Blue-White	Enhances Powers of Other Clear-White to Blue Minerals, Cools
Moonstone, Golden	Enhances Powers of Other Yellow to Red Minerals
Moonstone, gray	Enhances Powers of Other Dark Minerals
Moss agate	Attunement to Nature, Flora and Fauna
Mother of Pearl	Warding and Protection, Wealth
Obsidian	Dispel Negative Energy
Obsidian, Black	Common Sense
Obsidian, Reddish	Decisiveness, Clearing Confusion



Octahedron	Channels Energy into Work
Onyx, Black	Resistance to Negativity, Focus and Control of Destructive/Negative Energy
Onyx, White	Increase of Positive Energy, Focus and Control of Constructive Energy
Opal, Black	Mystery, Power of Mind, Power Direction
Opal, Fire	Action, Protection from Fire
Opal, Precious	Hope, Observation and Sight into the Spiritual Realms
Pearl	Love, Personal Influence
Peridot	Energy, Strength.
Petrified Wood	Law, Cognitive Clarity
Quartz, Blue	Moral strength, Resolution, Wards Against Fears
Quartz, Clear Crystal	Amplify Other Personal or Mineral Energy
Quartz, Rose	Compassion, Love, Positive Mental Attitude and Sensing Opportunity
Quartz, Rutilated	Creativity
Quartz, Smoky	Mental Control of Emotions
Rhodocrosite	Capacity to Deal with the Unexpected
Rhodonite	Love, Blood and Courage
Ruby	Love, Passion, Persistence, Freedom and Mobility
Sapphire, Blue	Divinity, Mental Clarity and Cleansing of Thoughts, Sincerity
Sapphire, White	Protection
Silver	Survival & Impoverishmen
Soapstone	Adaptability, Daring
Sodalite	Oration, Speech, Wards Against Evil and the Negative
Sulfur	Mental power, Wards Against Infections and Disease
Sunstone	Healing, Health, and Vigor, Warms
Tanzanite	Disposition and Cheerfulness
Tektite	Banishing, Wards Against Infernal Creatures
Tiger's Eye	Seeing and Sensing, Clear Thought, Increases Vision, Heals Bones
Topaz	Sight, Fire and Warmth, the Sun, Courage
Tourmaline (any)	Energy, Activity
Tourmaline, Green	Vigor and Virility
Tourmaline, Pink	Vigor and Femininity
Tourmaline, Rubellite	Strength of Will and Determination
Turquoise	Good health, Wards Against Disease and Evil



FLORA

"Yellow blooms of star shaped lily leeks, growing in the bosom of an ancient elm . . ." These are the details that breath life into a setting. The nuances of color, the scents the very texture of the soil all lend credence to the truth of the tale you are spinning. Though something so small as a flower may seem trivial, it carries the same weight in meaning to an audience as anything so great as a tree or mountain.

What follows is a catalog of plants as well as a close examination of the greatest of the flora, the trees, the most used, herbs, and the most beautiful, the flowers.

Plants, Unusual

- Algae
- Benthon
- Conferva
- Dulse
- Focoid
- Focus
- Gulfweed
- Iceland Moss
- Irish Moss
- Kep
- Lichen
- Plankton
- Pond Scum
- Reindeer Moss
- Rock Weed
- Sargasso
- Sargassum
- Scum
- Sea Lettuce
- Sea Moss
- Seaweed
- Sea Wrack
- Stonewort
- Wrack

Ferns

- Adder's Fern
- Baby Fern
- Basket Fern



- Beech Fern
- Bladder Fern
- Boulder Fern
- Bracken
- Chain Fern
- Cliff Brake
- Climbing Fern
- Curly Grass
- Grape Fern
- Hart's Tongue
- Holly Fern
- Lady Fern
- Lip Fern
- Maidenhair

Fungi

- Mold, Mould
- Mushroom
- Puffball
- Rust
- Slime Mold
- Smut
- Toadstool
- Truffle
- Yeast



Grasses

- Alfalfa
- Alfilaria
- Bamboo
- Bluegrass
- Bluejoint
- Broomcorn
- Buckwheat
- Bulrush
- Cane
- Durra
- Eelgrass
- Grass, Beach
- Grass, Beard
- Grass, Bengal
- Grass, Bent
- Grass, Bog
- Grass, Bristly Foxtail
- Grass, Buffalo
- Grass, Bunch
- Grass, Canary
- Grass, Cocksfoot
- Grass, Cotton
- Grass, Crab
- Grass, Feather
- Grass, Finger
- Grass, Finger-Comb
- Grass, Flyaway
- Grass, Four-Leaved
- Grass, Gama
- Grass, Hassock

- Grass, Herd's
- Grass, Myrtle
- Grass, Orchard
- Grass, Palm-Leaved
- Grass, Pampus
- Grass, Pin
- Grass, Plume
- Grass, Ribbon
- Grass, Silk
- Grass, Squirrel-Tail
- Hairgrass
- Horse Tail
- Papyrus
- Pepper Grass
- Reed
- Rush
- Scotch
- Sedge

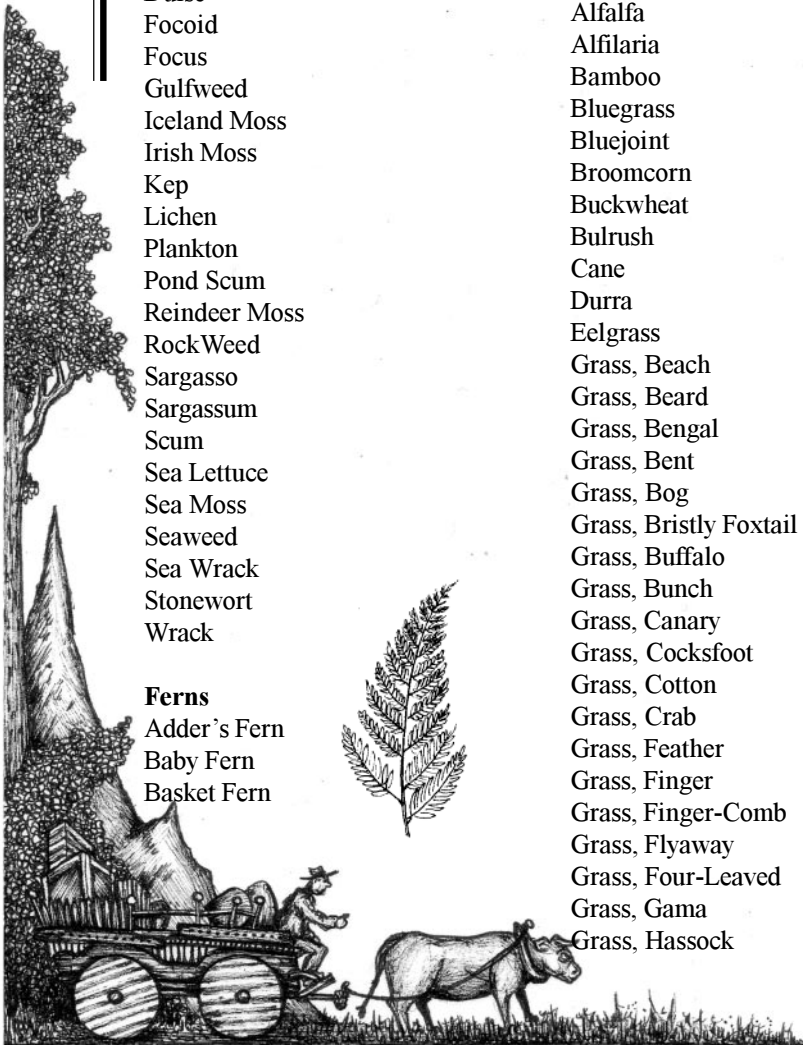
Moss

- Club Moss
- Flowering Moss
- Ground Pine
- Hair Cap Moss
- Leafy Liverwort
- Long moss
- Lycopodium



Shrubs

- Alder
- Azalea
- Barberry
- Bayberry
- Blackberry
- Blackthorn
- Blueberry
- Box
- Bridal Wreath
- Broom
- Caper
- Chokeberry
- Clove Tree
- Coca
- Coffee
- Cotton
- Cranberry
- Currant
- Daphne
- Elder
- Evergreen Bittersweet
- Fosythia
- Frangipani
- Fuchsia
- Furze
- Gale
- Gardenia
- Genista



Gooseberry
 Gorse
 Greasewood
 Guava
 Guayule
 Haw Heather
 Hemp Tree
 Hibiscus
 Holly
 Hop Tree
 Huckleberry
 Hydrangea
 Indigo
 Juneberry
 Juniper
 Jute
 Kalmia
 Laurel
 Leatherleaf
 Lilac
 Locust
 Magnolia
 Maguey
 Manzanita
 Mescal
 Mesquite
 Milkwort
 Mistletoe
 Mock Orange

Shrubs, thorny (Thorns also and Thistles shall it bring forth to thee)

Acanthopanax (shrub with thorns)
 Barberry
 Blackberry
 Bramble (any prickly shrub or vine)
 Broom (flowering shrubs)
 Burr (a weed or other plant with burrs)
 Cleomes (bee plant)
 Dewberry
 Echinops (prickly like thistles)
 Eryngium (sea holly)
 Gooseberry, Fuschia Flowered
 Holly, English
 Natal Plum
 Nettle Plant (perennial weeds of the nettle family with stinging hairs)
 Pampas Grass
 Poppy, Prickly
 Prickly Currant
 Raspberry
 Rose, Dog
 Rose, Little Wild
 Rose, Nootka
 Rose, Pearhip

Salmonberry (a spineless raspberry, having reddish, edible fruit)
 Teasel (prickly, cylindrical heads of yellowish or purplish flowers)
 Thistle (prickly leaves and heads of purple, white or yellow flowers)
 Thistles, "Firethorn"

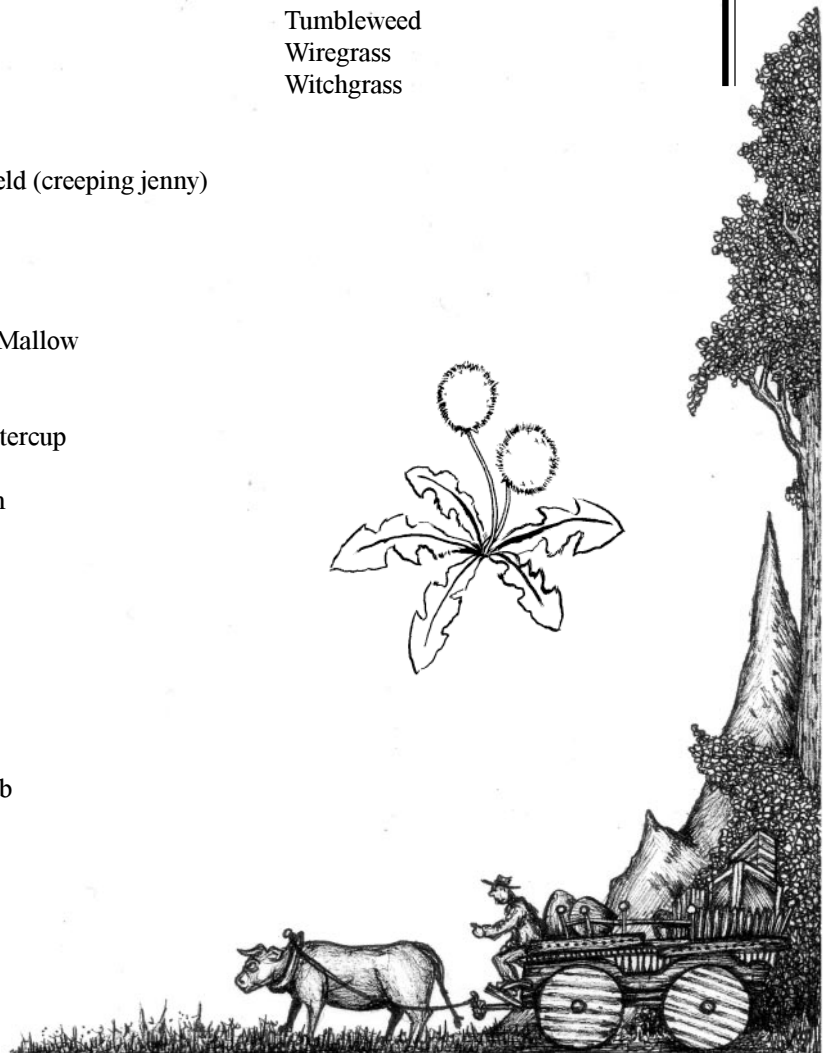
Vines

Bittersweet
 Clematis
 Creeper
 Dewberry
 Grape
 Greenrier
 Honeysuckle
 Hop
 Ivy (various)
 Jasmine
 Liana
 Mistletoe
 Morning Glory
 Poison Ivy
 Poison Oak
 Trumpet Vine
 Wisteria

Weeds

Arrowhead
 Barberry
 Begger ticks
 Bindweed
 Bindweed, field (creeping jenny)
 Brake
 Burdock
 Burr
 Cat's Ear
 Cheesweed Mallow
 Chickweed
 Crabgrass
 Creeping Buttercup
 Dandelion
 Devil's Thorn
 Dock
 Fireweed
 Goatsrue
 Goldenrod
 Horsetail
 Jimson Weed
 Knawel
 Knotweed
 Lady's Thumb
 Locoweed
 Mallow
 May Weed
 Mesquite
 Milkweed

Mullein, Foxglove
 Mullein, Nightshade
 Mustard
 Nettle
 Onionweed
 Pigweed
 Plantain
 Poison Ivy
 Poison Oak
 Poison Sumac
 Pokeweed
 Prickly Lettuce
 Purslane
 Quack Grass
 Ragweed
 Sandbur
 Scarlet Pimpernel
 Sheep's Sorrel
 Shepherd's Purse
 Skunk Cabbage
 Smartweed
 Speedwell
 Spotted Spurge
 Spurry
 Stinkweed
 Tarweed
 Thistle
 Tumbleweed
 Wiregrass
 Witchgrass



TREES BY BIOME AND SIZE

The listing below breaks tree types down, dividing them into their appropriate biomes, heights and trunk diameter. The E, D or P following the name relates to the type of tree it is coniferous, deciduous and palm.



Deciduous



Evergreen



Palm

Tree Name	Biome	Height	Diameter
-----------	-------	--------	----------

Trees, Boreal

Alder, Common-E	Boreal	65-100'	2'
Alder, Gray-D	Boreal	33-65'	1'
Alder, Red-D	Boreal	95-130'	3-4'
Fir, Balsam-E	Boreal	40-60'	1-1.5'
Fir, Douglas-E	Boreal	300'	10'
Larch-E	Boreal	130'	5'
Pine, Cembran-E	Boreal	100'	5'
Pine, Red-E	Boreal	65-100'	3'
Pine, White-E	Boreal	80-165'	3-7'
Poplar, White-D	Boreal	100'	2-3'
Spruce, Norway-E	Boreal	100-150'	3-5'
Spruce, Serbian-E	Boreal	115'	4'
Willow, Bog-D	Boreal	20'	4"

Trees, Desert

Aloe-E	Desert	60'	5'
Cactus, Cholla-E	Desert	15'	6"
Cactus, Giant-E	Desert	20-35'	1-2'
Cactus, Saguaro-E	Desert	25-55'	1-2'
Catclaw, Grieg-E	Desert	3-20'	10"
Catclaw, Roemer-E	Desert	3-6'	1'
Juniper-E	Desert	25'	6-12"
Mesquite, Honey-D	Desert	20'	1'
Paloverde, Blue-D	Desert	40'	6-12"
Washingtonia-P	Desert	50'	1-4'
Willow, Desert-D	Desert	25'	6"

Tree Name	Biome	Height	Diameter
-----------	-------	--------	----------

Trees, Rainforest

Almond-D	Rainforest	40-60'	2-3'
Balsa-D	Rainforest	80-90'	12-14"
Brazilnut-E	Rainforest	100-130'	3'
Cacao-E	Rainforest	25'	6-8"
Colatree-E	Rainforest	40'	1.5'
Orchid-D	Rainforest	17-23'	1'
Purpleheart-E	Rainforest	130'	3'
Rubbertree-E	Rainforest	100'	3-4'
Salttree-E	Rainforest	100'	5'
Zebrawood-D	Rainforest	165'	5'

Trees, Savanna

Baobob-B	Savanna	75'	30'
Cottonwood-D	Savanna	100'	3'
Mesquite-D	Savanna	50'	3'
Peppertree-D	Savanna	50'	3'
Pinyon-E	Savanna	15-50'	1'
Tamarind-D	Savanna	80'	7'
Wattle, Black	Savanna	20-65'	2-3'
Willow, Coyote-D	Savanna	3-10'	5"
Willow, Silver-D	Savanna	50'	3'

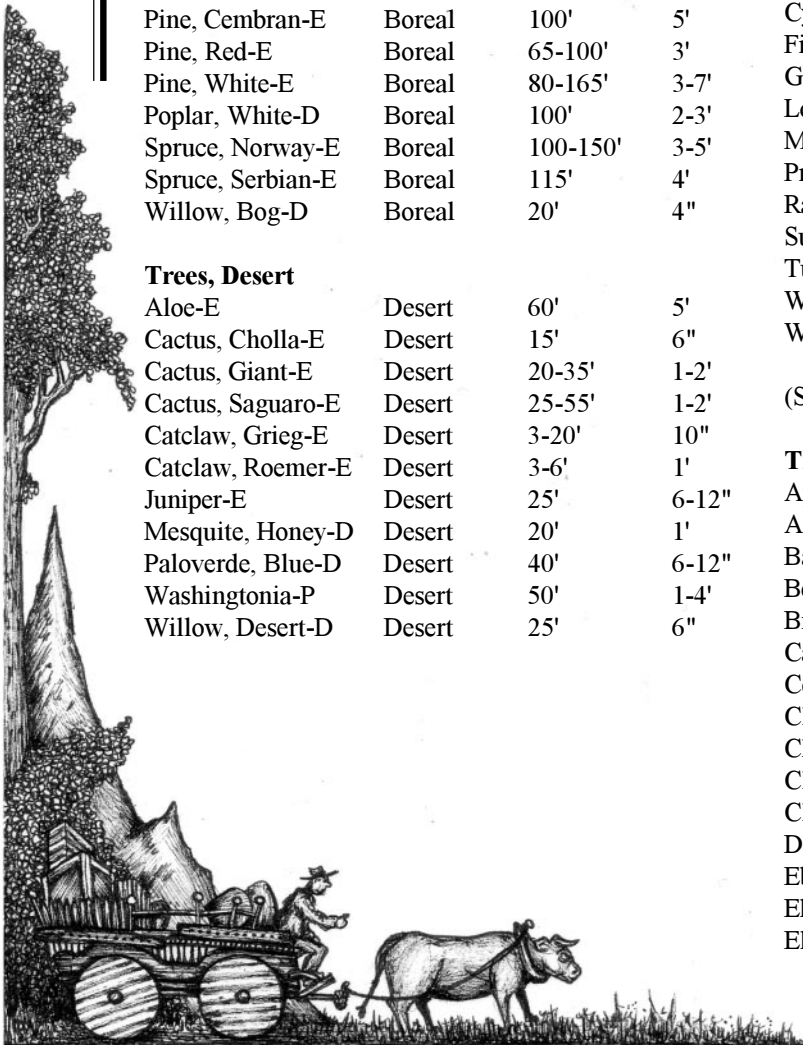
Trees, Swampland

Beefwood-D	Sw/Flood	150'	2-3'
Cypress-E	Sw/Flood	100-120'	3-5'
Fish-Poison-Tree	Sw/Flood	50'	3'
Grape, Sea-E	Sw/Flood	35'	2'
Locust, Water-D	Sw/Flood	50'	2'
Mangrove, Red-E	Sw/Flood	25-80'	3'
Prickly-Ash, Lime-D	Sw/Flood	25'	8"
Ramin-E	Sw/Flood	140'	3'
Sumac, Poison-D	Sw/Flood	25'	6"
Tupelo, Black-D	Sw/Flood	120'	4'
Willow, Coastel-D	Sw/Flood	30'	1'
Willow, Swamp-D	Sw/Flood	60-100'	1-2.5'

(Sw = swamp, Flood = floodplain)

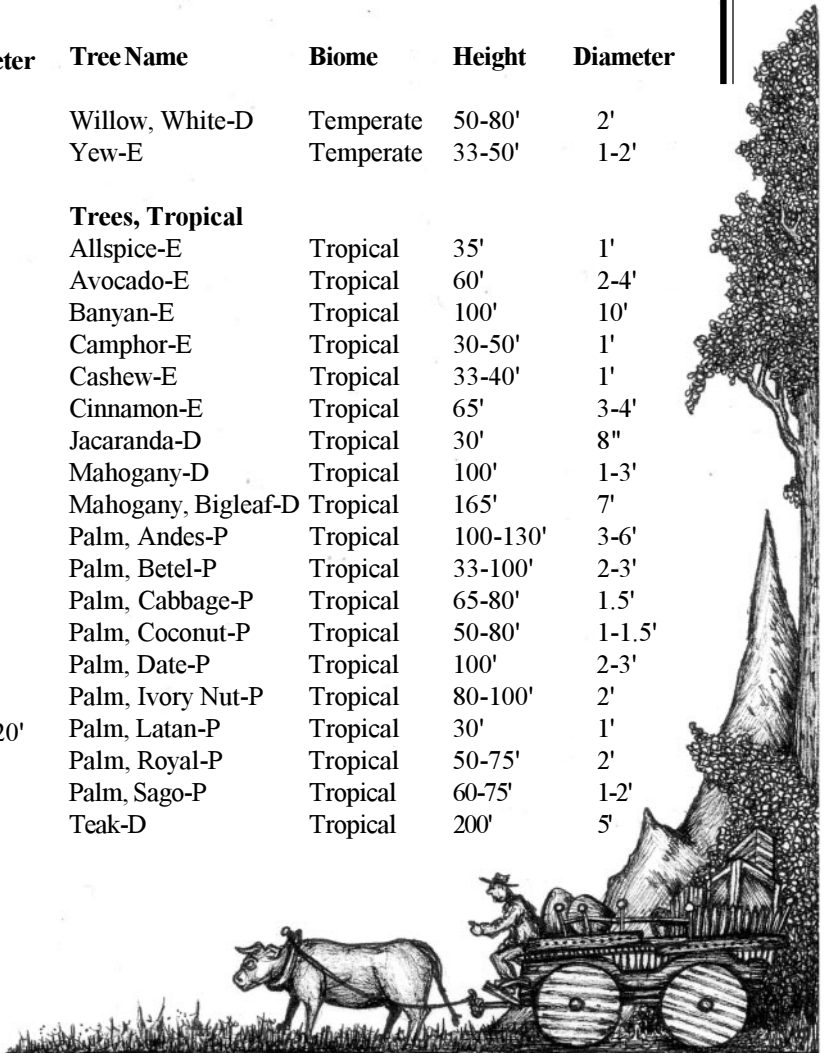
Trees, Temperate

Apple-D	Temperate	30-40'	1-2'
Ash-D	Temperate	130'	3'
Basswood-D	Temperate	75-130'	2-3'
Beech, Common-D	Temperate	60-80'	1-2.5'
Birch, European-D	Temperate	50'	1'
Casuarina-D	Temperate	80-100'	2'
Cedar-E	Temperate	40-60'	1-2'
Cherry, Black-D	Temperate	80'	2'
Cherry, Sour-D	Temperate	30'	8"
Chestnut-D	Temperate	60-100'	2-4'
Chestnut, Buckeye-D	Temperate	60-100'	2-4'
Devil Walkingstick-D	Temperate	30'	8"
Ebony, Persimmon-D	Temperate	20-70'	1-2'
Elm, English-D	Temperate	100'	3'
Elm, Fluttering-D	Temperate	65-80'	2-3'





Tree Name	Biome	Height	Diameter	Tree Name	Biome	Height	Diameter
Hawthorn-D	Temperate	30'	8"	Willow, White-D	Temperate	50-80'	2'
Hercules-Club-D	Temperate	40'	1'	Yew-E	Temperate	33-50'	1-2'
Hickory, Shagbark-D	Temperate	80-100'	2.5'	Trees, Tropical			
Hornbeam,-D	Temperate	60'	1'	Allspice-E	Tropical	35'	1'
Horseapple-D	Temperate	50'	2'	Avocado-E	Tropical	60'	2-4'
Ironwood-D	Temperate	20-50'	1'	Banyan-E	Tropical	100'	10'
Locust, Black-D	Temperate	40-80'	1-2'	Camphor-E	Tropical	30-50'	1'
Locust, Honey-D	Temperate	80'	2.5'	Cashew-E	Tropical	33-40'	1'
Maple, Norway-D	Temperate	80-100'	2'	Cinnamon-E	Tropical	65'	3-4'
Maple, Sugar-D	Temperate	100-115'	3'	Jacaranda-D	Tropical	30'	8"
Maple, Sycamore-D	Temperate	130'	2-3'	Mahogany-D	Tropical	100'	1-3'
Oak, Bur-D	Temperate	65-130'	7'	Mahogany, Bigleaf-D	Tropical	165'	7'
Oak, English-D	Temperate	80'	2-3'	Palm, Andes-P	Tropical	100-130'	3-6'
Oak, White-D	Temperate	100'	3-4'	Palm, Betel-P	Tropical	33-100'	2-3'
Peach-D	Temperate	30'	1'	Palm, Cabbage-P	Tropical	65-80'	1.5'
Pear-D	Temperate	40'	1'	Palm, Coconut-P	Tropical	50-80'	1-1.5'
Pecan-D	Temperate	100'	3'	Palm, Date-P	Tropical	100'	2-3'
Plum-D	Temperate	30'	1'	Palm, Ivory Nut-P	Tropical	80-100'	2'
Prickly-Ash-D	Temperate	20'	6"	Palm, Latan-P	Tropical	30'	1'
Sequoia, Giant-E	Temperate	200-350'	10-20'	Palm, Royal-P	Tropical	50-75'	2'
Sycamore-D	Temperate	60-100'	2-4'	Palm, Sago-P	Tropical	60-75'	1-2'
Walnut, Black-D	Temperate	60-100'	5'	Teak-D	Tropical	200'	5'
Walnut, English-D	Temperate	80'	5'				
Willow, Pussy-D	Temperate	20'	8"				
Willow, Weeping-D	Temperate	30-40'	3'				



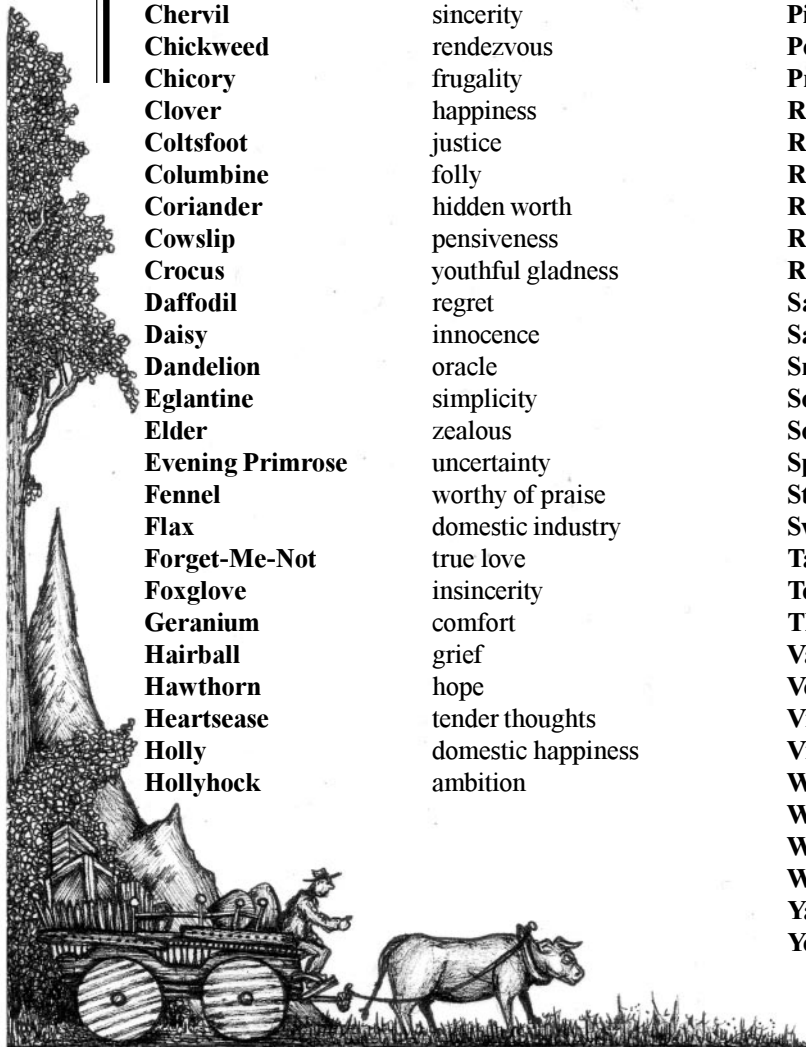
HERBS

Herbs have a wide variety of uses in any fantasy realm. These range from the mundane to the magical. A little Hawthorne can bring hope to the hopeless where Foxglove, called Dead Man's Bells, can be deadly poisonous. What follows are several extensive lists of herbs, their meanings, their affects and their possible uses.

Herbs/Flora, Reputed Symbolic Meaning

Angelica	inspiration
Apple	temptation
Balm	sympathy
Basil	sweet, good wishes
Bay Leaf	unchanging affection
Bay Tree	glory
Belladonna	silence
Betony	surprise
Birch	meekness
Bluebell	constancy
Borage	bluntness
Broom	ardor
Bugloss	falsehood
Buttercup	promises of riches
Carnation	pure love
Cedar	strength, incorruptibility
Chamomile	energy in adversity
Chervil	sincerity
Chickweed	rendezvous
Chicory	frugality
Clover	happiness
Coltsfoot	justice
Columbine	folly
Coriander	hidden worth
Cowslip	pensiveness
Crocus	youthful gladness
Daffodil	regret
Daisy	innocence
Dandelion	oracle
Eglantine	simplicity
Elder	zealous
Evening Primrose	uncertainty
Fennel	worthy of praise
Flax	domestic industry
Forget-Me-Not	true love
Foxglove	insincerity
Geranium	comfort
Hairball	grief
Hawthorn	hope
Heartsease	tender thoughts
Holly	domestic happiness
Hollyhock	ambition

Honeysuckle	hope
Houseleek	fidelity
Hyssop	cleanliness
Ivy	wedded love
Jacob's Ladder	descend
Jasmine	amiability
Juniper	protection
Laurel	success
Lavender	acknowledgment of love
Lilac	first emotions of love
Lily, White	purity, modesty
Lily of the Valley:	return of happiness
Lime Tree	conjugal love
Lupine	dejection
Marigold	sunny disposition
Marsh Mallow	uselessness
Mint	virtue
Motherwort	conceal love
Mugwort	happiness
Myrtle	love
Nasturtium	patriotism
Olive	peace
Orange Blossom	chastity
Parsley	festivity
Passionflower	religious fervor
Pennyroyal	flee away
Peppermint	warmth of feeling
Pink	perfection
Poppy	sleep and dreams
Primrose	early youth
Rocket	rivalry
Rose, Full Bloom	secrecy
Rose, Pink	love
Rose, Red	passion
Rose, White	purity
Rosemary	remembrance
Saffron	marriage/mirth
Sage	esteem, domestic virtue
Snowdrop	consolation and hope
Sorrel	affection
Southernwood	jockeying, bantering
Spearmint	warmth of sentiment
Strawberry	perfection
Sweet Pea	delicate pleasure
Tansy	hostility
Teasel, Fuller's	misanthropy
Thyme	activity
Valerian	accommodating disposition
Vervain	enchantment
Vine, Grape	mirth, intoxication
Violet	faithfulness
Wallflower	fidelity in misfortune
Weeping Willow	forsaken
Witch Hazel	a spell
Wormwood	absence
Yarrow	war and healing
Yew	sorrow



HERBS/FLORA, POISONOUS

Aconite: Also called wolfsbane. Made from dried monkshood. The whole of this plant is poisonous, particularly the leaves and roots. When dried their aroma causes dizziness and nausea.

Apple (balsam): Plant of the gourd family. The skin and seeds of the ripe fruit can cause headaches, stomach pains, weakness and diarrhea.

Apple (bitter): As above.

Baneberry: Also known as Bugbane or Toadroot. Any of a number of related plants with poisonous berries colored white, red or purplish-black with clusters of small white flowers. Berries and roots can be toxic in large quantities or in small doses cause stomach cramps, burning throat and nausea.

Bloodroot: Also known as Sweet Slumber or Tetterroot. A plant of the poppy family, so named for its red root and sap. Causes nausea, faintness and heart failure.

Bryony, Black: Also known as Blackeye Root. Any number of vines from the gourd family. Death when the large fleshy roots are consumed.

Bryony: As above.

Calabar Bean: Also known as Chop Nut. Brown seed of a climbing vine. When the bean is consumed it causes depression, frothing at the mouth, twitching and paralysis.

Cherry Laurel: Also known as Cherry Bay. A type of evergreen shrub. A potion derived from the leaves produces a toxic form of cyanide.

Clematis: Also known as Upright Virgin's Bower. A woody climbing plant of the crowfoot family. When any part of the plant is consumed causes burning in the mouth and throat, causing ulcers.

Dropwort (Water Hemlock): Also known as Horse Bane and Dead Tongue. A tall plant of the rose family with fern like leaves and white or reddish flowers. Causes red spots to appear on flesh followed by confusion, violent convulsions and delirium.

Foxglove: Also known as Dead Man's Bells or Fairy's Glove. Any of a number of plants of the figwort family. The flowers and seeds cause headaches, unusual color visions or can be fatal.

Gelsemium: Also known as Wild Woodbine. A type of evergreen climbing shrub. Causes muscle cramps, hyperventilation and death due to respiratory paralysis.

Hellebore, Black: Also known as Christmas Rose. Any of a group of plants in the lily family. Any part of the plant causes nervousness and depression.

Hellebore, False: Also known as Pheasants Eye. Any of a group of plants in the lily family. Skin can be irritated after contact with sap.

Hellebore, Green: Also known as Itch Weed or Indian Poke. Any of a group of plants in the lily family. Sap used on arrows, causes muscle cramps and convulsions.

Hellebore, White: Another name for False Hellebore.

Hemlock: Also known as Spotted Corobane. Any of a group of poisonous weeds of the carrot family. It can be a powerful sedative, causes muscle weakness, paralysis, death.

Ignatius Beans: When the leaves are eaten it can cause muscular writhing, spasms and asphyxia.

Lovage, Water: An European herb known cultivated for a variety of medicines. Generally works as a sedative.

Mother-in-Law's Tongue: The leaves of this plant cause headaches, confusion, erratic behavior and eventually nausea and vomiting. Victims die, choking on their own vomit.

Mountain Laurel: A small evergreen shrub with pink and white flowers. The leaves are poisonous causing nausea, vomiting and blurred vision.

Nightshade, Black: Also known as Petty Morel. Any of a number of plants related to the potato. A type of narcotic that causes hallucinations, but is fatal in large doses.

Nightshade, Deadly (nux vomica): Also known as Dwell, Belladonna or Devil's Cherries. Causes loss of voice, movement in fingers and hands and bending of the back. Death in large doses.

Oleander: Also known as Dog Bane or Rose Laurel. An evergreen shrub. Every part of the plant is poisonous. Causes slowed pulse, irregular heartbeat and death in large doses.

Poison Ivy: Also known as Poison Vine. Any of several American sumacs. Causes skin irritation.

Poison Oak: Any of several American sumacs. Causes skin irritation.

Poison Sumac: Any of several American sumacs. Causes skin irritation.

Poppy, White: Also known as Common Poppy. Any of the genus papaver with pink and white flowers. Can cause shallow breathing, a stupor and a coma in large doses.

Saffron, Meadow: Also known as Naked Ladies. When any part of the plant is eaten it causes high blood pressure and respiratory failure.

Spurge (all): Any plant of the genus euphorbia with a milky juice and shrubby growth. Generally the hairs on the stem and leaves cause a severe skin irritation for a few hours.

Stavesacre: Also known as Lousewort. A larkspur with poisonous leaves having emetic and cathartic properties which lead to respiratory failure, bloat and death.

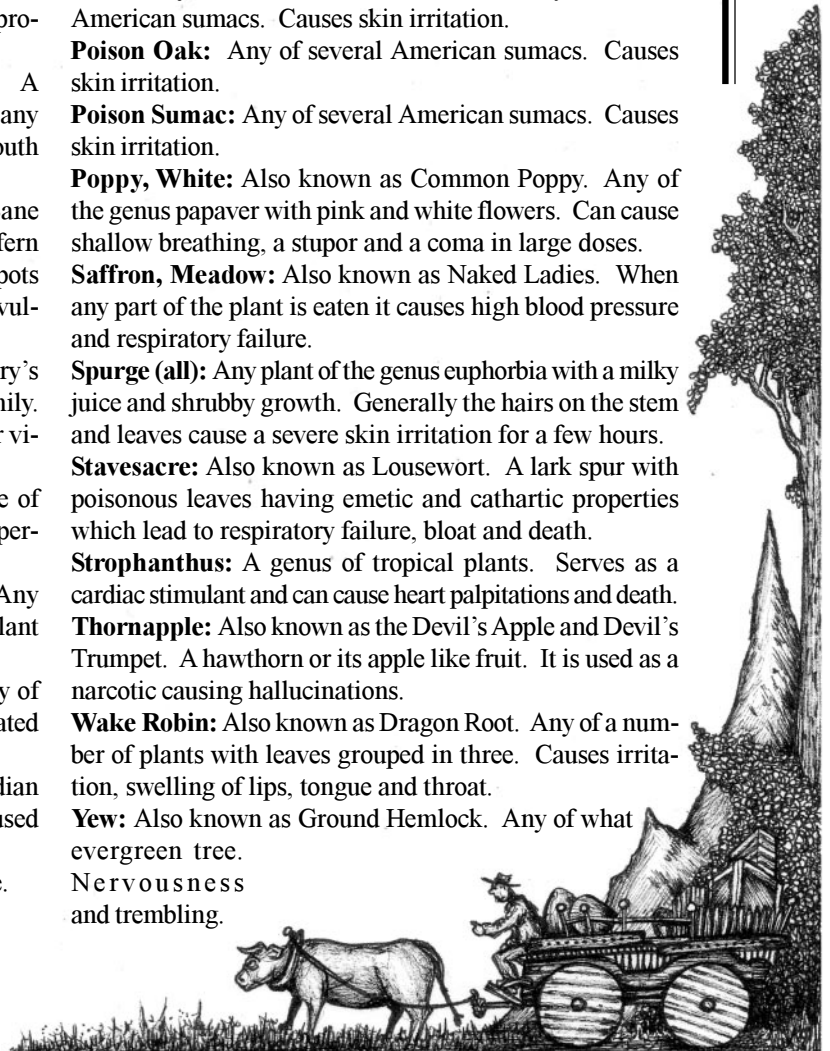
Strophanthus: A genus of tropical plants. Serves as a cardiac stimulant and can cause heart palpitations and death.

Thornapple: Also known as the Devil's Apple and Devil's Trumpet. A hawthorn or its apple like fruit. It is used as a narcotic causing hallucinations.

Wake Robin: Also known as Dragon Root. Any of a number of plants with leaves grouped in threes. Causes irritation, swelling of lips, tongue and throat.

Yew: Also known as Ground Hemlock. Any of what evergreen tree.

Nervousness and trembling.



HERBS

The following details the common magical folklore of herbs. Some of the magic effects would be quite potent if used exactly as written, potentially unbalancing for a role-playing game that utilizes a class-and-level system. The GM may wish to assign rarity, increasing price for certain herbs with powerful magical effects if he intends to allow herbal magic to work as strictly indicated. One recommendation is to use the chart as a guide to creating new spells, with these herbs used as the components. Or the GM can allow the herbs to substitute for components used in existing spells with effects similar to those listed in the chart. Or perhaps the herbs, when magically "activated", could serve as magic items, granting saving throw bonuses or having charges with spell effects similar to each description. It should be at the GM's discretion to determine whether the preparation of an herb for magical activation will be as described, or will be more complicated than described.

Animal Magic

Catnip: Cat mint. *Nepeta cataria*. Parts used: fresh leaves. Crush a handful of fresh leaves before giving to a cat. You will develop a bond with the cat, and the cat may willingly become your familiar.

Cloth-of-Gold: *Crocus augustifloia*. Parts used: fresh sprig. As a brooch, grants ability to communicate with animals.

Holly: Bat's Wings, Tinne. *Ilex aquifolium* or *I opaca*. Parts used: fresh sprig of leaves and berries. Throw a fresh sprig of holly towards a wild animal and it will quietly lie down to let you safely pass.

Juniper: Gin Berry. *Juniperus communis*. Part used: fresh sprig. Wear a sprig of fresh Juniper to be protected against attacks from wild animals.

Marigold: Calendula. *Calendula officinalis*. Part used: fresh flowers. Place a fresh marigold in your shoe (next to the skin) to be able to understand the languages of wild birds.

Anti-theft

Cumin: *Cuminum Cyminum*. Part used: seeds. Hide a few cumin seeds in or with any item to prevent it from being stolen from you.

Garlic: Stinkweed. *Allium sativum*. Part used: fresh or dried bulbs. Hang over the door of your dwelling to protect your possessions against theft.

Juniper: Gin Berry. *Juniperus communis*. Part used: sprig or berries, fresh or dried. Store a sprig of juniper, or a few juniper berries with your possessions and they will not be stolen from you.

Rosemary: Sea Dew. *Rosemarinus officinalis*. Part used: fresh branches. Hang fresh branches of rosemary on the door of your dwelling to protect the possessions therein from thieves.

Vetivert: Khus Khus. *Vetiveria zizanioides*. Part used: dried root, oil. To prevent an item from being stolen from you, pass it through the smoke of burning vetivert.

Beauty

Avocado: Persea. *Persea americana*. Part used: dried pit. Carry whole pit as a charm to keep you beautiful.

Fern: *Polypodiaceae spp*. Part used: fresh sap. A spoonful of fresh fern sap brings eternal youth when ingested.

Myrtle: *Myrtus communis*. Part used: fresh leaves. Drink a tea brewed from fresh myrtle leaves every three days and you will remain youthfully beautiful.

Chastity

Camphor: *Cinnamomum camphora*. Part used: fresh gum or oil. Inhale to guard against seduction.

Coconut: *Cocos nucifera*. Part used: milk. Drink coconut milk to protect against seduction.

Cucumber: *Cucumis sativus*. Part used: juice. Drink fresh cucumber juice to guard against seduction.

Sunflower: *Helianthus annus*. Part used: fresh juice. Anointing the forehead with fresh Sunflower juice will guard against seduction.

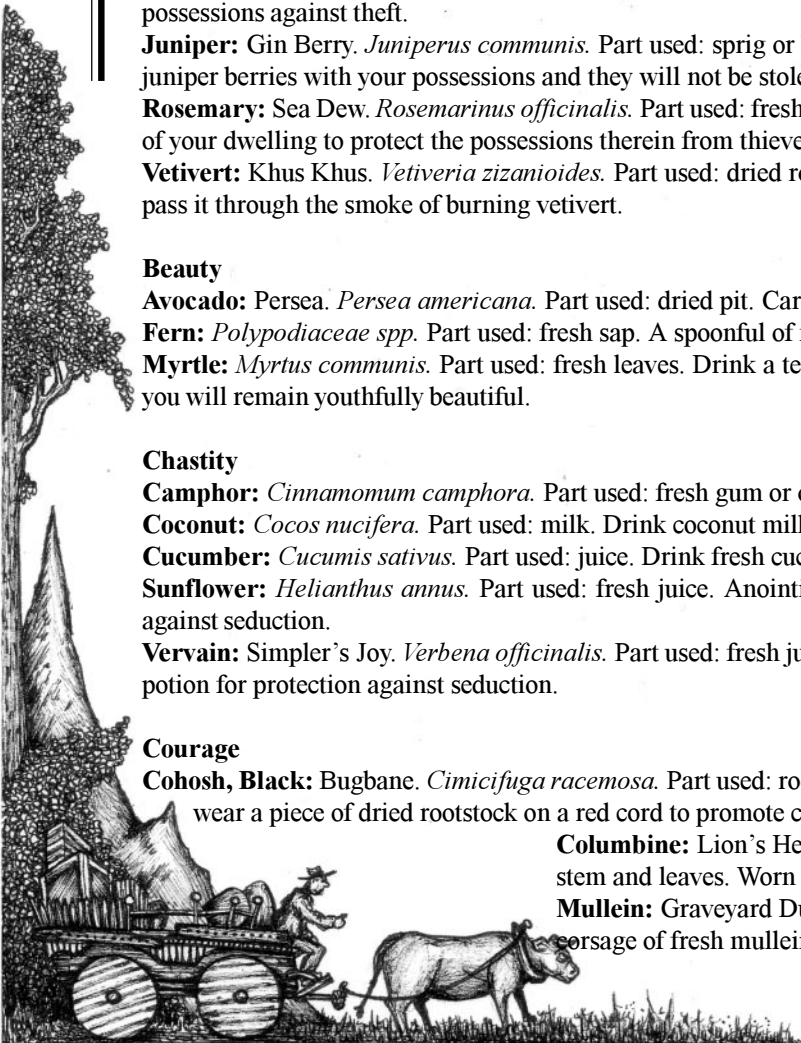
Vervain: Simpler's Joy. *Verbena officinalis*. Part used: fresh juice. Fresh vervain juice, when ingested, is a very potent potion for protection against seduction.

Courage

Cohosh, Black: Bugbane. *Cimicifuga racemosa*. Part used: rootstock. Carry a piece of fresh rootstock in a red cloth or wear a piece of dried rootstock on a red cord to promote courage.

Columbine: Lion's Herb. *Aquilegia Canadensis*. Part used: fresh flower, with stem and leaves. Worn as a brooch, this gives courage.

Mullein: Graveyard Dust. *Verbascum thapus*. Part used: fresh flowers. Wear a corsage of fresh mullein flowers to gain courage.



Nettle: Stinging Nettle. *Urtica dioica*. Part used: fresh leaves. Mixed with fresh Yarrow flowers and carried wrapped in red cloth, Nettle leaves protect against fear.

Yarrow: Staunch Weed. *Achillea millefolium*. Part used: fresh flowers. Worn against the skin, fresh yarrow flowers protect their bearer from fear.

Divination & Prophecy

Angelica: Masterwort. *Angelica archangelica*. Part used: dried leaves. Smoke the dried leaves to see the future.

Ash: Nion. *Fraxinus excelsior* or *F. americana*. Part used: wood. Fresh leaves under your pillow will give you dreams of things to come.

Belladonna: Banewort. *Atropa belladonna*. Part used: dried leaves. A tea made from belladonna will bring visions of the future, particularly those pertaining to the outcome of a battle or war. Be warned, though, since it is poisonous, it may also kill the user.

Bistort: Dragon Wort. *Polygonum bistorta*. Part used: dried root. Burned with Frankincense resin, assists in divination.

Bleeding Heart: *Dicentra spectabilis*. Part used: fresh flower. To know if someone loves you, crush one of these flowers. If the juice is red, they do. If it is white, they do not.

Bracken: *Pteridium aquilinum*. Part used: dried root. Place dried bracken root under your pillow to dream of the answer to a problem.

Buchu: Bookoo. *Agathosma betulina*. Part used: dried leaves. Drink a tea of buchu leaves and to see the future.

Coltsfoot: Bull's Foot. *Tussilago farfara*. Part used: fresh or dried leaves. Burn as an incense. Inhale the smoke to receive visions of the future.

Crocus: *Crocus vernus*. Part used: dried bulb. Burn with alum powder to see in the smoke the face of one who has stolen from you.

Cypress: Death Tree. *Cupressus sempervirens*. Part used: wood. A Mallet made of cypress wood can be used to locate a thief. The person who was stolen from should hit the suspects with the mallet. The innocent will not bruise from the strike.

Damiana: *Turnera diffusa*. Part used: fresh or dried leaves. Burn to provide visions pertaining to any problem the user focus on.

Deadly Nightshade: Dwayberry. *Solanum nigrum*. Part used: dried leaves. Sprinkle a powder made from dried deadly nightshade leaves into the wind to receive a vision of the true motive at work in any situation.

Goldenrod: Wound Wort. *Solidago odora*. Part used: fresh flowers. Wear a piece to gain vision of the future, especially in matters of love or betrayal of the heart.

Ground Ivy: Cat's foot. *Nepeta glechoma*. Part used: fresh stalks. Tie a fresh stalk around the base of a yellow candle to discover the identity of an evil mage who is plotting against you.

Heliotrope: Turnsole. *Heliotropium europaeum*. Part used: fresh flowers. Place a stalk of fresh flowers under your pillow to have prophetic dreams (excellent for finding a thief).

Hibiscus: *Hibiscus spp.* Part used: fresh flowers. Add a few fresh flowers to water in a dark-colored wooden bowl to use in divination. The answers you seek will appear on the surface of the water.

Jasmine: *Jasminum officinale*. Part used: dried flowers. Burn immediately prior to sleeping to dream of the future.

Kava-Kava: Ava Root. *Piper methysticum*. Part used: fresh leaves. A strong brew from fresh kava kava leaves, when ingested, will enhance psychic abilities and give useful visions.

Marigold: Calendula. *Calendula officinalis*. Part used: fresh flowers. Place a bouquet of fresh marigolds under your bed before sleeping to have prophetic dreams or to learn the identity of a thief who has stolen from you.

Meadowsweet: Bridewort. *Spiraea filipendula*. Part used: fresh sprig. To determine the gender of one who has stolen from you, place a fresh sprig of meadowsweet on the surface of a calm water. If it floats, the perpetrator is a woman. If it sinks, a man.

Mugwort: *Artemisia vulgaris*. Part used: fresh or dried leaves, oil. Drink a tea brewed from fresh mugwort leaves to assist in Divination spells.

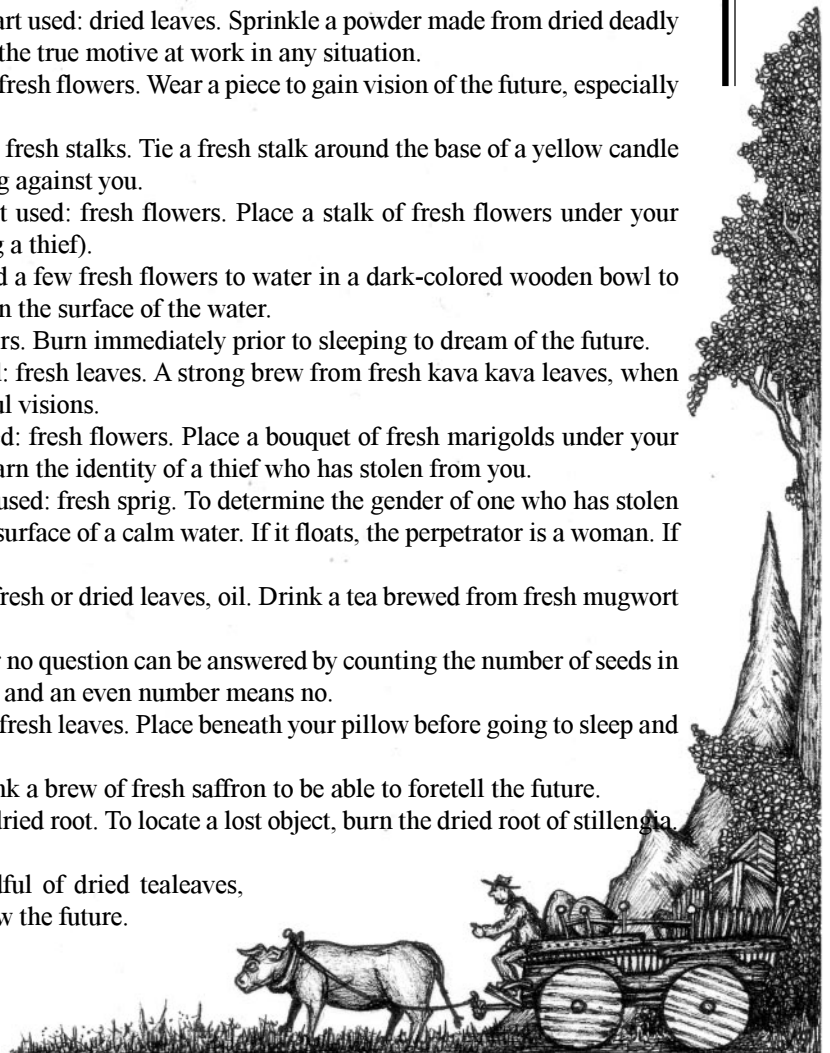
Orange: *Citrus sinensis*. Part used: fresh fruit. A yes or no question can be answered by counting the number of seeds in an orange you are eating. An odd number means yes, and an even number means no.

Peppermint: Brandy Mint. *Schinus molle*. Part used: fresh leaves. Place beneath your pillow before going to sleep and you may dream of the future.

Saffron: *Crocus sativa*. Part used: fresh flowers. Drink a brew of fresh saffron to be able to foretell the future.

Stillengia: Yaw Root. *Stillingia sylvatica*. Part used: dried root. To locate a lost object, burn the dried root of stillengia. The location of the item will appear in the smoke.

Tea: *Camellia spp.* Part used: dried leaves. A handful of dried tealeaves, dropped onto a flat surface or into still water will show the future.



Eloquence

Cinquefoil: Five-finger. *Potentilla canadensis*. Part used: dried leaves. Worn, a sprig of cinquefoil will provide increased eloquence in dealings with nobility and legal officials.

Joe-Pye Weed: Boneset, Gravelroot. *Eupatorium spp.* Part used: fresh leaves. To gain respect and eloquence, carry with you three fresh leaves of Joe-Pye weed.

Sweetpea: *Lathyrus odoratus*. Part used: fresh flowers. When worn, fresh sweetpea flowers enhance the social graces and popularity of the wearer.

Fidelity

Basil: Witches' Herb. *Ocimum basilicum*. Part used: dried leaves. Crumble on pinch of dried leaves and wrap in red cloth. Wear over the heart as an amulet to ensure the fidelity of a loved one.

Chickweed: Stitchwort. *Stellaria media*. Part used: dried sprig. A dried sprig of chickweed, when carried, will ensure that your lover remains true to you.

Chickweed: Stitchwort. *Stellaria media*. Part used: fresh or dried leaves and stems. Place a dried sprig in a locket and give to a loved one to ensure their fidelity.

Chili Pepper: *Capsicum spp.* Part used: dried fruit. Tie two dried peppers together in a cross-shape with red ribbon and place under your pillow to ensure the fidelity of a loved one. If they come untied, your lover has been untrue.

Flying

Basil: Witches' Herb. *Ocimum basilicum*. Part used: fresh juice. Drink ½ cup of fresh basil juice to aid flight.

Healing

Adder's Tongue: Serpent's Tongue. *Erythronium americanum*. Part used: stalk and flower. To quickly cure a wound, soak whole herb in water and apply as a wet poultice. Bury when cured, or the wound will return.

Aloe: Burn Plant. *Aloe vera* or *A. spp.* Part used: fresh leaves. The leaf sap applied to a cut or burn speeds healing.

Balm, Lemon: Melissa. *Melissa officianalis*. Part used: fresh sprig of leaves and flowers. If you've receive a sword wound, attach a fresh sprig of lemon balm to the hilt of the weapon that pierced you, and your wound will heal.

Blackberry: Bramble. *Rubus villosus*. Part used: Fresh Leaves. Nine fresh blackberry leaves, soaked in water from a natural spring and placed on a burn will speed healing.

Burdock: Beggar's Buttons. *Arctium lappa*. Part used: fresh rootstock. Place a slice of fresh burdock root on a cut or scratch to speed healing.

Chrysanthemum: Mum. *Chrysanthemum spp.* Part used: flowers. Boil the flowers in water and drink to against drunkenness, hang-overs, etc.

Cucumber: *Cucumis sativus*. Part used: fruit. Fresh cucumber juice is a very mild healing potion.

Eucalyptus: *Eucalyptus globulus*. Part used: fresh leaves, stems. Hang over the bed of one who is ill to speed healing.

Gardenia: *Gardenia spp.* Part used: fresh flowers. Place next to a sick bed to speed the healing of the ill.

Hyacinth: *Hyacinthus orientalis*. Part used: fresh flowers. To cure someone who is under the influence of a glamour have him or her smell a fresh hyacinth bloom.

Hex-Breaking

Bay: Laurel. *Laurus nobilis*. Part used: dried leaves. Burn mixture of dried leaves and sandalwood powder to remove hexes and evil spells.

Elder: Lady Ellhorn. *Sambucus canadensis*. Part used: wood. Touch an evil mage with a stick of elder and evil spells that he has cast on you will be lifted.

Huckleberry: *Gaylussacia spp.* Part used: fresh berries and leaves. Carry one week to break any spells that have been cast upon you. Bury the charm at the end of that time.

Leek: *Allium spp.* Part used: fresh bulbs. Bite into a fresh Leek and spit it out to be rid of curses, and evil presences.

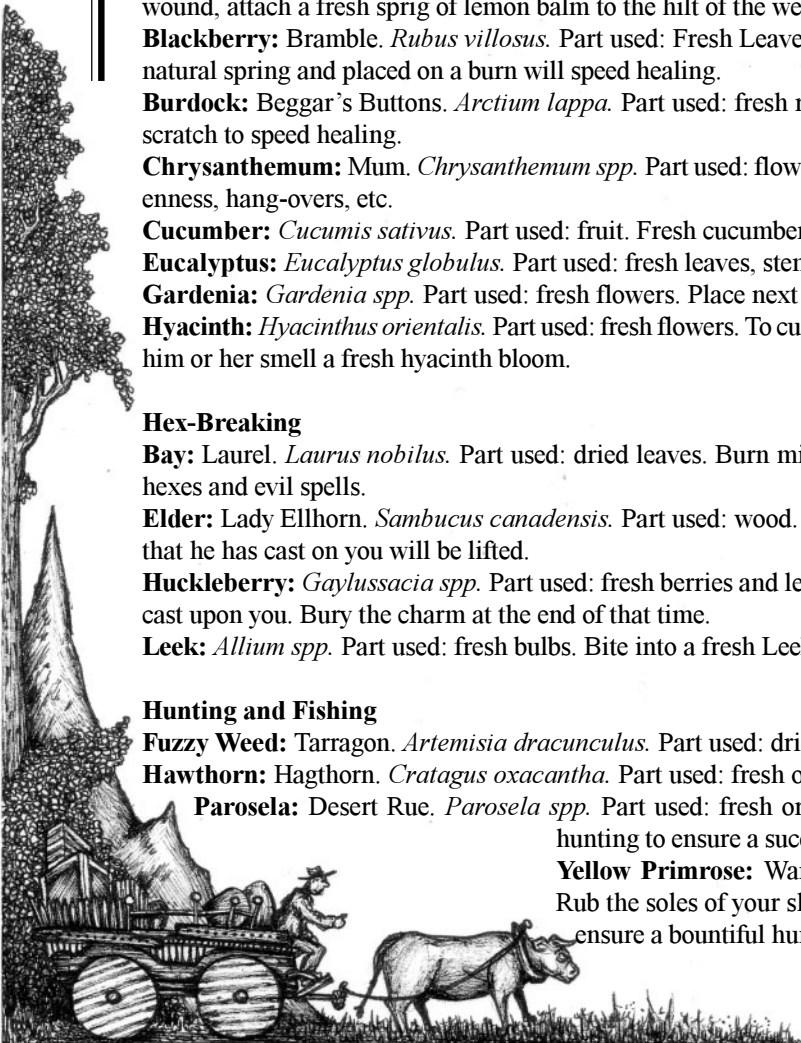
Hunting and Fishing

Fuzzy Weed: Tarragon. *Artemisia dracunculus*. Part used: dried leaves. Carry a fresh spring for luck when hunting.

Hawthorn: Hagthorn. *Crataegus oxacantha*. Part used: fresh or dried berries. Carried ensures a good catch of fish.

Parosela: Desert Rue. *Parosela spp.* Part used: fresh or dried flowers. Wear a stalk of parosela flowers while hunting to ensure a successful hunt.

Yellow Primrose: War Poison. *Oenothera biennis*. Part used: fresh flowers. Rub the soles of your shoes with fresh yellow evening primrose flowers to ensure a bountiful hunt.



Invisibility

Aconite: Monk's Hood. *Aconitum napellus*. Part used: fresh leaves. A chaplet of fresh Aconite, when worn, grants its wearer invisibility.

Amaranth: Velvet Flower. *Amaranthus hypochondriacus*. Part used: fresh flowers. Wear a circle of amaranth blossoms on your person to become invisible.

Chicory: Succory. *Cichorium intybus*. Part used: rootstock. A sprig of chicory that was harvested with a gold knife can be dried and worn as a charm to induce invisibility.

Clover: Honeystalks. *Trifolium spp.* Part used: dried four-leaved clover. Placed in a locket with seven grains of wheat, this gives the ability to see faeries and invisible creatures and spirits.

Edelweiss: *Leontopodium alpinum*. Part used: fresh flowers. Wear a wreath of edelweiss to gain invisibility.

Hazel: *Corylus spp.* Part used: wood. A crown of hazel twigs when worn grants invisibility.

Heliotrope: Turnsole. *Heliotropium europaeum*. Part used: fresh flowers. Carry a bull's horn filled with heliotrope flowers confers invisibility.

Mistletoe: All Heal. *Viscum album*. Part used: fresh sprig. Wear on a silver cord around your neck to become Invisible.

Poppy: Blind Buff. *Popaver spp.* Part used: seeds. Steep seeds in wine to produce a potion for invisibility.

Locks and Bonds

Celandine: Swallow-wort. *Chelidonium majus*. Part used: fresh leaves and stems. Worn next to the skin, celandine assists in escaping from bonds and unwarranted imprisonment.

Lotus: *Nymphaea lotus*. Part used: root. Place a piece of lotus root in your mouth and speak the phrase "Sign, Argis" to make a locked door open.

Moonwort: *Botrychium spp.* Part used: fresh sprig. Place a sprig of fresh moonwort in a lock and it will open. Touch it to a chain, and the chain will break.

Love

Adam and Eve Roots: *Orchis spp.* Part used: dried rootstocks. Carry both roots in a small bag as a charm.

Aster: Starwort. *Callistephus chinensis*. Part used: seeds. To make someone love you, speak his or her name while planting a seed. They will fall in love with you before the first flower blooms.

Balm, Lemon: Melissa. *Melissa officianalis*. Part used: fresh leaves. Brew in white wine for a mild love potion.

Barley: *Hordeum spp.* Part used: Grain. Add a grain to a love potion to increase its potency.

Cardamom: *Elattario cardamomum*. Part used: seeds, oil. Grind seeds and add to warm wine for a love potion.

Cherry: *Prunus avium*. Part used: whole plant. To find love, tie a strand of your hair around the branch of a blossoming cherry tree. To attract the love of someone in particular, tie a strand of his or her hair around the branch.

Clove: *Syzygium aromaticum*. Part used: dried buds. Wrap a few whole cloves in red cloth and carry in the pocket to attract the opposite sex.

Copal: *Bursera odorata, B. spp.* Part used: dried resin. Place a chunk in a poppet (magical doll signifying the person on whom your spell is being cast) stuffed with rose petals to attract the love of a particular person.

Coriander: Cilantro. *Coriandrum sativum*. Part used: seeds. Add powdered seeds to warm wine to create an aphrodisiac potion.

Fig: *Ficus carica*. Part used: fruit. To win someone's heart, give him or her a fig fruit as a gift. If they eat it, they will fall in love with you.

Ginger: *Zingiber officinalis*. Part used: fresh root. Eat fresh ginger root prior to casting a love spell and your spell is sure to succeed.

Lavendar: *Lavendula officinale*. Part used: fresh flowers. Rub the fresh flowers over your clothing to find love.

Rose: *Rosa damascena*. Part used: fresh flowers. For a potent love potion, make a strong brew from fresh rose flowers.

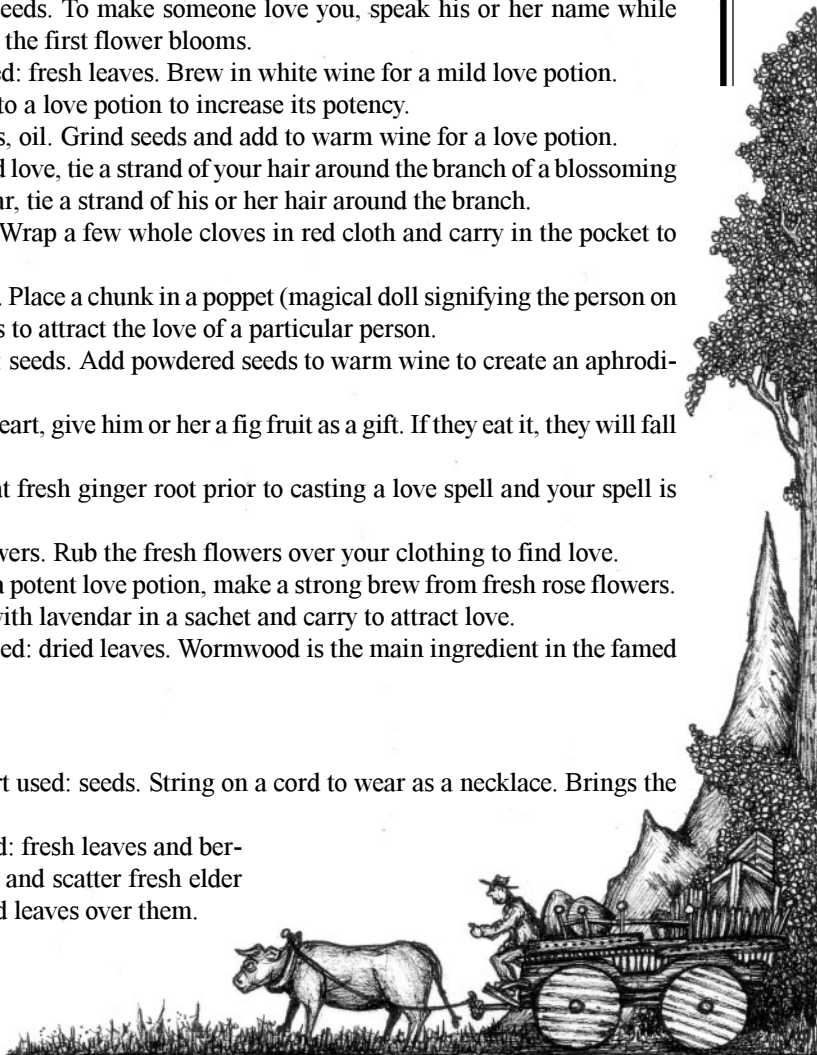
Violet: *Viola odorata*. Part used: fresh flowers. Mix with lavendar in a sachet and carry to attract love.

Wormwood: Absinthe. *Artemisia absinthium*. Part used: dried leaves. Wormwood is the main ingredient in the famed love potion Absinthe.

Luck

Be-Still Seeds: Lucky Beans. *Thevetia nereifolia*. Part used: seeds. String on a cord to wear as a necklace. Brings the wearer luck.

Elder: Lady Ellhorn. *Sambucus canadensis*. Part used: fresh leaves and berries. To grant luck to another either speak their name and scatter fresh elder berries and leaves in the wind or throw fresh elder and leaves over them.



Lucky Hand: Hand Root. *Orchis spp.* Part used: dried rootstock. The hand-shaped root of the orchid plant is a potent good luck charm when carried.

Oak: Duir. *Quercus alba.* Part used: acorn. An Acorn brings luck to one who carries it.

Rose: *Rosa amasce.* Part used: dried fruit (rose hips). Dried rose hips bring luck and good fortune to their bearer.

Magical Power

Aloes, Wood: Lignum. *Aquilaria agallocha.* Part used: dried sprig. Add to magical incenses or brews to strengthen their power.

Briony: Ladies' Seal. *Briony spp.* Part used: dried sprig. Burn as an incense to assist in illusion spells.

Cinnamon: Sweet Wood. *Cinnamomum zeylanicum.* Part used: dried bark. When burned as incense, cinnamon will add power to any magical spell.

Gentian: Bitter Root. *Gentiana lutea.* Part used: dried root. Add a pinch to boost the power of any sachet or incense.

Lemon Verbena: Cedron. *Lippia citriodora.* Part used: dried leaves. Add a pinch of verbena to any sachet or incense to boost its power.

Mastic: *Pistacia lentiscus.* Part used: gum. Add a pinch of mastic gum to any incense to enhance its power.

Vervain: Simpler's Joy. *Verbena officinalis.* Part used: dried leaves. Use as an ingredient in Love and Protection spells to give them added strength.

Magical Tool- and Item-Crafting

Almond: *Prunus Dulcis.* Part used: wood. The wood of an almond tree makes a powerful magic wand, particularly for use in magic related to air or Spirit.

Apple: Silver Bough. *Pyrus malus, P. spp.* Part used: wood. The wood of an apple tree makes a powerful magic wand, particularly for use in magic related to love or wisdom.

Ash: Nion. *Fraxinus excelsior.* Part used: wood. The wood of an ash tree makes a powerful magic wand, particularly for use in magic related to healing or water.

Cypress: Death Tree. *Cupressus sempervirens.* Part used: wood. The wood from a cypress tree makes a powerful wand for healing magic.

Ebony: *Diospyros lotus.* Part used: wood. Ebony wood makes for a powerful, all purpose magical wand.

Hazel: *Corylus spp.* Part used: wood. Hazel wood makes a good all-purpose magic wand, especially good for dowsing.

Hemlock : Beaver Poison. *Conium maculatum.* Part used: fresh juice (sap). Strengthen any magic blade by rubbing a bit of fresh hemlock juice onto it.

Licorice: Sweet Root. *Glycyrrhiza glabra.* Part used: rootstock. A large piece of dried licorice root makes a good magic wand, especially for spells pertaining to love.

Mandrake: Gallows, Ladykins. *Mandragora officinale.* Part used: dried rootstock. A whole mandrake root makes a powerful poppet (magical doll signifying the person on whom your spell is cast) for use in healing or protective magic.

Myrrh: *Commiphora myrrha.* Part used: resin. Pass items through the smoke from burning myrrh gum before infusing them with magical energy to ensure success.

Pear: *Pyrus communis.* Part used: wood. The wood from a Pear Tree makes a good all-purpose magic wand.

Poke: Crowberry. *Phytolacca americana.* Part used: fresh juice. Use fresh pokeberry juice as ink in magical workings.

Rose: *Rosa damascena.* Part used: wood. Rose wood is excellent for making magic wands, particularly those for use in love magic.

Rowan: Quickbane, Witchwood. *Sorbus acuparia.* Part used: wood. The wood from a rowan tree makes an excellent all-purpose magic wand.

Willow: Saille, Osier. *Salix alba.* Part used: wood. Willow wood makes a potent magic wand, especially for protection against magic.

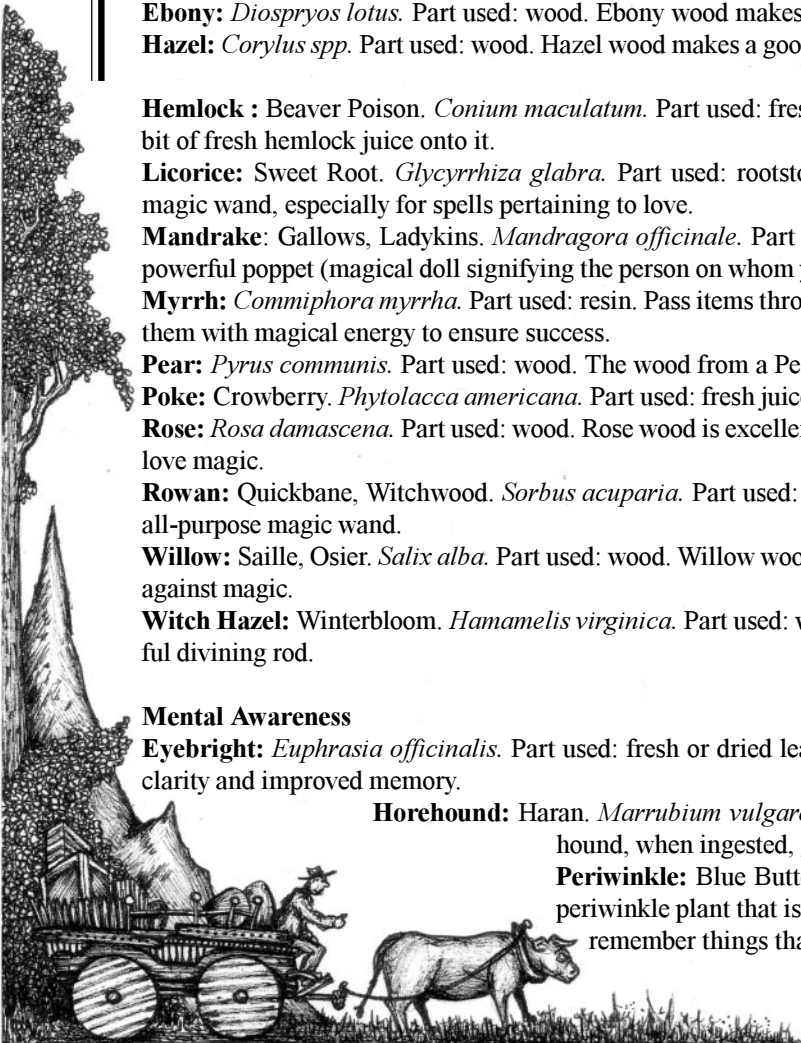
Witch Hazel: Winterbloom. *Hamamelis virginica.* Part used: wood. The wood from a witch hazel tree makes a powerful divining rod.

Mental Awareness

Eyebright: *Euphrasia officinalis.* Part used: fresh or dried leaves and flowers. Drink a brew of eyebright for mental clarity and improved memory.

Horehound: Haran. *Marrubium vulgare.* Part used: fresh leaves. A tea made from fresh horehound, when ingested, gives heightened mental awareness and clarity.

Periwinkle: Blue Buttons. *Vinca minor.* Part used: live plant. Gazing upon a periwinkle plant that is growing naturally in the wild will cause you to remember things that have been forgotten.



Spearmint: Yerba Buena. *Mentha spicata*. Part used: fresh leaves. To gain enhanced concentration and mental faculties, smell the fresh leaves of a spearmint plant.

Vanilla: *Vanilla aromatica*. Part used: dried, cured beans. To remember things forgotten and improve mental capacities, carry a vanilla bean.

Money

Almond: *Prunus Dulcis*. Part used: nuts. Carry 5 almonds in your pocket and you will find treasure.

Angelica: Masterwort. *Angelica archangelica*. Part used: dried root. Carry a piece for luck in gambling.

Basil: Witch's Herb. *Ocimum basilicum*. Part used: dried leaves. Dried basil leaves in your pocket attracts money. Placed in a cash register, it draws customers to your business.

Benzoin: Benjamin. *Styrax benzoin*. Part used: gum. An incense of basil, benzoin and cinnamon will attract customers to a business.

Bergamot: Orange Mint. *Citrus bergamia*. Part used: fresh leaves. A fresh leaf in your wallet will attract money.

Bladderwrack: Kelp, Seaweed. *Fucus visiculosus*. Part used: fresh leaves. To attract money into your home or business, place fresh kelp in a jar of whiskey.

Chamomile: Ground Apple. *Anthemis nobilius*. Part used: brew of fresh flowers. Rub chamomile brew on hands before gambling to ensure good winnings.

Cowslip: Fairy Cup, Peggles. *Primula veris*. Part used: fresh flowers. Carry a bouquet of flowers to ensure success when searching for treasure.

Devils Shoestring: *Viburnum alnifolium*. Part used: dried root. Carry in pocket for luck in gambling.

Flax: Linseed. *Linum usitatissimum*. Part used: dried flower. Place in the shoe to ensure enduring prosperity.

Galangal: Chewing John. *Alpina officinalis*. Part used: dried root. Wrap in a piece of leather with a silver coin for a charm that attracts money.

Goldenrod: Wound Wort. *Solidago odora*. Part used: fresh flowers. Hold a fresh goldenrod flower upright in your hand and it will bend in the direction of hidden treasure or lost objects, like a dowsing rod.

Patchouly: Puchapot. *Pogostemon patchouli*. Part used: fresh leaves or juice. Place a fresh patchouly leaf in your wallet to attract money. Rub money with patchouly Juice before spending to ensure its return to you.

Pomegranate: Pound Garnet. *Punica granatum*. Part used: wood. A branch of pomegranate wood, when carried, will lead its bearer to wealth.

Vetivert: Khus Khus. *Vetiveria zizanioides*. Part used: dried root, oil. Place in a cash register to attract customers to your place of business.

Night-vision

Rowan: Quickbane, Witchwood. *Sorbus acuparia*. Part used: wood. A walking stick of rowan wood gives safe passage to nighttime forest travelers by allowing them to see in dim light.

Protection

Acacia: Egyptian Thorn. *Acacia senegal*. Part used: fresh sprig. Hang over bed to keep evil at bay while you sleep.

African Violet: *Saintpaulia ionantha*. Part used: whole plant. Sleep in a naturally forming circle of these and you will be protected from harm.

Agrimony: Sticklewort. *Agrimonia eupatoria*. Part used: fresh leaves. Three fresh leaves carried on your person will keep you protected from goblins and poison. It will also send any spells evil spells cast upon you back upon the caster.

Alyssum: Madwort. *Alyssum spp.* Part used: dried stalk. Carried as an amulet, protects the bearer against being charmed.

Amaranth: Velvet Flower. *Amaranthus*. Part used: whole plant. A whole amaranth plant wrapped in white cloth and worn against the breast gives protection from missile weapons (arrows, bullets, etc.)

Arbutus: *Arbutus unede*. Part used: fresh sprig. A child wearing a fresh sprig of arbutus will be protected from harm.

Ash: Nion. *Fraxinus excelsior*. Part used: twigs. A necklace of ash twigs will protect you from snakebites. A circlet of fresh, green bark protects against sorcery.

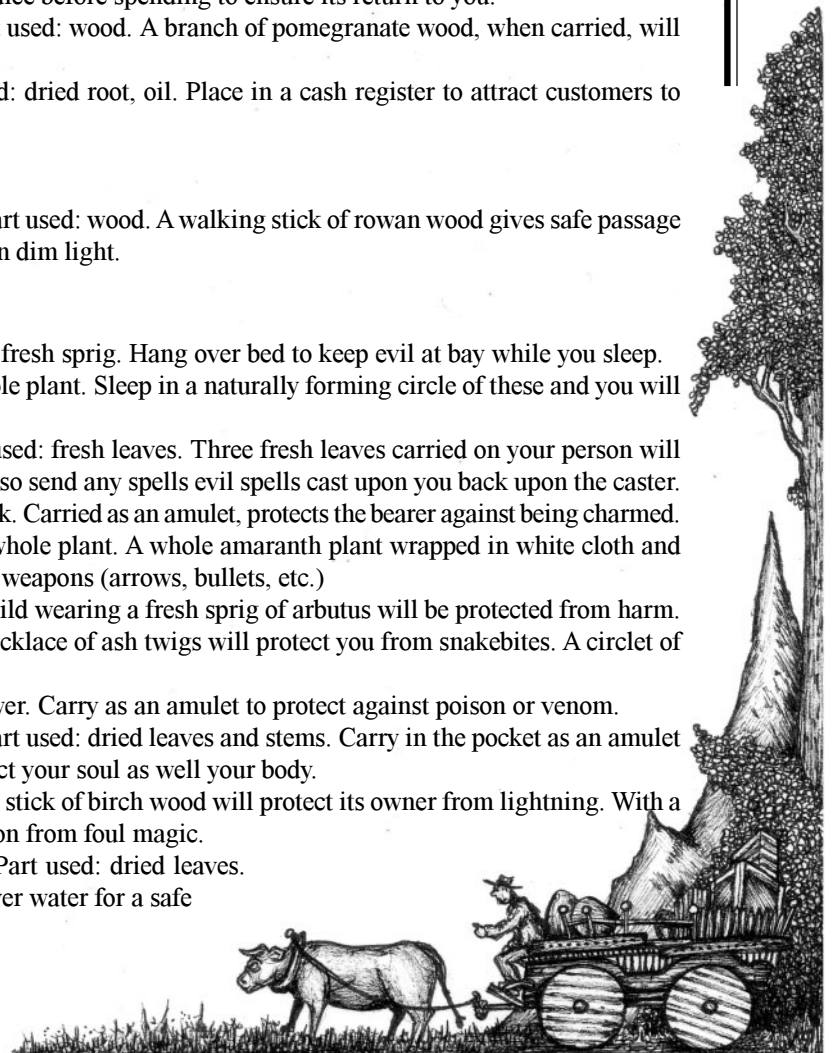
Avens: Bennet. *Geum urbanum*. Part used: dried flower. Carry as an amulet to protect against poison or venom.

Betony, Wood: Bishopwort. *Betonica officinalis*. Part used: dried leaves and stems. Carry in the pocket as an amulet to prevent intoxication or wear as a talisman to protect your soul as well your body.

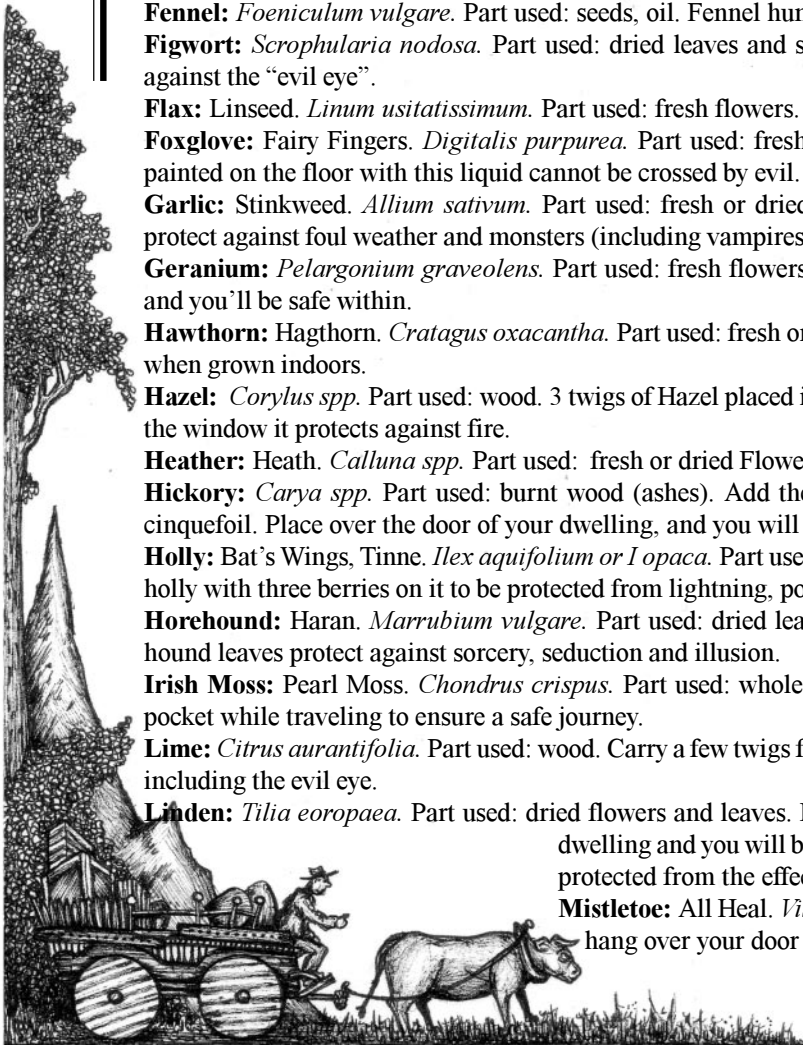
Birch: Beth. *Betula alba*. Part used: wood. A walking stick of birch wood will protect its owner from lightning. With a red ribbon tied around it, it will also provide protection from foul magic.

Bladderwrack: Kelp, Seaweed. *Fucus visiculosus*. Part used: dried leaves.

Wrap in a cloth and carry with you while traveling over water for a safe journey. This will also prevent insanity.



- Blueberry:** *Vaccinium frondosum*. Part used: fresh fruit. Eat a handful of fresh blueberries to fend off psychic attacks.
- Buckthorn:** *Rhamnus spp.* Part used: fresh branches. Fresh branches placed at doors and windows will protect from magic spells.
- Burdock:** Cockleburr. *Arctium lappa*. Part used: dried rootstock. Cut into chunks and string on red thread. Wear as a necklace to protect yourself from evil.
- Caraway:** *Carum carvi*. Part used: seeds. A few seeds carried in a red cloth will protect their bearer from evil spirits.
- Cascara Sagrada:** *Rhamnus purshiana*. Part used: bark. Wear as an amulet to guard against hexes and malign magic.
- Castor:** Palma Christi. *Ricinus communis*. Part used: dried beans. Carry as a talisman to absorb any evil spells that are directed at you.
- Cedar:** *Cedrus libani* or *C. spp.*, *Juniperus virginiana*. Part used: wood. An upright three-pronged staff of cedar wood will ward off evil.
- Chrysanthemum:** Mum. *Chrysanthemum spp.* Part used: flowers. A fresh flower protects against vengeful deities.
- Club Moss:** Foxtail. *Lycopodium clavatum*. Part used: fresh foliage. Harvested with a silver blade, club moss can be carried to provide protection and good favor from deities.
- Datura:** Sorcerers' Herb. *Datura stramonium*. Part used: dried leaves. Sprinkle dry, powdered leaves around home to protect versus evil spirits.
- Devil's Bit:** *Scabiosa succisa*. Part used: flower. Wear on a necklace as amulet to protect against evil spirits.
- Devils Shoestring:** *Viburnum alnifolium*. Part used: dried leaves and stems. Wear on a necklace against poisoning.
- Dill:** Dilly. *Anethum graveolens*. Part used: seeds. Used as an amulet to protect children.
- Dragon's Blood:** *Daemonorops draco*. Part used: dried or liquid resin. A warrior should smear fresh dragon's blood resin over his chest to protect against sword wounds.
- Edelweiss:** *Leontopodium alpinum*. Part used: root. An amulet made from edelweiss harvested during the full moon protects against daggers and missile weapons.
- Elm:** Elven Tree. *Ulmus campestris*. Part used: wood. Protects against lightning strikes.
- Eryngo:** Sea Holly. *Eryngium spp.* Part used: dried leaves and stems. Carry for safety during traveling.
- Euphorbia:** Spurge. *Euphorbia spp.* Part used: milk (sap). Worn in a vial around the neck, euphorbia is a very powerful protective amulet.
- Fennel:** *Foeniculum vulgare*. Part used: seeds, oil. Fennel hung up at windows and doors wards off evil spirits.
- Figwort:** *Scrophularia nodosa*. Part used: dried leaves and stems. Wear in a sachet around the neck for protection against the "evil eye".
- Flax:** Linseed. *Linum usitatissimum*. Part used: fresh flowers. Wear to be protected against sorcery.
- Foxglove:** Fairy Fingers. *Digitalis purpurea*. Part used: fresh flowers. Grind the fresh flowers into a liquid. A line painted on the floor with this liquid cannot be crossed by evil.
- Garlic:** Stinkweed. *Allium sativum*. Part used: fresh or dried bulbs. Carry to protect against shipwrecks. Wear to protect against foul weather and monsters (including vampires).
- Geranium:** *Pelargonium graveolens*. Part used: fresh flowers. Rub the windowsills and doorknobs of your dwelling and you'll be safe within.
- Hawthorn:** Hagthorn. *Crataegus oxacantha*. Part used: fresh or dried berries. Protects against lightning and evil spirits when grown indoors.
- Hazel:** *Corylus spp.* Part used: wood. 3 twigs of Hazel placed in a window sill guard against lightning, and nailed into the window it protects against fire.
- Heather:** Heath. *Calluna spp.* Part used: fresh or dried Flowers. Carry as a talisman to protect against violent crime.
- Hickory:** *Carya spp.* Part used: burnt wood (ashes). Add the ashes of a piece of burnt hickory to an equal part of cinquefoil. Place over the door of your dwelling, and you will be free of trouble with the law.
- Holly:** Bat's Wings, Tinne. *Ilex aquifolium* or *I. opaca*. Part used: fresh sprig of leaves and berries. Wear a fresh sprig of holly with three berries on it to be protected from lightning, poison and malign spirits.
- Horehound:** Haran. *Marrubium vulgare*. Part used: dried leaves. Wrapped in a white cloth and carried, dried horehound leaves protect against sorcery, seduction and illusion.
- Irish Moss:** Pearl Moss. *Chondrus crispus*. Part used: whole plant, fresh or dried. Carry a bit of irish moss in your pocket while traveling to ensure a safe journey.
- Lime:** *Citrus aurantifolia*. Part used: wood. Carry a few twigs from a lime tree to be guarded from hexes and evil spells, including the evil eye.
- Linden:** *Tilia eoropaea*. Part used: dried flowers and leaves. Hang a branch from a linden tree over the door to your dwelling and you will be safe within. Carry a piece of linden bark with you to be protected from the effects of poison or intoxication.
- Mistletoe:** All Heal. *Viscum album*. Part used: fresh sprig. Wear as a brooch, or hang over your door to be safe from lightning and fire.



Mugwort: *Artemisia. Artemisia vulgaris*. Part used: fresh or dried leaves, oil. Carry a sachet stuffed with fresh mugwort leaves to be safe from poison.

Nettle: Stinging Nettle. *Urtica dioica*. Part used: fresh or dried stalk. Throw a stalk of nettle into a fire and that fire will not burn you.

Periwinkle: Blue Buttons. *Vinca minor*. Part used: fresh sprig. Carry a fresh sprig of periwinkle to be protected from poison, venom, wild animals and fear.

Pimpernel: Poorman's Weatherglass. *Pimpinella spp.* Part used: fresh or dried sprig. Carried, a sprig of pimpernel is a potent charm to protect against deception.

Purslane: Pigweed. *Portulaca sativa*. Part used: fresh sprig. Carry when going into battle for protection from harm.

Raspberry: *Rubus idaeus*. Part used: wood. Hang branches of raspberry wood over the doors and windows of your dwelling to protect it from the intrusion of unwanted spirits.

Rowan: Quickbane, Witchwood. *Sorbus acuparia*. Part used: wood. Two twigs of rowan, tied together in a cross formation with red string make a good amulet for protection.

Sandalwood: *Santalum album*. Part used: wood. A necklace made of Sandalwood beads provides protection from all manner of harm and evil to its wearer.

Tormentil: Shepherd's Knot. *Potentilla tormentilla*. Part used: dried root. A brew made from tormentil, when ingested, protects against possession.

Wormwood: Absinthe. *Artemisia absinthium*. Part used: dried leaves. A sprig of wormwood, when carried, protects its bearer from all manner of enchantment.

Psychic Power

Acacia: Egyptian Thorn. *Acacia senegal*. Part used: powdered gum. Mix with sandalwood powder for an incense to enhance psychic abilities.

Bay: Laurel. *Laurus nobilis*. Part used: dried leaves. Drink a strong tea of dried leaves to gain clairvoyance. Burn dried leaves to see visions of the future.

Borage: Bugloss. *Borago officinalis*. Part used: fresh, young leaves. To strengthen psychic powers, drink a tea made from fresh young borage leaves.

Dandelion: Cankerwort. *Taraxacum officinale*. Part used: freshly-picked seed-head. To communicate with someone, think of your message and blow the seeds of the dandelion toward them.

Deerstongue: Wild Vanilla. *Frasera speciosa*. Part used: dried leaves. Wear a fresh spring of deerstongue to increase psychic abilities.

Elecampane: Elf Dock. *Inula helenium*. Part used: dried root. Smolder as an aid in casting the scry spell.

Eyebright: *Euphrasia officinalis*. Part used: fresh or dried leaves and flowers. Rub a brew of eyebright over the eyelids for clairvoyance or true-seeing spells.

Galangal: Chewing John. *Alpina officinalis*. Part used: dried root. Aids in psychic development when worn over a long period of time.

Honeysuckle: Woodbine. *Lonicera caprifolium*. Part used: fresh flowers. Fresh honeysuckle flowers, gently crushed, will strengthen psychic abilities when rubbed over the forehead.

Star Anise: *Illicium verum*. Part used: seeds. An incense of star anise seeds, when burned, improves psychic abilities.

Purification and Exorcism

Asafoetida: Devil's Dung. *Ferula foetida*. Part used: gum. Throw a little asafoetida gum into an open flame to send a spirit back to its own world, but do not use much, because it smells bad - really bad.

Broom: Besom. *Cytisus scoparius*. Part used: dried flowers. To chase away spirits, make a tea of broom flowers and sprinkle it around the affected area.

Fern: *Polypodiaceae spp.* Part used: dried fronds (leaves). Burn indoors to chase away evil spirits.

Frankincense: *Boswellia carterii*. Part used: gum. Burn to hallow and purify against evil spirits and negativity.

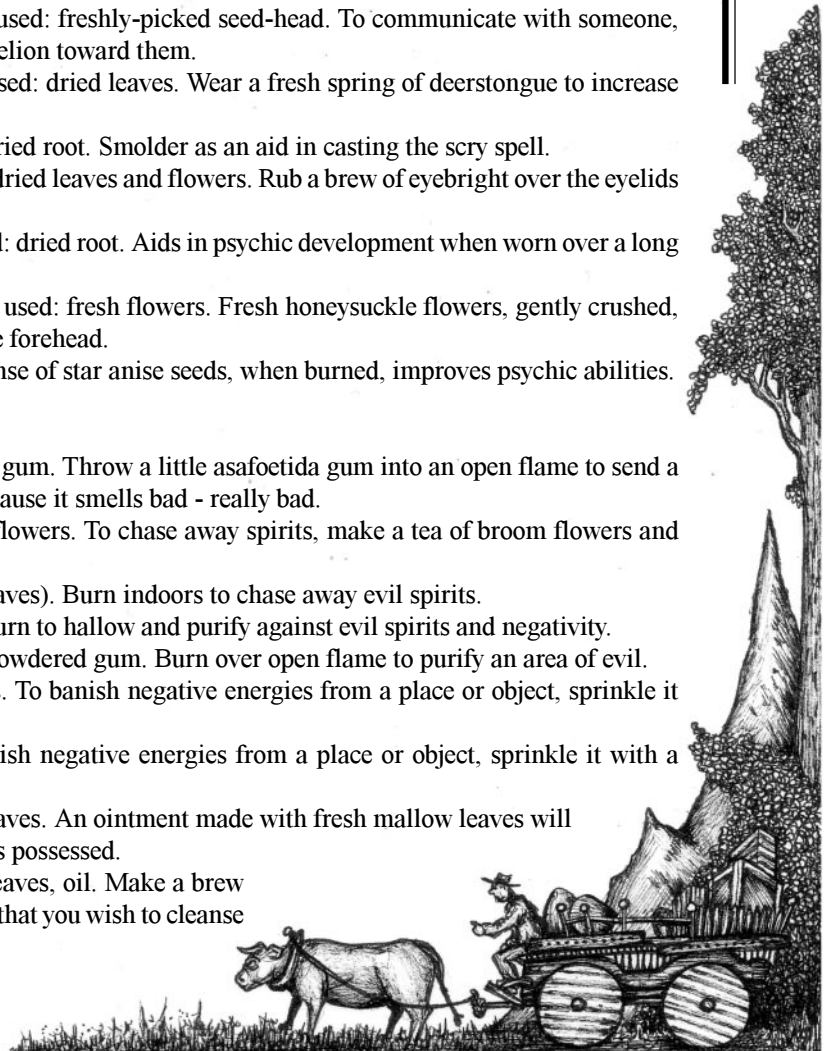
Gum Arabic: Indian Gum. *Acacia vera*. Part used: powdered gum. Burn over open flame to purify an area of evil.

Hyssop: *Hyssopus officinalis*. Part used: fresh leaves. To banish negative energies from a place or object, sprinkle it with a brew made from fresh hyssop leaves.

Lemon: *Citrus limon*. Part used: fresh juice. To banish negative energies from a place or object, sprinkle it with a mixture of fresh lemon juice and water.

Mallow: *Malva sylvestris, M. spp.* Part used: fresh leaves. An ointment made with fresh mallow leaves will dispel spirits when rubbed onto the skin of one who is possessed.

Thyme: *Thymus vulgaris*. Part used: fresh or dried leaves, oil. Make a brew from fresh thyme leaves. Sprinkle it around in an area that you wish to cleanse of negative spirits and energies.



Sleep

Agrimony: Sticklewort. *Agrimonia eupatoria*. Part used: fresh sprig. To make one sleep like the dead, place a fresh sprig of agrimony under their head. They sleep until it is removed.

Celery: *Apium graveolens*. Part used: seeds. A handful of seeds placed in a person's pillow renders them sound sleep.

Snake-Repelling

Fern: *Polypodiaceae spp.* Part used: dried fronds (leaves). Smoke from burning fern drives away snakes or protects from snakes.

Geranium: *Pelargonium graveolens*. Part used: fresh flower. Wear a fresh geranium flower to be protected against snakes.

Lemongrass: *Cymbopogon citratus*. Part used: fresh leaves. Spread fresh lemongrass in a circle and stand within to be safe from the attack of a snake that would bite you.

Southernwood: Lad's Love. *Artemisia abrotanum*. Part used: dried leaves. The smoke of burning southernwood repels snakes.

Yellow Evening Primrose: *Oenothera biennis*. Part used: fresh flowers. Carry a fresh yellow evening primrose flower to be protected against snakes that would bite you.

Spirit-Calling

Balm of Gilead: Balsam. *Commiphora*. Part used: dried buds. Burn as incense when calling spirits to a séance.

Bamboo: *Bambusa vulgaris*. Part used: wood. A flute carved from bamboo will call good spirits when played. To call a specific spirit, carve his or her name into the wood.

Bladderwrack: Kelp, Seaweed. *Fucus visiculosus*. Part used: fresh leaves. Throw into a natural body of water when summoning water elementals and spirits. They will come.

Dandelion: Cankerwort. *Taraxacum officinale*. Part used: dried root. Make a tea from the dried and powdered root. The steam will call spirits.

Elder: Lady Ellhorn. *Sambucus canadensis*. Part used: wood. A flute made from elder wood when played will call forth spirits.

Pipsissewa: Ground Holly. *Chimaphila umbellata*. Part used: dried leaves. Mix with rose hips and dried violet flowers for incense that is burned to call beneficial spirits.

Thistle: *Carduus spp.* Part used: fresh plant. To ask a question of a spirit, boil a whole fresh thistle plant. While looking into the steam, call the spirit you wish to contact and ask your question. Your answer will come.

Wormwood: Absinthe, *Artemisia absinthium*. Part used: dried leaves. Burn in a moonlit graveyard to raise the spirits therein.

Willow: Saille, Osier. *Salix alba*. Part used: wood or bark. Powder and mix with sandalwood powder and burn outdoors to call spirits for aid.

Strength

Masterwort: *Imperatoria ostruthium*. Part used: fresh sprig. Wear a fresh sprig of masterwort to physical strength.

Weather Magic

Bracken: *Pteridium aquilinum*. Part used: dried leaves. Burn dried leaves on a bonfire to cause rain to fall.

Bladderwrack: Kelp, Seaweed. *Fucus visiculosus*. Part used: fresh leaves. To raise the winds, swing a strand of fresh seaweed in a clockwise circle over your head while whistling. This works best when looking out over water.

Broom: Besom. *Cytisus scoparius*. Part used: fresh flowers. Throw into the air while calling on air elementals. To make the wind cease, burn the flowers and bury the ashes.

Cotton: *Gossypium barbadense*. Part used: whole plant. Burn to make rain fall.

Fern: *Polypodiaceae spp.* Part used: fresh leaves. Burn outside to cause rain to fall.

Ginger: *Zingiber officinalis*. Part used: fresh root. A sailor faced with an oncoming storm can chew fresh ginger root and spit it out toward the storm to make it dissipate.

Heather: Heath. *Calluna spp.* Part used: fresh or dried flowers. Burn with fern fronds to bring rain.

Lobelia: Pukeweed. *Lobelia inflata*. Part used: dried leaves and stems. Throw this powder made from dried lobelia into the wind of an approaching storm to change its course.

Saffron: *Crocus sativa*. Part used: dried flowers. Burn dried saffron flowers to raise the winds.

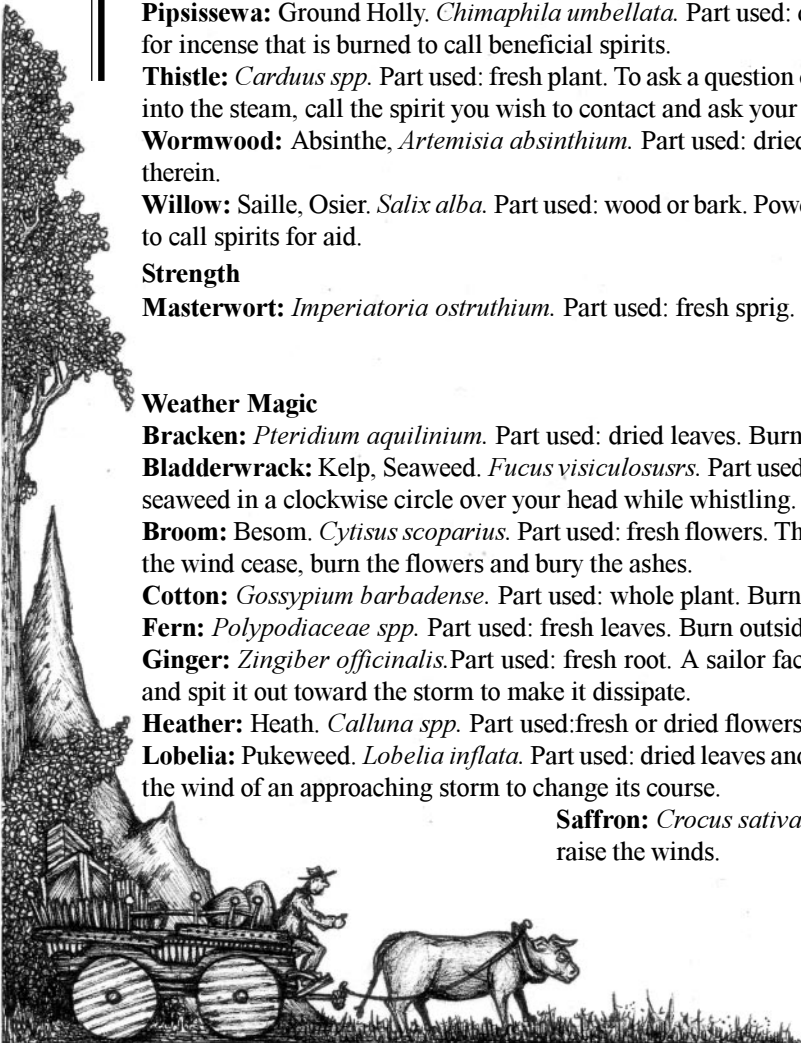


Table 2:13 Herbs/Flora, d20 Magical Properties

Name	Usage	Magical Property
Angelica	Antispasmodic, digestive, tonic	Self restraint, +1 Will Save.
Anise	sedative for insomnia, stimulant, tonic	+1 to DC spells (1x).
Balm	Skin purifier, digestive, sedative	Extra % roll to stop bleeding if at death's door.
Basil	Anti-inflammatory, antiseptic, aromatic	1d4gp gained in 1 week if down on luck.
Burdock	Antiseptic, diuretic, purgative	Acts as the spell <i>Calm Emotions</i> .
Chamomile	Wounds, open sores, sedative	+1 to Spellcraft roll.
Elecampane	Skin itch, breathing problems	+1 to Diplomacy checks.
Foxglove	Cardiac, sedative, narcotic	+1 to any Alchemy check.
Garlic	Purifier, antiseptic, digestive	+1 to Will saves vs. vampire's gaze.
Hawthorn	Blood pressure and the skin.	+1 to Heal checks.
Hellebore	Heart stimulation, depression	Extra save vs. severing silver cord while Astral.
Henbane	Narcotic, sedative (poisonous)	+1 caster level, <i>Clairaudience</i> .
Jimson Weed	Narcotic, hypnotic	+1 caster level, <i>Divination</i> .
Laurel	Tonic, soothing, purifying, digestion	+1 caster level, <i>Control Weather</i> .
Mallow	Swelling of eyes, inflammation of lungs	Prevents Rage for 1 hr, unless Will save is made.
Mandrake	Love, cough, asthma, hay fever	+1 to Skill check.
Mugwort	Sedative	+1 to Intuit Direction checks
Nettle	Purifying, anti-inflammatory	+1 to Diplomacy & Sense Motive checks for 1 hr.
Nightshade	Narcotic, skin problems, fever, pain	Adds one question to <i>Augury</i> spell.
Rosemary	Stimulant, antiseptic, and anti-spasmodic	+1 to Diplomacy check.
Rue	Purifying	+1 to Sense Motive checks.
Sage	Astringent, antiseptic, anti-inflammatory	+1 to Charisma-related skill checks.
Skullcap	Spasms, restlessness, convulsions	+1 to Concentration checks.
Thyme	Antiseptic, tonic	+1 versus fear effects.
Valerian	Hypnotic, sedative, is calming	+1 to Spellcraft checks.
Vervain	Purifying, diuretic, digestive, astringent.	Druid add +2 to DC vs. <i>Charm Person</i> or <i>Animal</i> .
Witch Hazel	Purifying, skin exfoliant	+1 to Diplomacy checks.
Wormwood	Gallbladder, appetite, liver, vitality	Rest 1 hr. less before gaining spells



Were-creatures

Arnica: Wolf's Bane. *Arnica montana*. Part used: fresh or dried flowers. Carry as a charm to repel were-creatures, or brew into a potion to cure lycanthropy.

Rue: Herbygrass. *Ruta graveolens*. Part used: fresh sprig. Carry fresh rue to be protected from poison and were-creatures.

Wishes

Beech: Bok. *Fagus sylvatica*. Part used: wood. Write a wish on the wood and bury it. Your wish will come true.

Buckthorn: *Rhamnus spp.* Part used: powdered bark. Sprinkle in a circle beneath a full moon to conjure an elven spirit.

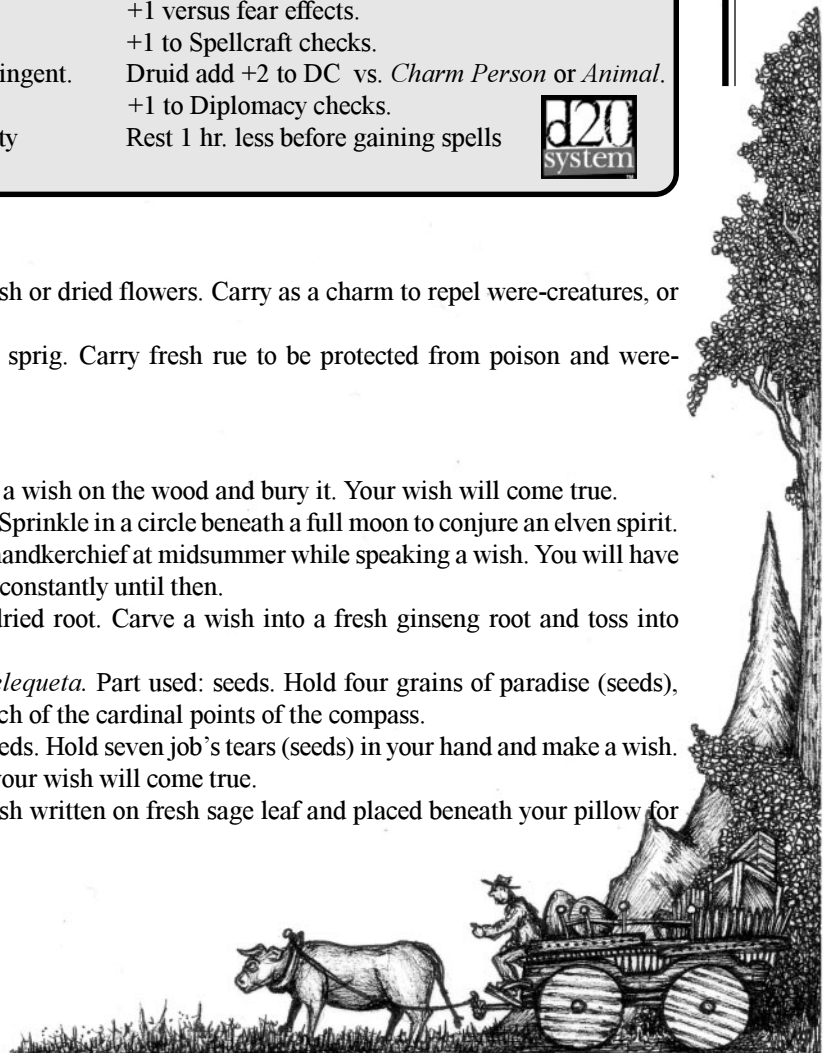
Dogwood: *Cornus florida*. Part used: sap. Place on a handkerchief at midsummer while speaking a wish. You will have your wish by midwinter if you carry the handkerchief constantly until then.

Ginseng: *Panax quinquefolius*. Part used: fresh or dried root. Carve a wish into a fresh ginseng root and toss into moving water; your wish may come true.

Grains of Paradise: Guinea Grains. *Aframomum melequeta*. Part used: seeds. Hold four grains of paradise (seeds), make a wish, and throw 1 seed as far as you can to each of the cardinal points of the compass.

Job's Tears: Tear Grass. *Coix lachryma*. Part used: seeds. Hold seven job's tears (seeds) in your hand and make a wish. Immediately throw the seeds into running water and your wish will come true.

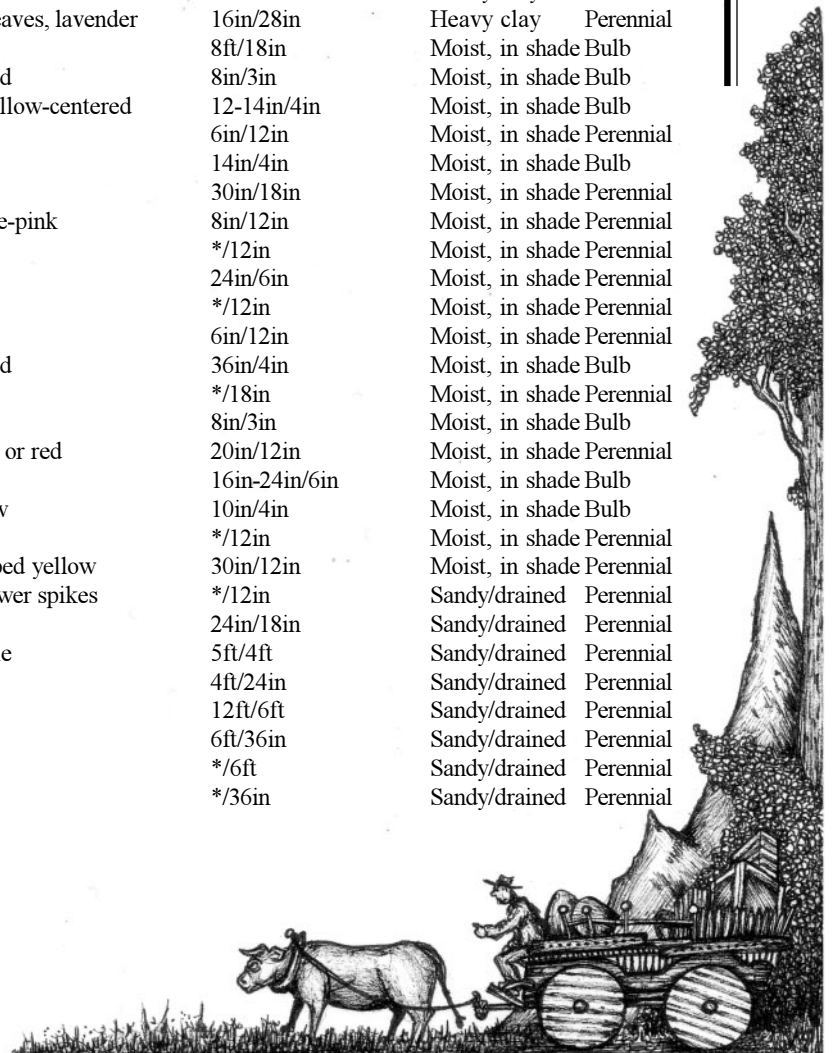
Sage: *Salvia officinalis*. Part used: fresh leaves. A wish written on fresh sage leaf and placed beneath your pillow for three nights will come true.



Flower	Bloom Season	Flower Color	Height / Spread	Soil Type	Type
New Zealand Daisy	early summer	white, yellow centered daisies	*/12in	Acid	Perennial
Meadow Rue	summer	lavender-pink	4ft/12in	Acid	Perennial
Meconopsis	summer	pale yellow	3ft/24in	Acid	Perennial
Goldband Lily	summer/autumn	white/speckled crimson & striped gold	5ft/12in	Acid	Perennial
Japanese Iris	summer	red-purple	3ft/18in	Acid	Perennial
Lithodora	spring/summer	azure-blue	6in/36in	Acid	Perennial
Gentian	autumn	trumpet shaped/blue	2in/12in	Acid	Perennial
Pacific Hybrid Iris	spring	white/yellow stained	10in/12in	Acid	Perennial
Shooting Star	spring	white/yellow beak	16in/10in	Acid	Perennial
Horned Violet	spring/summer	white	6in/12in	Alkaline	Perennial
Old-Fashioned Pink	early summer	white blossoms	16in/12in	Alkaline	Perennial
Delphinium	summer	cornflower blue	24in/12in	Alkaline	Perennial
Bellflower	early summer	white to dusky pink	*/16in	Alkaline	Perennial
Bergenia	spring	white flowers/reddish calyces	18in/24in	Alkaline	Perennial
Star of Persia	early summer	purple-pink	24in/6in	Alkaline	Perennial
Bear's Breech	spring/summer	rich pink	16in/24in	Alkaline	Perennial
Cranesbill	summer	deep clear blue, white-eyed	20in/30in	Alkaline	Perennial
Hellebore	winter	white or pink-tinted	12in/18in	Alkaline	Perennial
Veronicastrum	summer/autumn	white flowers	6ft/24in	Alkaline	Perennial
Pasque Flower	spring	white	*/8in	Alkaline	Perennial
Spurge	summer	yellow	4ft/24in	Alkaline	Perennial
White Mugwort	summer/autumn	tiny, cream	5ft/36in	Alkaline	Perennial
Great Bellflower	summer	lilac-pink	5ft/36in	Alkaline	Perennial
Bridal Wreath	summer	slender pink	36in/24in	Alkaline	Perennial
Desert Candle	summer	pale pink	10ft/4ft	Alkaline	Perennial
Foxtail Lily	summer	pale pink	10ft/4ft	Alkaline	Perennial
Yellow Meadow Rue	summer	fluffy yellow	5ft/24in	Alkaline	Perennial
Solomon's Seal	early summer	greenish-white	36in/12in	Alkaline	Perennial
Evening Primrose	summer	pale yellow	36in/6in	Alkaline	Perennial
Tree Mallow	spring/autumn	white, red-eyed	*/6ft	Alkaline	Perennial
Spring Vetchling	spring	pealike purplish	12in/18in	Alkaline	Perennial
Siberian Purslane	spring/summer	small pink or white	8in/6in	Dry, in shade	Perennial
Hermann's Pride	summer	yellow	24in/4ft	Dry, in shade	Perennial
Trachystemon	spring	blue flowers with "beaks"	12in/indefinite	Dry, in shade	Perennial
Piggy-Back Plant	spring/summer	brownish-green	*/24in	Dry, in shade	Perennial
Strawberry Geranium	summer	white	12in/8in	Dry, in shade	Perennial
Stinking Iris	summer	yellow	30in/24in	Dry, in shade	Perennial
Hardy Geranium	mid-spring	white-yellow beaked	32in/18in	Dry, in shade	Perennial
Epimedium	spring	bright yellow	12in/24in	Dry, in shade	Perennial
Wood Spurge	spring/summer	greenish-yellow	30in/24in	Dry, in shade	Perennial
Purple Gromwell	spring/summer	purple to deep blue	24in/36in	Dry, in shade	Perennial
Comfrey	spring	funnel-shaped, pink & white	*/18in	Dry, in shade	Perennial
Eryngium	summer/autumn	violet-blue	24in/20in	Dry, in sun	Perennial
Foxtail Lily	summer	spires of starry yellow, pink, or white	3ft/24in	Dry, in sun	Bulb
Dublin	summer/autumn	tubular red	12in/20in	Dry, in sun	Perennial
Widow Iris	spring	greenish-yellow	12in/4in	Dry, in sun	Bulb
Dragon Arum	summer	velvety, deep maroon-purple	36in/24in	Dry, in sun	Bulb
Arum	autumn	white or yellow spathe	20in/12in	Dry, in sun	Bulb
Anomatheca	summer	red	8in/3in	Dry, in sun	Bulb
Scarlet Windflower	spring	brilliant red	10in/6in	Dry, in sun	Bulb
Belladonna Lily	autumn	trumpet-shaped, white	24in/4in	Dry, in sun	Bulb
Spanish Dagger	summer/autumn	panicle of ivory	6ft/3ft	Dry, in sun	Perennial
Tropaeolum	summer	deep yellow	4in/3ft	Dry, in sun	Perennial
St. Bernard's Lily	spring/summer	white flowers	36in/24in	Dry, in sun	Perennial
Asteriscus	spring/summer	daisy-like yellow	10in/36in	Dry, in sun	Perennial
Oriental Poppy	summer	solitary white	*/36in	Dry, in sun	Perennial
Pink Dandelion	late summer	dandelion-like, clear pink	*/12in	Dry, in sun	Perennial



Flower	Bloom Season	Flower Color	Height / Spread	Soil Type	Type
Wild Hyacinth	early summer	star-shaped, white	28th/2in	Dry, in sun	Bulb
Cupid's Dart	summer/autumn	white, purple-centered	20in/12in	Dry, in sun	Perennial
Lady Tulip	spring	white with crimson backs	12in/4in	Dry, in sun	Bulb
Hardy Gladiolus	summer	spikes of vivid magenta	3ft/10in	Dry, in sun	Bulb
Tulip	spring	star-shaped, yellow		6in/4in	Dry, in
sun	Bulb				
Frikart's Aster	summer/autumn	lavender-blue	28in/16in	Heavy clay	Perennial
Cup Plan	summer/autumn	yellow daisies	8ft/3ft	Heavy clay	Perennial
Rodgersia	summer	creamy-white	5ft/36in	Heavy clay	Perennial
Persicaria	summer/autumn	spikes of bright red	4ft/36in	Heavy clay	Perennial
Light of Loddon	summer/autumn	yellow flowerheads	3ft/36in	Heavy clay	Perennial
Perennial Sunflower	summer/autumn	lemon yellow, dark centered daisies	5ft/36in	Heavy clay	Perennial
Atropurpureum	summer/autumn	pink-purple	7ft/4ft	Heavy clay	Perennial
Delphinium	summer	violet	5ft/24in	Heavy clay	Perennial
Kamchatka Bugbane	autumn	tiny white	6ft/24in	Heavy clay	Perennial
Globe Centaurea	summer	golden-yellow	4ft/36in	Heavy clay	Perennial
Lamium	spring/summer	pinkish-purple	*/20in	Heavy clay	Perennial
Bergenia	winter/spring	reddish stems w/ dark pink	*/18in	Heavy clay	Perennial
Bugleweed	early summer	bronze-green w/ pink-green	6in/36in	Heavy clay	Perennial
European Columbine	spring/summer	red w/ pale green tips	36in/18in	Heavy clay	Perennial
Daylily	summer/autumn	golden-yellow	24in/18in	Heavy clay	Perennial
Goat's Beard	summer	frothy, creamy-white	6ft/4ft	Heavy clay	Perennial
Bellflower	summer	white, pink flushed	20in/3ft	Heavy clay	Perennial
Goat's Beard	summer	frothy, creamy-white	6ft/4ft	Heavy clay	Perennial
Peony	late spring	white, pink petals & yellow center	30in/24in	Heavy clay	Perennial
Double Buttercup	spring/summer	white	24in/18in	Heavy clay	Perennial
Self-Heal	summer	soft pink	6in/12in	Heavy clay	Perennial
Goldsturm	summer/autumn	golden-yellow daisy w/ dark centers	24in/18in	Heavy clay	Perennial
Monkshood	summer	dark green leaves w/ blue & white	4ft/24in	Heavy clay	Perennial
Hosta	summer	yellow-splashed leaves, lavender	16in/28in	Heavy clay	Perennial
Giant Lily	summer	creamy-white	8ft/18in	Moist, in shade	Bulb
Snowdrop	late winter	white, green-tipped	8in/3in	Moist, in shade	Bulb
Trout Lily	spring	yellow or pink, yellow-centered	12-14in/4in	Moist, in shade	Bulb
Double Bloodroot	early spring	white	6in/12in	Moist, in shade	Perennial
Daffodil	spring	pale yellow	14in/4in	Moist, in shade	Bulb
False Anemone	late summer	lilac & violet	30in/18in	Moist, in shade	Perennial
Lily-of-The-Valley	spring	bell shaped, mauve-pink	8in/12in	Moist, in shade	Perennial
False Bleeding Heart	spring/summer	blue flowers	*/12in	Moist, in shade	Perennial
Maderian Orchid	spring/summer	bright purple	24in/6in	Moist, in shade	Perennial
Deinranthe	summer	blue	*/12in	Moist, in shade	Perennial
Hacquetia	spring	yellow-green	6in/12in	Moist, in shade	Perennial
Summer Snowflake	late spring	white, green-tipped	36in/4in	Moist, in shade	Bulb
Glaucidium	spring/autumn	mauve or lilac	*/18in	Moist, in shade	Perennial
Brimeura	spring/summer	bright blue	8in/3in	Moist, in shade	Bulb
Nodding Trillium	spring	white to pale pink or red	20in/12in	Moist, in shade	Perennial
Jack-in-the-Pulpit	spring	dark-striped	16in-24in/6in	Moist, in shade	Bulb
Lily Leek	early summer	star-shaped yellow	10in/4in	Moist, in shade	Bulb
Toadshade	spring	red or maroon	*/12in	Moist, in shade	Perennial
Great Merrybells	spring	pendent, bell-shaped yellow	30in/12in	Moist, in shade	Perennial
Bear's Breech	summer	greenish white flower spikes	*/12in	Sandy/drained	Perennial
Sea Lavender	late summer	deep blue-violet	24in/18in	Sandy/drained	Perennial
Wandflower	summer	dark pink or purple	5ft/4ft	Sandy/drained	Perennial
Globe Thistle	mid/late summer	bright blue	4ft/24in	Sandy/drained	Perennial
Sea Holly	summer	white-green	12ft/6ft	Sandy/drained	Perennial
Torch Lily	summer/autumn	deep orange-red	6ft/36in	Sandy/drained	Perennial
Tree Mallow	summer	pink	*/6ft	Sandy/drained	Perennial
Toadflax	summer	yellow	*/36in	Sandy/drained	Perennial



Flower	Bloom Season	Flower Color	Height / Spread	Soil Type	Type
Russian Sage	summer/autumn	tiny lavender-blue	4ft/36in	Sandy/drained	Perennial
Matilua	summer	large white poppy	*/6ft	Sandy/drained	Perennial
Ornamental Sage	summer/autumn	deep blue	4ft/36in	Sandy/drained	Perennial
Baby's Breath	summer	white to pale pink	16in/3ft	Sandy/drained	Perennial
Woolly Sunflower	spring/summer	bright yellow daisy	*/20in	Sandy/drained	Perennial
Sea Holly	summer	blue	18in/12in	Sandy/drained	Perennial
Narbonne Flax	summer	deep blue	20in/18in	Sandy/drained	Perennial
Pink Pampas Grass	late summer	rosy lilac spikelets	8ft/6ft	Sandy/drained	Perennial
Heartleaf Crambe	early summer	tiny, pure white	8ft/5ft	Sandy/drained	Perennial
King's Spear	spring/summer	bright yellow	5ft/12in	Sandy/drained	Perennial
Oregano	summer/autumn	rich pink	20in/18in	Sandy/drained	Perennial
Evening Primrose	summer/autumn	pale pink/yellow & white centers	*/12in	Sandy/drained	Perennial
African Lily	summer	trumpet-shaped of dark blue	18in/12in	Sandy/drained	Perennial
Borago	spring/autumn	pale blue, bell shaped	*/24in	Sandy/drained	Perennial
Diascia	summer/autumn	apricot	10in/20in	Sandy/drained	Perennial
Mullein	summer	soft yellow	4ft/12in	Sandy/drained	Perennial

Basic Soil Types

Acid: Acid in nature and moisture-retentive, this soil is favored by plants not tolerant of alkaline soil and can be made more free-draining by adding coarse sand. Peaty or acid soils are dark, rich in organic matter.

Alkaline: Free-draining, this soil warms up quickly in spring and is moderately fertile. Limy or alkaline soils are usually pale, shallow, and stony.

Average: Hard to define, but moist, well-drained, with reasonable humus content, neutral to slightly acid pH, and suits widest range of plants.

Clay: Usually very fertile, containing lots of nutrients. Rock hard when dry, sticky when wet with poor drainage. Difficult to work; add organic matter and maybe gravel.

Sandy: Light, free-draining, quick to warm up in spring. Some plants may need frequent irrigation and feeding.

FAUNA

Birds, birds and more birds. What fills the skies mirrors what covers the downs. Wilderness would not be so wild without the animals. And though they pass through your setting in fleeting descriptive moments they carry an unusual weight for they elicit all manner of emotion.

What follows is not an exhaustive list of animals, but more of a sampling. Birds are dealt with in more detail for they alone can set a tone without distracting from a story's arc. There are many sources of animals and the terrain that they live in for us to wholly revisit the issue. This menagerie serves only to give you an idea of what can be placed in a setting.

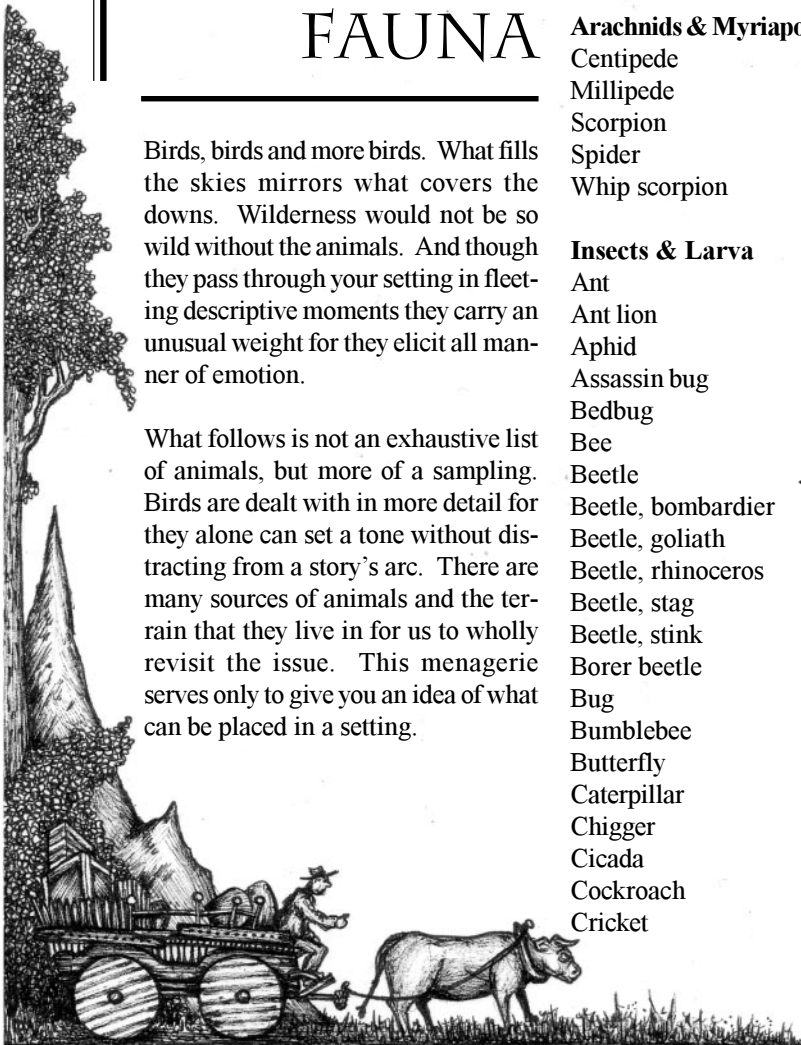
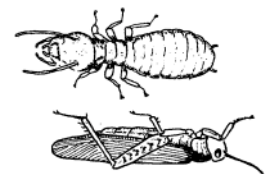
Arachnids & Myriapoda

- Centipede
- Millipede
- Scorpion
- Spider
- Whip scorpion

Insects & Larva

- Ant
- Ant lion
- Aphid
- Assassin bug
- Bedbug
- Bee
- Beetle
- Beetle, bombardier
- Beetle, goliath
- Beetle, rhinoceros
- Beetle, stag
- Beetle, stink
- Borer beetle
- Bug
- Bumblebee
- Butterfly
- Caterpillar
- Chigger
- Cicada
- Cockroach
- Cricket

- Damselfly
- Deerfly
- Diving Beetle
- Dragonfly
- Dung Beetle
- Earwig
- Firefly/Lightning Bug
- Flea
- Flea, Sand
- Fly
- Fruit fly
- Gnat
- Grasshopper
- Grub
- Hellgrammite
- Hornet
- Horsefly
- Hoverfly
- Katydid
- Ladybug
- Leaf Hopper
- Locust
- Louse
- Maggot
- Mantis
- Midge
- Mole
- Cricket
- Mosquito



Moth
 Pond Skater
 Rove Beetle
 Sand fly
 Silverfish
 Spring bug
 Tent Caterpillar
 Termite
 Walking Stick
 Wasp
 Water Boatman
 Water Bug (also giant)
 Weevil

Birds

Albatross
 Auk
 Bird of Paradise
 Bittern
 Blackbird
 Bluebird
 Bluejay
 Bustard
 Canary
 Cardinal
 Catbird
 Chickadee
 Cockateel
 Cockatoo
 Coot
 Cowbird
 Crane
 Creeper
 Crow
 Cuckoo
 Dove
 Duck
 Finch
 Flamingo
 Flicker
 Flycatcher
 Goose
 Grebe
 Grouse
 Gull
 Heron
 Hummingbird
 Ibis
 Java Temple Bird
 Jay
 Kingfisher
 Kinglet
 Loon
 Lovebird
 Magpie
 Macaw
 Mocking Bird



Mourning Dove
 Mud hen
 Night hawk
 Nightingale
 Nuthatch
 Oriole
 Parakeet
 Parrot
 Partridge
 Passenger Pigeon
 Petrel
 Pheasant
 Pigeon
 Plover
 Prairie Chicken
 Ptarmigan
 Puffin
 Quail
 Rail
 Raven
 Robin
 Sandpiper
 Shrike
 Snipe
 Sparrow
 Spoonbill
 Stork
 Swallow
 Swan
 Swift
 Tern
 Thrasher
 Thrush
 Titmouse
 Turkey
 Vireo
 Warbler
 Widgeon
 Woodcock
 Woodpecker
 Wren

Flightless

Cassowary
 Dodo
 Emu
 Moa
 Ostrich
 Penguin
 Rhea
 Road Runner
 Secretary Bird



Owls & Raptors

Eagle
 Eagle, Bald
 Eagle, Golden

Eagle, Harpy
 Falcon
 Falcon, peregrine
 Goshawk
 Gyrfalcon
 Hawk
 Kite
 Osprey
 Owl
 Owl, Snowy
 Owl, Barn
 Owl, Burrowing
 Owl, Great Gray
 Owl, Great Horned
 Owl, Screech



Scavengers

Buzzard
 Caracara
 Condor
 Vulture



Cats

Bobcat
 Cervil
 Cheetah
 Domestic
 Domestic, curly hair
 Domestic, long hair
 Domestic, short hair
 Domestic, tailless
 Domestic, wild (feral)
 Jaguar
 Jaguarundi
 Leopard
 Leopard, Snow
 Lion
 Lynx
 Ocelot
 Puma (Cougar, Mountain
 Lion)
 Tiger, Northern (Siberian)
 Tiger, Southern (Bengal)

Dogs

Bloodhound
 Bull Dog
 Bull Mastiff
 Mastiff
 Pit bull
 Pointer
 Setter
 Sheep Dog
 (medium-size)
 Shepherd
 (large)
 Sled dog

Stag hound
 Wolf hound

Wild Canines

Cape Hunting Dog
 Coyote
 Dhol
 Dingo
 Fennic
 Fox
 Jackal
 Wolf

Horses

Cart Horse
 Charger (typical warhorse)
 Courser (fast warhorse)
 Destrier (heavy warhorse)
 Draft Horse
 Gelding (neutered stallion)
 Jade (worn-out horse)
 Mare (female horse)
 Mustang (wild horse)
 Palfrey (riding mare)
 Pony (small horse)
 Stallion (male horse)
 Sumpter (pack horse)

Animals, Draft & Pack

Ass/Burro/Donkey
 Buffalo
 Camel, Dromedary
 Camel, Bactrian (two-
 hump)
 Dog
 Elephant
 Goat
 Horse
 Llama
 Mule
 Ox
 Pony
 Reindeer
 Yak

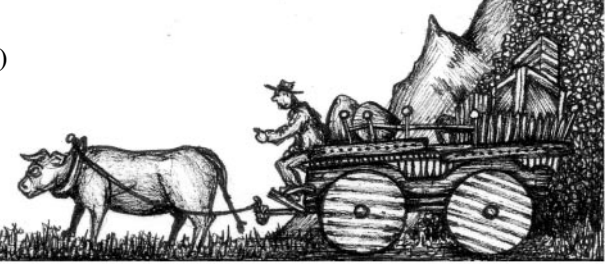
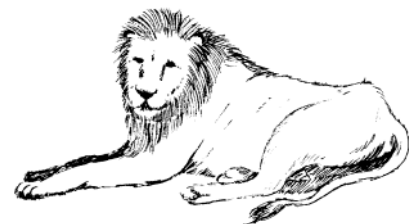


Table 2:14 The Horse

Work, Miscellaneous Information

Average weight	1,000 pounds
Best speed for prolonged movement	2.5 mph and a working time of 11.5 hours
Life expectancy	16-25 years of age (camel 35 to 40, ox 15-20)
Maturity	5 years of age (camel 8, ox 4)
Stall length	10 feet.
Stall width, minimum	4.5 feet, 8 feet average; foaling stall 10 feet x 16 feet.
Strength	5 men
Deprivation and life expectancy	
with food, no water	5 days
with water, no food	25 days
without food or water	17 days

Horse, average speed
 walk 400 yards in 4.5 minutes
 trot 400 yards in 2 minutes
 canter 400 yards in 1.5 minutes
 gallop 400 yards in 1 minute

Carrying/Draught Capacity & Movement

Horse, average, draught:	draws 1,600 pounds over typical good roads 20 miles per eight hours
Horse, average, draught:	draws 12,800 pounds using steel railway tracks 20 miles per eight hours
Horse, average, draught:	draws 58,000 pounds towing a barge 20 miles per eight hours
Horse, average, pack:	carries 250 pounds over level ground 25 miles per day per eight hours
Horse, average, riding:	carries 250 pounds over level ground 30 miles per eight hours

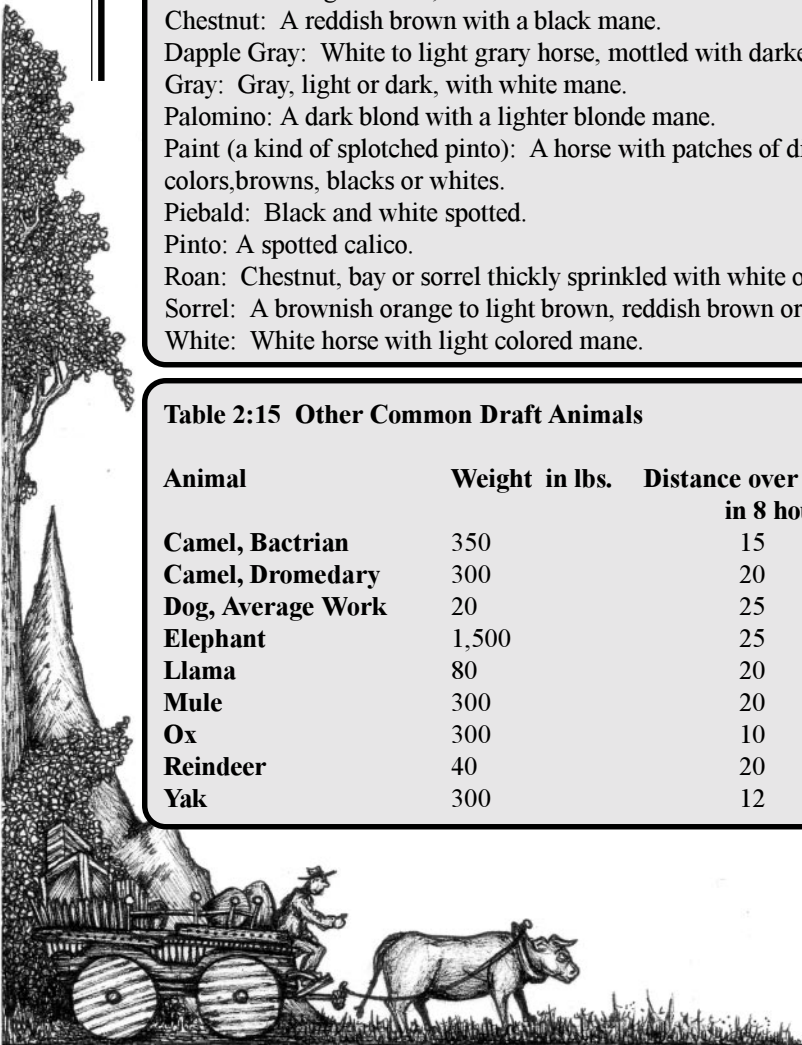
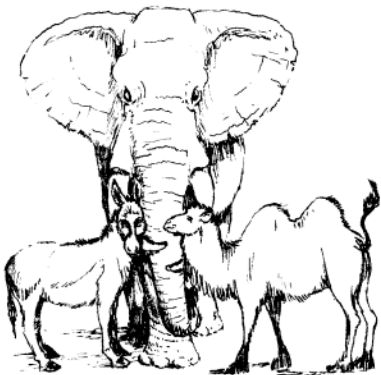
Horse Colors

- Bay: A dark brown horse with a black mane.
- Black: Dark, usually white socks with black mane.
- Buckskin: A light brown, tan horse with a black mane.
- Chestnut: A reddish brown with a black mane.
- Dapple Gray: White to light gray horse, mottled with darker gray.
- Gray: Gray, light or dark, with white mane.
- Palomino: A dark blond with a lighter blonde mane.
- Paint (a kind of splotted pinto): A horse with patches of different colors, browns, blacks or whites.
- Piebald: Black and white spotted.
- Pinto: A spotted calico.
- Roan: Chestnut, bay or sorrel thickly sprinkled with white or gray.
- Sorrel: A brownish orange to light brown, reddish brown or dark mane.
- White: White horse with light colored mane.



Table 2:15 Other Common Draft Animals

Animal	Weight in lbs.	Distance over level ground in 8 hours
Camel, Bactrian	350	15
Camel, Dromedary	300	20
Dog, Average Work	20	25
Elephant	1,500	25
Llama	80	20
Mule	300	20
Ox	300	10
Reindeer	40	20
Yak	300	12



BOOK THREE DWELLINGS

In the days of the first Kingdoms there was peace. The Dwarves called themselves the "Folk" and with an ever increasing population, the Folk spread throughout the lands building towns and villages, halls and castles.

~~ The Codex of Erde

MATERIALS & CONSTRUCTION

Stone. Timber. Wrought iron. Where men live, they build. What they build can be as important to your setting as where they live. Whether they build squat, sod houses in the prairie where the bulrush grass grows or under the eaves of the Larch trees upon the slopes of the Vorelberg Mountains you must determine the type of habitation and what materials were used in its construction.

Below you find terms laid out and defined and lists from which you can cull your own material and design the habitation that best suits your setting.

MATERIALS

Adobe: A sun dried brick derived from a yellow silt or clay deposited by rivers.

Brick: A block of clay hardened by drying in the sun or burning in a kiln. Bricks come in numerous shapes and sizes. Bricks come in numerous densities and hardness depending on the baking process, parent material and the material mixed with it for hardening (pebbles, hay, grass, twigs ect).

Brick & Timber: Mud brick is different than normal bricks in that it is made from puddled mud which is later gathered, molded and sun dried. It is durable enough for light load bearing and can be carved fairly easily after drying. All external walls using this material are covered with linseed oil to help prevent weathering. This makes a poor brick in areas with extreme weather.

Cloth and Poles (pavilion, tent): Canvas, cotton and even silk are placed on poles to form makeshift or temporary structures. Shape and size are limited only to the weight of the material, strength of the supporting poles and the innovation of the builder. These do not hold up well in extreme weather conditions.

Earth, Rammed: Soils with high clay contents are pulverized moistened and dumped into frames or formed into walls. Compaction is created by ramming. These buildings are allowed to sun dry. Structurally sound and weather resistant, these buildings survive for several hundred years or more.

Felt (yurt): Similar to cloth and pole constructions, yurts use hides from animals instead of cloth. These are generally heavier and more durable constructions. Framing devices can be wood, iron or bone and come in

many shapes including circular, square, and hexagonal. They include tepees and all related constructions.

Grass and Poles/Sticks (hogan, hut, shack, wickiup): Popular in very dry areas, these constructions consist of poles and sticks interwoven with grasses and branches to form small structures. Often times these structures are recessed into the ground several feet or more.

Metal Sheet: Thin sheets of metal including gold, copper, bronze, steel and aluminum or others, used for siding or roofing in architecture. This includes corrugated metal. Sheet metal is used to protect exposed surfaces or for aesthetic reasons, rather than load bearing.

Matting: A course fabric of rushes, grass, straw, hemp, or the like used for wrapping, covering floors, etc.

Plaster & Board/Timber: Wooden structures are covered in a moistened mud, clay or soil for added protection and insulation. Mud and clay plasters are only use in drier climates.

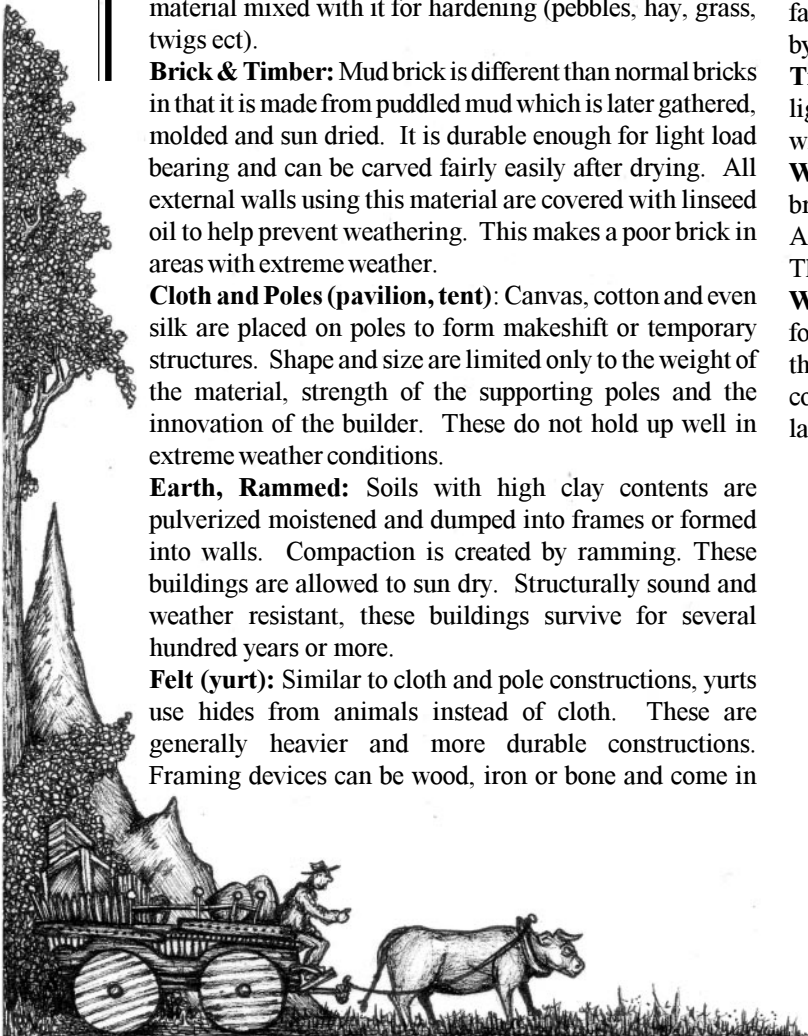
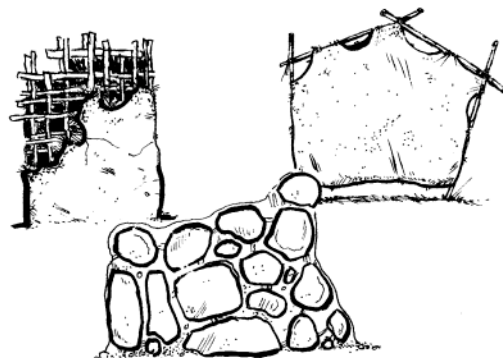
Sod: A square or rectangular section cut or torn from the surface of grassland containing the matted roots of grass. Used in regions where there is little or no tree growth. Sod houses tend to be squat but solid constructions.

Stone: Limestone, marble, granite, sandstone and other durable rocks are used for construction. These rocks are altered and polished for specific needs and come in almost any shape imaginable. They are load bearing and durable often lasting thousands of years or more. Stone is used as facing, for internal support and augments or is augmented by brick and timber constructions.

Timber: The most widely used material for building. It is light, durable, strong and easily managed. Woods range widely in density and durability.

Wattle: Rods or stakes interwoven with twigs or tree branches. Wattle is used for making fences, walls etc. Also refers to basket manufacturing, the interweave. These are not very durable nor are they strong.

Wattle & Daub: The employment of Wattle, mud and clay for the construction of buildings. The mud is smeared into the wattle. Depending on the parent material, drying conditions and density of the wattle, these can be long lasting and fairly durable constructions.



METALS

Aluminum: A silvery metal, remarkable for its light weight and malleability and resistance to oxidation. It is found abundantly in clay.

Antimony: A silvery white brittle metal used in alloys with other metals to harden them and increase their resistance to chemical action.

Bismuth: A greyish-white, red tinted, brittle metal that is often found in a crystalized state in other metals, particularly cobalt. Chiefly used in making alloys of low melting points.

Brass: A yellowish metal that is an alloy of copper and zinc. Known for its hardness and durability.

Bronze: See following page.

Copper: See following page.

Electrum: See following page.

Gold: See following page.

Iron: A white metal that is malleable and ductile. It is the most common and useful of all the metals.

Iron, Cast: A hard, rigid and strong, nonmalleable iron-carbon alloy made by casting.

Iron, Magnetic (Lodestone): A strong magnetic variety of the mineral magnetite.

Iron, Meteoric: Iron usually alloyed with nickel and cobalt. Found in meteorites.

Iron, Wrought: A soft, ductile, malleable iron containing some slag and some carbon. It cannot be tempered or easily fused.

Latten: Brass or a brass-like alloy hammered into thin sheets.

Lead: A heavy, soft malleable bluish-gray metal used in piping an in numerous alloys.

Lodestone: See Iron, Magnetic above.

Magnesium: A light silver white metal, that is malleable and ductile used in making several alloys.

Table 3:1 Tensile Strength per Square Inch

The number of # of pressure required to break metal.

Metal	# of pressure
Brass	42,000
Copper wire	61,200
Copper, cast	19,000
Copper, wrought	34,000
Gold, cast	20,000
Iron wire	103,000
Iron, bar	72,000
Iron, cast	27,000
Lead	880
Platinum wire	53,000
Silver, cast	40,000
Steel	120,000
Tin	5,000
Zinc	3,500

Table 3:2 Melting Points, Temperature in Degrees Fahrenheit

Note: The heat of a common fire is 790 degrees F. The heat of an alcohol fire is 1700 degrees F. The heat of a coal gas fire augmented by a blowpipe is 2200 degrees F. The heat of an oxygen-hydrogen gas fire augmented by a blowpipe is 2400 degrees F.

Aluminum	1220
Antimony	1166
Bismuth	176
Brass	1900
Bronze	1922
Copper	2160
Gold	1983
Iron	2795
Lead	594
Magnesium	1202
Mercury	-38
Nickel	2647
Platinum	3221
Silver	1763
Steel	2800
Tin	421
Tin-bismuth alloy	283
Titanium	3020
Zinc	787

Mercury: A heavy silver, white metal liquid at ordinary temperatures, quick silver.

Nickel: See following page.

Nickel Silver (Nickel and Copper): See following page.

Nickel Steel: A steel alloy made harder than ordinary steel by adding small amounts of nickel.

Pewter (Lead and Zinc): An alloy of tin with lead, brass or copper that takes on a grayish luster when polished.

Platinum: See following page.

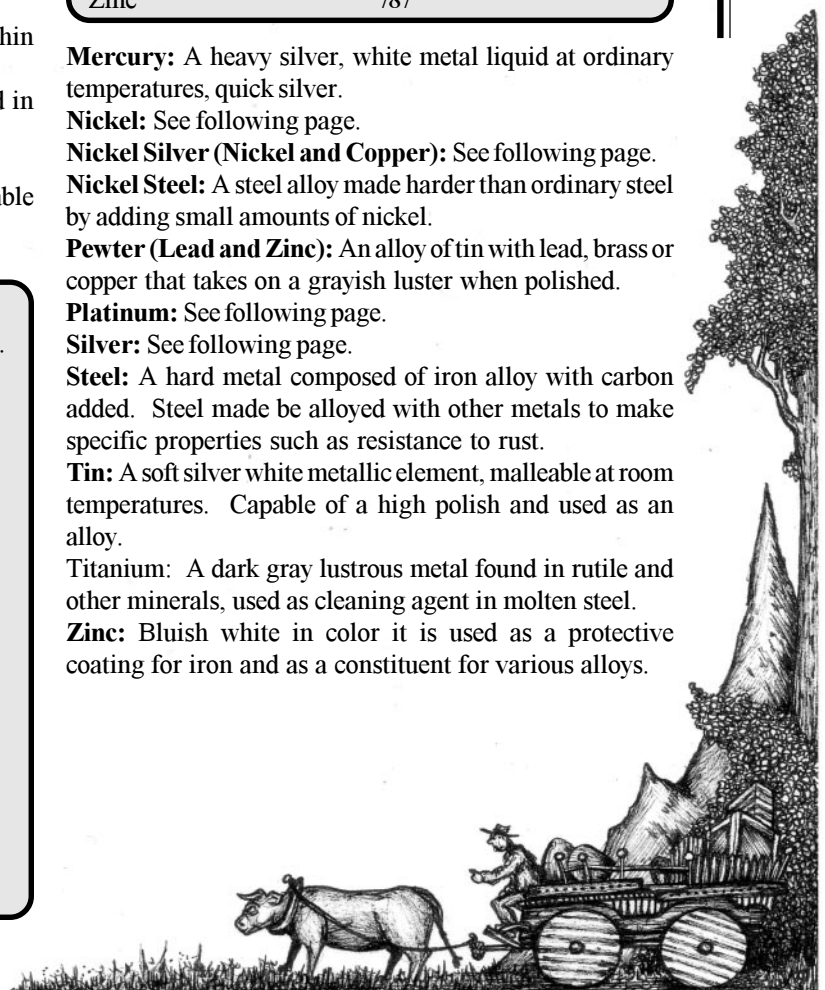
Silver: See following page.

Steel: A hard metal composed of iron alloy with carbon added. Steel made be alloyed with other metals to make specific properties such as resistance to rust.

Tin: A soft silver white metallic element, malleable at room temperatures. Capable of a high polish and used as an alloy.

Titanium: A dark gray lustrous metal found in rutile and other minerals, used as cleaning agent in molten steel.

Zinc: Bluish white in color it is used as a protective coating for iron and as a constituent for various alloys.



Metals, The Complete Precious Metalsmith

Pure metal is 24 carat, or .999 fine in regards to silver, and alloys of it are indicated by the number in carats, or percentage of silver, of the main metal in the alloy. They are cataloged in order of value.

Platinum: The hardest of precious metals. It is worth c. 125% to 250% its weight in gold, even more if the smelting process employed in the fantasy milieu demands magical heat. It does not tarnish. It is a silvery metal with a soft and lustrous sheen. Platinum is very seldom alloyed with other metals.

Gold: The softest of precious metals. It does not tarnish. Usually in an alloy with other metals to increase its hardness. There are three general sorts of gold used in jewelry:

Yellow gold (18 carat): 75% gold, 15% silver, 10% copper. Value c. 77% pure gold.

Red gold (18 carat): 75% gold, 20% copper, 5% silver. Value c. 76% pure gold.

White gold (18 carat): 75% gold, 25% silver. Value c. 78% pure gold.

Electrum: A fairly hard alloy when compared to gold. An alloy of 24 carat gold and .999 fine silver, usually in equal proportions. It has a value of about 55% pure gold when

alloyed in equal proportions. It tarnishes somewhat because of the silver content of the alloy. Electrum looks much like pale white gold.

Silver: A moderately soft metal worth about 1/60 to 1/100th its weight in gold. Silver tarnishes from exposure to air and other substances.

Nickel: A moderately hard metal that is the next to the least valuable of the pure ores of the group. It is worth around 20% its weight in .999 fine silver. Nickel tarnishes only slowly and to little extent, and polishing restores its shine. It has a soft silver-gray luster.

Nickel Silver: A moderately hard metal because of the combined metals used. An alloy of 50% copper and 50% nickel for increased hardness and little tarnishing. Value c. 17% .999 fine silver.

Copper: A moderately soft metal that is the least valuable of the group. It is worth around 9% to 12% its weight in silver. Copper tarnishes (corrodes) when exposed to air, but polishing restores its shine.

Bronze: A moderately hard metal because of the combined metals used. An alloy of 50% copper and 50% tin for increased hardness. Tarnishing is common, with verdigris apparent when oxidation of the metal occurs. Value c. 70% pure copper when used in equal proportions. Bronze had a copper-brown, or sometimes golden-brown hue when more copper is used (c.60%).

Table 3:3 Magical Metals for the d20 System

Metal	Bonus	Hardness	Hit Points	Weight ft. cubic	Melts at F
Adamantite	+4	20	40/inch of thickness	125#	3000
Mithril	+3	15	30/inch of thickness	300#	3500
Oracalcum*	+5	25	45/inch of thickness	225#	4500
Tilferium	+3	14	30/inch of thickness	700#	3700
Xagium*	+4	18	35/inch of thickness	100#	3850

Adamantite: Gives a +4 bonus to magical arms and armor made from this metal. If wearing armor made from this metal, any electrical-based magical attacks do only half damage with no save, and no damage with a successful saving throw.

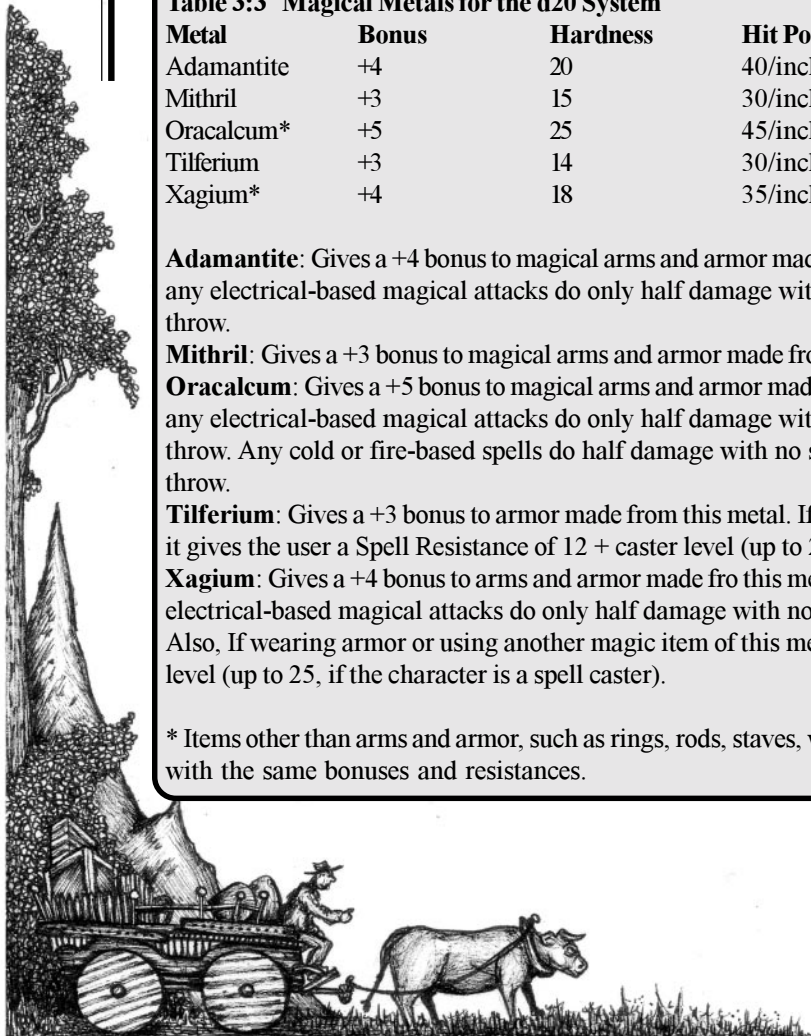
Mithril: Gives a +3 bonus to magical arms and armor made from this metal.

Oracalcum: Gives a +5 bonus to magical arms and armor made from this metal. If wearing armor made from this metal, any electrical-based magical attacks do only half damage with no save, and no damage with a successful saving throw. Any cold or fire-based spells do half damage with no save, and one quarter damage with a successful saving throw.

Tilferium: Gives a +3 bonus to armor made from this metal. If wearing armor or using another magic item of this metal, it gives the user a Spell Resistance of 12 + caster level (up to 20, if the character is a spell caster).

Xagium: Gives a +4 bonus to arms and armor made from this metal. If wearing armor made from this metal, any electrical-based magical attacks do only half damage with no save, and no damage with a successful saving throw. Also, If wearing armor or using another magic item of this metal, it gives the user a Spell Resistance of 15 + caster level (up to 25, if the character is a spell caster).

* Items other than arms and armor, such as rings, rods, staves, wands, etc. can be made from these metals with the same bonuses and resistances.



FANTASTIC METALS

Adamantite/Adamantium: If not the hardest, certainly one of the hardest of fantastic metals. It accepts magical enchantments, and it is worth at least five times its weight in platinum. Its weight is about 25% that of steel. It does not rust and is not a conductor of electricity. It holds an edge. It is a deep indigo metal with a soft and lustrous sheen. Adamantite is sometimes alloyed with other metals, mainly steel in armor and weapons.

Mithril: A very hard fantastic precious metal. It accepts magical enchantments, and it is worth at least three times its weight in platinum. Its weight is about 60% that of steel. It does not rust or tarnish. It holds an edge. It is a bright, silver metal near to chrome in its appearance. Mithral is sometimes alloyed with other metals, silver for ornamentation, steel for armor and weapons.

Oracalc/Oracalcum: A very rare, hard and flexible fantastic metal with utmost tensile strength. It is worth at least 10 times its weight in platinum. Its weight is about 50% that of steel. It does not rust or tarnish, and it is a non-conductor of electricity. It holds an edge. Although extremely difficult to work, it can be forged as flexible or unyielding. It is a glowing, golden-copper color metal near to chrome in its appearance. Oracalcum is sometimes alloyed with other metals, silver for ornamentation, steel for strength etc.

Tilferium: A rare and exceptionally hard fantastic metal with great tensile strength and the capacity to “store” magical force. It is worth at around two times its weight in platinum. Its weight is about 20% that of steel. It corrodes very slowly when exposed to strong alkaline substances. It does not hold an edge well.

It is a dull gray-green in node form. One ounce of the metal contains, and can contain, sufficient magical energy to power one spell of middling sort. Tilferium is always alloyed with other metals, the maximum part of any such mix being one-tenth. This is done to strengthen the alloy and

Table 3:5 Workmanship value addition

To determine the value of such an item, use the following formula: Take the Value of the weight of the precious metal from Tables 3:3 and 3:4 and multiply it by the workmanship quality.

Workmanship Quality and Value Multiplier

Crude	0
Average	2
High average	3
Good	4
Very good	5
Fine	8
Very fine	12
Superb	15
Masterwork	20

to allow the containment of magical energy placed within such objects as are ten forged from the alloy.

Xagium: A very rare and very hard fantastic metal with incredible tensile strength and the capacity to “store” magical force. It is worth at around four times its weight in platinum. Its weight is about 50% that of steel. It does not rust or tarnish, and it is a non-conductor of electricity. It holds an edge of great keenness very well. Although difficult to work, it can be forged as flexible or unyielding. The metal has a dark metallic blue color that tints other metals with which it is alloyed. One ounce of the metal contains, and can contain, sufficient magical energy to power one spell of highest sort, or about 150% the energy of tilferium (see above). Xagium is always alloyed with other metals, the maximum part of any such mix being one-eighth, thus giving that much blue color to the mixture. This is done to strengthen the alloy, give flexibility and durability to it, and

Table 3:4b Value of Certain Metals per Ounce Legendary Adventure RPG

Metal	Value (approx)
Platinum	\$1000
Gold	\$500
Electrum	\$275
Silver	\$10
Nickel	\$1.88
Nickel-Silver	\$5.00
Copper	\$1
Bronze	\$0.63 to \$1.00
Adamantite	\$4,500
Mithril	\$3,000
Oracalcum	\$10,000
Tilferium	\$2,500
Xagium	\$5,000

to allow the containment of magical energy placed within such objects forged from the alloy.

Table 3:4a Value of Certain Metals per Ounce (gold & silver) for the d20 system

Metal	Value (approx)
Platinum	50gp
Gold	25gp
Electrum	135sp
Silver	5sp
Nickel	1sp
Nickel-Silver	25cp
Copper	5cp
Bronze	4-5cp
Adamantite	250gp
Mithril	150gp
Oracalcum	500gp
Tilferium	100gp
Xagium	200gp

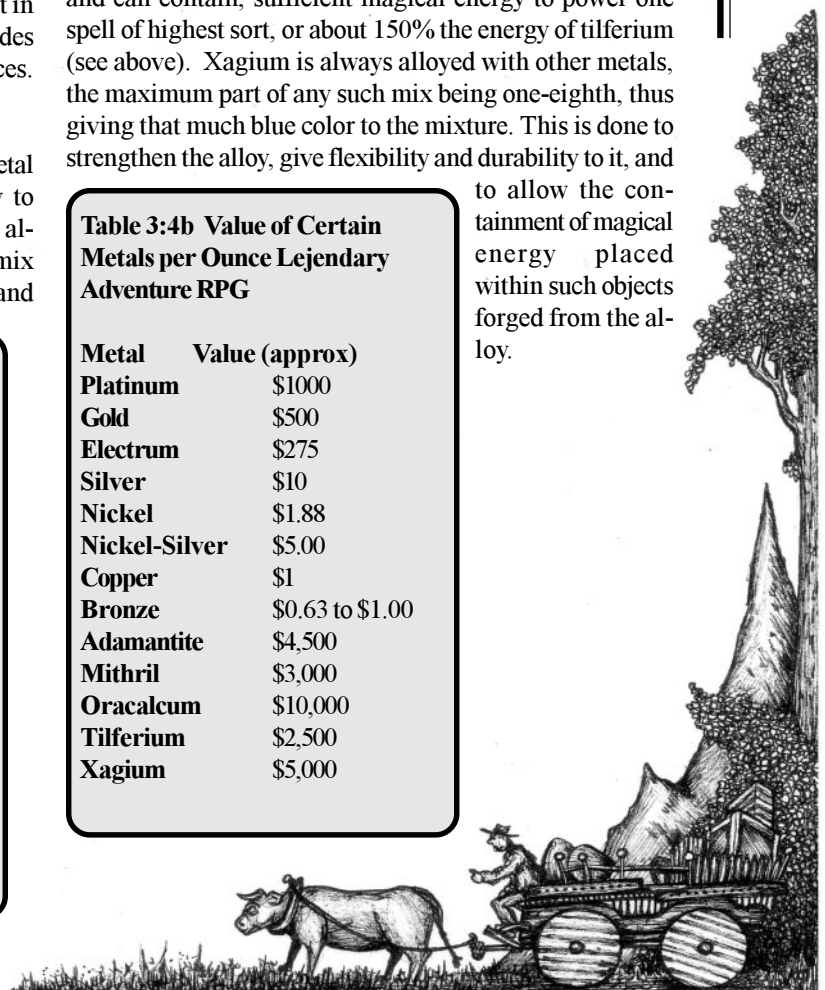


Table 3:6 Hardness Scale (extended from Table 2:5 MOH's Hardness Scale)

This scale represents a continuation of the scale in Book II above, expanding it to include magical metals.

Hardness	Material
0	Liquid
1-6	As indicated on the chart above
7	Vitreous pure silica—not scratched by a file unless of hardened steel at 7.5
8	Quartz—just scratched by magic-enhanced steel
9	Topaz—just scratched by powerfully magic-enhanced steel
10	Garnet—just scratched by mithril
11	Fuzed zirconia—just scratched by adamantite
12	Fuzed alumina—just scratched by tilferium
13	Silicon carbide—just scratched by magic-enhanced mithril
14	Boron carbide—just scratched by magic-enhanced adamantite
15	Diamond—just scratched by magic-enhanced tilferium

WOOD

Alder: A tree which grows in moist land whose bark is used in dyeing and tanning. The wood is used for bridges and piles because it is resistant to underwater rot.

Ash, White: Tough elastic wood with a straight, close grain.

Ash, European: See above.

Balsa: A very light, strong wood, used for raft construction.

Basswood: A light soft durable wood.

Beech: A large-sized tree that produces hard woods. The smooth bark of a beech tree was used for writing upon.

Birch: A hard, smooth-grained wood whose bark strips off in layers. Birch wood is most valued in furniture construction.

Brazilwood: A reddish wood that is capable of yielding a red dye.

Cedar: Used for the durability of the wood. Associated with a fragrant building material as well.

Cherry: A hard, durable wood that is most commonly used in the construction of furniture, handles, toys, etc.

Cocobolo: A hardwood tree that is used in cabinet work and tool making.

Elm, Dutch & English: Tall, hardy shade trees whose wood makes a hard, heavy wood. The wood is fine-grained and valuable for its resistance to splitting.

Elm, Ebony: See above.

Hickory, White: A tough wood used for construction of houses, fences and the like.

Kingwood: A Brazilian wood used much in cabinet work because of its streaks of violet tints.

Lime: See Basswood above.

Mahogany: A hardwood that is commonly used in furniture, it varies in color from reddish-brown to yellow.

Maple: A hard, close-grained wood used for furniture making and flooring. Colors range from reddish to yellow.

Maple, Hard: See above.

Oak: The wood is hard, tough, relatively flexible, resistant to water and not too heavy. It bears weather changes far more than most other woods. It is valued in all manner of construction from flooring, furniture, millwork, cross ties, mine timbers, fenceposts, houses and ships. The bark is used in tannin.

White Plane: As sycamore.

Poplar, European: These trees are tall and fast growing with soft wood. A hybrid poplar tree which produces a superior type of timber.

Brazilian Rosewood: A hard, reddish-black streaked wood with a rose-like odor. Used for making furniture.

Sycamore: A tree common in the middle east, growing large and to a great height. It is used in almost all facets of building construction.

Sycamore, Indian: See above.

Teak: A large tree with a yellowish-brown wood highly prized in ship building.

Walnut, Black: A large hardwood, whose wood is highly prized and used for furniture, gunstocks and vaneer.

Yellow Boxwood: A yellowish, fine, close-grained wood used in engraving, instrument making and in fine woodwork.

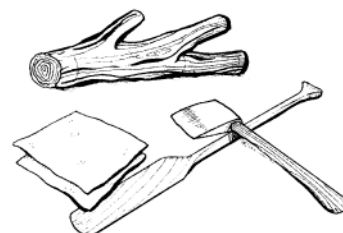
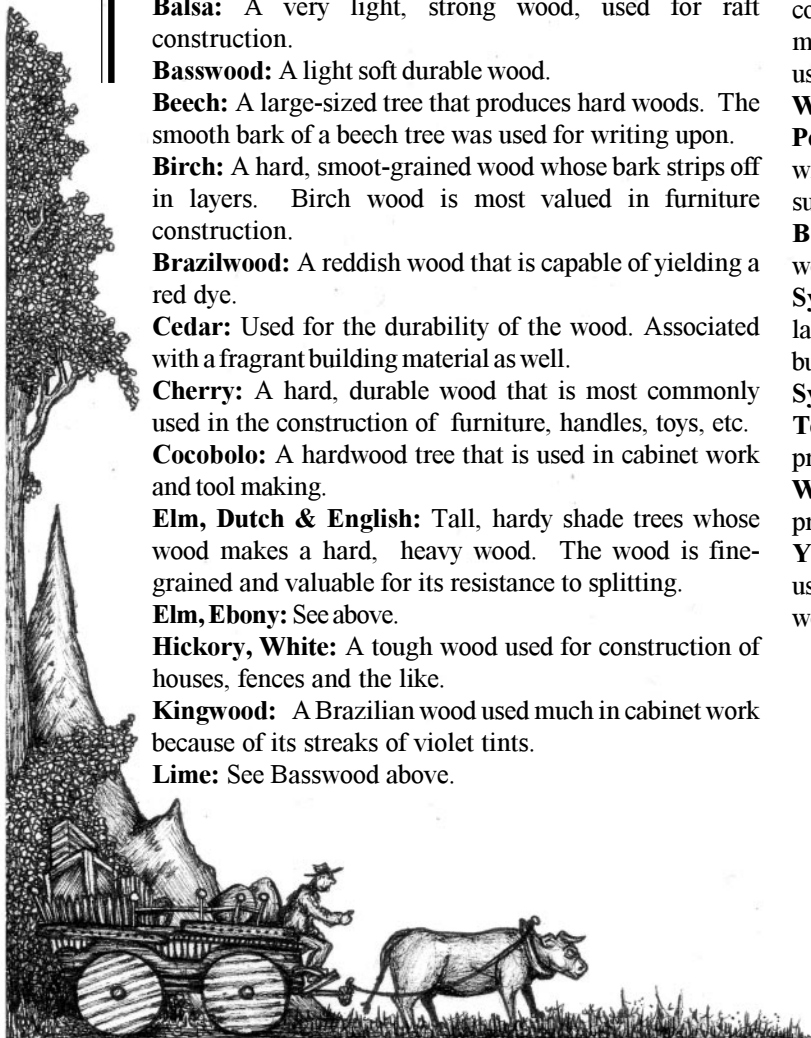


Table 3:7 Common uses for wood

Though each wood discussed highlights what it is most commonly used for, here for quick reference are some of the more common items and the wood generally used to fashion them.

Product	Wood
Dyes	Brazilwood, an east Indian tree for crimson and purple
Paper	Mulberry, Bamboo
Glassworks	Beechwood (used to create wood ash)
Ship Building	Elm for capstans and mastheads. Larch and fir for internal planking, masts and spars. Oak for hulls. Walnut for rudders
Weapons	Ash for spear shafts. Hickory for weapon hafts. Yew for long bows

OTHER MATERIALS

Bamboo: A tropical plant which reaches heights in excess of 100 feet. The mature plant is used to build house frames, furniture, ships masts and so forth. Smaller stalks are used for poles, instruments etc.

Bone: A firm, hard substance, dull white in color. Used to build small furniture and or decorative items.

Ceramic: Of pottery, earthenware, tile, porcelain etc.

Cloth: A woven, knitted or pressed fabric of fibrous material, such as wool, hair, cotton, flax, hemp. Used for garments or household furnishings.

Horn: An animal by-product, used to create weapons, drinking cups, beakers, flasks or decorative items.

Ivory: An animal by product from tusks or horns. Used to make any number of items from teeth to combs, and handles for weapons.

Leather: Material consisting of animal skin after tanning. Used to make armor, clothing, tack etc.

Rattan: A form of palm tree used to make wicker work, walking sticks, thongs, ropes, etc.

Wicker: A small pliant twig. When woven together it makes basket work, furniture and like items.

GENERAL INFORMATION OF THE PERIOD

Bate: The liquid for softening rawhide was called bate. It was a mixture of water and dog feces.

Cement: Cement was made by heating chalk or limestone in a furnace or oven. Then by mixing it with water and sand in proper proportions a concretion was made.

Daub: The plaster-like material called daub is made from clay, dung, and horsehair, water added for pliability.

Fleece Wash: Because sheep fleece is full of lanolin (greasy oil), they were washed before being dried, rolled, and stored for later disposal. The mixture used was water and urine.

Grammercy: An isolated farm house; a farmstead attached to a monastery

Lime Wash: Powdered lime for cement was mixed with water to make a white wash that sealed and protected daub and stone alike.

Multure: Payment for milling grain was known as multure. The payment was in kind, from 1/12th to 1/24th of the flour produced by milling paid to the owner of the mill.

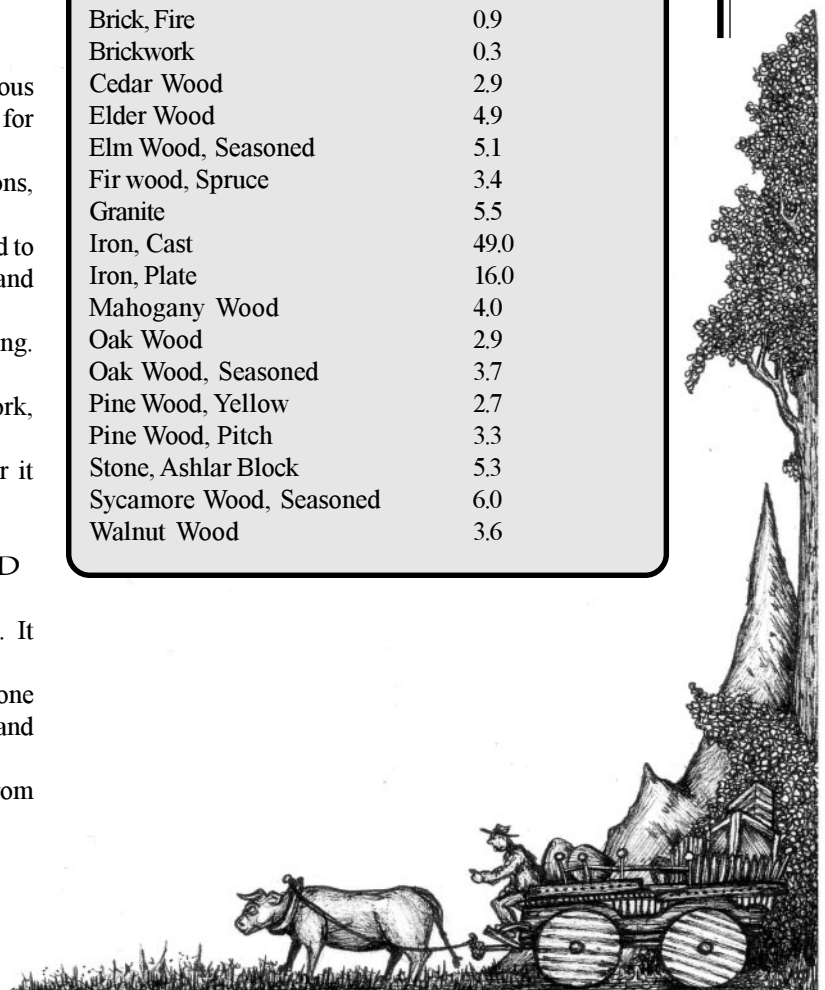
Rive: The method of cutting timber with an axe, producing stronger beams this way than could be done by sawing, is called riving.

Wattle: The latticework of woven reeds such as cat-tails and/or twigs and branches was typically from hazel or willow laced onto poles.

Table 3:8 Materials' Resistance to Crushing

Material is crushed by the number of tons indicated.

Material	Tons
Ash Wood	4.3
Beech Wood, Seasoned	9.5
Birch Wood, Seasoned	5.8
Brass	5.1
Brick	0.4
Brick, Fire	0.9
Brickwork	0.3
Cedar Wood	2.9
Elder Wood	4.9
Elm Wood, Seasoned	5.1
Fir wood, Spruce	3.4
Granite	5.5
Iron, Cast	49.0
Iron, Plate	16.0
Mahogany Wood	4.0
Oak Wood	2.9
Oak Wood, Seasoned	3.7
Pine Wood, Yellow	2.7
Pine Wood, Pitch	3.3
Stone, Ashlar Block	5.3
Sycamore Wood, Seasoned	6.0
Walnut Wood	3.6



CONSTRUCTION

How various materials are used is as germ to your setting as what those materials are. What follows is a catalog of a buildings, walls, roofs, floors, windows and so forth and the materials or shapes they generally take.

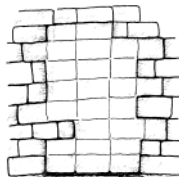
Door (or Gate) Form

- Double large, with small door inset
- Double, double horizontal separation
- Double, horizontal separation
- Double, vertical separation
- Hatch
- Single
- Single large, with small door inset
- Trapdoor



Door Composition

- Brass bars
- Brass grating
- Brass, solid
- Bronze bars
- Bronze grating
- Bronze, solid
- Iron bars
- Iron grating
- Iron, solid
- Steel bars
- Steel grating
- Steel, solid
- Stone
- Wood bars
- Wood grating
- Wood, solid



Door Additions

- Bar (locking)
- Binding, metal (brass, bronze, copper, iron, steel)
- Bolt, horizontal
- Bolt, vertical, downwards fastening
- Bolt, vertical, upwards fastening
- Bracing, wood
- Catch, hidden

- Chain
- Handle
- Knob
- Knocker
- Latch
- Latch, hidden
- Lever
- Lock
- Lock plate
- Lock, hidden
- Loophole
- Ring, pull
- Sheathing, metal (choose)
- Spy hole
- Spy hole, barred outside and shuttered
- Spy hole, shuttered
- Stripping, metal (choose)
- Studding, metal pieces (choose)
- Studding, metal points (choose)
- Studding, metal spikes (choose)

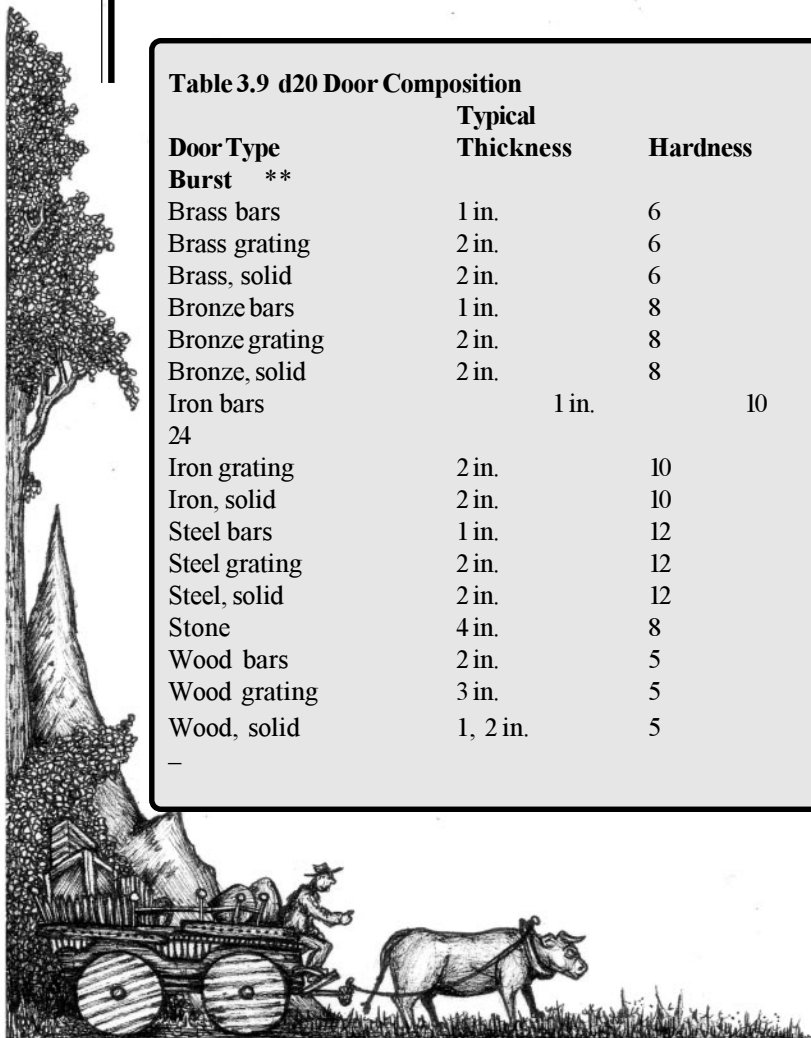


Portal Coverings & Doors

- Covering (simple cloth)
- Curtain, arras (an elaborate tapestry)
- Curtain, bead

Table 3.9 d20 Door Composition

Door Type Burst **	Typical Thickness	Hardness	Hit Points	Break DC		
				Stuck	Locked	Bend or
Brass bars	1 in.	6	22	—	—	20
Brass grating	2 in.	6	44	25*	25*	25
Brass, solid	2 in.	6	44	24	24	—
Bronze bars	1 in.	8	25	—	—	22
Bronze grating	2 in.	8	50	25*	25*	27
Bronze, solid	2 in.	8	50	25	25	—
Iron bars	1 in.	10	30	—	—	—
24						
Iron grating	2 in.	10	60	25*	25*	30
Iron, solid	2 in.	10	60	28	28	—
Steel bars	1 in.	12	30	—	—	28
Steel grating	2 in.	12	60	25*	25*	32
Steel, solid	2 in.	12	60	30	30	—
Stone	4 in.	8	60	28	28	—
Wood bars	2 in.	5	20	—	—	18
Wood grating	3 in.	5	30	25*	25*	25
Wood, solid	1, 2 in.	5	10, 20	13, 23	15, 25	—



Curtain, cloth
 Curtain, drape, cloth (heavy)
 Curtain, drape, leather
 Curtain, draw
 Curtain, jalousie (wood, metal, glass)
 Curtain, lambrequin
 Curtain, mini-blind(s)
 Curtain, pleated shade
 Curtain, portiere
 Curtain, purdah (East Indian)
 Curtain, roller shade
 Curtain, shutter
 Curtain, valance (wood or metal)
 Curtain, Venetian blind(s)

Form of Opening (determine inwards or outwards if applicable)

Folding, multiple folds
 Folding, single fold
 Parting in the middle, top half going up, bottom half going down
 Pivoting (middle)
 Sliding downwards
 Sliding sideways
 Sliding upwards
 Swinging from left side
 Swinging from right side
 Swinging upwards
 Swinging/lowering downwards
 Trapdoor, lifting up
 Trapdoor, swinging down

Building, Roof Type

Conical
 Curbed
 Curved
 Domed
 Domed, onion
 Dormered
 Flat
 Flat, sloping
 Gable windowed
 Gambrelled
 Hip
 Lean-to
 Mansard
 Pagoda
 Parapeted
 Peaked (various shapes)
 Pavilion (pyramid-like)
 Sloping front to back



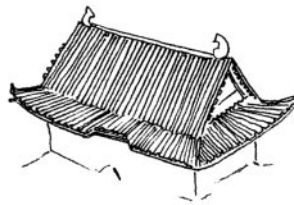
Roof Additions

Bartizan
 Battlement
 Belfry
 Belfry & widow's walk
 Catwalk
 Dove Cot Mews
 Observatory
 Penthouse
 Tower
 Turret
 Widow's walk



Roof Covering Type

Bark
 Board
 Brush
 Cloth
 Copper sheeting
 Hide
 Lead sheeting
 Leaf
 Shingle, slate
 Shingle, wood (shake)
 Sod
 Tarred
 Thatching
 Tile
 Tin sheeting



Building, Fence or Wall

Hedge Plants Commonly Used for Hedges

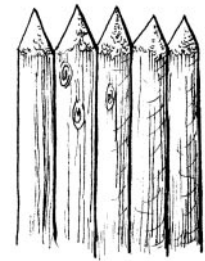
It is said that if one marks a spot, walks 10 yards along the hedge from it, counting the number of *tree* species (not common hedge shrubbery) passed, that number is the age of the hedge in hundreds of years.

Osage Orange
 Honey Locust
 Buckthorn
 Hawthorn
 Privet
 Poplar
 Arbor Vitae, Evergreen

Norway Spruce, Evergreen
 Hemlock, Evergreen

Fence

Barred, metal
 Barred, metal, spiked top
 Board
 Brick
 Brick, mud
 Hedge
 Hedge, thorn
 Picket
 Rail, split
 Stone, hard*
 Stone, field*
 Stone, soft*
 Wire



*General type: field, hard, soft; see Stone for detailed kinds.

Wall or Fence

Brick
 Brick, mud
 Ditch
 Earth rampart/embankment
 Earth rampart/embankment, palisade
 Earthrampart/embankment, ditch and palisade
 Fence, board/plank
 Fence, metal picket
 Fence, wood picket
 Firebrick
 Moat
 Stone, field*
 Stone, hard*
 Stone, soft*
 Stone, field*, unmortered
 Stone, hard*, unmortered
 Stone, soft*, unmortered
 Palisade, timber
 Wall, thorn (bomba)
 Wall, withes
 Wall, wattle & daub
 *General type: See Stone on page 100 for details.

Building, Walls, Interior

Bamboo
 Board
 Brick
 Brick, glazed
 Brick, mud
 Cloth drapery
 Frame and paper
 Lath and plaster

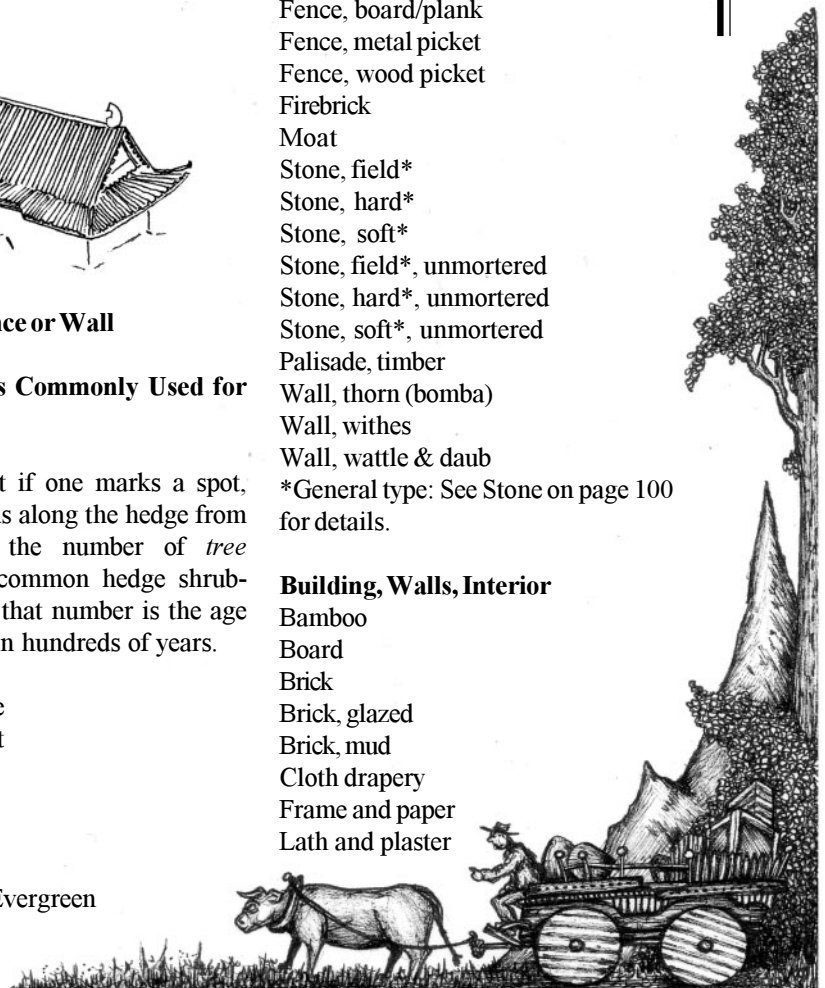


Table 3:10 Weight of Things

One cubic foot of the following things weighs in pounds		Iron, Wrought	485	Turquoise	169
Alabaster	170	Ivory	114	Water, Fresh	62.5
Aluminum	161	Jadeite	209	Water, Salt	64.3
Amber	68	Jet	84	White Lead	198
Antimony	414	Lapis Lazuli	169	Wood, Alder	50
Bismuth	613	Lead	709	Wood, Apple	49.5
Borax	107	Lime, Quick	50	Wood, Ash	48
Brass	520-525	Magnesium	109	Wood, Beech	46
Bricks	120-125	Malachite	241	Wood, Cedar	35
Bronze	520-545	Mercury	848	Wood, Cherry	44.5
Chalk	174	Nephrite	188	Wood, Ebony	83.3
Charcoal, Hardwood	18.5	Nickel	556	Wood, Elm	44
Charcoal, Softwood	18	Obsidian	156	Wood, Hickory	52.4
Chromium	406	Olive Oil	59	Wood, Logwood	57.4
Clay	135	Onyx Marble	169	Wood, Mahogany	57
Clay, Hardpan	160	Phosphorus	128	Wood, Maple	46.8
Coal, Hard (Anthracite)	54	Platinum	1213	Wood, Mulberry	56
Coal, Soft (Bituminous)	50	6' x 3.5' - 2.5' x 2' ingot	25.37#	Wood, Oak	45-55
Copper	555	Quartz	166	Wood, Oak, live	70
6' x 3.5' - 2.5' x 2' ingot	11.56#	Sand, dry	95	Wood, Pear	41.4
Coral	169	Silver	654	Wood, Pine	34-43
Cork	15	6' x 3.5' - 2.5' x 2' ingot	13.62#	Wood, Pine, White	30
Diamond	220	Soil, Common	124	Wood, Pine, Yellow	42
Emery	250	Steel	490	Wood, Plum	49
Flint	162	Stone Limestone	165	Wood, Poplar	46
Glass	180	Stone, Granite	165	Wood, Quince	44
Gold	1203	Stone, Marble	171	Wood, Sassafras	30.1
6' x 3.5' - 2.5' x 2' ingot	24.37#	Stone, Paving	150	Wood, Yew	49.8
Hematite	316	Stone, Sandstone	130	Zinc	439
Iron, Cast	454	Stone, Slate	167		
Iron, Rolled	487	Sulfur	129		
		Tallow	59		
		Tin	456		
		Tungsten	1194		



- Leather curtain
- Rammed earth
- Rattan
- Stone, field*
- Stone, hard*
- Stone, soft*
- Tile
- Timber (log)
- Tin
- Wickerwork

*General type: field, hard, soft; see page 174-75 for detailed kinds.

Building, Window Types

(Size varies from small to large, square to rectangular or odd-shapes, arched or linteled.)

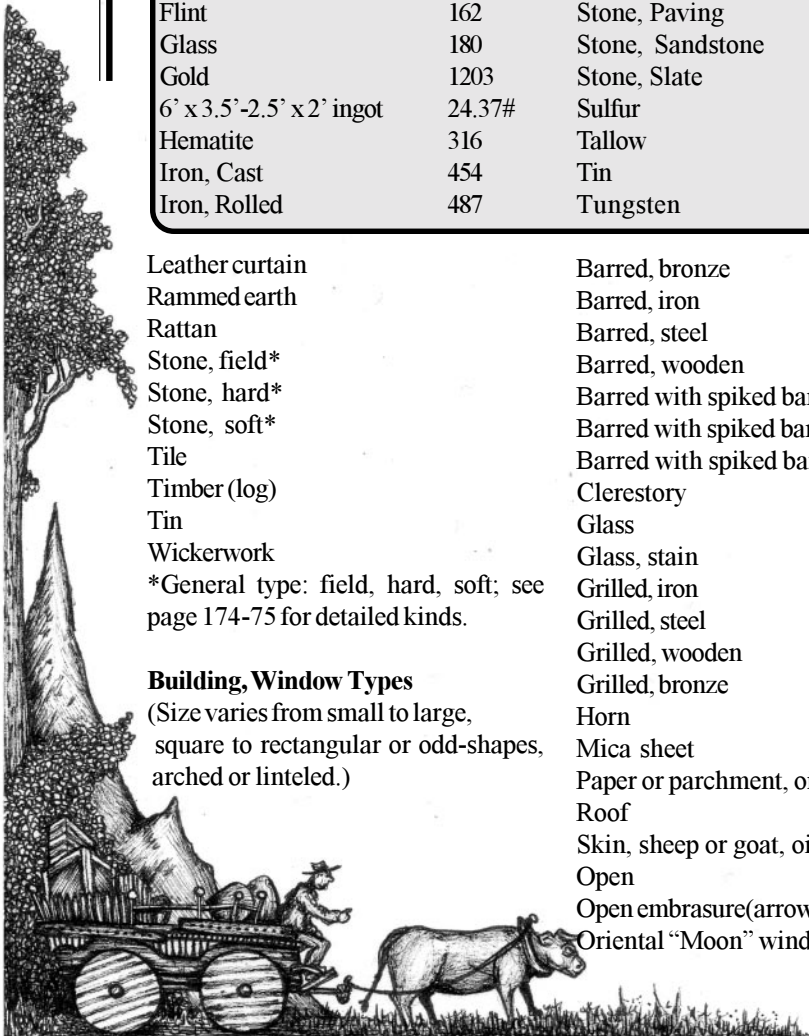
- Barred, bronze
- Barred, iron
- Barred, steel
- Barred, wooden
- Barred with spiked bars, bronze
- Barred with spiked bars, iron
- Barred with spiked bars, steel
- Clerestory
- Glass
- Glass, stain
- Grilled, iron
- Grilled, steel
- Grilled, wooden
- Grilled, bronze
- Horn
- Mica sheet
- Paper or parchment, oiled
- Roof
- Skin, sheep or goat, oiled
- Open
- Open embrasure (arrow-slit, loop hole)
- Oriental "Moon" window (circular)



- Roof window
- Shuttered, iron
- Shuttered steel
- Shuttered, wood, solid
- Shuttered, wood, boards
- Shuttered, wood, solid, metal bound
- Shuttered, wood, boards, metal bound

Floors and Floor Coverings

- Brick
- Clay
- Dirt
- Dirt, packed
- Stone flags
- Stone, block
- Stone, field
- Timber log
- Timber log, split
- Wood plank
- Wood strip



TRAPS, TYPICAL, (FOUND SINGLY OR IN COMBINATION)

Roll a d6 to determine which chart, 1, 2 or 3 to consult. Then, roll a d20 to determine the actual trap. Affects of each individual trap are not given as these are cataloged in vast quantities in other volumes readily available to the public.

Roll

- 1-2 Chart 1
- 3-4 Chart 2
- 5-6 Chart 3

Trap Chart 1

1. Apertures in which limbs or digits must be thrust, harming/trapping them when so done
2. Area is cold or hot to cause weakening
3. Area is filled with noxious gas/stench to cause weakening and debility
4. Ball or cylindrical object rolling to cause injury/death by crushing
5. Blade scything from anywhere (ceiling, floor, object, wall, etc.)
6. Bridge sways and/or portions break to as to cause fall
7. Catwalk, ledge, walkway, etc. breaks underfoot and/or collapses behind
8. Ceiling collapses to cause injury or death
9. Ceiling moves/presses down to cause death from crushing
10. Chains, levers, pulls, ropes, etc. operate both escape means and trap activation
11. Door (heavy) falling outwards to crush those before it
12. Door disappears behind dropping or sliding stone panel
13. Door is barred/locked so it can't be re-opened
14. Door is sealed by dropping/sliding metal panel
15. Door springs open with crushing, "mousetrap-like" effect
16. Floor collapses to cause fall into pit below*
17. Floor tilts/drops sideways to precipitate into a space revealed to the side*
18. Floor moves/presses up to cause death from crushing
19. Floor tilts down suddenly to cause precipitation of those on it to a place lower down
20. Fountain/pool overflows to fill room and drown victims

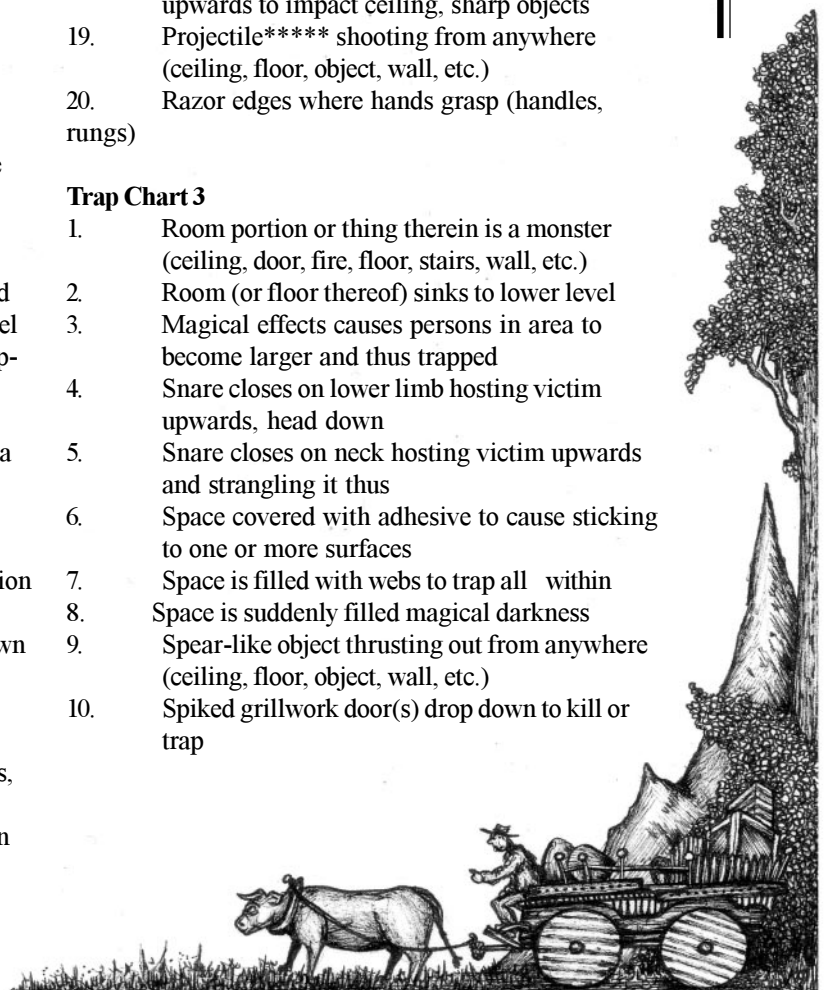
Trap Chart 2

1. Gravity reversal (magical) causes fall upwards, trapping victims in ceiling "well"
2. Heavy object (usually spiked) swinging down from above

3. Ladder rungs break or pull free to cause fall
4. Magical effects causes persons in area to become larger and thus trapped
5. Magical effects causes persons in area to become non-corporeal and thus trapped
6. Magical effects causes persons in area to quarrel and fight each other
7. Magical effects causes persons in area to become smaller and thus endangered or trapped
8. Magnetic object pins all ferrous metals to it
9. Maze with moving wall panels to change its form continually
10. Metal panel drops or slides to trap victims in an area**
11. Net (heavily weighted) falls from above to trap
12. Object in space causes insanity if consumed/ examined/touched
13. Object in space causes morphing to a creature if consumed/examined/touched
14. Object in space causes petrification if consumed/touched
15. Object*** seemingly innocuous slams shut with guillotine effect
16. Object**** seemingly inanimate animates and attacks
17. Poison gas released from hole(s) anywhere (ceiling, floor, object, wall, etc.)
18. Pressure plate in floor precipitates victim upwards to impact ceiling, sharp objects
19. Projectile***** shooting from anywhere (ceiling, floor, object, wall, etc.)
20. Razor edges where hands grasp (handles, rungs)

Trap Chart 3

1. Room portion or thing therein is a monster (ceiling, door, fire, floor, stairs, wall, etc.)
2. Room (or floor thereof) sinks to lower level
3. Magical effects causes persons in area to become larger and thus trapped
4. Snare closes on lower limb hosting victim upwards, head down
5. Snare closes on neck hosting victim upwards and strangling it thus
6. Space covered with adhesive to cause sticking to one or more surfaces
7. Space is filled with webs to trap all within
8. Space is suddenly filled magical darkness
9. Spear-like object thrusting out from anywhere (ceiling, floor, object, wall, etc.)
10. Spiked grillwork door(s) drop down to kill or trap



11. Spiked grillwork falls from above to kill by crushing and piercing
12. Stair steps break to cause fall
13. Stairs flattening to cause slide down their length
14. Stone block drops or slides to trap victims in an area**
15. Stone block falls from above to cause death from crushing
16. Surface underfoot slippery to slow movement, cause falls, etc.
17. Trapdoor opening to cause fall into pit below*
18. Traps (like bear traps) concealed in floor, snap shut to injure and entrap
19. Wall(s) pressing in to cause death from crushing
20. Wind blows so as to cause victim to move to trapped place

*Into or onto acid, creatures, fire, lava, spikes, water

**Possibly to be attacked by various means, suffocate, be buried in sand, etc.

***Door (including those of furniture), lid, shutter, trapdoor, window, etc.

****Chain, furniture, floor covering, rope, statue, wall holder for torch, etc.

*****Arrow, bolt, bullet, dart, javelin, spear, stone, etc. Also acid, burning coals, electricity, flame, molten metal,

Table 3:11 Randomized Concealment

01-45	None
46-75	Obscured (by objects, position, or size)
76-85	Concealed (hidden behind furniture, carpet, or wall hanging, or similar to surrounding surface)
86-93	Secret (made to look as a part of the ceiling, floor, or wall)
94-00	Secret & Concealed (a secret panel door inside a fireplace or great oven, or a pivoting stone panel on the side of a well shaft)

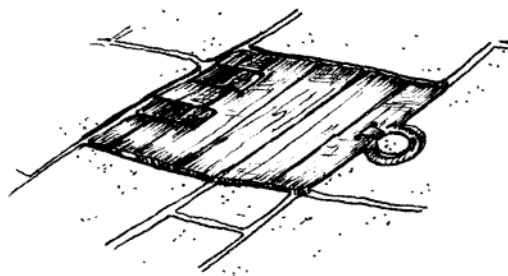
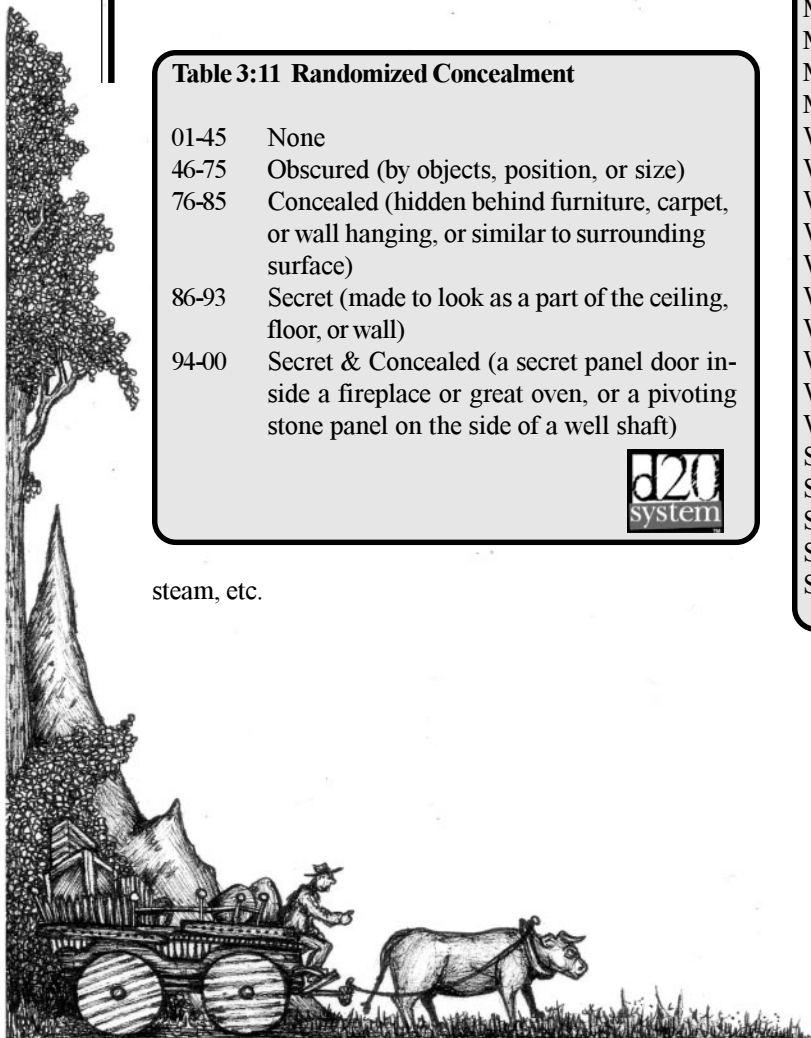


steam, etc.

Table 3:12 Rope Strengths

Practical breaking weight might be as little c. 75% of the figures shown, with stretching from 15% to 20%, diminution of diameter thus c. 10% to 15%. This depends on the quality of the rope.

Hemp of 1" diameter	200#
Hemp of 1.5" diameter	450#
Hemp of 2" diameter	800#
Hemp of 2.5" diameter	1,250#
Hemp of 3" diameter	1,800#
Hemp of 4" diameter	3,200#
Hemp of 5" diameter	5,000#
Hemp of 8" diameter	7,200#
Hemp of 7" diameter	9,800#
Hemp of 8" diameter	12,800#
Horsehair of .75" diameter	375#
Horsehair of 1" diameter	500#
Horsehair of 1.25" diameter	650#
Manila of 1" diameter	110#
Manila of 1.5" diameter	225#
Manila of 2" diameter	450#
Manila of 2.5" diameter	700#
Manila of 3" diameter	950#
Manila of 4" diameter	1,700#
Manila of 5" diameter	2,650#
Manila of 8" diameter	3,800#
Manila of 7" diameter	5,100#
Manila of 8" diameter	6,600#
White of 1" diameter	300#
White of 1.5" diameter	600#
White of 2" diameter	1,100#
White of 2.5" diameter	1,900#
White of 3" diameter	2,400#
White of 4" diameter	4,200#
White of 5" diameter	7,500#
White of 8" diameter	9,600#
White of 7" diameter	13,000#
White of 8" diameter	17,000#
Silk of .5" diameter	350#
Silk of .75" diameter	550#
Silk of 1" diameter	900#
Silk of 1.25" diameter	1,250#
Silk of 1.5" diameter	2,000#



COST OF CONSTRUCTION

(For Rates of Exchange see page Editors Note, page 6)

Use the following ranges for per-foot cost to find the overall cost for a completed structure without interior furnishings. Variables include cost of labor, but are mainly based on type of construction and building materials, the height of walls from floor to ceiling.

Fortification Costs: All costs given hereafter assume no labor or transportation costs are involved as the builder will be owed or given the service necessary. Additionally, it is assumed that the land belongs to the one constructing the castle. Although manual labor is discounted, the following minimum experts will be required to construct a fortification:

- Architect @ \$25,000 per month
- Engineer @ \$15,000 per month
- Master mason @ \$10,000 per month
- 12 masons @ \$60,000 per month
- 4 carpenters @ \$20,000 per month
- 2 plumbers @ \$10,000 per month
- 2 construction foremen @ \$10,000 per month

A 10-foot by 10-foot square section of mortared stone that is of 1-foot thickness costs \$250, this cost not including transportation to the construction site. Thus, the outer and inner walls for a 10-foot-thick curtain wall would have a base cost of \$1,500 for six layers of stone per 10-foot height of the wall. Cost of interior fill, including transportation to the site, is \$1.25 per square foot, so \$500 for material sufficient to fill a 10-foot length of 10-foot high double wall to achieve a 10-foot thickness. This gives a total materials cost of \$2,000 for the section noted.

Wall foundation to a depth of 10 feet costs the same as actual curtain wall above it. This is unnecessary where the construction is built upon solid rock.

Splaying an outer wall base adds \$750 to the cost per 10-foot section.

An Upper gallery in a wall section with two loopholes in it is 200% (\$3,000 per 10-foot length of gallery) of basic curtain wall cost, as flooring and arching the ceiling above adds expense.

A round or part round wall or tower or turret section costs

200% of basic curtain wall cost, omitting fill cost where applicable, splaying cost at \$75 per foot of splay added to the base additional. The cost includes one loophole per 10-foot section.

A multi-sided tower or turret, or a beaked tower costs 150% of curtain wall cost, splaying cost at \$75 per foot of splay added to the base additional. The base cost includes one loophole per 10-foot section.

Battlements of 3-foot height and thickness, topped by two merlons of 2.5-foot width and of 3-foot height and thickness cost \$500. If the merlons are pierced by loopholes add \$200. If the battlement is machicolated, the cost is 500% base cost, or \$2,500, the same as a normal wall section, but \$2,700 with pierced merlons.

Stairways of stone cost \$30 per riser.

Stairways of wood cost \$20 per riser.

Internal floors cost \$10 per square foot of heavy wooden construction or paves laid atop a solid foundation.

Bartizans of 10-foot outer diameter, 10-foot total height, 2.5-foot wall thickness, pierced with an entryway and three loopholes are \$3,500.

A portcullis costs \$50 per square foot, plus \$50 per square foot of the construction for the mechanism used to raise and lower it, thus total cost of \$100 per square foot of opening protected thus.

Table 3:13 Costs of Construction per Square Foot

Basement:	\$5 to \$15 per square foot; \$5,000 to \$15,000 for 1,000 sq. ft.
Ground Floor:	\$20 to \$200 per square foot; \$20,000 to \$200,000 for 1,200 sq. ft.
Upper Floor:	\$15 to \$150 per square foot; \$15,000 to \$150,000 for 1,000 sq. ft.
Attic/Loft:	\$10 to \$50 per square foot; \$10,000 to \$50,000 for 1,000 sq. ft.
Roof:	\$15 to \$75 per square foot; \$15,000 to \$75,000 for 1,000 sq. ft.

Additional costs would include fortifications, indoor plumbing, rare interior woods, ornamental stone interiors, etc.

A drawbridge costs the same as a portcullis, including the mechanism used to raise and lower it.

There is no cost for a window or door opening, or a murder hole, in a construction section. Bars for such openings cost \$20 per square foot. Embrasure shutter, window shutter, and door cost is \$10 per 1 square foot of one-inch-thick seasoned, iron-bound oak, loophole piercing not adding any cost. Gate costs can be arrived at by using

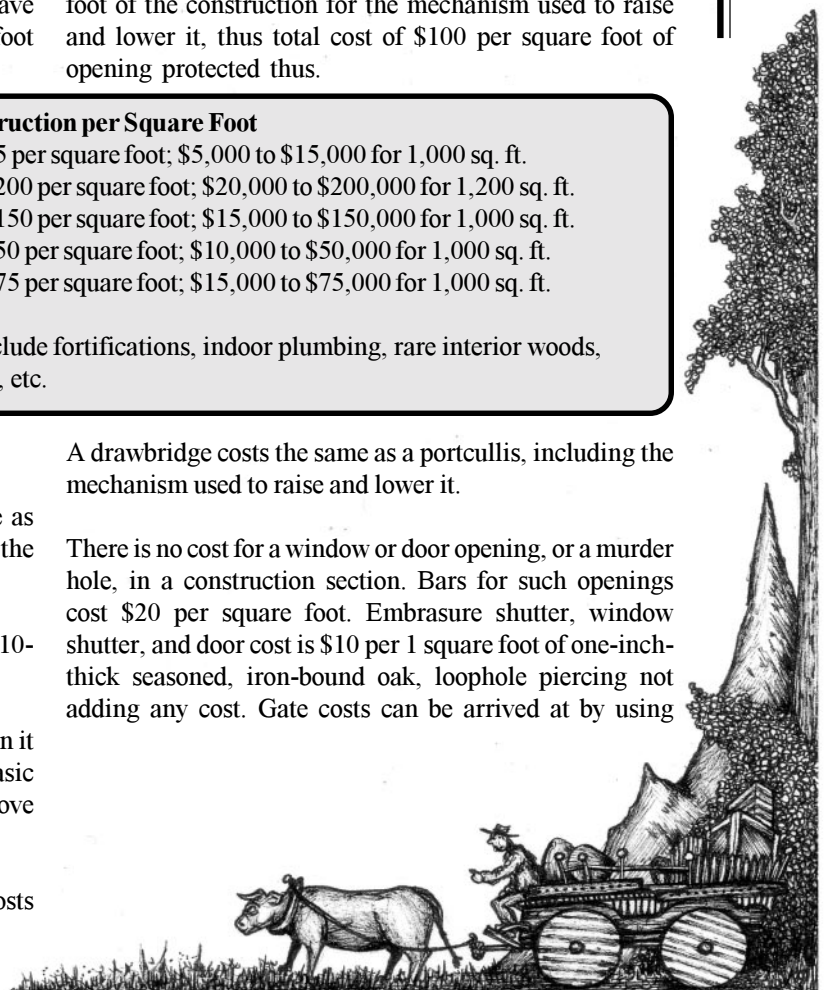


Table 3:14 Computations

1. Basement and sub-basement each at (most expensive) \$15/sq.ft. = \$54,000.
2. Ground floor at (least expensive) \$20/sq. ft. = \$72,000
3. Ground floor 2 ft. thick stone walls with barred and shuttered windows at (most expensive) \$200/sq. ft. = \$720,000
4. First floor at (least expensive) \$15/sq. ft. = \$54,000
5. First floor at (most expensive) \$150/sq. ft. = \$540,000
6. Loft story at (least expensive) \$15/sq. ft. = \$19,000 (rounded up to nearest 1,000)
7. Loft story at (most expensive) \$150/sq. ft. = \$188,000 (rounded up to nearest 1,000)
8. Roof of main building and loft (2,800 sq. ft.) at (most expensive) \$75/sq.ft. = \$210,000
9. Battlement atop main building roof (55 ft. in length by 40 ft. in depth = 190 ft. total length at an average height of 4.5 ft. (parapet of 3 ft. height and merlons of 3 ft. height spaced between crenels) for 855 sq. ft. at (most expensive roof cost) \$75 = \$64,000 (rounded down to nearest 1,000)
10. Battlement atop loft story (50 ft. in length by 25 ft. in depth = 150 ft. total length at an average height of 4.5 ft. (parapet of 3 ft. height and merlons of 3 ft. height spaced between crenels) for 675 sq. ft. at (most expensive roof cost) \$75 = \$51,000 (rounded up to nearest 1,000)
11. Second floor of towers (800 sq. ft.) at (least expensive) \$15/sq. ft. = \$12,000
12. Second floor of towers (800 sq. ft.) at (most expensive) \$150/sq. ft. = \$120,000
13. Battlements atop towers = 160 ft. total length at an average height of 4.5 ft. (parapet of 3 ft. height and merlons of 3 ft. height spaced between crenels) for 720 sq. ft. at (most expensive roof cost) \$75 = \$54,000
14. Tower roofs of 800 sq. ft. at (most expensive cost) \$75 = \$60,000

Total Cost: \$2,218,000

The fortified manor house has three-foot-thick stone walls, heavy, iron-banded doors, window barring and interior shutters on the basement (metal shutters here) and ground floors (iron-bound wood shutters pierced with loopholes here), and loopholes as well as such window in the turret's ground floors (where the basement is windowless), plus shutters on upper stories, for the indicated cost.

One can assume the height of the basement is four feet above ground level, that the ground story is 14 feet above that, the first story 12 feet in height, and the loft story likewise 10 feet in height, so the rooftop of the main portion is 30 feet above the ground. If desired, the second floor of the towers can be limited to eight feet, so as to allow some command of those places from atop the loft roof. Alternately, the upper stories of the towers might be 14 feet high, or one only eight feet, the other 14 feet height. This sort of thing is simply a matter of common sense.

door costs. Example: A gate door of 12-foot height by 6-foot width is 72 feet square. Assuming this valve is of 10-inch thickness, the cost if then $72 \times \$100 = \$7,200$. This includes all hardware for hanging and securing the gate door.

Doors of solid iron plate cost \$25 per square foot of .25-inch thickness, \$100 per square foot of one-inch thickness. Because of weight, such doors usually cannot exceed a total of one cubic foot of iron, 12 square feet of one-inch-thick plate, 48 square feet of .25-inch thickness plate.

Structures built within the fortified place will cost one-half the prices noted above for civilian buildings. This includes the construction of cellars beneath the interior buildings.

The cost for roofs atop towers or turrets is at the maximum cost for civilian construction roofs, but the basis for

computing it is the square footage of the top of the structure it is built upon, circular or oblong structures computed as being fully square to account for the high cone-like roof used.

Hoarding to be assembled and placed outside curtain wall lacking machicolation is at a cost of \$1,000 per 10-foot section. This cost excludes green hides needed to protect the wood against fire, but included the two shuttered openings and steeply pitched roofing above it.

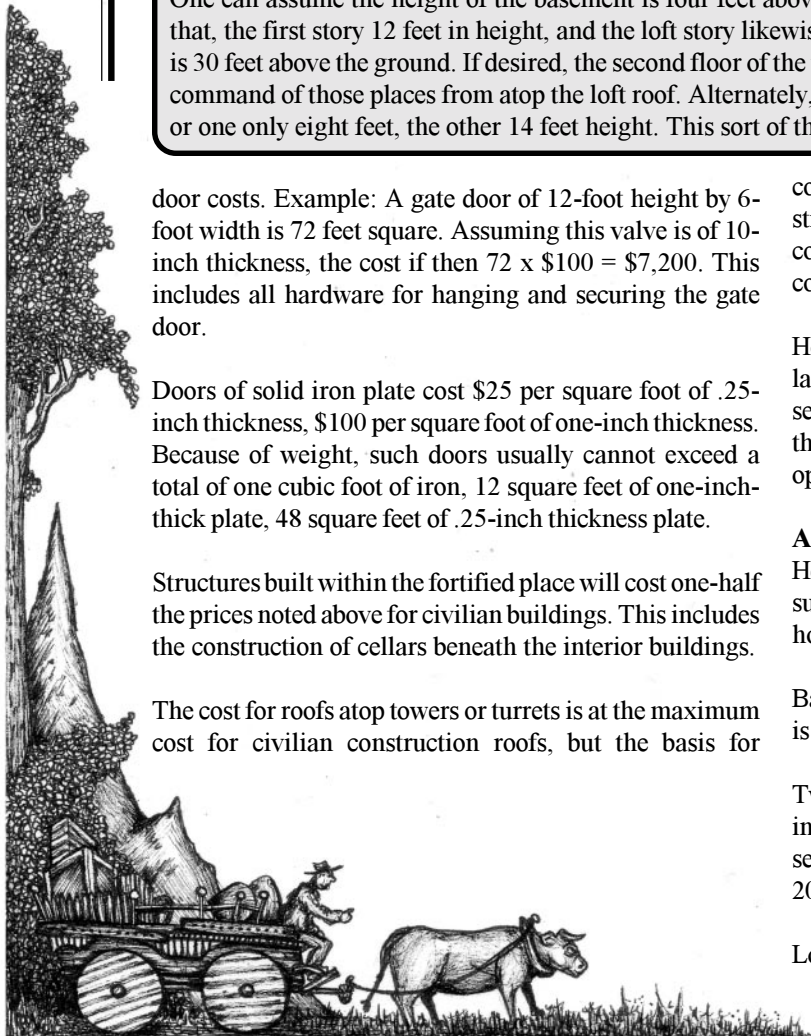
Adding Fortifications

Here is a simple example of a building that has added to it sufficient fortification so as to make it a fortified manor house.

Basic size of interior 75 feet in length by 40 feet in breadth is 3,000 sq. ft.

Two towers, front left and rear right with one-quarter built into main plan from sub-basement to first floor, standing separate from the main structures smaller loft story: each 20 feet square = adding 600 sq. ft.

Loft story 50 feet length by 25 feet breadth is 1,250 sq. ft.



BUILDINGS

Yurt. Haberdashery. Acropolis. Like the fauna you choose for your setting, the type of buildings you choose set the tone you wish to convey. Whether they live in yurts in the wild steppes or rule a far flung land from a citadel high atop a sea bound precipice, buildings convey the time and place of your setting. If you take your reader into the wild steppe lands where proud nomads live, then yurts or wickiups must suffice, but when building a city it is necessary to house its populace with structures for employment and government.

Below are all you'll need to build a society of simple constructions or one which includes the whole vast armada of urban life.

RESIDENTIAL, TENT/TEMPORARY

Hogan: A conical, hexagonal, or octagonal dwelling (characteristic of the Navaho Indian) made with a door traditionally facing east and constructed of logs and sticks covered with mud, sods, or adobe or sometimes made of stones.

Igloo: A small house usually made of sod, wood, or stone when permanent or of snow blocks in the shape of a dome when built for temporary purposes.

Lodge: A small or temporary dwelling; a rude shelter or abode (as a hut, cabin, tent).

Pavilion: A large tent with a tall, pointed, often conical roof.

Teepee (tipi): An American Indian conical tent used especially by the Plains tribes and consisting of a covering usually of skins spread over a frame of poles; a kind of lodge.

Tent: A collapsible shelter of canvas or other material stretched and sustained by poles, usually made fast by ropes attached to pegs hammered into the ground.

Wickiup: A hut used by the nomadic Indians of the arid regions of the western and southwestern United States that is typically elliptical in form and has a rough frame covered with reed mats or grass or brushwood.

Wigwam: A hut of the Indians of the region of the Great Lakes and eastward having typically an arched top and



consisting of a framework of poles overlaid with bark, rush mats, or hides.

Yurt: A circular domed tent consisting of skins or felt stretched over a collapsible lattice framework and used by the Kirghiz and other Mongol nomads of Siberia; yurts are frequently set atop broad wagons.

RESIDENCE

Apartment: A room or a set of rooms used as a dwelling and located in a private house, an inn, or a building containing only such rooms or suites with necessary passages and hallways.

Boarding house: A private residence in which persons can pay a fee for lodging and board.

Bungalow: A lightly built cottage or single-story house (originally of the Far East) that is usually thatched or tiled and surrounded by a veranda, this usually a roofed, open gallery or portico attached to the exterior of a building and used for sitting out of doors.

Bunkhouse: A rough simple building providing sleeping quarters with bunk beds such as provided for construction workers, farm harvesters, logging crews, and ranch hands.

Cabin: A structure of stakes with withes woven between them and a roof of thatch; a structure of horizontal logs with clay and moss chinking between them and a roof of various crude sorts.

Chalet: A cottage or house characterized by unconcealed structural members that are often emphasized by decorative carving, it having a roof with a wide overhang at the front and sides, and balconies and an exterior staircase under the eaves.

Cot: A small house; a cottage or hut.

Cote: The holding of a coter consisting typically of a house or hut and five acres of land, or less land and a shed or coop for small domestic animals.

Cottage: The dwelling of a rural laborer, small farmer, or miner; a small hut or shack built as a temporary or occasional shelter typically for shepherds or hunters.

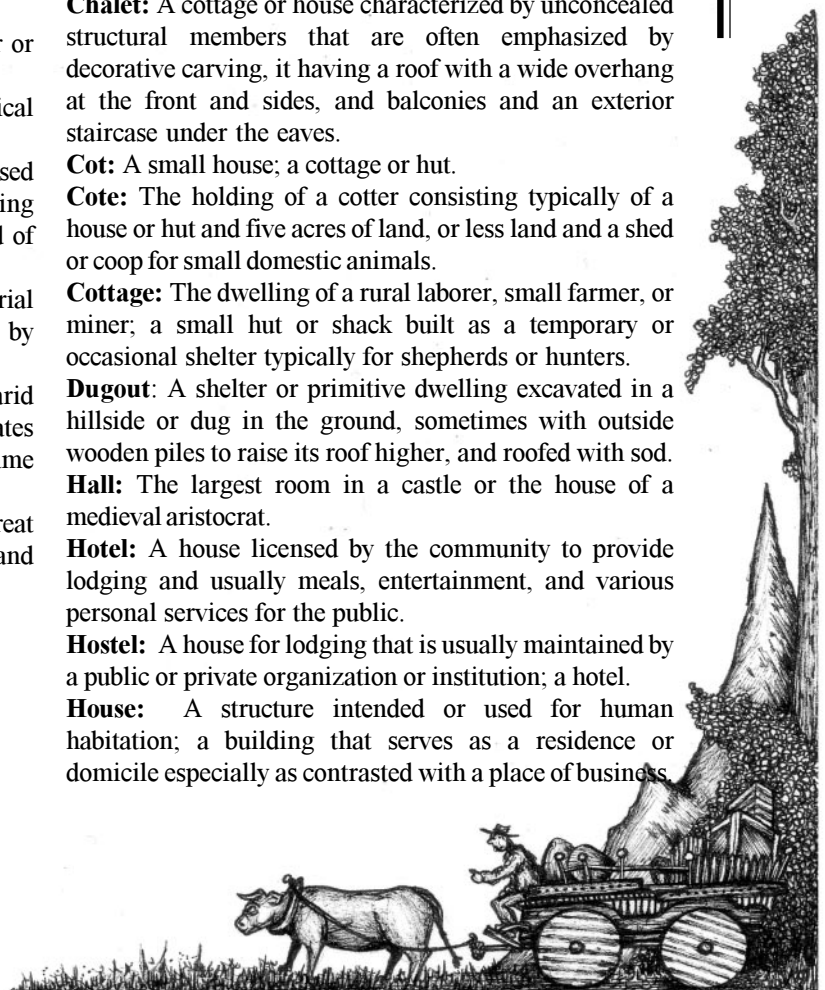
Dugout: A shelter or primitive dwelling excavated in a hillside or dug in the ground, sometimes with outside wooden piles to raise its roof higher, and roofed with sod.

Hall: The largest room in a castle or the house of a medieval aristocrat.

Hotel: A house licensed by the community to provide lodging and usually meals, entertainment, and various personal services for the public.

Hostel: A house for lodging that is usually maintained by a public or private organization or institution; a hotel.

House: A structure intended or used for human habitation; a building that serves as a residence or domicile especially as contrasted with a place of business.



Hovel: A shed or open-sided roofed shelter for human beings; a poor cottage or hut.

Hut: A structure that is usually meant to be temporary, the simplest of which are conical and constructed of branches, rushes, and turf.

Hutch: A pen or coop for an animal.

Lean-to: A rough construction formed by a sloping roof supported typically by two uprights at its corners, its back wall that of a building against which it abuts.

Lodge: A rustic building used by aristocrats when away from home while hunting or fishing, a house set apart for residence in the hunting or other special season; a house on an estate for the use of a gamekeeper, caretaker, porter, or similar person; a small or temporary dwelling (as a hut, cabin, tent) used mainly by uncivilized natives.

Loft: The uppermost portion of a building, such as an attic, garret, or hayloft.

Log cabin: A four-sided dwelling of roughly stacked logs chinked with clay and moss or like substance, usually with a dirt floor.

Log house: A large construction of well-fitted logs with multiple rooms typical of the north (Scandinavia) and certain aboriginal peoples.

Manor: The house and attendant land of a gentleman, knight, lord; a landed estate, its owner enjoying a variety of rights over the land and tenants thereof, including the right to hold (low) court and usually having tenants of varying degrees of freedom and servitude (freeman, cotter, vellein) and marked by a large degree of economic self-sufficiency.

Manse: The house of the holder of a homestead, or the residence of a clergyman.

Mansion: The house (manor house) of the owner of a manor; a large imposing residence serving as a dwelling or lodging place.

Moat house: A fortified residence of manor house sort that is surrounded by a moat containing water.

Palace: The official residence of a sovereign, great noble, or of a high ecclesiastic.

Penny-rent: A public house for the lodging of workers or travelers at a nominal rent.

Pension: Accommodations at a hotel or boardinghouse; a regular sum of money

Rooming house: A house where rooms are provided, often somewhat arbitrarily defined for the purpose of regulation under a particular statute or ordinance, and usually with provision for board at an extra charge.

Shack: A small roughly built and often crudely furnished single-story house.

Shanty: A small poorly built dwelling usually made of wood.

Sod house: A house with walls built of sod or turf laid in horizontal layers.

Vicarage: The house or benefice of a vicar (a ecclesiastical representative or agent).

Villa: A detached or semidetached residence with yard and garden space generally in the suburbs of a community or in the country.

COMMERCIAL

Abattoir (slaughterhouse): An establishment where animals are butchered for market.

Accountant: The office room or rooms of one that is skilled in the practice of accounting and does so to earn a livelihood.

Ale house: A public structure where ale and beer are sold to be drunk on the premises (and sometimes to be carried off premises).

Apothecary: The place where medicinal drugs and compounds for medicinal purposes are sold.

Armorer (Armory): the place where armor or arms are made and sold.

Baiting pit (bear, bull, cock fighting, dog fighting): Usually a structure that contains a central place, the pit, in which animals fight, this enclosure being surrounded by places where the spectators can stand or sit.

Bakery: The establishment where breads, cakes, cookies, pastries are made and sold.

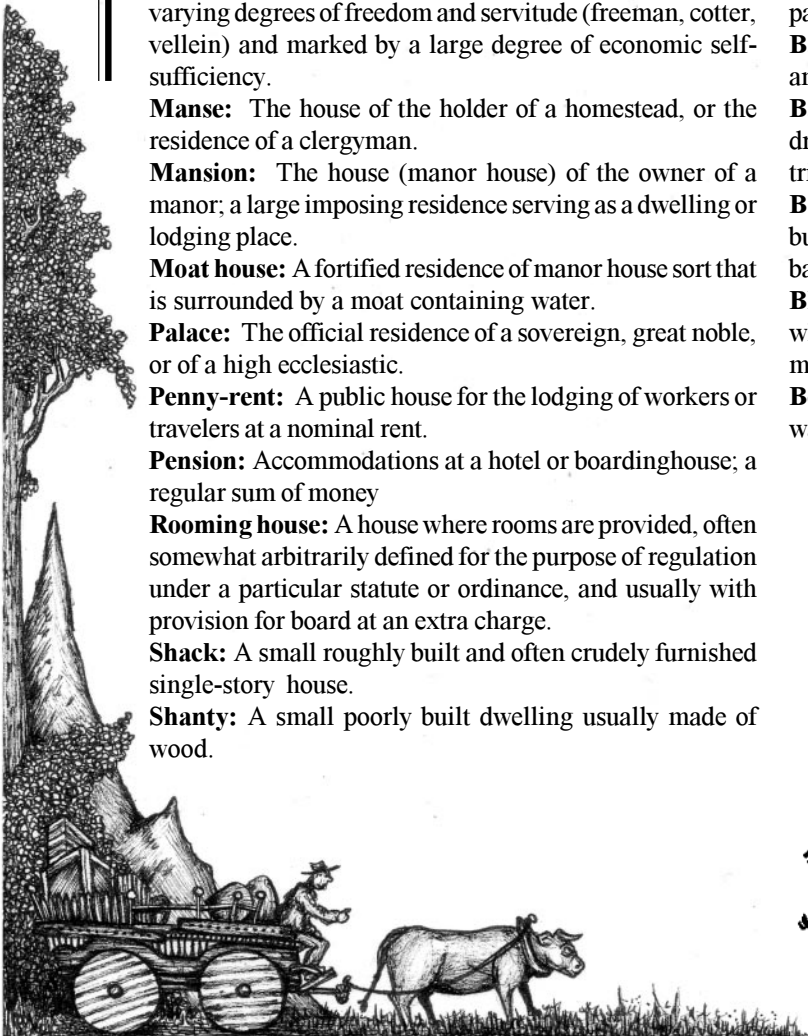
Bank: The establishment in which money from individuals and group entities is kept in safety.

Barber: The establishment in which the cutting and dressing of (men's) hair takes place, as well as shaving and trimming beards, and baths.

Bath house: An establishment, often in a house or building, equipped and used for persons paying a fee to bathe and cleans themselves.

Blacksmith: A smithy; an establishment where the one who works in iron with a forge, anvil, and hammers makes metal into items such as horseshoes, nails, tools, etc.

Boatwright: An establishment where the building of small watercraft takes place.



Book shop: An establishment where books and similar things are the chief stock in trade.

Bowyer: An establishment where the person that makes bows and/or crossbows sells his wares.

Brass smith: An establishment of one who works in brass fashions and sells his wares.

Brewery: A building in which ale, beer, malt liquor, and stout are brewed, aged, and sold, the person owning it usually a master brewer.

Bronze founder: The place where bronze is alloyed and cast into objects for sale.

Butcher (shop): An establishment where the flesh of animals is prepared for sale to customers.

Button maker: An establishment in which buttons made from various substances (bone, ivory, leather, shell, wood, etc.) are made and sold.

Carpenter (shop): The place where those persons whose occupation is to construct buildings and rough articles of wood is or are housed.

Carpenter (joiner, shop): The place where those persons whose occupation is to construct fine articles by shaping and joining pieces of wood for the finishing of buildings or for fine furniture work and sell their goods.

Carriage maker: The establishment where persons construct horse-drawn vehicles of comfort and elegance are designed, built and sold, the owner an artisan.

Carter: The establishment of one that drives a cart that can be hired for transport of goods.

Cartographer: The establishment of one that makes and sells maps, charts, etc.

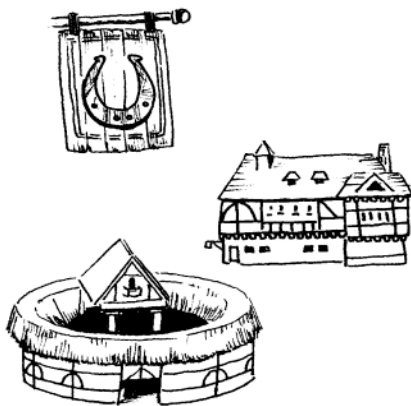
Cartwright: The establishment of one that makes and sells carts.

Chandler: The establishment of one of the maker and seller of tallow and/or wax candles as well as soap.

Cobbler shop: The establishment of one that is a repairer of shoes and other leather goods.

Coffee house: A place where coffee and other refreshments are sold; sometimes an establishment similar to a club that is a center for the dissemination of news and for informal discussion of such things as literature, politics and/or religion.

Cook house: A building for cooking food brought in for such service, the customer paying for the process.



Cooper: The shop in which barrels of all sizes are made.

Copper Smith: An establishment of one that works in copper fashions and sells his wares.

Cutler: An establishment of one that makes, sells, and repairs edged or cutting implements such as scissors, shears, knives, and eating utensils.

Dairy: An establishment where milk, cream, butter, and cheese is sold.

Dance hall: A public hall offering for a fee facilities for dancing.

Dentist: An establishment of one whose profession it is to treat diseases of the teeth and gums and to make and insert replacements for lost or damaged parts.

Distillery: A building in which alcoholic liquor is distilled from fermented mash.

Doctor: The establishment of one that one skilled or specializing in healing arts.

Draper: An establishment of one that deals in cloth and sometimes also in clothing and dry goods.

Dress maker: An establishment of one that that is involved in the trade of designing, making, and selling fashionable, custom-made women's clothing.

Dry goods store: A place where one may purchase textiles, ready-to-wear clothing, and notions as distinguished from hardware, jewelry, groceries, etc.

Exporter: The establishment of one that that exports at wholesale to merchants and similar customers in foreign countries.

Ferrier: The shop in which horses hooves are cared for, horseshoes fitted and fixed in place.

Fish monger: An establishment of one that sells fish and seafood.

Falconer: An establishment of one that breeds and/or trains hunting hawks for sale or for a fee.

Fletcher: The establishment of maker and seller of arrows and/or bolts and quarrels.

Fortune teller: The establishment of a person who for payment uses various forms of divination to predict (claimed) future events and/or influences in the life of the customer.

Fruitier: The establishment of one who sells fruits.

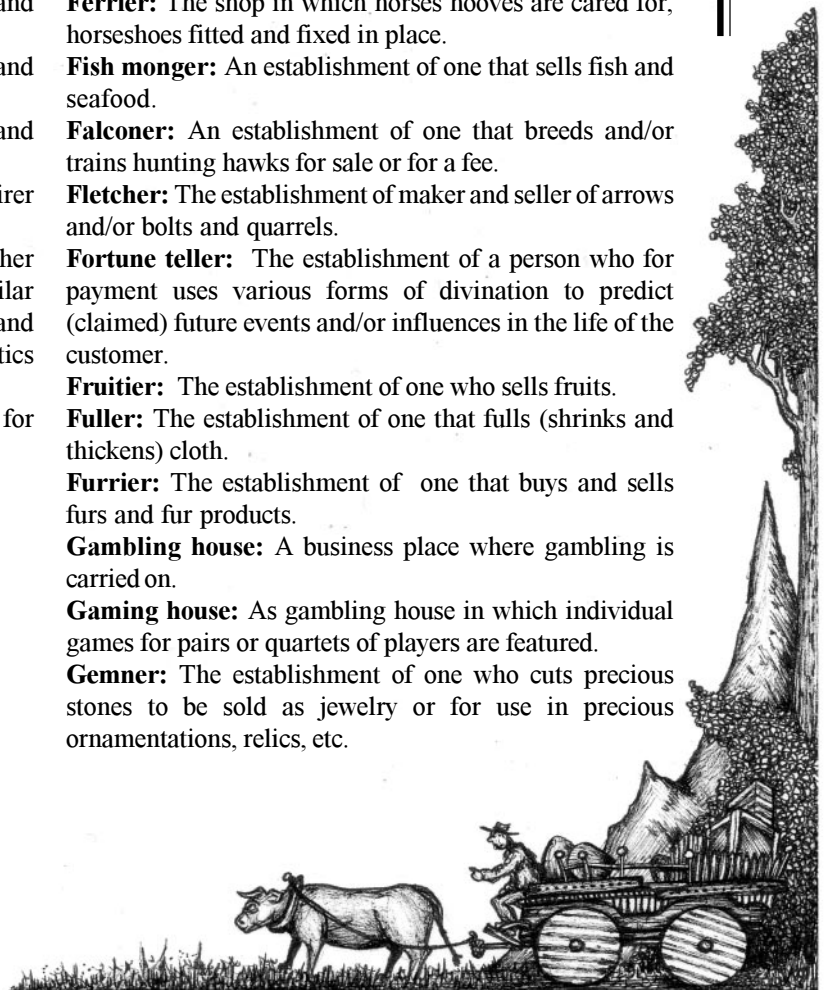
Fuller: The establishment of one that fulls (shrinks and thickens) cloth.

Furrier: The establishment of one that buys and sells furs and fur products.

Gambling house: A business place where gambling is carried on.

Gaming house: As gambling house in which individual games for pairs or quartets of players are featured.

Gemner: The establishment of one who cuts precious stones to be sold as jewelry or for use in precious ornamentations, relics, etc.



General store: A business which carries a wide variety convenience goods and provisions.

Glass blower: The establishment of one that is skilled in the art of shaping a mass of molten glass by inflating it by blowing through a tube.

Glasser/glazier: The establishment of one that makes and/or does glasswork.

Glover: The establishment of one that makes and sells gloves.

Goldsmith: The establishment of an artisan who makes jewelry, vessels, and other articles of gold and gold alloy.

Grocer: The establishment of a dealer in staple foodstuffs (dried and preserved food, flour, sugar, etc.) and household supplies.

Haberdashery: The establishment of one who deals in buttons or in men's furnishings.

Hair dresser: The establishment of one whose occupation is the dressing of women's hair and giving beauty treatments.

Harness maker: The establishment of one that makes harnesses and tack for draft and riding animals.

Hatter: The establishment of one that makes, sells, cleans and repairs hats

Herbalist: The establishment of one that collects and grows various medicinal and like herbs and prepares them by various means for sale to customers.

Horse trader: The establishment of one who engages in buying, selling and trading horses and mules.

Hosier: The establishment of one who makes and sells hosiery (hose, stockings, tights).

Hostel: A public house for entertaining and lodging travelers and is provided for a fee.

Importer: The establishment of one whose business is the wholesale importation and sale of goods from foreign countries.

Inn: A usually large public house for the lodging of travelers for compensation; this establishment offering many services including food, drink, business meeting rooms, banking and notary services, goods storage, and stabling.

Iron foundry: The establishment where iron is refined in blast furnaces.

Ironmonger: One who deals in iron and hardware made from iron.

Table 3:15 Person-based measurements

Cubit	18 inches (elbow to fingertip)
Fathom	72 inches (six feet, the length from one outstretched arm to the other)
Finger	¾ inch
Hand	4 inches
Palm	3 inches
Pace	1 yard (a long stride)
Span	9 inches (spread hand, thumb to little finger)
Pistol Shot	c. 20 yards (10 paces per combatant)
Rod	5.5 yards (16.5 feet)
Rood	40 square rods, ¼ of an acre, 10,890 square feet, 3,630 square yards
Stone	14 pounds

Kennel: The establishment that breeds, trains, and houses dogs and/or hounds for sale.

Laundry: A commercial establishment where laundering is done (usually by laundresses).

Lawyer: The establishment of a specialist in and practitioner of law.

Leather shop: An establishment that sells items made of the hides and/or skins of animals, or some part of such hides or skins, that have been tanned, tawed (tanned by immersion in alum or salt), or otherwise dressed for use to render it resistant to putrefaction and relatively soft and flexible when dry.

Limner: The establishment of one that paints signs and similar work depicting drawings.

Locksmith: The establishment of a craftsman who makes and repairs locks.

Mason: The establishment of a skilled workman who builds with stone or brick.

Money changer: The establishment of one whose occupation is the exchanging of kinds or denominations of money for a fee based on the amount of coinage changed.

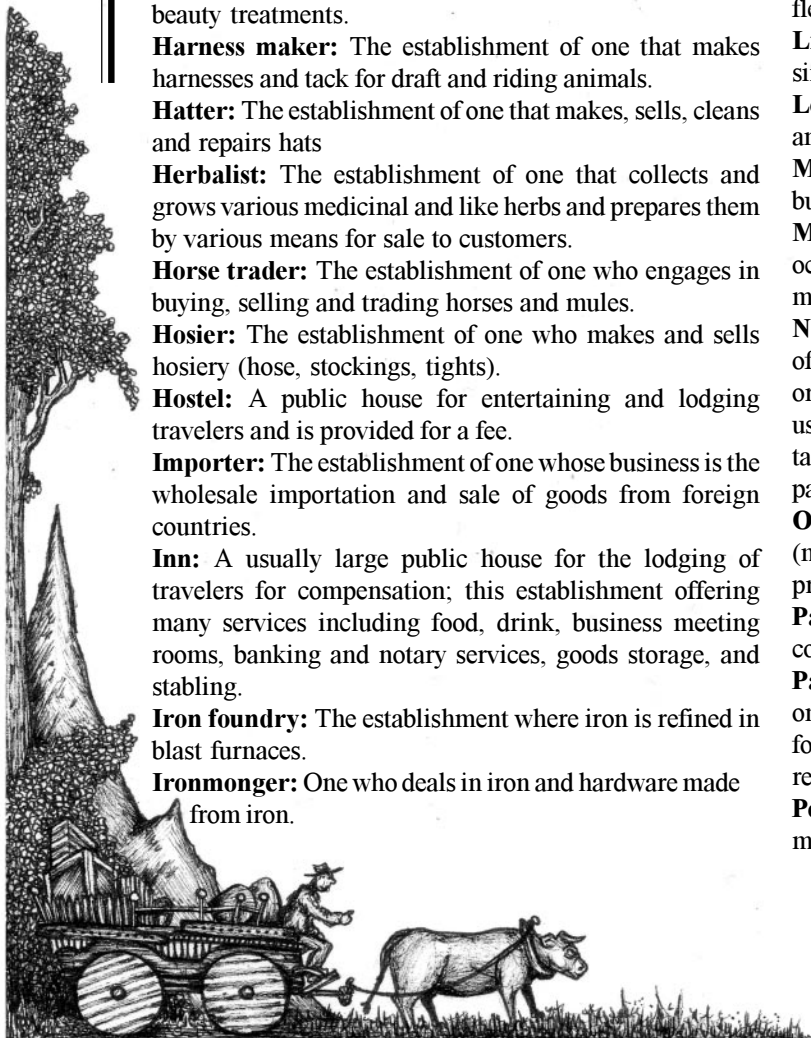
Notary: The establishment of one appointed a public officer appointed so as to acknowledge or otherwise attest or certify deeds and other writings or copies of them, this usually under official seal to make them authentic and to take affidavits, depositions, and protests of negotiable paper.

Occultist: The establishment of one that sells materials (material), instruments, and tools integral to occult practices.

Painter: The establishment of one who paints on commission portraits or scenes or trains aspiring artists.

Pawn broker: The establishment of one that loans money on the security of personal property given over as security for the loan and retained in his keeping until the loan is repaid.

Perfumery: The establishment of one that (sometimes) makes and sells perfumes, colognes, and toilet waters.



Pewter smith: An establishment of one that alloys the metals that combine to form pewter and works in this metal to fashion wares and purvey them.

Playhouse: A building used for commercial dramatic exhibitions. i.e. stage plays.

Plumber: The establishment of a tradesman who makes pipes and other plumbing equipment, installs and repairs such things.

Potter shop: An establishment wherein pottery is made and sold.

Poulterer: The establishment of one that deals in poultry (chickens, ducks, geese, etc.).

Public house: A saloon or bar that is licensed by community authority to conduct such business.

Rat-killing arena: Usually a small structure that contains a central place, the pit, in which small dogs are set loose to kill rats placed therein, this enclosure being surrounded by places where the spectators can stand or sit. (The dog that kills the most rats in the time set being the winner of the contest.)

Rope walk: A manufactory this is comprised of a long narrow building containing a long path down which the workers carry and lay the strands of fiber that form the rope made thus.

Saddler: The establishment of one that makes, repairs, or sells saddles and other furnishings (tack) for saddle horses.

Sawyer: The establishment of one that saws logs or timber (as in lumbering or in a sawmill).

Scrivener: The establishment of one who is a professional or public copyist or writer.

Seamstress: The establishment of a woman who sews by hand and whose occupation is making, altering, and/or repairing garments, curtains, and household linens.

Shoemaker: The establishment of one that makes shoes, boots, and like leather footwear.

Silversmith: The establishment of an artisan who alloys and makes vessels, jewelry, or other articles of silver.

Slater: The establishment of one who works with slate, usually making it into thin flat slabs for roof shingles and siding.

Stable: The establishment of in a building, or part of a building, in which domestic animals are lodged and fed in stalls.

Stable & livery: A stable where one can also rent horses and vehicles that are kept for hire therein.

Surgeon: The establishment of one who is a medical specialist practicing medicine concerned with diseases and conditions requiring or amenable to operative or manual procedures.

Swordsmith: The establishment of an artisan who forges swords and similar weapons with a long blade for cutting or thrusting.

Tailor: The establishment of one whose trade is making or altering outer garments.

Tanner: The establishment of one that converts hides and skins into leather by treatment with an infusion of tannin-

rich bark or other agent (such as alum or salt) of similar effect.

Tavern: An establishment where alcoholic beverages are sold to be drunk on the premises; such places generally serving food and likely to have rooms above for sleeping.

Tea house: A public house where tea and light refreshments are sold.

Tiler: The establishment of one who specializes in a flat or curved piece of fired clay (tiles) used especially for roofs, floors, or walls and often for ornamental work.

Tinker: The establishment of one that is unspecialized in a craft where the mending of household furniture and utensils is done; a place where one can have edges sharpened, items repaired, adjusted, or worked upon.

Tin smith: The establishment of one who makes and repairs things of tin metal.

Thatcher: The establishment of one who covers rooftops with thatch, straw supported by a fabrication of poles interwoven with slender branches, withes, or reeds.

Trader: The establishment of a person who stocks, buys, sells, and trades various forms of personal and similar goods, new and used, ordinary or exotic.

Wagoner: The establishment of a person who drives and transports goods by wagon.

Wainwright: The establishment of one who makes and repairs wagons.

Weapon smith: The establishment of one who manufactures various items such as axes, maces, pole-arms, etc.

Weaver: The establishment of one who forms cloth by interlacing strands of thread or yarn on a loom by interlacing warp and filling threads.

Wheelwright: The shop in which new wheels are made and broken wheels are mended.

Wine merchant: The establishment of one that sells wine (mainly from grapes) in bottles and larger containers, whether domestic or imported.

Wire drawer: The establishment of one who manufactures metal wire by heating and drawing it through successively smaller openings.

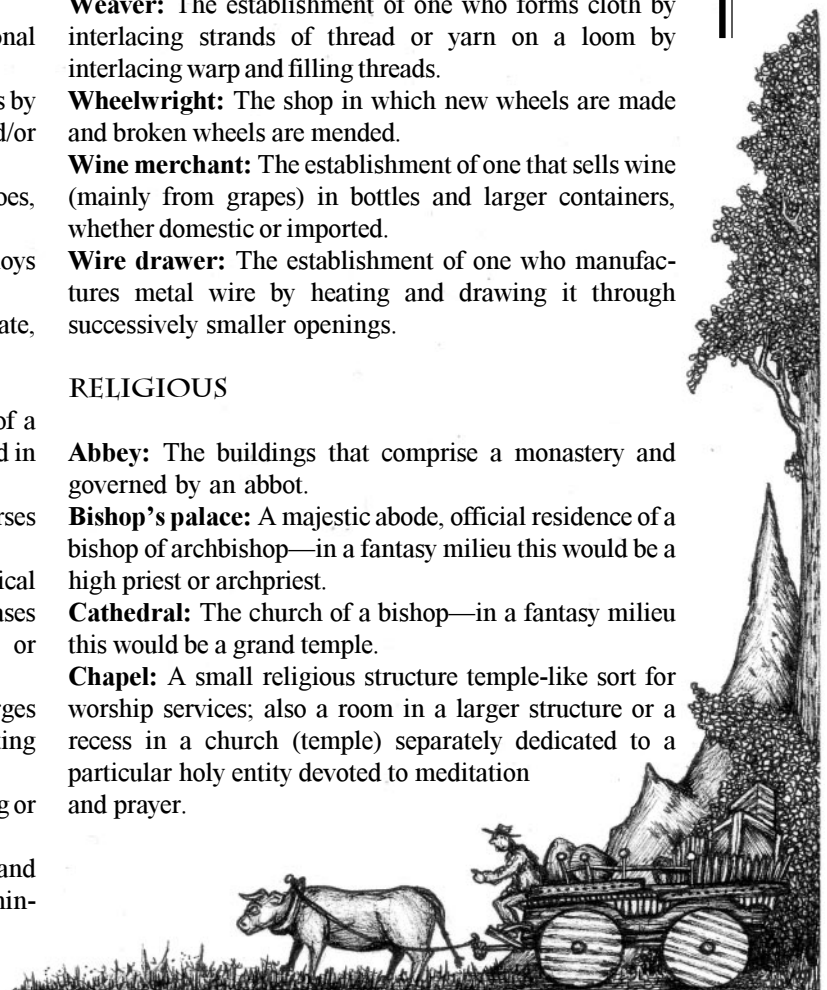
RELIGIOUS

Abbey: The buildings that comprise a monastery and governed by an abbot.

Bishop's palace: A majestic abode, official residence of a bishop of archbishop—in a fantasy milieu this would be a high priest or archpriest.

Cathedral: The church of a bishop—in a fantasy milieu this would be a grand temple.

Chapel: A small religious structure temple-like sort for worship services; also a room in a larger structure or a recess in a church (temple) separately dedicated to a particular holy entity devoted to meditation and prayer.



Church: A place of divine worship or religious service for any religion.

Convent: A monastery for females governed by an abbess.

Dagoba: A dome with a spire on top that is crowned by a pinnacle that enshrines sacred relics or the bodily remains of a deity and/or other objects of veneration; a sort of shrine.

Dewal: A sacred place of rest, typically decorated with wall paintings and intricate carvings; a sort of shrine.

Fane: A small temple.

Friary: The buildings that comprise a monastic association of preaching and teaching monks that lack land to support its operation and so relies on donations, the place being governed by a prior.

Hostel: Housing for travelers typically maintained by a religious institution.

Joss House: A shrine or fane for worship.

Manse: The residence of an ecclesiastic.

Monastery: The buildings that comprise a place of religious retirement, usually secluded from the world, for persons under religious vows.

Nunnery: See *convent*.

Oratorian: A religious society of dedicated and ordained ecclesiasts that live a community life but do not take special vows to an order or society.

Pagoda: A tower-like structure of several stories usually richly decorated and displaying projecting concavely curved roofs at the division of each story that terminate in sharp points turned upward; such a place is a grand shrine or temple that is in isolation or as an adjunct to other sacred buildings.

Pantheon: All of the deities of a particular religion; a great temple dedicated to all the gods of a particular religion.

Parsonage: A parish church (area fane) and the income attached to it (as from rights, glebes, and tithes); the house, or the house and land, provided by a parish or congregation for its pastor's (priest's) use.

Priory: The buildings that comprise a place of religious association, one not secluded from the world, for persons under religious vows to teach and preach. In general a priory has no income from rights, lands, and rents and relies upon tithes and donations for its support. (In the Christian faith one ranks immediately below an abbey.)

Pyramid: A structure with a square base and four triangular sides. One of the oldest constructs and generally built as a temple or tomb.

Rectory: An estate granted to an ecclesiastic for life only and held on the mere good pleasure of the donor, usually held by a rector.

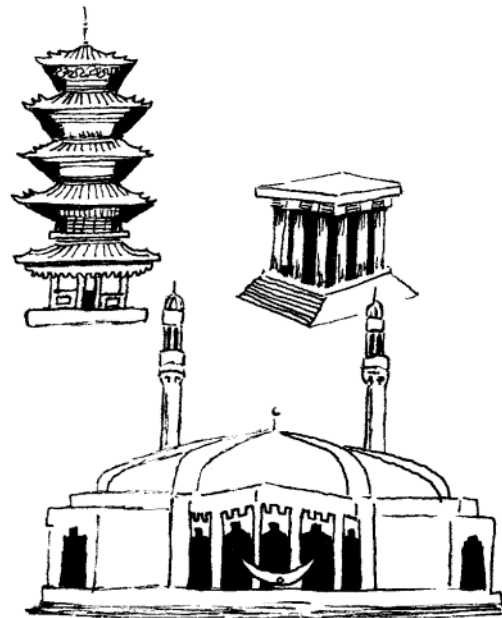
Sacellum: A small monumental chapel in a church (temple), or an unroofed space in a building consecrated to a deity.

Sanctum: A sacred place free from intrusion.

Stupa: A kind of shrine; a hemispherical or cylindrical mound or tower constructed of earth, brick, and/or stone that is surmounted by a spire or umbrella, and containing a chamber in which a relic or relics are housed and venerated.

Temple: An edifice dedicated to the worship of a deity or deities—in the fantasy world such a place is synonymous with a large church, as grand or great temple coincide with cathedral.

Top: A kind of shrine that is similar to a *stupa*.



TEMPLE, POSSIBLE PORTIONS OF

Altar: A table, stand, etc. that is used for sacred purposes, such as sacrifices and offerings to an ancestor or god, in a place of worship.

Apse: In ancient churches, the bishops seat or throne. Also known as the vaulted semi-circular or polygonal recess at the east end of the choir or chancel of a church, in which the altar is placed.

Cell (room): A small room or cubicle as in a convent or monastery. These serve as sparse living quarters.

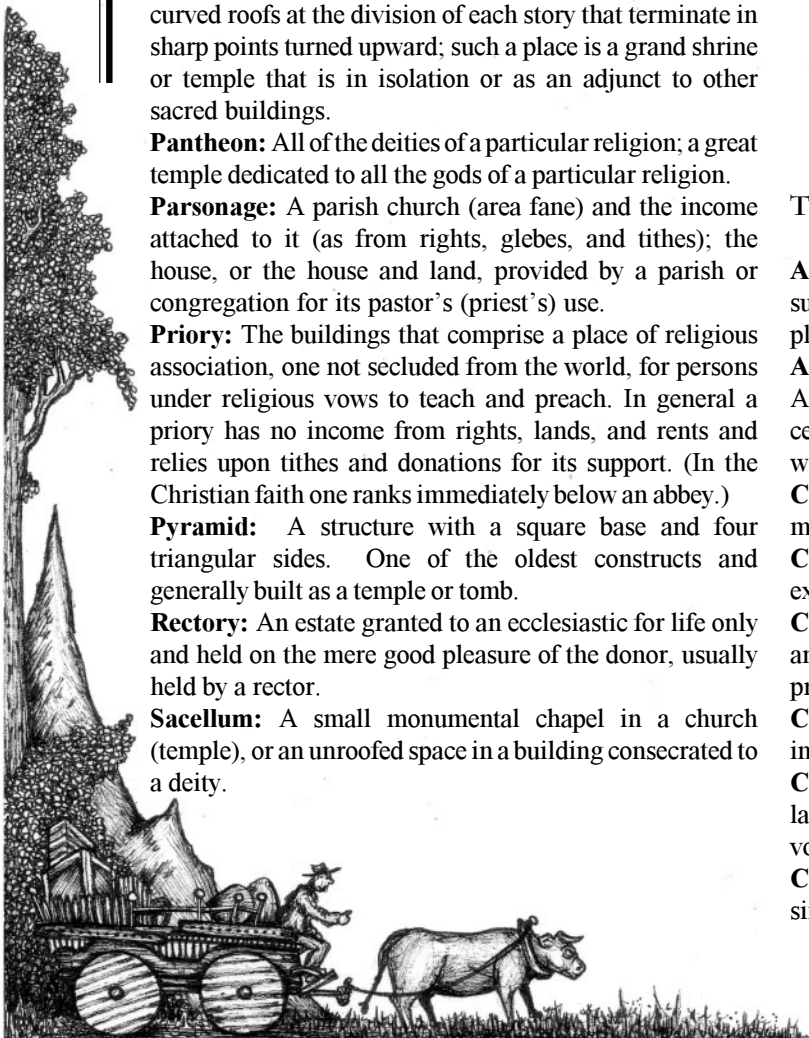
Cella: The inner part of an ancient Greek or Roman temple, exclusive of the porticoes.

Cellar: A room or group of rooms below the ground level and usually under a building, often used for storing fuel, provisions, etc.

Chantry: A small fane or large shrine-like room of a building in which prayers are said continually.

Chapel: A secondary place of worship often attached to a large church or cathedral, separately dedicated, and devoted to special services.

Choir: The gallery area of a church designated for the singers of divine service.



Clerestory: The wall of a church rising above the roofs of the flanking isles and containing windows for lighting the central part of the structure.

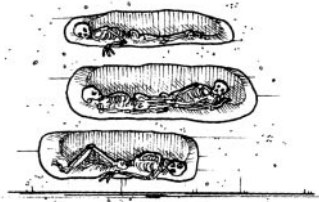
Cloister (and garden): An arcade or colonnade around an open court; an arched way or covered walk along the walls of certain portions of ecclesiastical and monastic buildings.

Colonnade: An series or range of columns placed at certain intervals.

Court, inner: An area somewhat like an outer court, but within a castle or other large building and normally containing a skylight.

Court, outer: An uncovered area wholly or partly surrounded by buildings or walls adjoining a castle.

Crypt: That part of a basilica or cathedral below the floor. Set apart for burial purposes, sometimes used as a chapel.



Diastyle: An area supported by columns that are spaced wide apart.

Dome: A roof surrounded by a series of arches or vaults, on a round or many-sided base, a cupola. These are usually found on stately or majestic buildings such as cathedrals or temples.

Hall: A large public or semi-public room for gatherings, entertainments, dancing, eating, etc.

Hypostyle: An area supported by columns.

Library: A room or building where a collection of books, etc. are kept for reading or reference.

Minaret: A high slender tower attached to a temple, with one or more projecting balconies.

Narthex: An area at the west end of the church for penitents and others not admitted to the church itself, and later a vestibule within the church for the same purpose. Also, any church vestibule leading to the nave.

Nave: The middle part of the body of a church, extending from the baluster or rail, of the choir to the main entrance.

Oratory: A small chapel, one especially for private prayer.

Peristyle: A row of columns forming an enclosure or supporting a roof, or any place or enclosure, as a court, so formed.

Porch: A covered entrance to a building, usually projecting from the wall and having a separate roof.

Refectory: A room of refreshment, a hall or apartment in a convent or monastery, which serves as a dining hall.

Reliquary chamber: A place within a temple, which serves as a shrine, where relics are kept and shown.

Sanctuary: A place within a church or temple set aside for the worship of a god or gods, and also referred to as the holy area around the altar.

Sacrarium: A shrine or sanctuary in a temple or building that holds a sacred object or objects; a building such as a shrine or fane erected for the performance of religious rites by a sacred person.

Shrine: A small place of worship, either a separate structure or an area within a larger religious structure or private building that serves as a place for the performance of religious services.

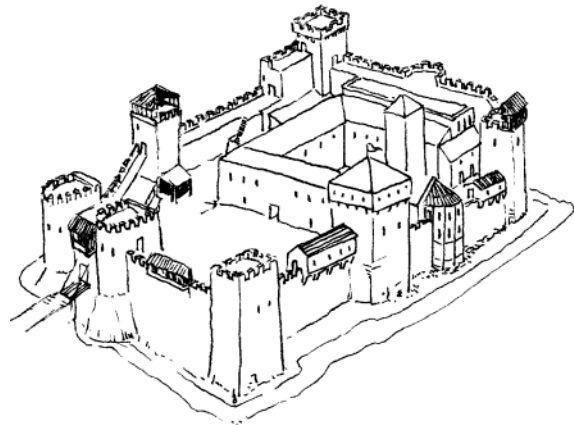
Sanctum: A sacred or private place such as a study or private room where one is not to be disturbed.

Study: A room designed for study, writing, reading, etc., usually with books, a desk and similar furnishings.

Vestibule: A small entrance to a hall or room, either to a building or a room within a building.

Vestry: A room in a church, where the clergy put on their vestments, and the sacred vessels are kept, a sacristy.

Zita: Zita: A small parlor with a stove in it, a withdrawing room, the living quarters of a church sexton.



GOVERNMENTAL AND MILITARY

Acropolis: The upper fortified part of a (historically an ancient Greek) city (such as Athens).

Alcazar: A (Spanish) fortress or palace.

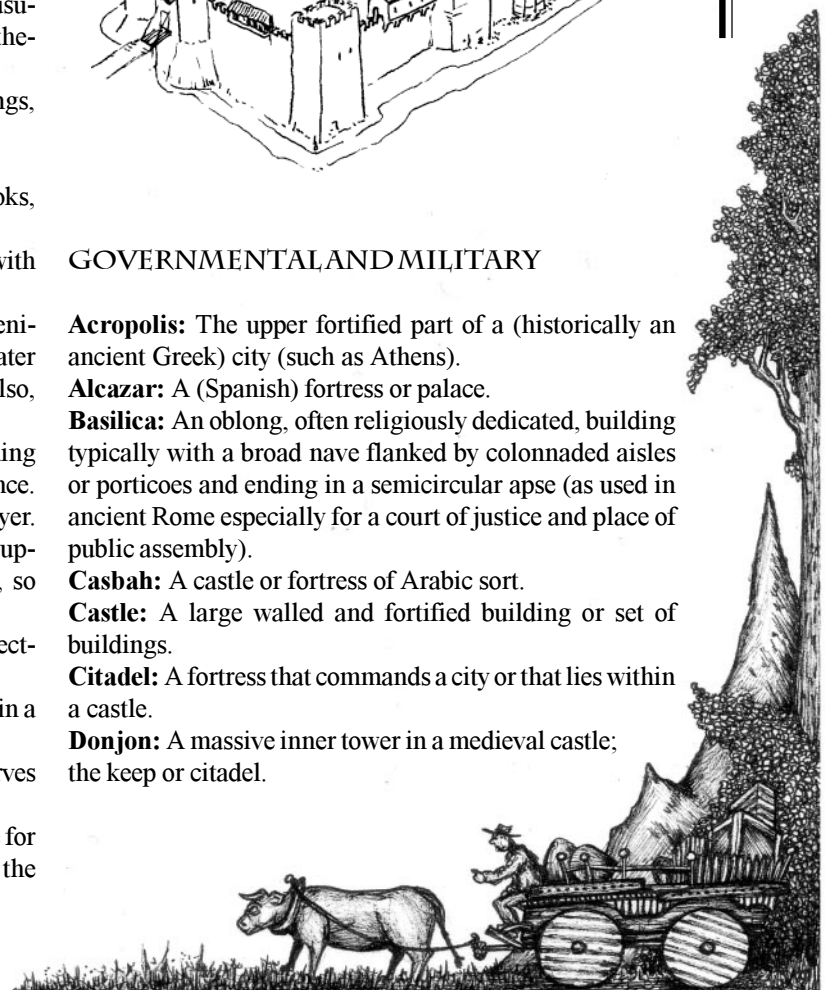
Basilica: An oblong, often religiously dedicated, building typically with a broad nave flanked by colonnaded aisles or porticoes and ending in a semicircular apse (as used in ancient Rome especially for a court of justice and place of public assembly).

Casbah: A castle or fortress of Arabic sort.

Castle: A large walled and fortified building or set of buildings.

Citadel: A fortress that commands a city or that lies within a castle.

Donjon: A massive inner tower in a medieval castle; the keep or citadel.



Fort: A fortified place occupied only by military personnel and surrounded with such works as a ditch, rampart, and parapet.

Fortress: A large and permanent fort that sometimes encompasses a town.

Hold: A place of temporary shelter or refuge; a place of security or survival.

Keep: The strongest and securest part of a medieval castle; typically the place of residence of the lord of the castle.

Manor: The house and attendant land of a gentleman, knight, lord; a landed estate.

Outpost: A position that is away from main civilization; a security detachment thrown out at some distance to protect an area from observation or surprise by the enemy.

Refuge: A place of shelter and/or protection from danger or distress; a mountain hut or cabin erected to serve as sleeping quarters for mountaineers; a home for those who are destitute, homeless, or in disgrace; a sanctuary for wildlife.

Safehold: A refuge that is safe from attack.

Stronghold: A fortified place, one of refuge or survival such as a castle or fortress; a place occupied or dominated by a special group or faction.

ROOMS AND APPURTENANT STRUCTURES

Aisle: The side of an interior space separated by piers or columns of other sort from the main space proper.

Alcove: A recessed part of a chamber or room or a smaller room opening into a larger one.

Anteroom: A room that is before or forms an entrance to another room or chamber; typically such a place is used as a waiting room.

Arcade: An arched or vaulted place roofed above and open on one side; otherwise an arched building or gallery of some size, also an arched passageway or avenue, or a covered passageway or way along which rows of shops are located.

Atrium: An open court having a covered way on three or all sides, these leading to covered spaces (chambers and rooms, halls and passageways).

Bartizan: A small turret overhanging or projecting from a wall or building structure, often near an entrance for lookout and defense.

Bay: A compartment of the walls, roof, or other part of a building or of the whole building that projects from the main room; where Gothic arches are found, and the transverse ones and adjacent piers form an arcade to divide the building into bays.

Belvedere: A structure such as a cupola that is built upon

a roof so as to have a good view; sometimes a summerhouse.

Buttery: The room in which butts and like containers of ale, beer, wine, etc. are kept.

Chancel: The part of a religious structure in which is located the altar/table and the lectern or pulpit. It is usually reserved for the clergy and serving laity such as a choir during religious services, and it is usually on a higher level than areas in which worshipers gather.

Chandlery: A candle storage room; also a place where tallow and wax are made into candles.

Cistern: A well-like space for the collection of rain water, this usually in the ground below a structure.

Cistern, wall: A cistern built into a wall rather than sunk into the ground.

Cloak room: A place for outer garments to be taken off and hung; also sometimes a room with lavatory and toilet.

Cloister: A covered passage or ambulatory, such as an arcade, on the side of an open courtyard, typically having one side walled and the other an open arcade or colonnade; a cloister typically connects different buildings of a group or runs round an open court in a monastery or collegiate structure.

Coal room: A room for the storage of coal, it being in effect a large bin.

Cold room: A room in which a low temperature is maintained through being below ground or heavily insulated and filled with ice or else magically kept cold.

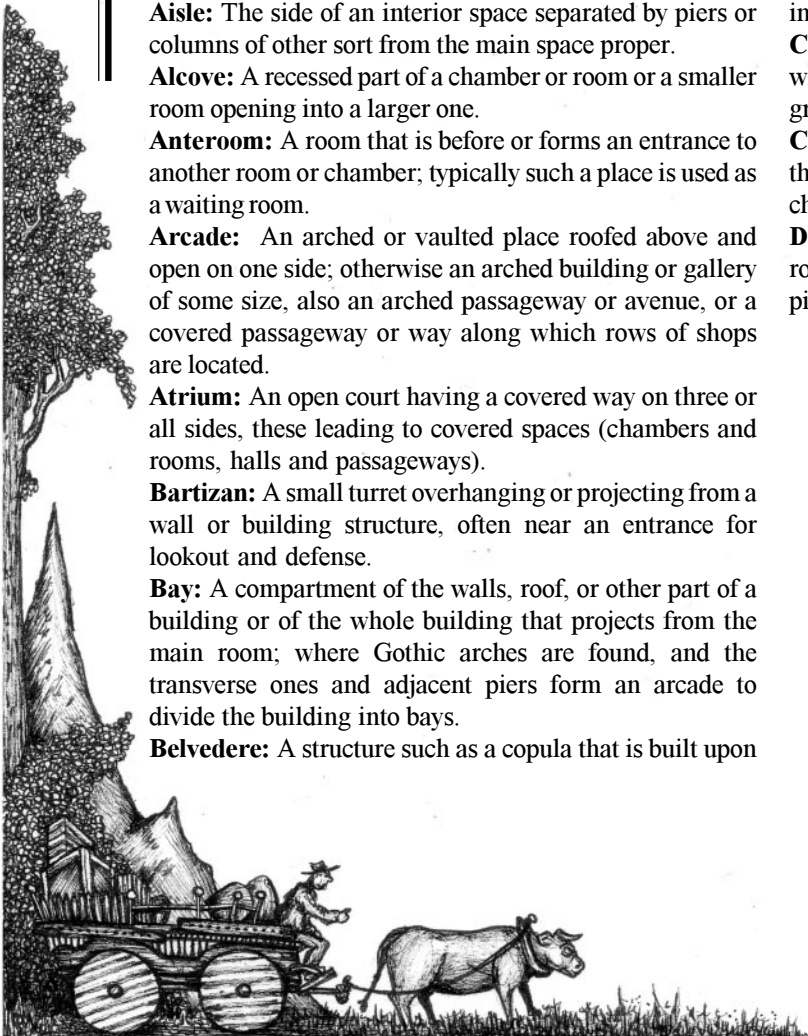
Conservatory: A building or enclosed chamber with many windows and possibly a glass roof in which plants are grown.

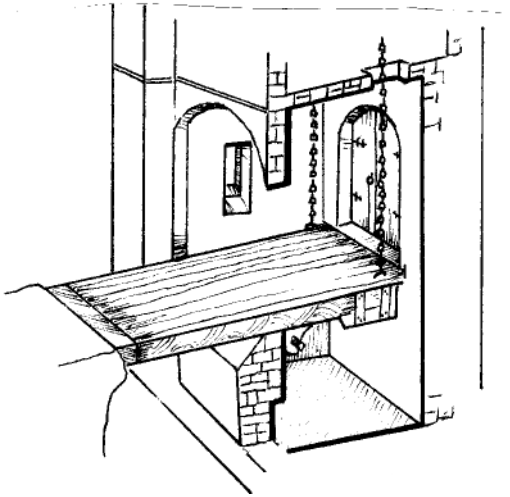
Corridor: Typically a covered passageway or narrow hall that connects or opens into compartments, rooms, and chambers.

Dove cot (roof): A small building of shed-like sort on the roof of a larger structure with roosts in which doves or pigeons are kept.

Table 3:16 Cistern, Cylindrical, Capacity in Gallons of Water per 10 inches Depth

Diameter in Feet	Gal./per 10" Depth
1	4.9
1.5	11.0
2	19.6
2.5	30.5
3	44.0
3.5	60.0
4	78.3
4.5	99.1
5	122.4
7.5	271.0
10	490.0
15	1102.0
20	1958.4
25	3060.0





Drying room: A large and airy space in which are hung various foodstuffs or laundry so as these things will dry.

Forecourt: The outer or front court of a fortification or a building or group of buildings.

Foyer: The initial anteroom, entrance hall, lobby, or vestibule, sometimes with a staircase, and leading to the interior rooms.

Gallery: A long, hall-like chamber; a covered space more or less open at the sides for walking; a roofed promenade structure; a platform or passageway above ground level resembling a corridor inside of or projecting from an outside wall, and in the latter case opens at the outer edge or having there only a rail or balustrade.

Garderober: Typically a privy; also a wardrobe, or a private room.

Garret: A generally unfinished part of a house immediately under or within the roof, as an attic without perpendicular walls.

Lavatory: A place for washing the hands and face.

Loggia: A roofed open gallery or arcade in the side of a building that forms an integral part of it, generally facing an open court.

Lumber room: A room in which wood for building is stored; also any storage place in which unused furniture and other discarded articles are kept.

Mezzanine: A low-ceilinged story between the ground floor and the first story; an intermediate or fractional story that projects in the form of a balcony over the ground story; also the floor beneath the performing stage of a theater from which trapdoors and other pieces of stage machinery are worked.

Natatorium: An enclosed swimming pool, or a chamber in a larger structure for an indoor swimming pool.

Oriel: A large, windowed bay that is semi-square or semi-hexagonal in construction that projects from the face of a wall and is supported by brackets or a corbel.

Oubliette: A dungeon shaft of well-like sort with an opening only at the top and typically having a concealed pit below the floor.

Pantry: The room in which bread and like foodstuffs are stored.

Parlor: A sitting room principally used for the reception of guests, conversation, and light refreshment service.

Penthouse: A smaller dwelling structure atop a larger one; a shed or roof attached to and sloping from a wall or building that shelters equipment or a passage, door, or window; sometimes an annex.

Plumbing shop: The place where pipes and other plumbing devices are made.

Portico: A covered ambulatory such as a colonnade that forms the way to the main entrance of a building.

Privy: A small compartment or detached building with a bench-like seat with one or more round or oval holes through which defecation and urination can take place.

Refectory: A dining hall in a fortress, or scholastic or religious complex.

Rotunda: A round building with a like central chamber covered by a dome; also an interior space of round sort, usually covered by a dome.

Salon: A spacious and elegant chamber; a like apartment or living room.

Scullery: A chamber of a household in which the dishes and kitchen utensils are cleansed.

Servery: A service alcove with a buffet, counter, or serving table that is between the dining room and the kitchen.

Solar: An upper room or apartment with many windows through which sunshine enters (for family use in a superior medieval residence); an upper chamber, loft, or a garret that has many windows.

Solarium: An apartment with many windows that are exposed to the sun; a like apartment on the roof of a large dwelling.

Strong room: A room for money and other valuables that is specially constructed to be fireproof and burglarproof.

Veranda: A open gallery or roofer portico attached to the exterior of a building and used for sitting out of doors.

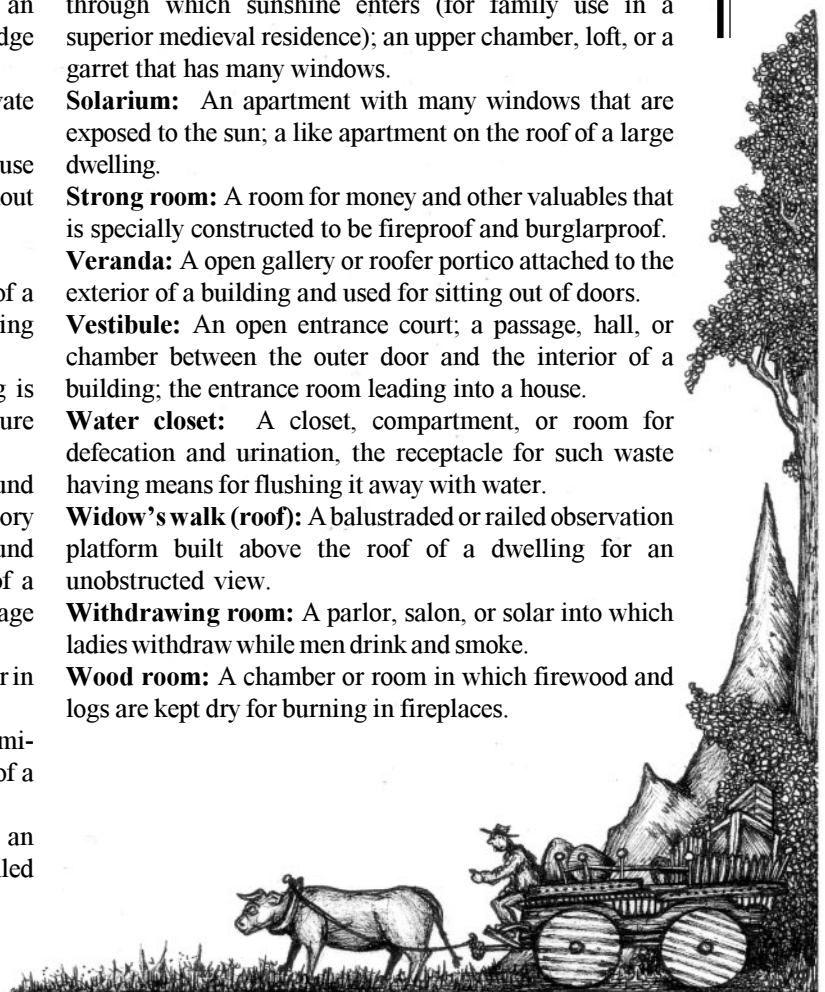
Vestibule: An open entrance court; a passage, hall, or chamber between the outer door and the interior of a building; the entrance room leading into a house.

Water closet: A closet, compartment, or room for defecation and urination, the receptacle for such waste having means for flushing it away with water.

Widow's walk (roof): A balustraded or railed observation platform built above the roof of a dwelling for an unobstructed view.

Withdrawing room: A parlor, salon, or solar into which ladies withdraw while men drink and smoke.

Wood room: A chamber or room in which firewood and logs are kept dry for burning in fireplaces.



APPURTENANT STRUCTURES & PLACES

Arbor: A shaded retreat formed by arches and latticework upon which vines or climbing shrubs grow, also a natural bower of braches.

Aviary: A house, enclosure, or large cage for confining live birds other than poultry.

Bartizan: See above.

Barn: An outer building for housing agricultural equipment, domestic animals, and feed.

Catwalk: A narrow walkway, usually of wood, giving access to places otherwise inaccessible, or else affording passage over or around areas not otherwise traversable.

Cistern, roof: A reservoir or tank for holding rainwater.

Coach house: An outbuilding for coaches and carriages, above which there are usually apartments for the coachmen, footmen, and others concerned with these vehicles.

Coup: A small structure for keeping poultry.

Grotto: An artificial recess or structure that is made of rock and stones and arched so as to resemble a natural grotto (cave).

Hutch: A small cage for keeping hares and rabbits; these often clustered together to form a sort of shed or hut.

Mews: A small structure that contains within it cages for hawks; also a range of stables usually with carriage houses and living quarters above that is built around a courtyard.

Pergola (arbor, trellis): An openwork series of arches or other coverings for a walk or passageway over which climbing plants are trained.

Shed: A small structure, often with one side open, in which equipment is stored, or domestic animals such as sheep, are sheltered.

Smoke house: A small building that is windowless and so constructed as to be nearly airtight. Inside it contains a fireplace from which woodsmoke will fill the interior when the fire is lit, and this smoke then curing and preserving meat hung inside the place.

Sty: One or more small structures abutting a pen in which swine are kept.

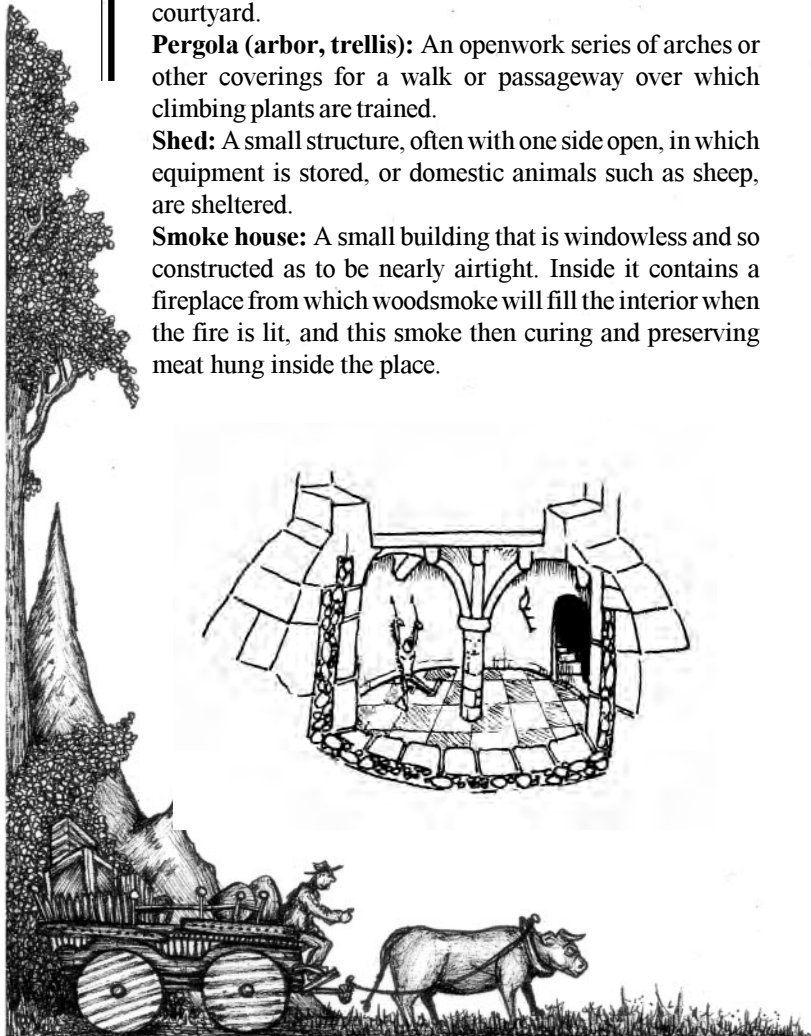
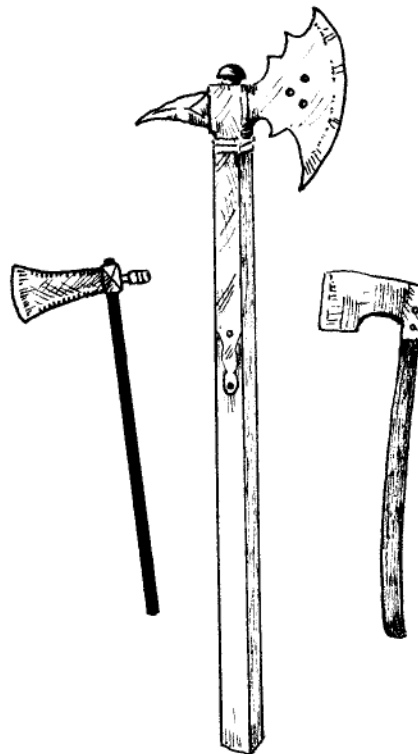
Terrace (gallery, portico): A colonnaded porch or open promenade adjacent to a residence.

Tower (beaked, bullet-shaped, horned, rectangular, round, square): A structure that is relatively high for its length and width.

Turret: A smallish tower projecting from a building or tower. Usually at an angle from the wall.

Vinery: A greenhouse in which grapevines or other vines are grown.

Well house: A small house surrounding the well. Used to give relief from the weather for people drawing water.



ROOMS & FURNISHINGS

Taverns. Laboratories. Torture chambers. Wheresoever your tale begins you'll need to furnish the great halls, throne rooms, the corridors and commons. These are the intimate details which bring the setting to life. Like the blue sea holly growing beneath the terrace, the tankard, soft white spread or codex lying on the table imbibe your setting with a depth which gives it life. The core of world building is detail.

Below are several types of rooms and what one might find in them. That is followed by a great catalog of furnishings.

CONSTRUCTION MATERIALS, ITEM

The following lists catalog the most common materials used for specific indoor items.

Cooking Items

- Ceramic
- Copper
- Iron
- Hide/leather (hot stones dropped into)
- Tin
- Steel

Drinking & Eating Items

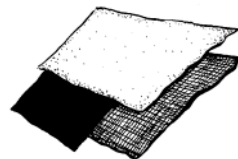
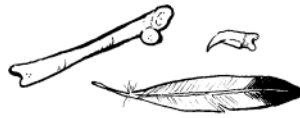
- Bone
- China
- Copper
- Crystal
- Crystal, Rock
- Electrum
- Glass
- Gold
- Gourd
- Horn
- Leather (mainly drinking)
- Nickel Silver



- Pewter
- Pottery
- Shell, Sea
- Silver
- Stone
- Tin
- Tortoise Shell
- Wood
- Wood, lacquered

General

- Bone
- China
- Cloth
- Cloth, felt
- Copper
- Cord
- Crystal (glass)
- Crystal, rock
- Electrum
- Flax
- Fur
- Glass
- Gold
- Gourd (dried)
- Hair
- Hemp
- Hide
- Hide, Raw
- Horn
- Iron
- Ivory
- Jute
- Leather (mainly drinking)
- Pewter
- Pottery
- Rope
- Shell, Sea
- Silver
- Silver, Nickel
- Skin, reptile
- Steel
- Stone
- String
- Tin
- Tortoise Shell
- Wicker
- Wire
- Wood, hard
- Wood, lacquered
- Wood, soft
- Wool

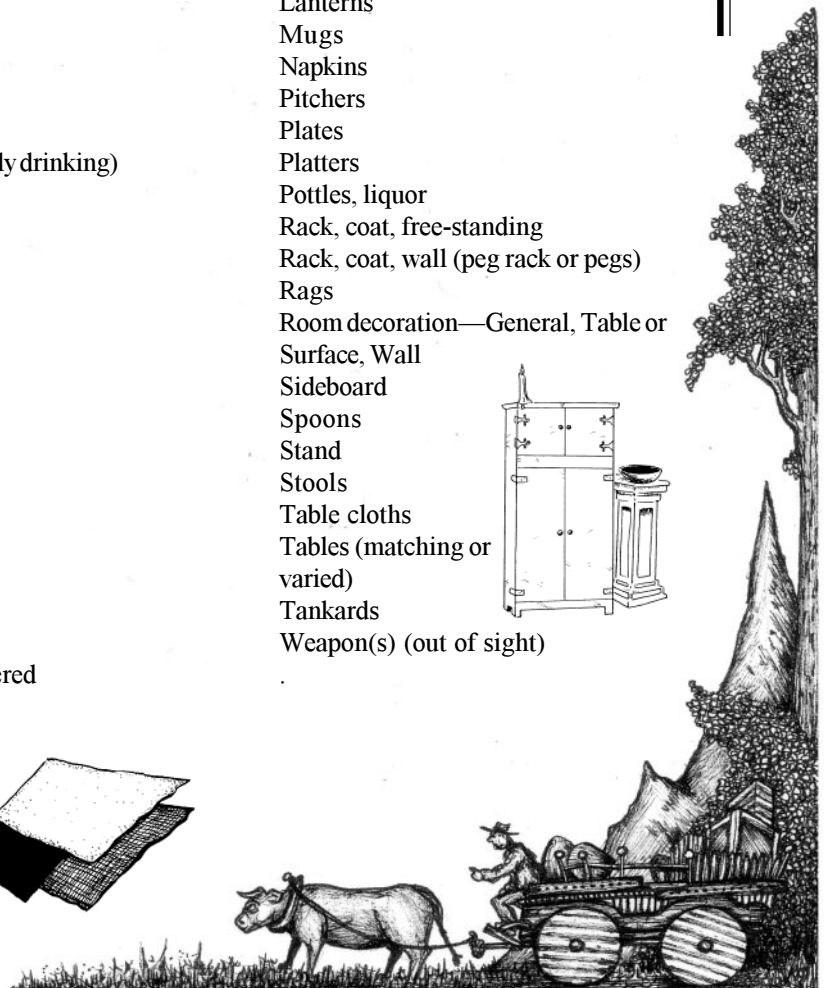
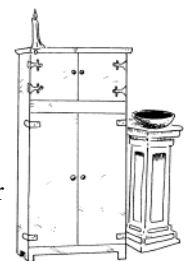
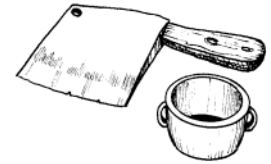


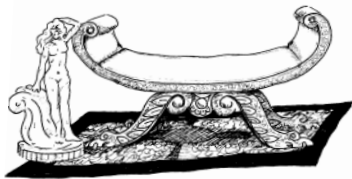
ROOMS

Common Room, Inn or Tavern

(Select some, not all.)

- Bar (never with stools near it)
- Barrel, ale
- Barrel, beer
- Barrel, stout
- Beakers
- Benches
- Bottles, liqueur
- Bowls
- Candles & holders
- Cash box
- Chairs
- Cups
- Darts and dartboard(s)
- Dry sink
- Fireplace
- Firkins, liquor
- Flagons
- Forks
- Games
- Jacks (drinking)
- Keg, wine
- Kegs (empty, as stools)
- Lamps
- Lanterns
- Mugs
- Napkins
- Pitchers
- Plates
- Platters
- Pottles, liquor
- Rack, coat, free-standing
- Rack, coat, wall (peg rack or pegs)
- Rags
- Room decoration—General, Table or Surface, Wall
- Sideboard
- Spoons
- Stand
- Stools
- Table cloths
- Tables (matching or varied)
- Tankards
- Weapon(s) (out of sight)





Bawdy House, Main Room Furnishings

- Bar (see Common Room for items possible to include with this)
- Carpet
- Chairs
- Chandeliers
- Couches
- Decorations
- Divans
- Lamps
- Lanterns
- Magical illumination
- Musicians
- Rugs
- Settees
- Sofas
- Stairway
- Stands
- Tables

Bedroom, Hostel, Inn, Tavern, etc. Furnishings

- (Select some, not all.)
- Basin
 - Bed(s)
 - Bedding
 - Bunks(s)
 - Candle and candlestick
 - Chair
 - Chamber pot, covered
 - Coat rack, free-standing
 - Coat rack, wall
 - Commode
 - Cot(s)
 - Cup
 - Ewer (of water)
 - Fireplace
 - Hammock(s)
 - Lamp
 - Mat(s)
 - Mat, floor
 - Mirror (on commode)
 - Mirror, wall

- Pallets(s)
- Pitcher (of water)
- Rug
- Soap
- Stand, small
- Stool
- Towel & washcloth
- Wardrobe
- Wardrobe cabinet

Gambling House, Main Room

- Bar (see Common Room for items possible to include with this)
- Card tables (various games)
- Cashiers cage
- Chairs
- Chandeliers
- Chips, gambling
- Decorations
- Dice tables (various games)
- Divans
- Lamps
- Lanterns
- Magical illumination
- Money (coins)
- Over & under (seven) dice game table
- Rat race table
- Rat wheel (horizontal, colored wedges with holes)
- Roulette wheel
- Sofas
- Stands
- Tables
- Tile game tables (various games)

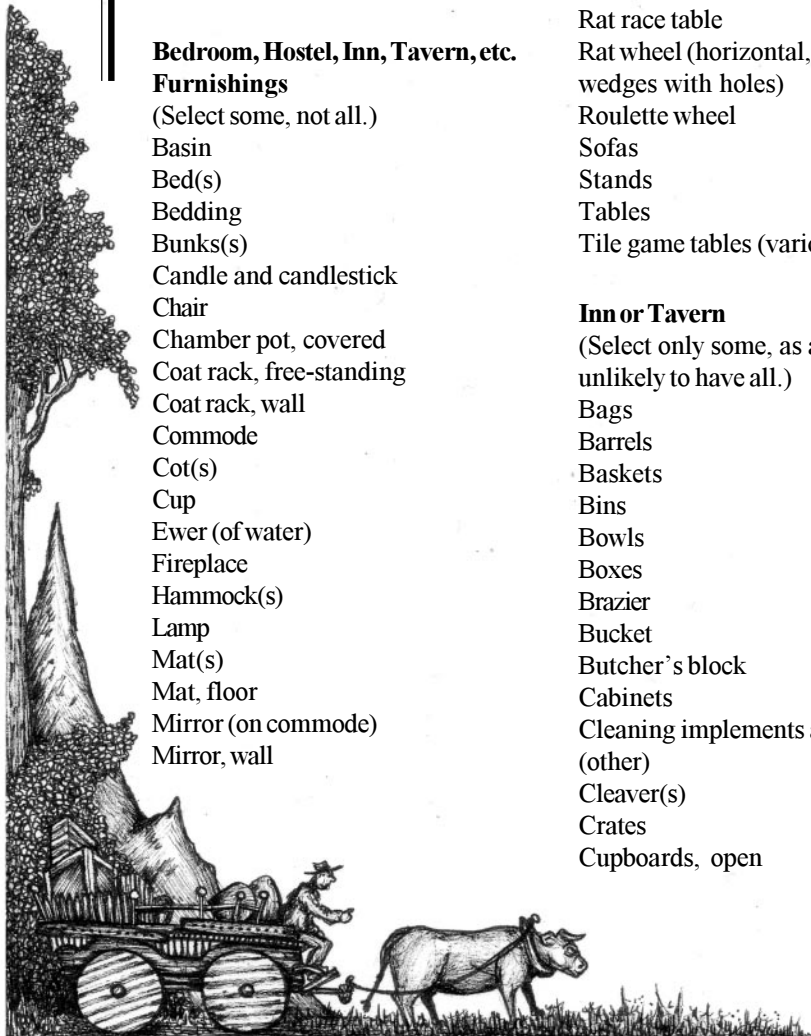
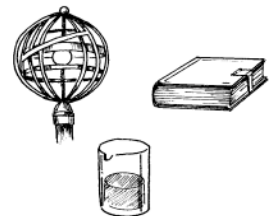
Inn or Tavern

- (Select only some, as a location is unlikely to have all.)
- Bags
 - Barrels
 - Baskets
 - Bins
 - Bowls
 - Boxes
 - Brazier
 - Bucket
 - Butcher's block
 - Cabinets
 - Cleaning implements and supplies (other)
 - Cleaver(s)
 - Crates
 - Cupboards, open

- Cups
- Dry sink
- Fireplace
- Foodstuffs
- Herbs, cooking
- Kettle, tea
- Kettles
- Kitchen utensils (other)
- Knives, butcher
- Knives, carving
- Knives, kitchen
- Lamps
- Lanterns
- Mop
- Oven/stove
- Pail
- Pans
- Pastry table (marble top)
- Plates
- Pot, coffee
- Pots
- Racks, free standing
- Racks, wall
- Saucers
- Saw, meat
- Sideboard
- Spices
- Spits
- Stand
- Stool(s)
- Tables, work
- Trays, serving
- Wet sink with tubs

Laboratory, Magical, Items and Furniture

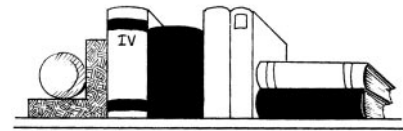
- Alembic
- Apron
- Armillary
- Astrolabe
- Athame (dagger), wood-handled
- Athame, gilded-handled
- Athame, bone or ivory-handled
- Athanor (magical furnace)
- Balance
- Balance weights
- Ball, crystal
- Ball, mineral
- Barrel
- Basin
- Basin, water
- Basin, wall
- Beaker
- Bin
- Book, alchemy



Book, ancient lore
 Book, astrological
 Book, arcana
 Book, grimoire
 Book, magical tome
 Book, metal bound and locked
 Book, notebook
 Book, occult secrets
 Book, record book
 Book, work book
 Boots
 Bottle*
 Bottle, dropper, glass
 Bowl*
 Box
 Brazier
 Burner
 Burette, w/stand
 Cabinet
 Candle in holder
 Carboy
 Cauldron (bronze or iron)
 Censer
 Centrifuge
 Chair
 Chart, alchemical
 Chart, astrological
 Circle
 Circle, with a hexagram within, points touching it, a hexacle**
 Circle, with an octogram within, points touching it, a octacle**
 Circle, with a pentagram within, points touching it, a pentacle**
 Circle, with a septagram within, points touching it, a septacle**
 Circle, with a square within, points touching it, a square of incantation**
 Circle, with a triangle within, points touching it, a thaumaturgic triangle**
 Circle, within a circle, runes and symbols between, a magic circle**
 Cloth
 Coat
 Crucible
 Dagger, magician's
 Demijohn
 Desk
 Divination device
 Dish*
 Filters
 Fireplace
 Flask*
 Funnel (ceramic, glass, metal)
 Glass, magnifying
 Gloves

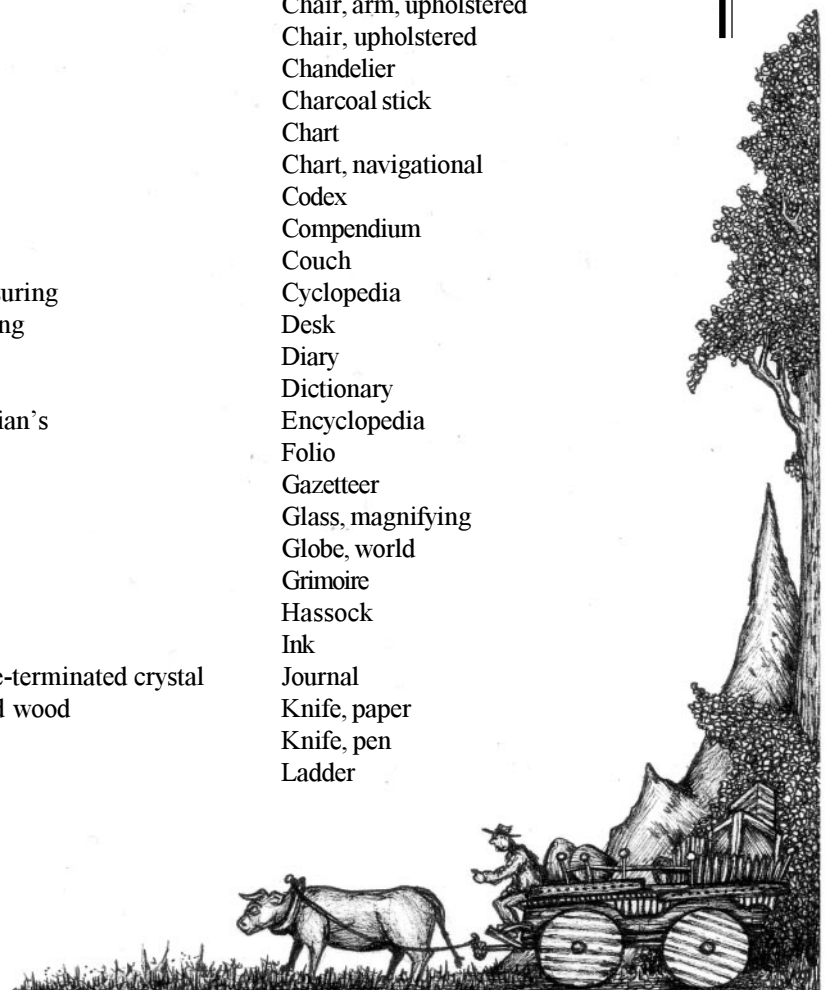
Herbs—see separate heading, Herbs
 also Facts Section for same
 Hour glass
 Ice chest
 Ink (various colors)
 Ink, lampblack
 Ink, invisible, lemon juice or milk
 Ink, squid's
 Jar*
 Jar, apothecary's
 Jug
 Kettle (bronze, copper, or iron)
 Knife
 Lamp, alcohol
 Lamp, magical
 Matches (tinderbox with flint & steel)
 Materia
 Minute Glass
 Mirror (crystal, glass, silver)
 Mirror, cloudy
 Mortar
 Pan (brass, bronze, copper, iron, tin)
 Parchment
 Pen, quill
 Pestle
 Pipettes
 Pitcher
 Quern
 Rack
 Rags
 Retort
 Ring stand
 Sand glass
 Sand shaker
 Shelf
 Spatulas
 Spoons, measuring
 Spoons, stirring
 Stand
 Stool
 Sword, magician's
 Tank, liquid
 Trivet
 Tube
 Tubing, glass
 Tubing, metal
 Urobouros
 Vat
 Wand, double-terminated crystal
 Wand, carved wood
 Water clock

Work bench
 Material construction of ceramic, crystal, glass, metal, or stone.
 Additional figures—characters, glyphs, hieroglyphs, pictograms, runes, sigils, symbols— and also objects (such as candles, incense and offerings) can also appear in spaces other than the central-most one of the figure.



Library Items and Furniture

Blotter
 Book
 Book rack
 Bookcase
 Bookcase, built in
 Candelabrum
 Candle
 Catalog
 Cellar, sand
 Chair
 Chair, arm
 Chair, arm, upholstered
 Chair, upholstered
 Chandelier
 Charcoal stick
 Chart
 Chart, navigational
 Codex
 Compendium
 Couch
 Encyclopedia
 Desk
 Diary
 Dictionary
 Encyclopedia
 Folio
 Gazetteer
 Glass, magnifying
 Globe, world
 Grimoire
 Hassock
 Ink
 Journal
 Knife, paper
 Knife, pen
 Ladder

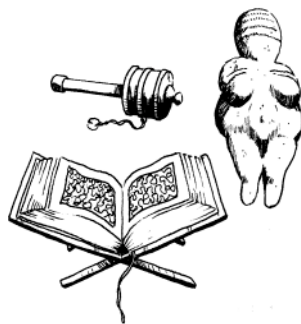


Ladder, step
 Lamp
 Letter
 Lexicon
 Libram
 Log book
 Manuscript
 Map
 Monograph
 Music, score
 Music, sheet
 Octavo
 Paper, blank
 Paper, written
 Parchment
 Pen
 Pen knife
 Pin, paper
 Quarto
 Register
 Ribbon
 Scroll
 Seal, official
 Seal, personal
 Stand
 Stand, book
 Stool, foot
 Table, library
 Tablet
 Text
 Tome
 Torchere
 Treatise
 Velum
 Volume
 Wax, sealing (various colors)

Temple, Devotional Objects

Banner, flag, pennant
 Candle
 Candleholder
 Consecrated oil
 Consecrated water
 Font
 Holy object
 Idol
 Incense
 Incense burner
 Icon
 Icon, triptych
 Kneeling bench
 Offertory dish

Picture/painting
 Prayer book
 Prayer wheel
 Relic
 Reliquary
 Rosary (prayer beads)
 Rug (prayer)
 Sacred text
 Shrine, portable
 Symbol worn as jewelry-like object
 Symbol, engraved, inlaid, painted, or mounted in/on surface
 Symbol, free standing
 Symbol, on body by scarring, tattooing, etc.
 Symbol, on clothing (dyed, embroidered, painted, etc.)



Vigil light

Divination Objects

Bones
 Bowl, scrying
 Cards
 Coins
 Crystal ball
 Dice
 Incense
 Ogham sticks
 Rune stones
 Tea Leaves

Torture Chamber Objects

Acid
 Barrel
 Brazier (of hot coals)
 Buckets
 Cage
 Cat-o-nine-tails whip
 Chains
 Cressets, wall
 Fetters
 Finger stocks
 Gags
 Hoist
 Iron boot



Iron maiden
 Irons, various kinds—branding, poker, etc.
 Knives
 Manacles
 Needles & pins
 Pincers
 Pliers
 Pressing board & weights
 Rack
 Ropes
 Salt
 Table
 Table with fetters
 Thumb screws
 Tongs
 Torches
 Whips

ROOM DECORATION

Room Decoration, Ceiling

Hung
 Chandelier
 Dried herbs
 Lamp
 Lantern
 Mobile
 Plant (in pot)
 Wind chimes

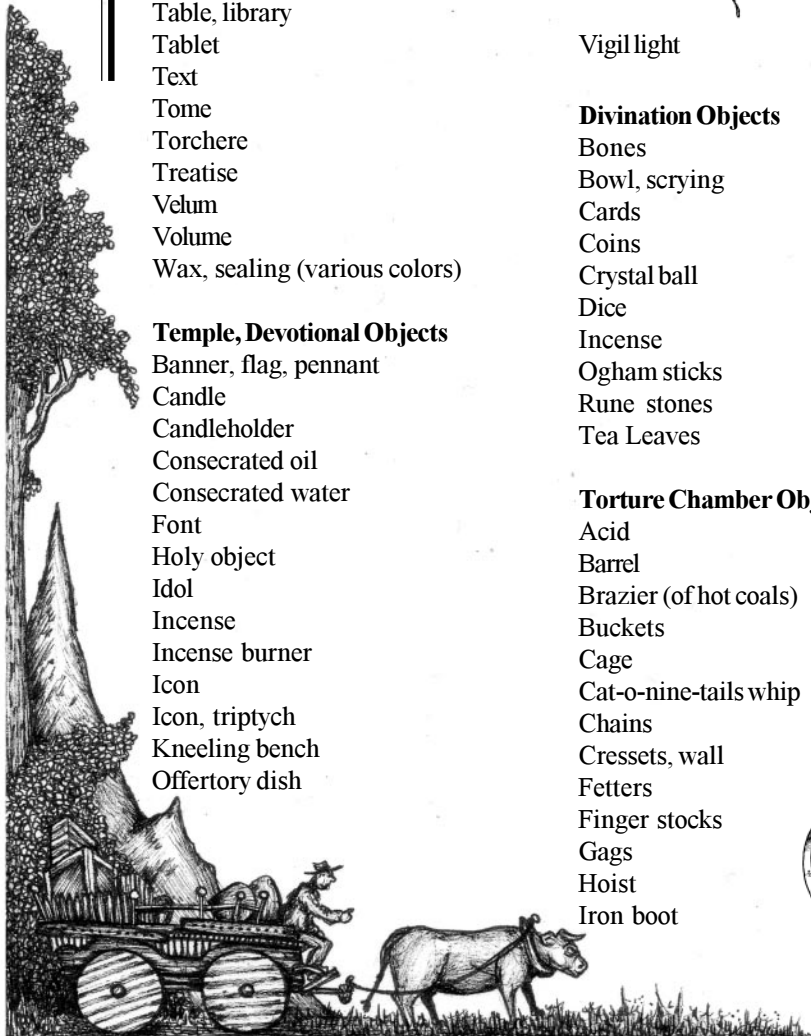


Room Decoration, Floor, Free-standing

Armor, suit of
 Clock, tall
 Gong, striker, and stand.
 Pedestal*
 Statue
 Trophy**
 Urn
 Vase
 Adornment: Bird perch, bust, fish bowl, flowers in container, light source, object d'art, pottery, etc.
 See Trophy hereafter, page 135.

Room Decoration, General

Aquarium
 Box
 Clock
 Cloth (spread)
 Coffin
 Collection
 Curio
 Cushion
 Decanter



Dish
 Driftwood
 Ewer
 Figurine
 Flagon
 Flowers
 Fruit
 Handicraft object
 Painting
 Pet, bird, caged
 Pet, bird, perched
 Pet, fish, aquarium
 Pet, fish, bowl
 Pillow
 Plant, potted
 Statuette
 Terrarium
 Trophy
 Vase

Room Decoration, Light Source, Artificial

Brazier
 Candelabra with multiple candles
 Candle, beeswax
 Candle, tallow
 Candle, parafin
 Candle, wax
 Candle stick with candle
 Chandelier
 Cresset, burning fat
 Cresset, burning oil
 Fire pit
 Fireplace
 Lamp with chimney, candle
 Lamp with chimney, oil
 Lamp, fat
 Lamp, oil
 Lantern, candle
 Lantern, candle, dark (or hooded)
 Lantern, oil
 Lantern, oil, dark (or hooded)
 Light, burning, magical*
 Light, glowing, magical*
 Rush light
 Taper (thin wax candle)
 Torch
 Torchere
 Wall sconce with multiple candles
 Wall sconce with single candle
 Basically in the form of another ordinary listed sort.
 A thing or area that sheds illumination, such as a globe of crystal or a portion of the ceiling or a wall.

Room Decoration, Macabre/Odd

Ashes (human)
 Bone
 Death mask
 Ear, dried
 Eyeballs preserved in a jar
 Finger, dried
 Human head preserved in a jar
 Live poisonous amphibian in a container
 Live poisonous insect/arachnid in a container
 Live poisonous reptile in a container
 Mummified animal
 Mummy
 Petrified body
 Shrunken head
 Skeleton
 Skull
 Teeth
 Torture instrument
 Whip



Room Decoration, Table or Surface Therein

Aquarium
 Ashtray
 Basin
 Basket
 Bell, hand
 Bottle
 Book
 Bowl
 Box
 Box, music
 Cloth
 Coffin
 Decanter
 Dish
 Doily
 Driftwood
 Egg*
 Ewer
 Figurine
 Flowers, in container
 Fruit, in container
 Geode
 Gong, striker, and stand, small
 Insect in amber
 Jar
 Nuts, in container
 Object d'art
 Plate
 Platter
 Statuette

Terrarium
 Trophy
 Urn
 Vase
 Composition: actual egg (blown out), ceramic, glass, metal, polished stone, wood
 See Trophy hereafter, page 135.

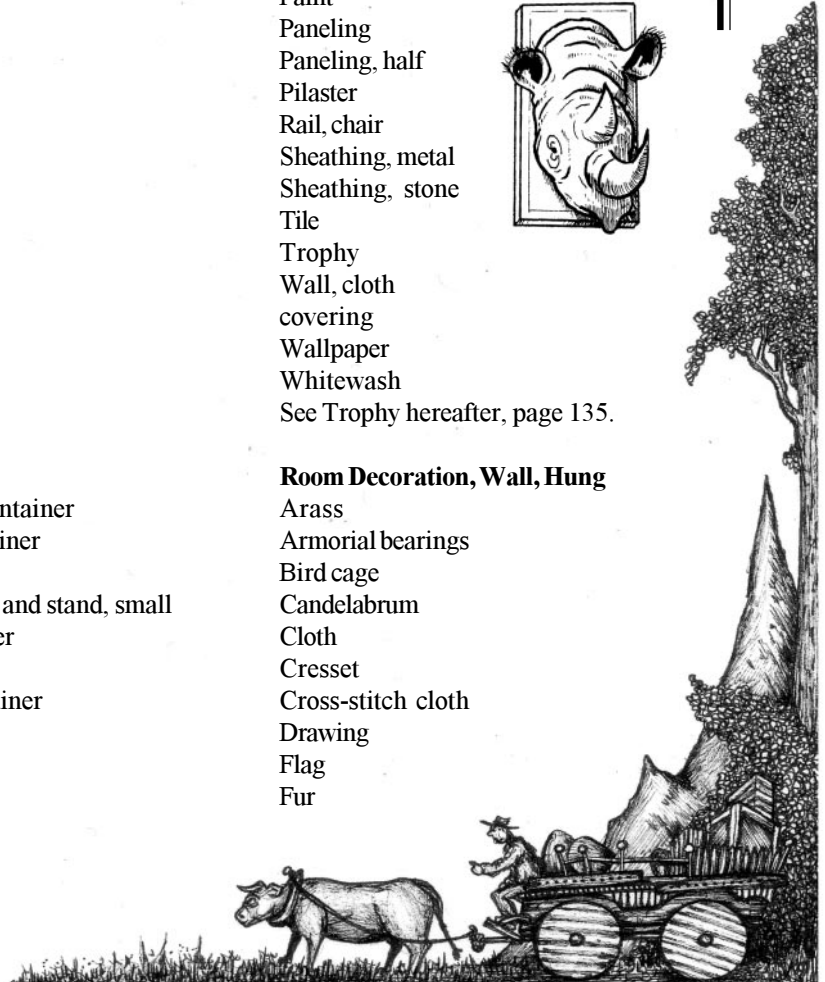
Room Decoration, Wall

Basin, wall
 Column, half
 Bell, pull
 Fresco
 Gilding
 Inlay, ivory
 Inlay, metal
 Inlay, stone
 Inlay, tile
 Inlay, wood
 Mirror, inset
 Molding, plaster
 Molding, wood
 Molding, wood, carved
 Mosaic
 Mosaic, inlaid tile
 Niche
 Mural
 Paint
 Paneling
 Paneling, half
 Pilaster
 Rail, chair
 Sheathing, metal
 Sheathing, stone
 Tile
 Trophy
 Wall, cloth covering
 Wallpaper
 Whitewash
 See Trophy hereafter, page 135.



Room Decoration, Wall, Hung

Arass
 Armorial bearings
 Bird cage
 Candelabrum
 Cloth
 Cresset
 Cross-stitch cloth
 Drawing
 Flag
 Platter
 Fur



Hide
 Mirror
 Map
 Painting
 Plant
 Sconce
 Shield
 Skin, animal
 Tapestry
 Trophy
 Weapon
 Weaving

FURNISHINGS

Bath & Accessories

Basin
 Bench
 Bottle
 Bowl
 Box
 Brazier
 Brush
 Brush, nail
 Brush, back
 Brush, hair
 Brush, makeup
 Bucket
 Chair
 Comb
 Cosmetics
 Cremes, body
 Cuttlebone
 Ewer
 Fireplace
 Gown, dressing
 Hanger, clothing
 Jar
 Lamp
 Locker
 Looking glass
 Mat, cloth
 Mat, fiber
 Mat, rope
 Mirror
 Mirror, free-standing
 Mirror, wall
 Nail file
 Oil, bath



Pail
 Perfume
 Pitcher
 Pool, sunken
 Rack, clothing
 Razor (bone, metal, or shell)
 Robe, bath
 Rug
 Rug, fur
 Rug, hide
 Rug, skin
 Sachets
 Sacking
 Salts, Epsom
 Sandals, bath
 Scissors
 Scraper
 Screen, dressing
 Slippers
 Soap
 Sponge
 Stone, pumice
 Stool
 Towel (huge, large, medium, small)
 Tub (huge, large, medium, small)
 Tub, sunken
 Tweezers
 Wash cloth
 Water, scented
 Wrapper

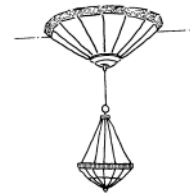
Bedding

Blanket, cotton
 Blanket coarse
 Blanket, wool
 Blanket, wool, soft
 Comforter
 Comforter, down
 Cover, felt
 Cover, fur
 Cover, skin
 Coverlet
 Cushion
 Feather bed
 Futon
 Mat, sleeping
 Mattress
 Pad
 Pillow
 Pillow, tubular
 Pillow case
 Pillow cover
 Quilt
 Ruffle
 Sack, stuffed
 Sheet, cotton, fine
 Sheet, cotton, rough

Sheet, linen
 Sheet, rough
 Sheet, silk
 Spread

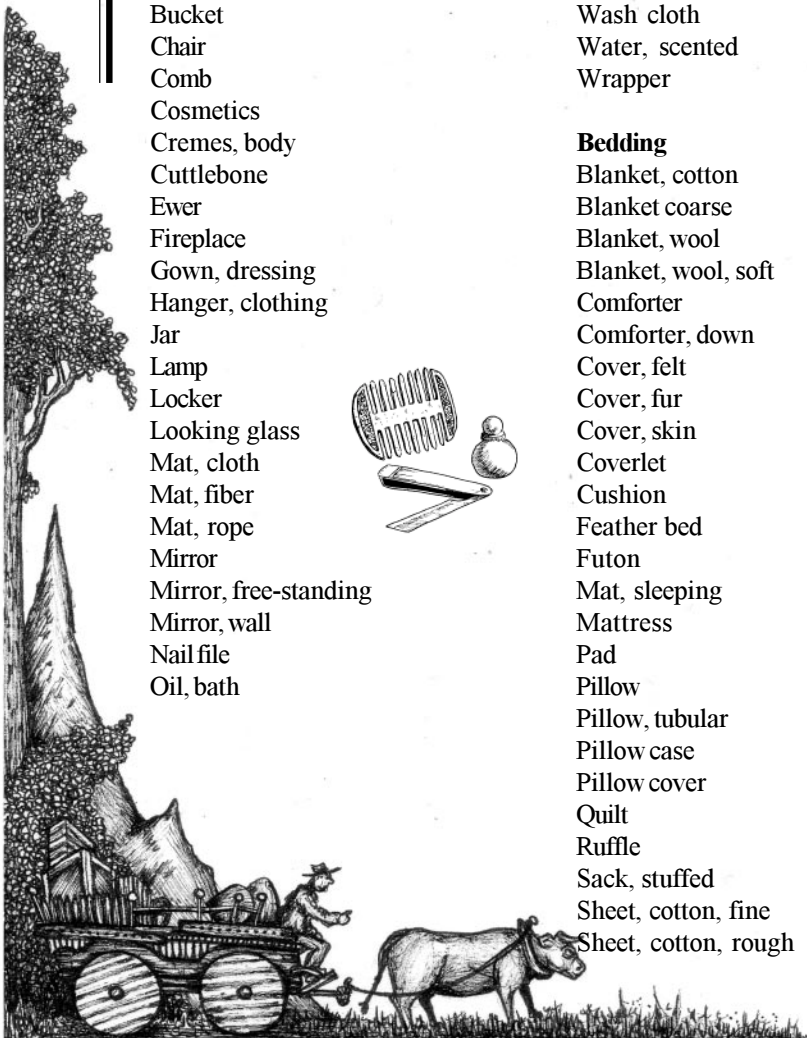
Ceiling Decoration, Including Hung Sort

Beam
 Chandelier
 Cloth (covering)
 Dome
 Gilt
 Inlay, mineral
 Inlay, tile
 Inlay, wood
 Mirror
 Mural
 Paint
 Painting (pictorial)
 Paper
 Relief, molded
 Relief, sculpted
 Tented cloth
 Tile



Curios

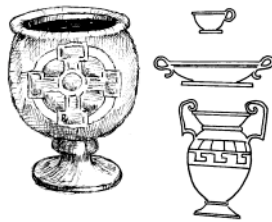
Bird, mechanical, singing
 Bottle, building therein
 Bottle, ship therein
 Bottle, woodland scene therein
 Drake's or similar creature's scale
 Fly whisk, exotic
 Gem, carved
 Gem-crystals formation
 Headdress, exotic
 Idol, small, exotic deity
 Insect, carved wooden
 Insect in amber
 Kaleidoscope
 Mask, animal
 Mask, demonic
 Mask, exotic
 Mask, feather
 Meteorite, small
 Miniature figurine, animal
 Miniature figurine, creature
 Miniature figurine, human
 Miniature building
 Miniature painting
 Miniature scene in a nutshell
 Miniature weapon
 Musical instrument, small, exotic
 Necklace, claws or teeth
 Nut, carved or engraved
 Ordinary small object with concealed weapon
 Pottery, exotic



Puzzle box
 Puzzle object (interlocking pieces)
 Rattle, exotic
 Religious object, exotic
 Ring with secret compartment
 Shrunken head
 Skull of unidentified, strange creature
 Statuette, grotesque
 Stuffed animal, exotic
 Tablet, ancient, inscribed
 Stuffed bird, exotic
 Tooth or tusk, carved or engraved
 Toy, mechanical

Drinking Vessels

Beaker
 Bottle
 Bumper
 Chalice
 Cup
 Flagon
 Flask
 Glass
 Goblet
 Horn
 Jack (drinking)
 Jar
 Jigger
 Jug
 Mug
 Nipperkin



Noggin
 Pipkin
 Pitcher
 Pot
 Schooner
 Snifter
 Stein
 Stoup
 Tankard
 Tumbler

Eggs, Decorative

China, painted
 Cinnabar
 Cloisonné
 Crystal, rock
 Glass (plain or crystal, clear, tinted,

or colored)
 Metal, cast (hollow—brass, copper, electrum, gold, silver)
 Stone, polished, ordinary (alabaster, granite, marble, obsidian, onyx, serpentine, etc.)
 Stone, polished, ornamental (agate, jasper, lapis lazuli, malachite, etc.)
 Wood, polished, ordinary
 Wood, polished, rare

Fireplace Implements and Accessories

Andirons
 Bed-warming pan
 Bellows
 Brush, ashes
 Cauldron
 Coal shovel
 Curtain, metal mesh screening

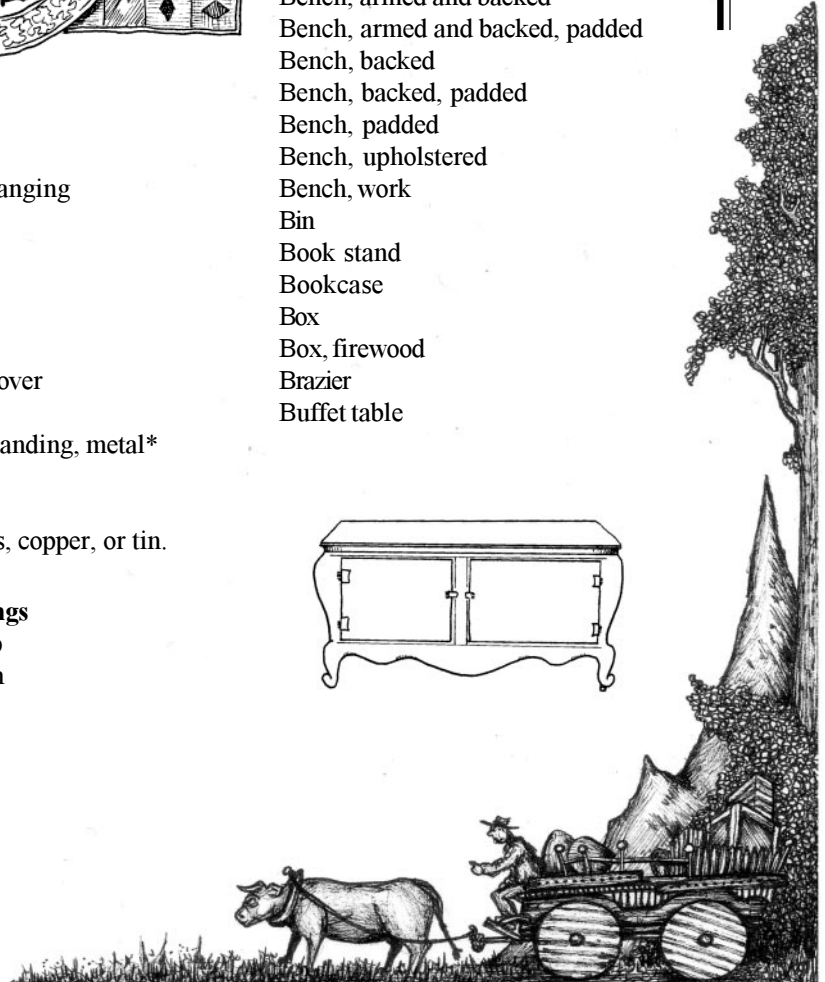
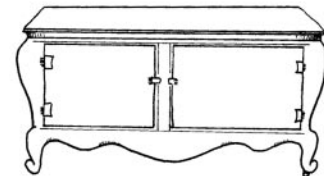


Foot warmer
 Grate
 Hooks, iron hanging
 Kettle
 Log rack
 Log tongs
 Oven (inset)
 Poker
 Poker, coal-mover
 Pot
 Screen, free standing, metal*
 Shovel, ashes
 Spit, inset
 typically brass, copper, or tin.

Floor Coverings

Carpet, burlap
 Carpet, cotton
 Carpet, wool
 Cloth, canvas
 Fur
 Grass
 Hide
 Mat, felt

Mat, woven, grass
 Mat, woven, hemp
 Mat, woven rush
 Rug, braided
 Rug, cotton
 Rug, oriental
 Rug, rag
 Rug, silk
 Rug, wool
 Rushes
 Skin
Furniture
 Armoire
 Armor stand
 Bar (long sideboard, front usually solid, shelves in back, a top section possibly lifting up)
 Barrel
 Bed
 Bed, bunk
 Bed, canopied
 Bed, curtained
 Bed, curtained & canopied
 Bed, enclosed
 Bed, trundle
 Bench
 Bench with back
 Bench with back, upholstered
 Bench, armed and backed
 Bench, armed and backed, padded
 Bench, backed
 Bench, backed, padded
 Bench, padded
 Bench, upholstered
 Bench, work
 Bin
 Book stand
 Bookcase
 Box
 Box, firewood
 Brazier
 Buffet table



Buffet with mirror
 Bunk
 Bureau
 Butcher's block
 Cabinet
 Cabinet, china
 Cabinet, dish
 Cabinet, glass front
 Cabinet, liquor
 Cabinet, sewing
 Cabinet, spice
 Cabinet, wall
 Candelabrum, floor
 Candle stand
 Case
 Case, display
 Case, standing, shelved
 Chair
 Chair of state
 Chair, arm, upholstered
 Chair, barrel
 Chair, corner
 Chair, folding
 Chair, rocking
 Chair, rocking, upholstered
 Chair, throne/chair of state
 Chair, upholstered
 Chair, upholstered, wingback
 Chair, wingback
 Chest
 Chest (trunk-like)
 Chest of drawers
 Chest of drawers, high
 Chest of drawers, low
 Chest, linen
 Chest, upright
 Chest, wine
 Cloak stand
 Clothes rack, free standing
 Clothes rack, wall hung
 Coal scuttle
 Commode
 Cot
 Couch
 Cupboard
 Cupboard, kitchen (usually open)
 Dais
 Davenport
 Desk
 Desk, break-front, cabinet above
 Desk, break-front, drawers above
 Desk, drop-front

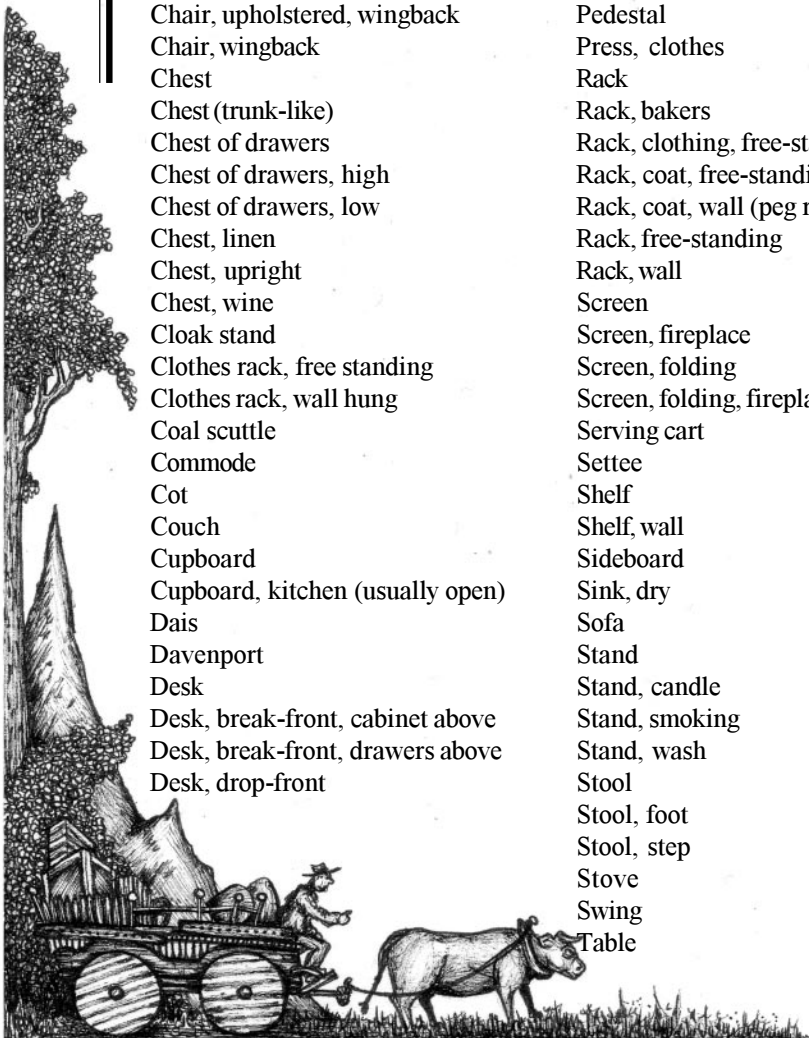
Desk, table
 Desk, wall
 Divan
 Dresser
 Dresser with mirror
 Dressing mirror
 Dressing table
 Footstool
 Footstool, upholstered
 Glider swing
 Hammock
 Hammock chair
 Hamper
 Hanger, clothing
 Hassock
 Hutch
 Locker
 Locker, arms
 Locker, foot
 Loveseat
 Mirror, framed, free-standing
 Night stand
 Ottoman
 Pallet
 Pastry table (marble top)
 Pedestal
 Press, clothes
 Rack
 Rack, bakers
 Rack, clothing, free-standing
 Rack, coat, free-standing
 Rack, coat, wall (peg rack or pegs)
 Rack, free-standing
 Rack, wall
 Screen
 Screen, fireplace
 Screen, folding
 Screen, folding, fireplace
 Serving cart
 Settee
 Shelf
 Shelf, wall
 Sideboard
 Sink, dry
 Sofa
 Stand
 Stand, candle
 Stand, smoking
 Stand, wash
 Stool
 Stool, foot
 Stool, step
 Stove
 Swing
 Table



Table (oval—large, medium, small)
 Table (rectangular—large, medium, small)
 Table (round—large, medium, small)
 Table (square—large, medium, small)
 Table, banquet
 Table, buffet
 Table, drop leaf
 Table, folding
 Table, game (various sorts)
 Table, half
 Table, side
 Table, trestle
 Table, vanity
 Table, wall
 Table, wall, half oval
 Table, wall, half round
 Taboret
 Torchere
 Tree, hall
 Trunk
 Trunk, upright
 Urn (stand)
 Vanity
 Wash stand
 Weapons rack

Furniture, Business Type

Armor stand
 Bar (long sideboard, front usually solid, shelves in back, a top section possibly lifting up)
 Barrel
 Bench
 Bench with back
 Bench, work
 Bin, goods
 Book stand
 Bookcase
 Box
 Box, firewood
 Brazier
 Buffet table
 Buffet with mirror
 Butcher's block
 Cabinet
 Cabinet, china
 Cabinet, glass front
 Cabinet, merchandising
 Cabinet, spice
 Cabinet, wall
 Candelabrum, floor
 Candle stand
 Case
 Case, display
 Case, standing, shelved
 Cashier's cage



Cashier's desk
 Chair
 Chair, barrel
 Chest (trunk-like)
 Chest, upright
 Cloak stand
 Clothes rack, free standing
 Clothes rack, wall hung
 Coal scuttle
 Counter
 Counter, display
 Desk
 Desk, break-front, cabinet above
 Desk, break-front, drawers above
 Desk, drop-front
 Desk, table
 Desk, wall
 Display case
 Display rack
 Dressing mirror
 Hamper, merchandising
 Mirror, framed, free-standing
 Pastry table (marble top)
 Pedestal
 Rack
 Rack, bakers
 Rack, clothing, free-standing
 Rack, coat, free-standing
 Rack, coat, wall (peg rack or pegs)
 Rack, free-standing
 Rack, wall
 Screen
 Screen, folding
 Serving cart
 Shelf
 Shelf, wall
 Sideboard
 Stand
 Stand, candle
 Stool
 Stool, step
 Stove
 Table
 Table, game
 Table, merchandise
 Table, trestle
 Torchere
 Trunk, upright
 Weapons rack

Trophy

Head

Alligator/crocodile
 Antelope
 Bear (black, brown, polar, etc.)
 Bison (buffalo)
 Boar
 Caribou
 Cat
 Creature/monster (fantasy)
 Deer
 Eland
 Elk (wapiti)
 Gazelle
 Giraffe
 Gnu
 Hippopotamus
 Hyena
 Moose (elk)
 Musk ox
 Okapi
 Rhinoceros
 Walrus
 Water buffalo
 Wolf
 Wolverine
 Yak
 Zebra

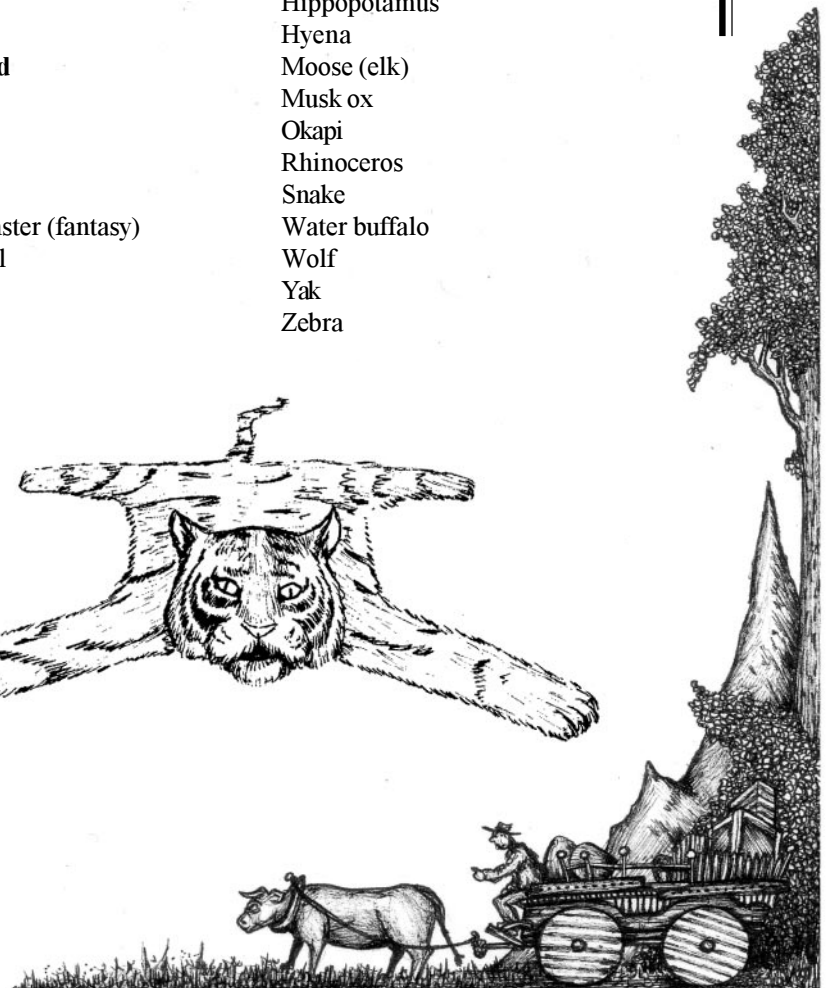
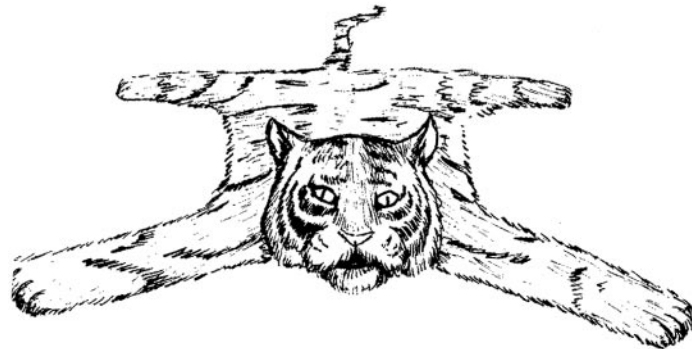
Fully Mounted

Badger
 Bear
 Beaver
 Bird
 Creature/monster (fantasy)
 Ermine/weasel
 Fish
 Fisher

Fox
 Martin
 Mink
 Panda, giant
 Porcupine
 Raccoon
 Reptile
 Skunk
 Snake
 Squirrel
 Wolverine

Hide/Pelt/Skin

Alligator/crocodile
 Antelope
 Bear (black, brown, polar, etc.)
 Bison (buffalo)
 Boar
 Caribou
 Cat
 Cattle
 Creature/monster (fantasy)
 Deer
 Eland
 Elk (wapiti)
 Gazelle
 Giraffe
 Gnu
 Hippopotamus
 Hyena
 Moose (elk)
 Musk ox
 Okapi
 Rhinoceros
 Snake
 Water buffalo
 Wolf
 Yak
 Zebra



Other

- Horns (including cattle horns)
- Antlers
- Claws
- Jawbones with teeth
- Teeth
- Tusks (elephant, walrus)
- Foot (elephant, hippo, monster, etc.)

Collections

- Arachnid
- Armor
- Arms
- Book (see Library)
- Boxes
- Butterfly
- Clocks and watches
- Coins (and medals)
- Devotional objects
- Divination objects
- Figurines and statuettes
- Flags, shields, and standards
- Insect
- Kaleidoscopes
- Minerals
- Musical instruments
- Paintings
- Pottery
- Puzzles
- Puzzle boxes
- Sculpture (busts, heads, and statues)
- Sea shells
- Stuffed animals
- Trophies (hunting/fishing)
- Wood carvings

Table Service

Barbaric

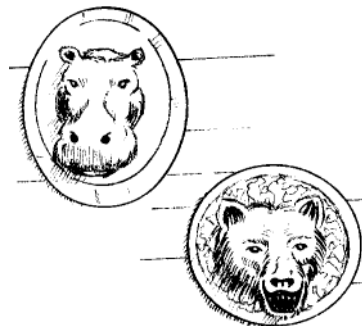
- Trencher, bread
- Trencher, metal
- Trencher, wooden

Crystal Drinking Glasses & Service

- Brandy snifter (6 oz.)
- Brandy snifter (8 oz.)
- Brandy snifter, large (12 oz.)
- Carafe
- Cordial
- Goblet (12 oz.)
- Decanter
- Ewer
- Iced beverage (tea)
- Iced beverage (tea), footed
- Parfait
- Sherbet/sorbet
- Tankard
- Tumbler (6 oz.)
- Tumbler (8 oz.)
- Tumbler (10 oz.)
- Tumbler (12 oz.)
- Tumbler (14 oz.)
- Wine, balloon (10 oz.)
- Wine, balloon (8 oz.)
- Wine, champagne, flute
- Wine, champagne, saucer
- Wine, champagne, tulip
- Wine, hock
- Wine, port
- Wine, claret/red (8 oz.)
- Wine, claret/red (12 oz.)
- Wine, sherry
- Wine, white (6 oz.)
- Wine, white (8 oz.)

Kitchen Utensils

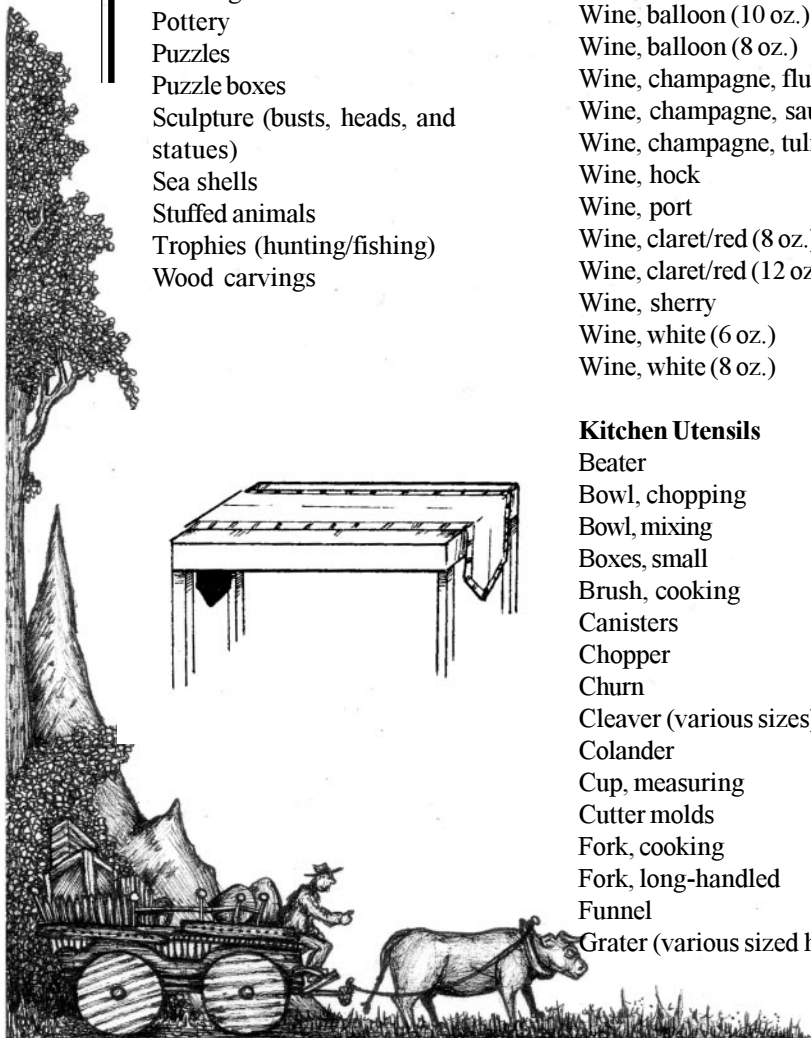
- Beater
- Bowl, chopping
- Bowl, mixing
- Boxes, small
- Brush, cooking
- Canisters
- Chopper
- Churn
- Cleaver (various sizes)
- Colander
- Cup, measuring
- Cutter molds
- Fork, cooking
- Fork, long-handled
- Funnel
- Grater (various sized holes)



- Knife, bread
- Knife, butcher
- Knife, carving
- Knife, chopping
- Knife, filleting
- Knife, kitchen (utility, various sizes)
- Knife, paring (small)
- Knife, skinning
- Knife, vegetable
- Jars
- Ladle (various sizes)
- Masher
- Meat grinder (various bits)
- Meat pounder (cleated hammer)
- Molds
- Mortar & pestle
- Paddle, wooden
- Pastry bag
- Rolling pin
- Saw, meat
- Scissors
- Scoop (various sizes)
- Shakers (various sorts)
- Sharpening rod
- Shears
- Sieve (various meshes)
- Skewer (various lengths)
- Spatula (various shapes)
- Spatula, slotted (various shapes)
- Spit (various lengths)
- Spoon, measuring
- Spoon, cooking
- Spoon, long-handled
- Spoon, slotted, long-handled
- Spoon, strainer
- Strainer
- Tongs (various sizes)
- Whetstone
- Whisk (various sizes)

Silver or China Eating Service

- Bowl, cereal (small, c. 4.5")
- Bowl, desert/fruit (small, c. 4")
- Bowl, finger (4")
- Bowl, punch
- Bowl, serving (sized)



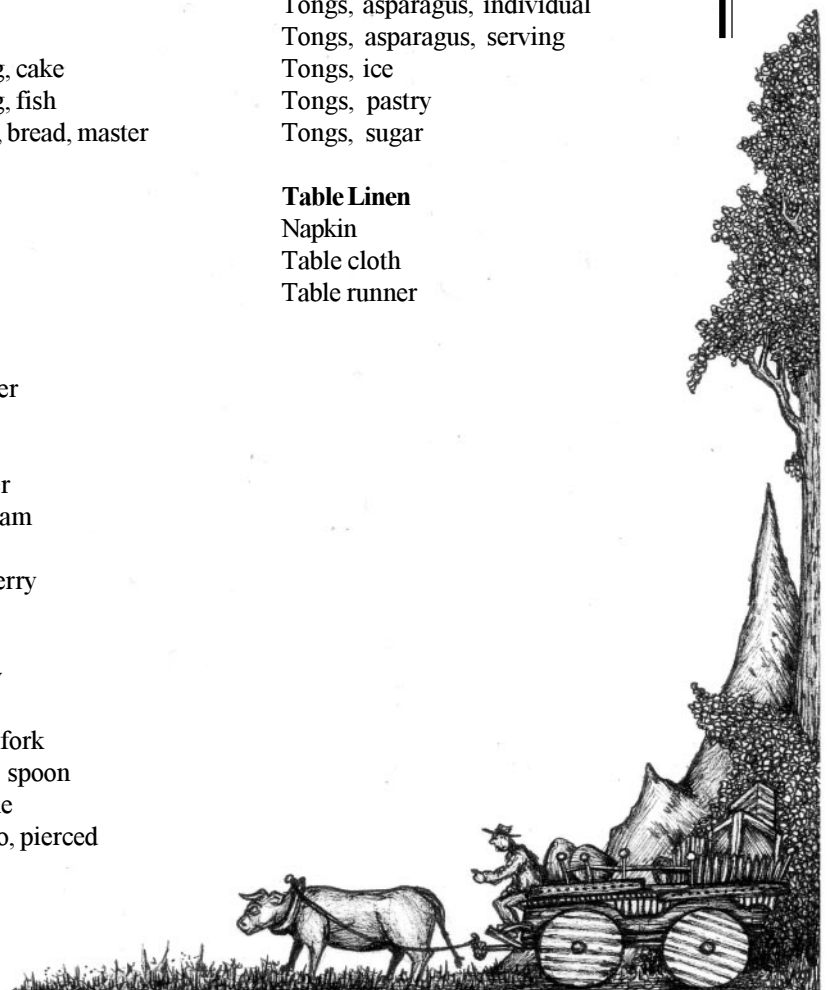
Bowl, soup
 Bowl, soup, cream with cover and saucer
 Bowl, soup, cream with saucer
 Bowl, soup, lug
 Candelabrum
 Candelabrum with bobaches
 Candlestick
 Candlestick with bobache
 Charger, plate (11.5" – 12.5")
 Chocolate pot
 Chocolate pot, large
 Coffee pot
 Coffee pot, large
 Compote
 Creamer
 Cruet, large
 Cruet, small
 Cup
 Cup, tea, with saucer
 Dish, individual condiment, (2.5")
 Dish, lemon
 Gravy boat
 Mug
 Mug, covered
 Pepper cellar
 Pepper shaker
 Pitcher
 Pitcher, small
 Plate, butter, individual (2")
 Plate, butter, master (with or without cover)
 Plate (4"-30")
 Plate, dinner (10" - 11")
 Plate, individual salt (2")
 Plate, luncheon (8" – 9")
 Plate, other (bread, desert, salad—6" – 7")
 Plate, relish, oval (8")
 Pot, honey
 Pot, mustard
 Salt cellar
 Sauce boat
 Saucer
 Spooner
 Sugar bowl (with or without cover)
 Sugar shaker
 Tankard
 Teapot
 Tray, serving, rectangular (16"-30")
 Tureen, large
 Tureen, large, covered
 Tureen, small
 Tureen, small, covered

Silverware
 Cheese cleaver
 Cheese plane
 Cheese serving knife
 Cheese scoop
 Fork, carving, large
 Fork, carving, small
 Fork, cold meat
 Fork, desert
 Fork, fish
 Fork, grill
 Fork, ice cream
 Fork, lemon
 Fork, lobster
 Fork, olive
 Fork, pickle
 Fork, salad
 Fork, seafood
 Fork, serving
 Fork, strawberry
 Fork, table
 Jelly slicer
 Knife, butter, individual
 Knife, butter, master
 Knife, carving, large
 Knife, carving, small
 Knife, desert
 Knife, fish
 Knife, fruit
 Knife, grill
 Knife, serving, cake
 Knife, serving, fish
 Knife, slicing, bread, master
 Knife, steak
 Knife, table
 Ladle, gravy
 Ladle, punch
 Ladle, sauce
 Ladle, soup
 Ladle, tureen
 Lobster cracker
 Nut cracker
 Nut pick
 Scoop, cracker
 Scoop, ice cream
 Server, cake
 Server, cranberry
 Server, meat
 Server, pasta
 Server, pastry
 Server, pie
 Server, salad, fork
 Server, salad, spoon
 Server, sardine
 Server, tomato, pierced

Shears, grape
 Shears, poultry
 Spoon, berry
 Spoon, coffee
 Spoon, demitasse
 Spoon, desert
 Spoon, fruit
 Spoon, ice cream
 Spoon, iced tea
 Spoon, jelly
 Spoon, preserve (deep)
 Spoon, salt
 Spoon, salt, master
 Spoon, service/table
 Spoon, serving
 Spoon, serving, bonbon
 Spoon, serving, ice
 Spoon, serving, dressing/stuffing
 Spoon, serving, large
 Spoon, serving, pierced
 Spoon, serving, rice
 Spoon, soup
 Spoon, soup, bouillon
 Spoon, sugar
 Spoon, sugar (shell)
 Spoon, tea
 Skewer
 Strainer, tea
 Tongs, asparagus, individual
 Tongs, asparagus, serving
 Tongs, ice
 Tongs, pastry
 Tongs, sugar

Table Linen

Napkin
 Table cloth
 Table runner





HERBALIST'S LORE & REMEDIES

Bee Keeping: If you keep bees you should always keep them informed - very politely, they value that - about everything that goes on in and around your house. Like, if you want to move plants around in the garden, change the use of a field, and even things you might not imagine that they'd care about like telling them that someone in the house has died. Your address should begin "Honored bees, your majesties, I have come to inform you that..."

Dancing Madness: The cause of this is a fungus by the name of *Claviceps purpurea*, or 'ergot', which infests grain. It is small enough to infiltrate unnoticeably into the ear of the grain (wheat or rye) and gets ground up when you make flour with it. Then you bake bread, and eat the stuff which causes temporary derangement - the cause of many cases of village-wide 'dancing madness' attacks. If you wander through a field of wheat that has been infested, you can see - if you look very closely - that some of the grains have turned a deep purplish-black rather than the

golden color you'd expect. Damp weather during mid-late stages of the growing period can enhance the little devil's growth. [True botanical fact.] We also suspect that evil spells duplicate this effect.

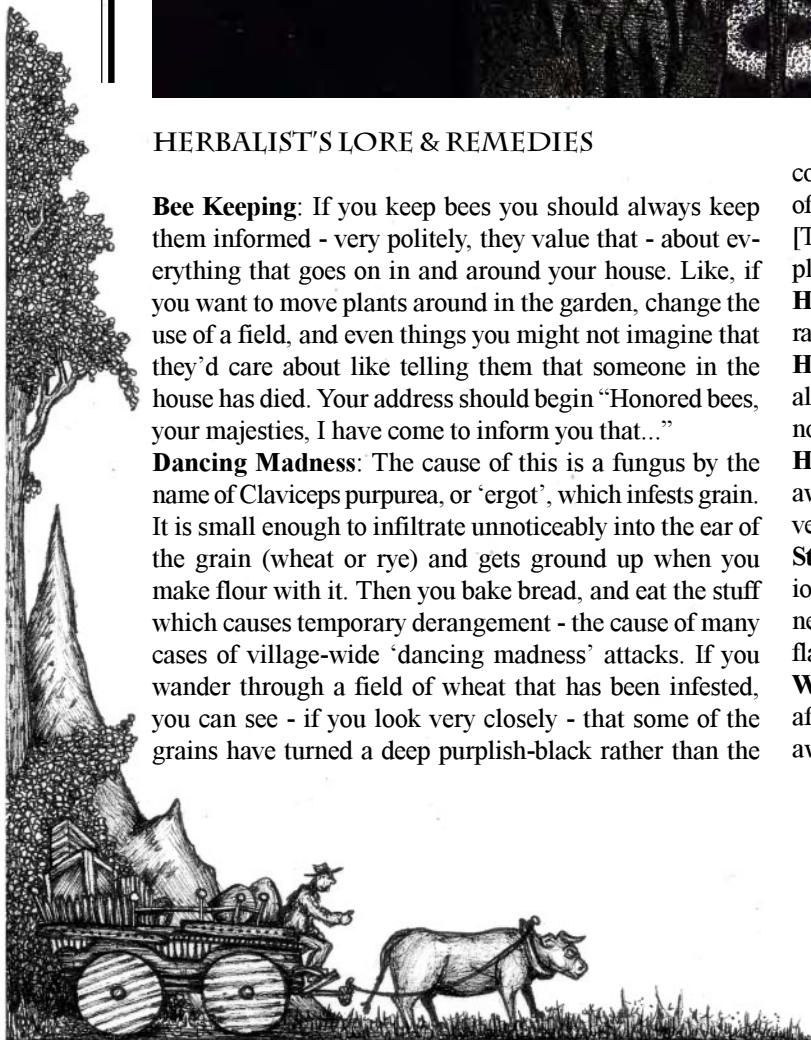
Head Cold: For a head cold, eat a clove of garlic - whole & raw.

Honey: Consuming local honey will alleviate most pollen allergies. Honey is antiseptic, and bacteria and mold will not grow on it.

Hemp: A hedge of hemp planted around a garden keeps away many insect pests. The hemp can thereafter be harvested for making string, cord, and rope.

Stinging Nettle: If stung by stinging nettles, slice an onion and rub over the afflicted area. Stinging nettle planted near herbs gives them a stronger and more aromatic and flavorful.

Warts: If you have warts, rub a piece of beef fat on the afflicted spot then hang it up outside. As the beef fat melts away, so will the wart.



POPULACE

Government. Occupations. Names. Peopling your setting is as important as geography, plants and animals, structures and technology. In order to anchor your tale in a setting where there are societies you must determine what those societies and who rules them. Beyond that it is important to note what secondary characters are to weave in and out of the setting's plot. To make them believable it is necessary to give them substance. Choosing an occupation is part of that substance.

What follows are catalogs of government types, occupations, secular and temporal, occupations for the everyday folk and a sampling of nicknames.

GOVERNMENTS

Anarchy: Society without formal government

Aristocracy: Government by a class of people who have attained power due to birth or wealth. Aristocrats are people who have social position as well as political power.

Autocracy: Government by one person who possesses unlimited power. There are two forms of Autocracy: Autocratic Monarchies and Autocratic Dictatorships. The former is commonly accepted as the legitimate rule of a King, whereas the latter is one of seized or assumed power.

Clan: See Tribal hereafter.

Colonial: Government set up to rule a foreign territory by a "parent" state. Though these governments may reflect the parent government, they usually assume some form of oligarchy or dictatorship.

Confederacy: These refer to the grouping of two or more states with legitimate governments under a singular leader or governing concept.

Democracy (pure): Government whereby all eligible citizens gather on common grounds to vote on matters of state, finance, etc.

Despotism: A form of Autocracy whereby an individual has seized power illegitimately.

Dictatorship: A form of Autocracy whereby an individual has seized power illegitimately.

Feudal: There are no feudal governments but rather a society or region wherein feudalism is the dominate social, political, economic and military organization. It implies a complicated arrangement that governs the personal relations of lords, vassals and peasants. It entails a plethora of rights and duties between "superiors" and "inferiors," where social rank is determined by one's land rights, and military service and duty to the lord's demesne replaced monetary payments. In theory it is a simple form of government whereby the one who owns land farms sections of his land out to others for payment in services.

However, feudal societies are generally horribly entangled in hereditary rights, land ownership, war, vassalage to two or more lords and so forth.

Magocracy: Government by those able to employ magic, a form of Aristocracy.

Manorialism: An outcropping of feudalism, which concerns the local feudal arrangements, generally around a town, village, monastery, manor or any other small form of settlement which possesses a lord. The economic arrangement between the lord and vassals is not a military one but rather one of service only. Peasants are required to tend the lords crops, bring wood etc for his protection and for their right to live on the land. As with feudalism, manorialism becomes complicated with hereditary rights, ownership, etc.

Matriarchy: Generally speaking this is an oligarchy whereby females rule the state.

Monarchy: A form of government whereby rule is held by one man or woman, a hereditary or elected king or emperor. Generally associated with autocracy, however, monarchical governments often share power with oligarches, aristocrats and the people.

Oligarchy: The rule by a group of persons, families or commercial groups. Generally these achieve power through heredity or wealth.

Patriarchy: Generally speaking this is an oligarchy whereby males rule the state.

Plutocracy: When a state's wealth is concentrated in the hands of a few and these few form an Oligarch, their rule is generally referred to as a plutocracy.

Republic: A form of democratic rule, whereby the people lay aside direct rule and empower chosen or elected representative citizens to rule.

Theocracy: Government by a priesthood, a form of oligarchy, whereby the church or religious leaders control the state.

Tribal: Government of primitive sort acting under a chief. These range widely from the autocratic to democratic.



**Titles of Royalty and Nobility, Western European
Titles given in order of Rank.**

Royalty

- Emperor/Empress
- King/Queen (German: Konig)
- Archduke (palatine)/Archduchess (palatine)
- Duke (palatine)/Duchess (palatine) (German: Herzog)
- Prince (palatine)/Princess (palatine) (German: Prinz)
- Count (palatine)/Countess (palatine)
- Crown Prince/Crown Princess
- Prince Royal/Princess Royal

Nobility

- Duke (German: Herzog)/Duchess
- Marquis (German: Margrave)/Marquise (German: Margravine)
- Count (English: Earl; German: Graf)/Countess (German: Graffine)
- Landgraf (German)/Landgraffine
- Viscount/Viscountess (German: Waldgraf/Waldgraffine)
- Baron/Baroness
- Lord (Don)/Lady
- Baronet/Baroness

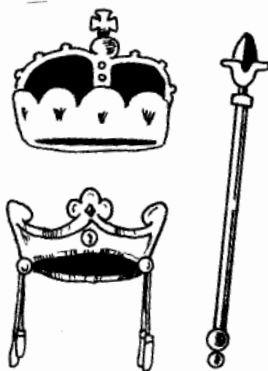
Table 3:17 Noble Coronets

Duke:	12 points with acorns, balls, leaves, or the like.
Marquis:	10 points with acorns, balls, leaves, or the like.
Count/Earl:	8 points with acorns, balls, leaves, or the like.
Viscount:	6 points with acorns, balls, leaves, or the like.
Baron:	4 points with acorns, balls, leaves, or the like.
Lord:	2 points with acorns, balls, leaves, or the like.
Baronet:	A plain circlet only.

Jewelry, of State

Typical items used by nobles as heirlooms or regalia.

- Belt
- Coronet
- Crown
- Dagger
- Girdle
- Mace
- Medal
- Medallion
- Neck chain
- Orb
- Scepter
- Sword



OFFICES, ROYAL

Accountant: A person trained in inspecting, keeping and adjusting accounts.

Admiral: A naval officer of the highest rank or a specified high rank that is the commander of a navy or fleet.

Agistor: An officer of the king's forest who has the care, to feed and pature, of agisted cattle and collected the money for the same.

Auditor: A person appointed and authorized to audit accounts. Also, a judicial hearer in an audience court.

Auditor General: A person appointed to organize and oversee the actions of other auditors.

Bailiff: An administrative official of a district, with power to collect taxes, serve as a magistrate, etc. The duties may entail collecting fines, summoning juries, attending assizes, executing writs and processes, directing hus-bandy and collecting rents.

Baker: One whose occupation is making bread, biscuits, pastry, etc.

Brewer: One whose occupation is to brew malt liquors such as ale, beer, etc.

Butler: an officer attached to a royal court, usually entrusted with the wine cellar, tableware and dining-room arrangements and to supervise the other servants.

Captain: An organizer, overseer, superintendent or one having authority over persons acting in concert.

Captain of the Guard: The commander of all guards within an area.

Carver: One who cuts meat at the table.

Castellan: A person appointed to be governor or constable of a castle.

Chamberlain: A person charged with the direction and management of the household of a ruler or lord, a steward.

Chancellor: A high official invested with judicial powers, and particularly with the superintendence of all letters and other official writings of a monarch.

Chaplin: A clergyman or layman appointed to perform religious functions in an institution, as a royal court, club, prison, etc.

Chef: A head cook.

Chief clerk: A person appointed to oversee the duties of the clerks.

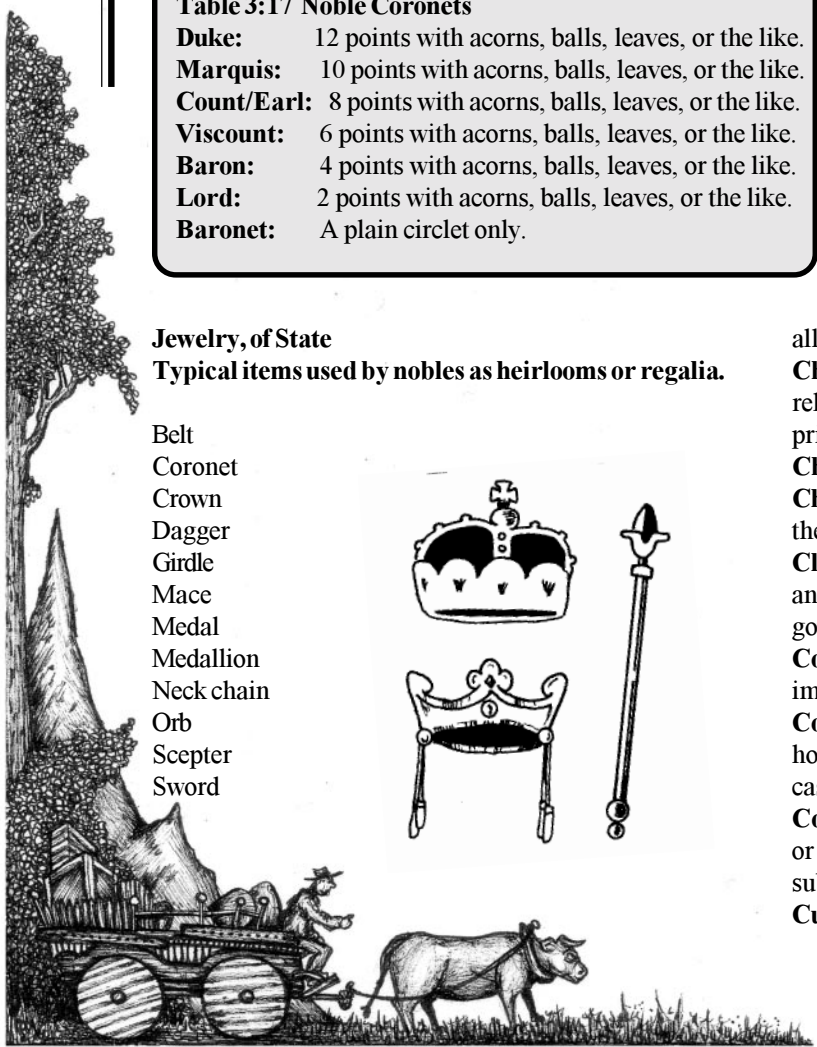
Clerk: A clergyman, ecclesiastic, or other who can read and write, and performs certain duties in church, government or both.

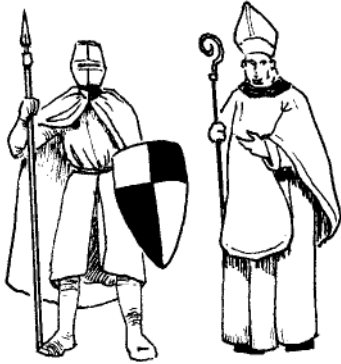
Cofferer: A person appointed as treasurer. Also, an important officer of the king's household.

Constable: The highest ranking official of a royal household, court, etc. Also, the warden of a fortress or castle.

Counselor: A person appointed to examine facts, opinions or circumstances, and render advise or counsel on the subject.

Cup-bearer: A person who fills and serves the wine cups.





Dispenser: One who deals out or dispenses provisions, supplies, etc.

Forester (chief): A person in charge of a forest, a bailiff.

Gamekeeper: A person who takes care of birds and animals on public lands or private estates.

General: The senior or highest rank of a military's army.

Herald: An official whose duty it was to proclaim war, to challenge to battle, to proclaim peace, bear messages, etc. Also, the officer would marshal, order, and conduct cavalcades, coronations, royal marriages, creation of new noble offices, etc.

Horn-bearer: An honorary position

Hornblower: A person who sounds the fanfare within the court of a noble, etc.

Huntsman (chief): The man whose office it is to manage the chase and take charge of the hounds.

Jester: A professional fool employed to amuse with antics, tricks and jokes.

Judge: An official invested with authority to hear and decide civil and criminal cases within his appointed jurisdiction.

Justiciar (Justiciary): The chief political and judicial officer.

Justicer: See judge above.

Keeper of the: An official that oversees the maintenance and upkeep of certain items of importance such as: Keeper of the Keys, Keeper of the Mews, Keeper of the Royal Seal Keeper of the Stables, Keeper of the Wardrobe.

Knight (royal order): A man, usually of high birth, that has served as a page and squire, then is raised to the honorable military rank of knight by a king or other qualified lord that holds land on promise that he serve his superior when needed.

Magistrate: A minor official who is empowered to administer and enforce the law with certain limited judicial and executive powers.

Majordomo: A man in charge of a great, royal, or noble household, a chief steward.

Marshal: A high official of a royal household or court in charge of military affairs, ceremonies, etc. This office is equivalent to, and sometimes of higher rank, than a general.

Minister: A person appointed to act for another and carry out his orders or designs. This type of office sometimes requires being sent to a foreign land as a representative, and in this case the officer would be under an ambassador.

Notary: A person employed to take notes of contracts, trials, and proceeding in the courts.

Pantler: An employee in a great household that has charge of the bread and pantry.

Parker: A person whose job is the overseeing of an enclosed area of land held by prescription, stocked and preserved for hunting.

Porter: One who has charge of a door or gate, a doorkeeper or gatekeeper.

Reeve: The chief officer of a town or district. Also overseer of a manor, a bailiff or steward.

Regarder: An officer whose job is to inspect the forest.

Secretary: See clerk above.

Seneschal: A powerful official in the household of a noble who is in charge of administering justice and managing the domestic affairs of the estate, and he represents his lord in court.

Sergeant: A servant who serves his master in battle.

Sheriff: The chief administrative and judicial officer of a shire.

Steward: An officer appointed to oversee lands belonging to the king.

Treasurer: An officer who has charge of all funds and finances.

Usher: A person whose official duty is to precede someone of rank, as in a procession, or to make introductions between those unacquainted with one another.

Verderer: See forester, bailiff.

SERVANTS/STAFF

Butler: The chief servant, one in charge of the wine cellar, the kitchens and dining room and assigns duties to other servants. A butler is in charge of all the household's servants.

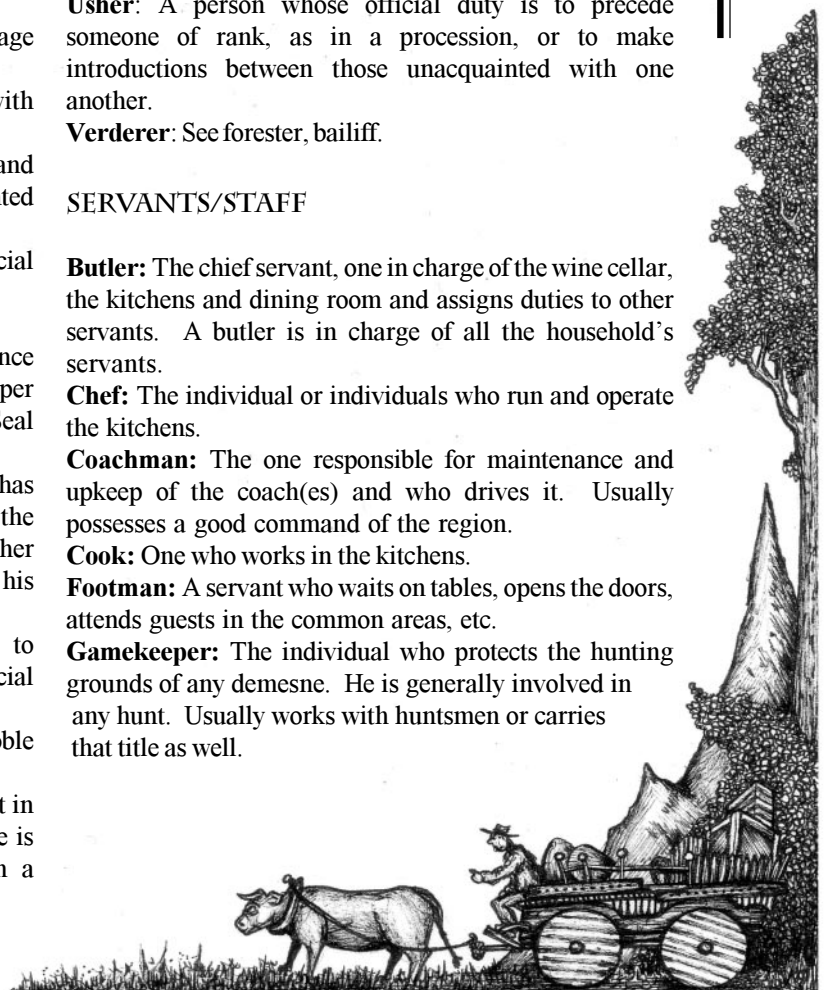
Chef: The individual or individuals who run and operate the kitchens.

Coachman: The one responsible for maintenance and upkeep of the coach(es) and who drives it. Usually possesses a good command of the region.

Cook: One who works in the kitchens.

Footman: A servant who waits on tables, opens the doors, attends guests in the common areas, etc.

Gamekeeper: The individual who protects the hunting grounds of any demesne. He is generally involved in any hunt. Usually works with huntsmen or carries that title as well.



Gardener: The one in charge of the gardens. Works and plans for all seasonal changes and is therefore very knowledgeable about plants and so forth.

Groom: Works for the stable master tending the horses.

Groundsman: Works with the gardener.

Guardman: Any individual who is employed to protect a person or place.

Housekeeper: Cleans the manor or house.

Huntsman: The one who organizes hunting expeditions. Usually works with the Gamekeeper, or carries that title as well.

Kennel keeper: One in charge of the dogs and hounds.

Jester (fool): One of the many entertainers who dwell or hang on to royal households.

Lackey: A close servant or servant's apprentice.

Lady in waiting: Those ladies who attend a woman of noble birth. They are not considered servants, but rather are looked upon as noble attendants, who could serve their ladies better than common folk.

Laundress: One who does the lanundry.

Maid: One who works with or in a domicile and is generally in charge of keeping the whole place orderly and clean.

Maid in waiting: A maid in waiting is attached to an individual's person and waits on that person's needs.

Maid, chamber: The person in charge of keeping a particular room or set of rooms in working order.

Maid, serving: A maid who is attached directly to one individual and waits on that person.

Man, serving: See Maid, serving above.

Minstrel: One who sings, recites poetry, recounts tales and histories. These are usually travelers as few are wealthy enough to employ minstrels full time.

Page: A boy serving one of high rank, or someone entering knighthood at a very early age.

Porter: Someone who carries gear, merchandise, produce, etc.

Potboy: See scullion below.

Scullion: One who cleans pots and pans.

Sergeant at arms: The official in charge of the on duty guard. Serves a captain.

Stable master: The individual in charge of the stables. Also, keeping the horses groomed and fed.

Usher: An official doorkeeper.

Valet: A manservant who takes care of clothes, grooming etc.

OFFICES, RELIGIOUS INSTITUTIONS

Abbot (Abbess): A superior or governor of a monastery.

Arch-Bishop: A chief bishop who presides over an arch-bishopric or arch-diocese.

Bishop: A prelate superior to the priesthood, consecrated for the spiritual government and direction of a diocese, bishopric or see.

Cardinal: An ecclesiastical prince in a church who has a voice in the conclave at the election of a pope, pontiff or arch-bishop.

Cellarer: An official in a monastery who has the care of the cellar, or the charge of procuring and keeping the provisions.

Chancellor: See Government Officials.

Chaplin: A clergyman attached to a chapel, or a clergyman appointed to carry out religious functions.

Curate: A clergyman who gives assistant to another, as in a deacon.

Dean (schools): A subordinate to the bishop. A presiding official of a cathedral or collegiate church.

Deacon (deaconess): A layman appointed to help the minister, particularly in secular matters.

Elder: Any of certain leaders in a church organization..

Friar: A member of any number of religious orders.

High Priest: See priest.

Metropolitan: As an arch-bishop, having authority over the bishops of a certain region.

Monk: A man who joins a religious order living in retirement according to a rule and under vows of poverty, obedience and chastity.

Patriarch: A bishop in a church who holds the highest rank after a pope or pontiff.

Prelate: A high ranking ecclesiastic having authority over the lower clergy as an arch-bishop.

Priest: A clergymen ranking beneath a bishop or high priest and authorized to minister sacraments or religious offices.

Precentor (music): A choir director.

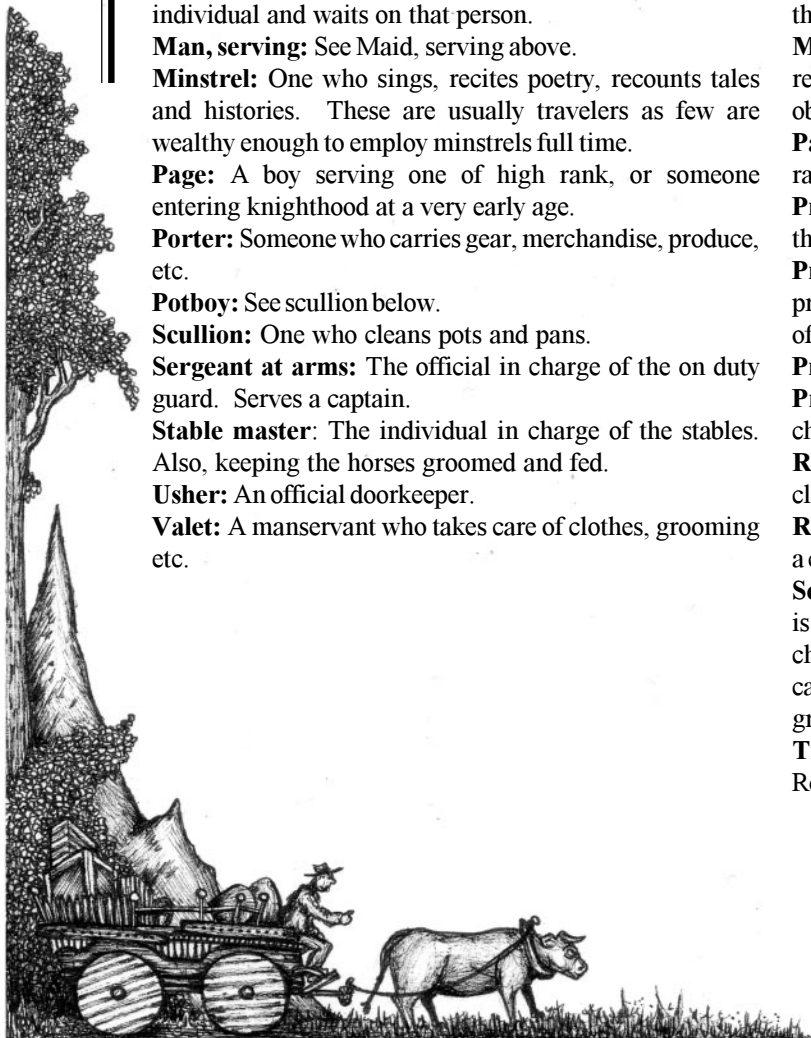
Provost (grounds): One who is the head of a cathedral chapter or church.

Reliquarian (relics): One who attends, as in storing and cleaning, to a church's or temple's relics.

Reverend: A title of respect for a clergyman.

Sexton: A church official who is required to attend to the church's business as in taking care of the vestments, the grounds etc.

Treasurer (treasure): See Royal Offices page 140.



Vergier: A lower ranking clergyman who is appointed the task of carrying the verge, the staff of office. Usually walks in front of the ranking priest or bishop.

Vestry clerk: The clerk appointed to keep the church's books and accounts.

Vicar: An office held by a lower clergy, one who assists in the church services.

OCCUPATIONS AND PERSONS, UNUSUAL NAMES FOR

Armiger: The assistant warrior in charge of armor and weapons of the knight.

Atilliator: A maker of crossbows.

Badge: A noble's servant wearing the arms of the master on the sleeve; servant.

Barber monger: A fop.

Beebe or Beeby: One who is a bee keeper.

Blowse: A ruddy, fat-faced wench.

Boggler: An inconstant woman.

Botcher: A mender of old clothes.

Butler: The servant in charge of the buttery where butts of ale and wine were kept.

Callet: A woman of bad character.

Catiff: A wretch.

Cellerer: The keeper of the wine cellar.

Chamberer: An effeminate man.

Chapman: A pedlar of merchandise, via backpack, pack animal, or cart or wagon.

Chuff: A low-born miser.

Cockney: An assistant to a cook; a kitchen servant.

Collier: A man selling and delivering coal.

Conner: The one in charge of testing ale by touch and taste.

Cooper: A maker of barrels.

Cordwainer: A shoe maker.

Costermonger: An apple or fruit seller; a small-time peddler.

Coxcomb: A fool's or jester's cap.

Cutter: A sculptor.

Cuttle: A cutpurse.

Feodary: One holding land from another in return for service to that superior.

Fuller: A cleaner of cloth.

Gong Farmer: The privy emptier, a "Gold Finder" or "Tom-turd-man".

Groom: Any sort of a servant, not merely one caring for horses.

Harbinger: A royal officer going ahead to secure lodgings for the night.

Jack: A low-born man.

Keech: A butcher's boy.

Lackey: A footboy; a mean servant.

Lazar: A leper; one with an incurable disease.

Lyнк: Also *linkboy*, one who is a torchbearer.

Malkin: A kitchen wench.

Milliner: A dealer in fancy articles for adornment of clothing and person, all perfumed.

Monger: A peddler of goods.

Nuncio: A messenger of important sort.

Nuncle: Term or address used by a fool when speaking to a superior.

Ouph: An elf.

Palmer: A pilgrim.

Pantler: The servant in charge of the pantry where bread was kept.

Pedant: A schoolmaster.

Poltroon: A coward.

Post: A messenger.

Poulter: A poulterer, a keeper and seller of poultry.

Publican: The keeper of a public house.

Pursuivant: A lesser herald; a royal messenger.

Purveyor: A royal officer going ahead to secure food for the night.

Quean: A contemptible wench; a hussy.

Questant: One on a quest; a seeker.

Runagate: A vagabond; a masterless man.

Scrivener: A professional scribe.

Scutifer: The assistant warrior in charge of the shields of the knight.

Sewer: The food taster used to show dishes were not poisoned.

Sutler: One selling provisions and drink to a military camp.

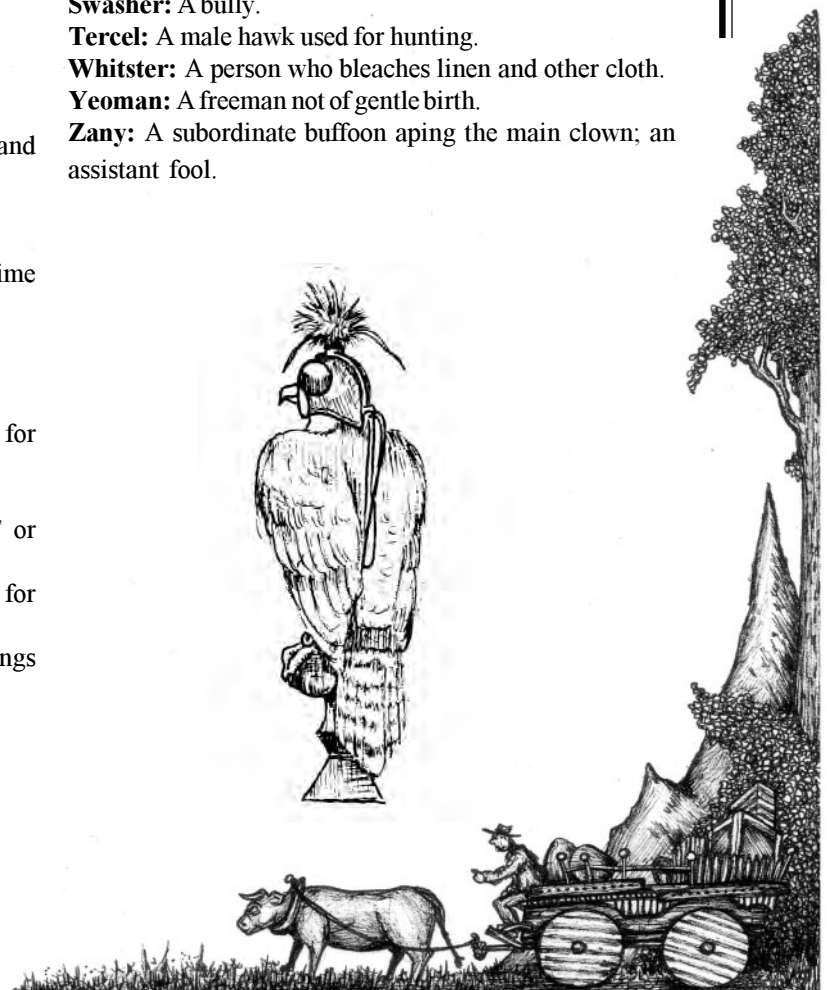
Swasher: A bully.

Tercel: A male hawk used for hunting.

Whitster: A person who bleaches linen and other cloth.

Yeoman: A freeman not of gentle birth.

Zany: A subordinate buffoon aping the main clown; an assistant fool.



OCCUPATIONS, AS
COMMON SUR-
NAMES

Archer
Armor(er)
Baker
Barber
Beebe/Beeby
Bloomer
Boatman
Boatwright
Bowman
Brewer
Butcher
Butler
Button(er)
Carpenter
Carter
Cartwright
Carver
Chamberlain
Chancellor
Chandler
Chaplain
Chapman
Clark
Collier
Conner
Constable
Cook
Cooper
Cordwainer
Cotter
Coward (cowherd)
Cutler
Cutter
Dyer
Elder
Falconer
Farmer
Farrier
Fish(er)
Fisher/Fischer
Fletcher
Flowers
Forester/Forrester
Fowler
Franklin
Fuller
Gardner
Glasser

Glazier
Glover
Harper
Hayward
Hornblower
Host
Hunt(er)
Hunter
Joiner/Joynr
Link/Lynk
Loomer
Marshal/Marshall
Mason
Mercer
Merchant
Miller
Milner
Miner
Minter
Nutter
Page
Paine/Payne
Painter/Paynter
Planter
Plumber
Porter
Potter
Poulter
Prentice (apprentice)
Reeve
Rider/Ryder
Roper
Sailor/Saylor
Saddler
Sandler
Sawyer
Scrivener
Sergeant
Sexton
Shepherd
Shoemaker
Singer
Skinner
Slater
Smith
Steward/Stewart
Tailor/Taylor
Tanner
Thatcher
Tiler/Tyler
Tinker
Turner
Usher
Verger
Wainwright

Waggoner
Waterman
Weaver
Webber
Webster
Wheeler (wheelwright)
Woodward

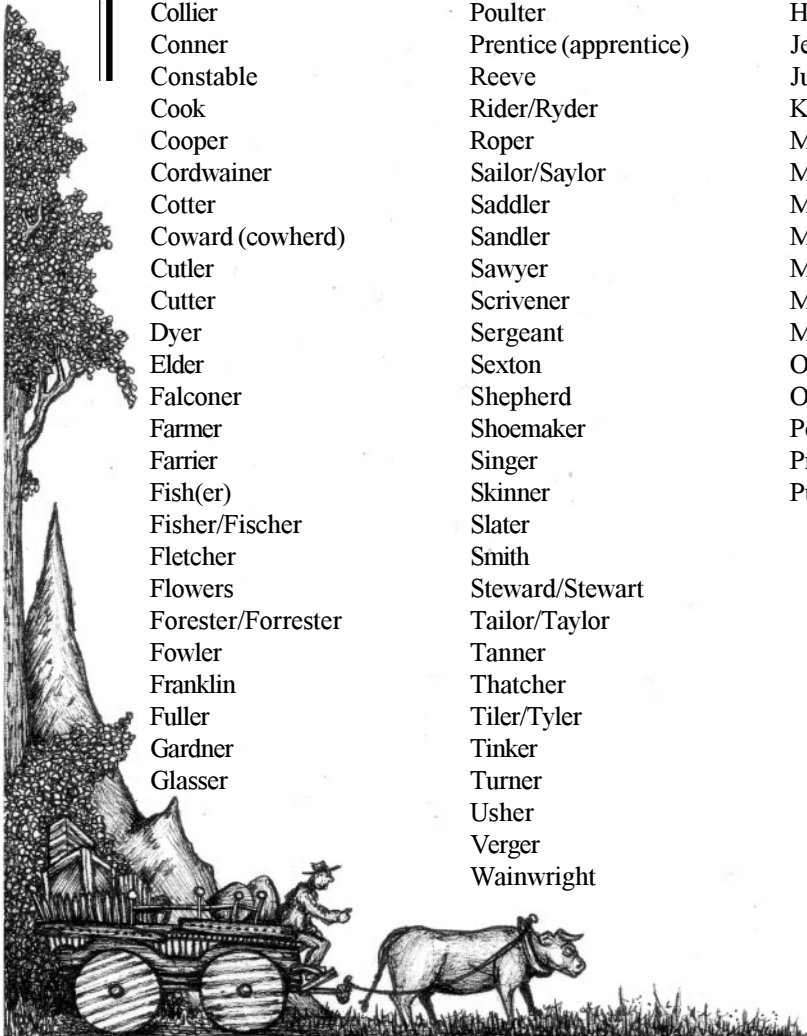
ENTERTAINERS

(Dancing)
(Drinking)
Acrobat/Animal-Trainer
Balancing Act
Band (musical)
Bard
Buffoon
Clown
Comedian
Contortionist
Dancer
Dog act
Escape Artist
Fireeater
Freak
Fool
Fortune Teller
Harpist
Jester
Juggler
Knife thrower
Magician
Mime
Minstrel
Mummer
Musician (soloist)
Musician
Musical Ensemble
Orchestra Poet
Orator
Poet
Prestidigitato
Puppeteer

Ringmaster
Singer/Vocalist
Skald (Storyteller)
Strong Man
Sword-swallower
Thespian
Tightrope walker
Trick Rider
Trick-shot Archer
Tumbler
Whip Wielder

Entertainments

Ball
Banquet
Boating
Coach journeying
(coaching)
Dancing
Games
Games, gambling
Hawking
Hunting
Joust
Musical performance
Music hall
Party, private
Party, tea
Puppet theater
Racing (foot, horse, etc.)
Riding
Sports event
Theatrical play
Yachting



Sports & Sports Events

Archery
 Badminton (shuttlecock & battledore)
 Bear and bull fighting
 Bear bating
 Bowling, 10-pins
 Bowling, 9-pins
 Boxing
 Bull baiting
 Cock fighting
 Dog fighting
 Fencing
 Football
 Golf
 Jousting
 Jumping
 Racing, foot
 Racing, horse
 Racing, sulky
 Tennis
 Throwing, hammer
 Throwing, javelin
 Weight lifting
 Wrestling

Games, Gaming Objects

Backgammon
 Badminton
 Billiards
 Blind man's bluff
 Bowls
 Cards
 Caroms
 Charades
 Chess*
 Coin (or washer) pitching/
 lagging
 Counters (chips)
 Croquet
 Darts
 Dice
 Draughts (checkers)
 Go
 Golf
 Hide & seek
 Hoop and stick
 Hop scotch
 Horseshoes
 Jacks (game)
 Jump rope
 Mah jong
 Mumblety-peg
 Naughts & crosses (tic-
 tac-toe)
 Nine men's morris
 Nine pins

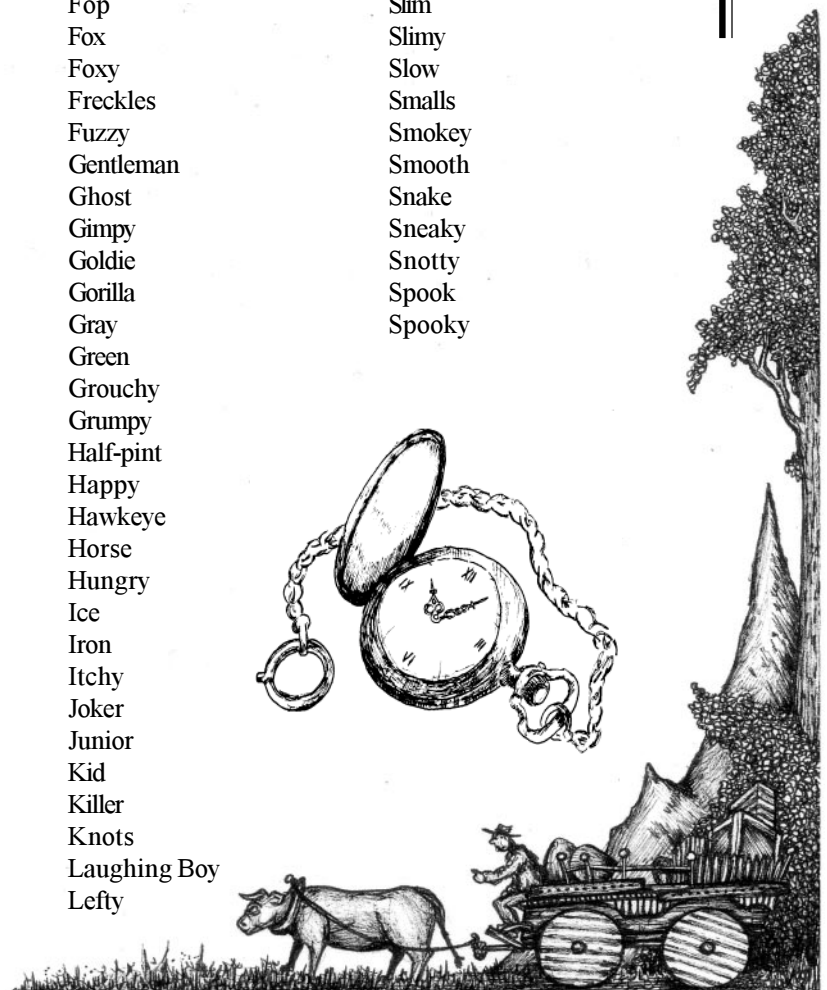
Parcheesi
 Pool
 Pots & stones (mancala)
 Put & take
 Questions (20 questions)
 Quoits
 Roulette
 Senet
 Shovel (shuffle) board
 Skittles
 Snooker
 Tennis
 Tiddledy winks
 Tops
 *Types played besides
 "modern" include
 chaturanga, Chinese,
 circular board, courier,
 double (four player), great,
 "old", and shogi.

**NICKNAMES,
 COMMON**

Action
 Ape
 Bad
 Badger
 Bags
 Baldy
 Barks
 Barrel
 Basher
 Bear
 Big
 Bigfoot
 Bigmouth
 Big-nose
 Black
 Blackie
 Blondie
 Bloody
 Blue
 Bones
 Bony
 Boss
 Boy
 Brass
 Brat
 Brown
 Bruiser
 Buck
 Bug
 Bull
 Bulldog
 Cat
 Chip

Chips
 Chopper
 Chops
 Chubs
 Chubby
 Chuckles
 Clout
 Clubber
 Crazy
 Creeper
 Creeps
 Creepy
 Curley
 Dandy
 Dangerous
 Demon
 Devil
 Digger
 Dirty
 Eagle-eye
 Ears
 Edge
 Fat
 Fats
 Fast
 Fast
 Fingers
 Flash
 Flint-eye
 Fop
 Fox
 Foxy
 Freckles
 Fuzzy
 Gentleman
 Ghost
 Gimpy
 Goldie
 Gorilla
 Gray
 Green
 Grouchy
 Grumpy
 Half-pint
 Happy
 Hawkeye
 Horse
 Hungry
 Ice
 Iron
 Itchy
 Joker
 Junior
 Kid
 Killer
 Knots
 Laughing Boy
 Lefty

Lightning
 Little
 Lucky
 Lump
 Lumps
 Mad
 Monk
 Monkey
 Mop
 Mouth
 Old
 Ox
 Pig
 Poker
 Pokey
 Preacher
 Pretty Boy
 Pudding
 Quick
 Rail
 Red
 Rocky
 Rooster
 Round
 Rusty
 Shorty
 Skinny
 Slick
 Slim
 Slimy
 Slow
 Smalls
 Smokey
 Smooth
 Snake
 Sneaky
 Snotty
 Spook
 Spooky



Squints
Stick
Sticker
Stinky
Stretch
Strong
Stony
Stumpy
Suds
Sweets
Tall
Tiger
Tiny
Toad
Torch
Twig
Twiggy
Twit
Twitch
Twitchy
Ugly
Wart
Warts
Weasel
Wee
Whelp
Whiner
Whiney
Whip
Whiskey
Whisper
Whitey
Wide
Wildcat
Windy
Winkie
Winks
Worm
Yellow

**PERSONAL POSSESSIONS,
CARRIED/WORN**

Female

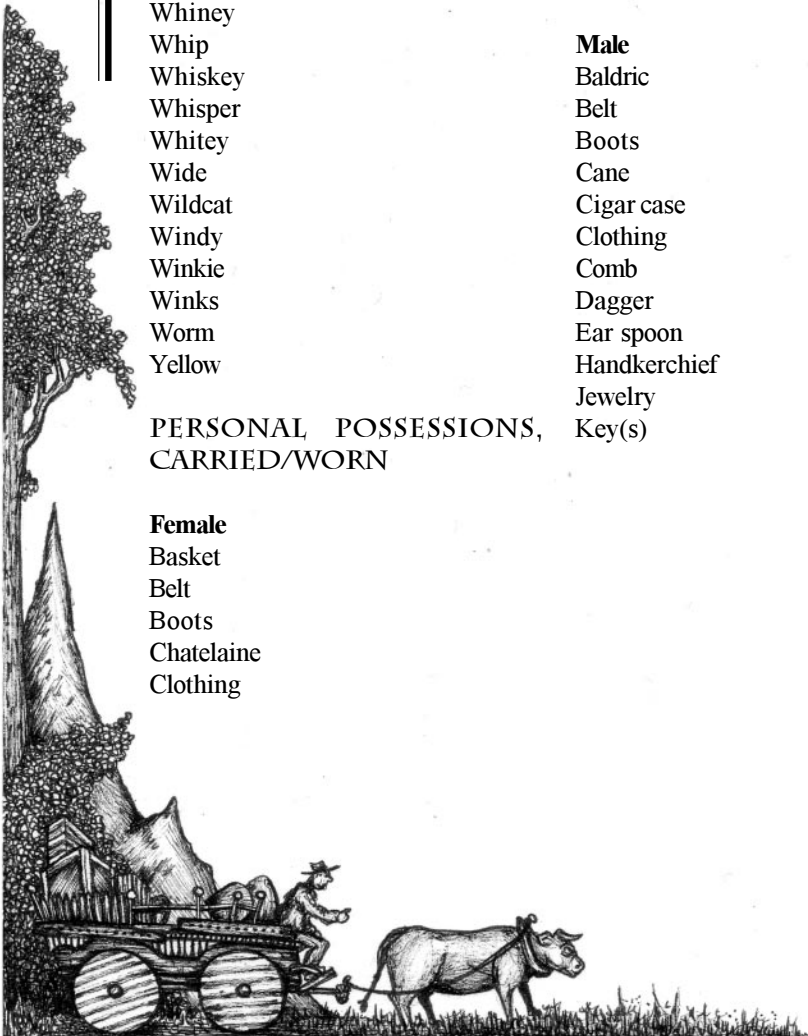
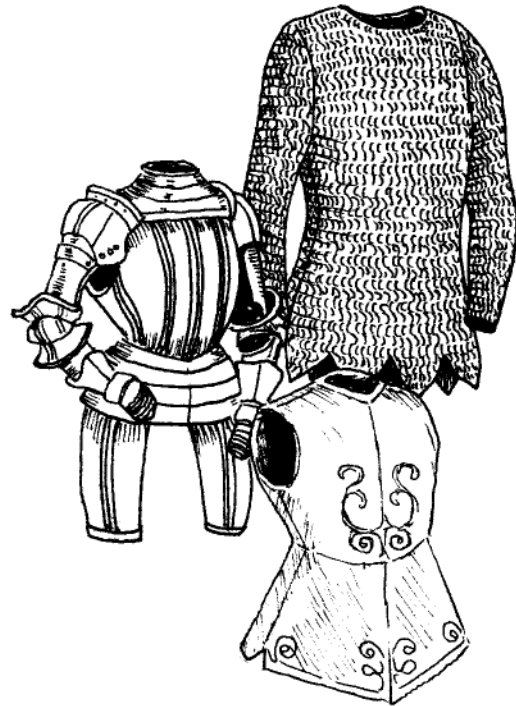
Basket
Belt
Boots
Chatelaine
Clothing

Comb
Fan
Girdle (belt)
Gloves
Hand bag
Handkerchief
Hat
Hatpin
Headdress
Key(s)
Jewelry
Makeup compact
Mirror, small
Perfume vial
Poniard
Pouch, belt
Pouch, shoulder
Purse
Rouge
Rouge, lip
Sandals
Sash
Shawl
Shoes
Slippers
watch
Wig

Male

Baldric
Belt
Boots
Cane
Cigar case
Clothing
Comb
Dagger
Ear spoon
Handkerchief
Jewelry
Key(s)

Knife
Knife, pen
Match box
Matches
Opera stick
Pocket book
Pouch, belt
Pouch, shoulder
Purse
Sandals
Shoes
Slippers
Snuff box
Staff, walking
Sword
Walking stick
(short staff)
Wallet (scrip)
Watch chain
Watch fob
Watch, pocket
Wig



APPENDIX A: RANDOM CHARTS

Although the focus of this book is for the careful selection based on logic and common sense, sometimes the beleaguered DM will find it useful randomly determine material for an imminent game. Use the charts below for quick determination of weapons, spells, traps, or room contents, with the authors' caution not to rely on such charts if a consistent world with a sense of verisimilitude is the desired goal.

ARMOR

Basic Types

01-06	Banded Chain
07-12	Banded Mail
13-19	Brigandine
20-25	Chain mail
26-31	Cuir bouille (leather)
32-37	Laminar armor
38-43	Leather armor
44-49	Leather armor, studded
50-56	Padded/quilted armor
57-62	Plate Armor, suit
63-68	Plate Armor
69-74	Plate Armor, 3/4 suit
75-80	Plate Mail, suit
81-87	Ring Mail
88-94	Scale Mail
95-00	Splinted Armor

Armor, Shields

01-05	Adaga
06-25	Buckler/targe
26-30	Bull-hide
31-35	Figure-eight (Grecian)
36-56	Heater
57-69	Kite (small to large)
70-75	Oval (Roman, Zulu)
76-93	Round (small to large)
94-00	Tower (small to large)

Weapons

01-08	Weapons, Axe/Axe-like
09-16	Weapons, Clubs/Club-like
17-25	Weapons, Knife/Knife like
26-33	Weapons, Flails/Flail-like
34-41	Weapons, Miscellaneous
42-50	Weapons, Pick-like
51-58	Weapons, Pole Arms
59-67	Weapons, Spears

68-76	Weapons, Swords
77-84	Weapons, Missile
85-92	Weapons, Missile Hurler
93-00	Weapons, Engines of War

Weapons, Axe & Axe-like

01-09	Axe
10-18	Axe, battle
19-27	Axe, bearded
28-37	Axe, broad
38-46	Axe, light (belt)
47-55	Axe, piercing
56-64	Axe, two-handed
65-73	Cleaver
74-82	Cleaver, two-handed
83-91	Hatchet
92-00	Tomahawk

Weapons, Clubs & Club-like

01-05	Aclis
06-10	Belaying pin
11-15	Billy club
16-20	Bludgeon
21-25	Bo Stick
26-30	Club
31-35	Club, spiked
36-40	Club, spiked, throwing
41-45	Cudgel
46-50	Hammer
51-55	Hammer, Maul
56-60	Jo stick
61-65	Knobkerrie
66-70	Mace
71-75	Mace, two-handed
76-80	Morning Star
81-85	Sap (blackjack, cosh)
86-90	Staff
91-95	Tonfa
96-00	Warclub

Weapons, Knives/Knife like

01-07	Bottle, broken
08-14	Dagger
15-21	Dirk
22-28	Hook
29-35	Ice pick
36-42	Knife
43-49	Knife, bowie
50-56	Knife, green river
57-63	Main gauche
64-70	Poniard
71-77	Razor
78-84	Sais (punching daggers)
85-92	Sickle
93-00	Stiletto

Weapons, Flails & Flail-like

01-14	Bullwhip
15-28	Cat-o-nine-tails
29-42	Chain
43-57	Flail
58-71	Flail, two-handed
72-86	Nunchaku
87-00	Whip

Weapons, Miscellaneous

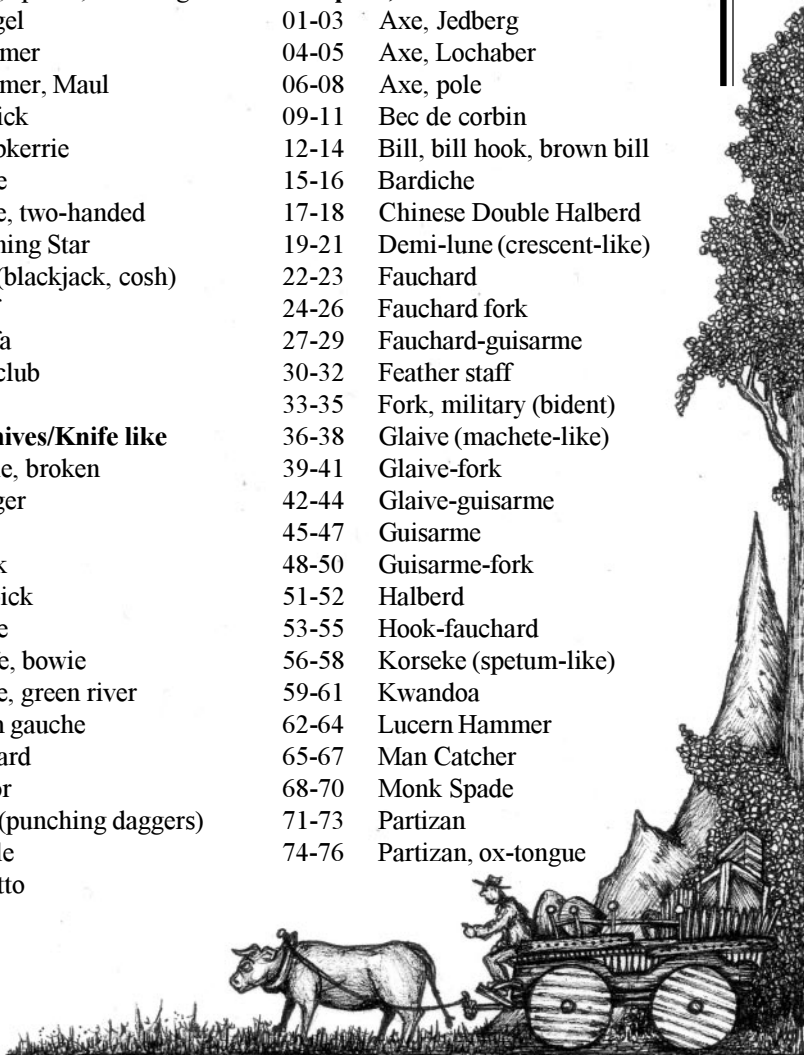
01-11	Brass Knuckles
12-22	Cestus
23-33	Garrote
34-44	Hook, hafted
45-55	Lasso
56-66	Net
67-78	Scythe
79-89	Sleeve tangler
90-00	Tiger claws (bagh nakh)

Weapons, Pick-like

01-25	Dagger-axe (fang)
26-50	Pick
51-75	Military hammer
76-00	Military pick

Weapons, Pole Arms

01-03	Axe, Jedberg
04-05	Axe, Lochaber
06-08	Axe, pole
09-11	Bec de corbin
12-14	Bill, bill hook, brown bill
15-16	Bardiche
17-18	Chinese Double Halberd
19-21	Demi-lune (crescent-like)
22-23	Fauchard
24-26	Fauchard fork
27-29	Fauchard-guisarme
30-32	Feather staff
33-35	Fork, military (bident)
36-38	Glaive (machete-like)
39-41	Glaive-fork
42-44	Glaive-guisarme
45-47	Guisarme
48-50	Guisarme-fork
51-52	Halberd
53-55	Hook-fauchard
56-58	Korseke (spetum-like)
59-61	Kwandoa
62-64	Lucern Hammer
65-67	Man Catcher
68-70	Monk Spade
71-73	Partizan
74-76	Partizan, ox-tongue



- 77-79 Ranseur
- 80-81 Saber-axe
- 82-84 Scorpion
- 85-87 Spear-guisarme
- 88-89 Spetum (korseke)
- 90-91 Trident
- 92-94 Voluge (cleaver-like)
- 95-97 Voulge-fork
- 98-00 Voulge-guisarme

Weapons, Spears and Spear-like

- 01-07 Dart
- 08-15 Harpoon
- 16-23 Javelin
- 24-31 Lance
- 32-39 Naginita (glaive spear)
- 40-47 Pike
- 48-54 Pike, awl
- 55-61 Pilum
- 62-69 Spear (c. 9' - 11')
- 70-76 Spear, long (c. 12' - 14')
- 77-84 Spear, short (c. 6' - 8')
- 85-92 Spear, throwing (c. 5')
- 93-00 Spontoon (c. 5' - 7')

Weapons, Swords & Sword-like

- 01-03 Bastard sword
- 04-07 Broad sword
- 08-10 Cane knife
- 11-13 Claybeg
- 14-16 Claymore (two-handed)
- 17-19 Cutlass
- 20-22 Epee
- 23-25 Falchion (machete-like)
- 26-28 Flatchet (machete-like)
- 29-31 Gladius (short)
- 32-34 Great (two-handed)
- 35-37 Katana (long sword)

- 38-40 Kopesh (sickle-ended)
- 41-43 Long sword
- 44-46 Machete
- 47-49 Manopele
- 50-52 No-dachi (hand-and-a-half)
- 53-55 O-dachi (two-hand)
- 56-60 Rapier
- 61-64 Saber
- 65-67 Scimitar
- 68-71 Scimitar, Great
- 72-74 Short sword
- 75-77 Small sword
- 78-80 Sword cane
- 81-84 Tachi (medium sword)
- 85-88 Tulwar
- 89-92 Two-handed sword
- 93-96 Wakizashi (short)
- 97-00 Yatigan

Weapons, Missile

- 01-09 Blow pipe
- 10-17 Bow, composite
- 18-26 Bow, foot, composite
- 27-34 Bow, foot, self
- 35-42 Bow, self
- 43-50 Crossbow, hand
- 51-59 Crossbow, hand, repeating
- 60-68 Crossbow
- 69-76 Crossbow, small, pellet
- 77-84 Crossbow, small, repeating
- 85-92 Sling
- 93-00 Sling, staff

Weapons, Missile Hand-hurled

- 01-05 Axe
- 06-10 Bolas

- 11-16 Boomerang
- 17-21 Cleaver
- 22-27 Club
- 28-33 Club, spiked and thonged
- 34-38 Dagger
- 39-44 Dart
- 45-49 Hatchet
- 50-55 Javelin
- 56-61 Javelin, thonged
- 62-67 Javelin with launching stick
- 68-73 Knife
- 74-78 Pilum
- 79-83 Rock (stone)
- 84-88 Spear
- 89-94 Throwing star (shuriken)
- 95-00 Throwing stick

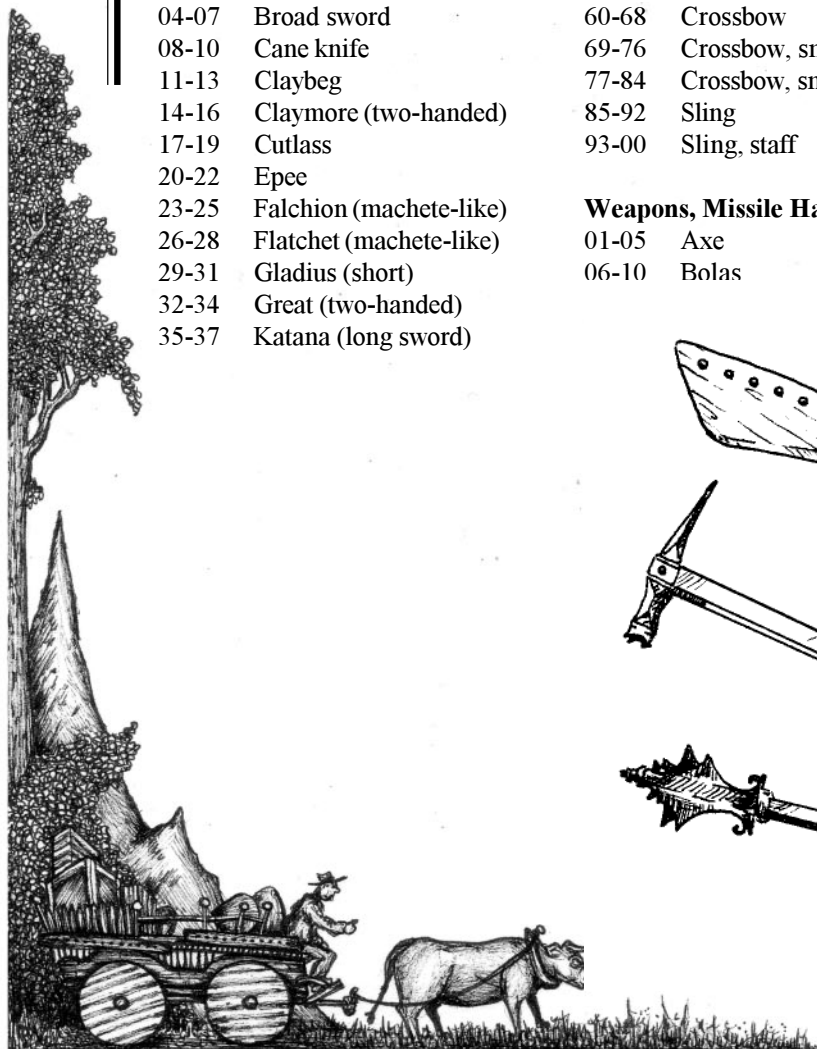
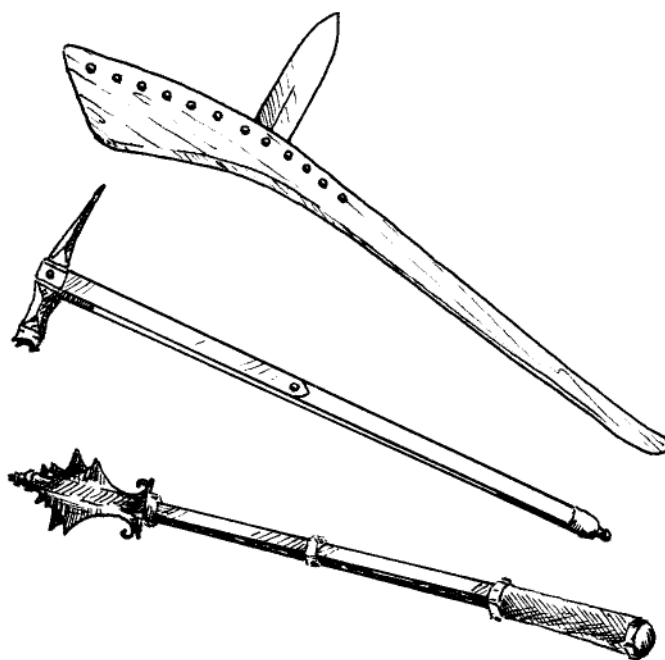
Weapons, Engines of War

Weapons, Missile Engines

- 01-15 Ballista
- 16-29 Catapult
- 30-43 Mangonel
- 44-57 Onager
- 58-72 Pneumatic catapult
- 73-86 Scorpion
- 87-00 Trebuchet

Weapons, Siege Engines

- 01-15 Belfry, movable
- 16-29 Crow
- 30-43 Mantlet
- 44-57 Pick
- 58-72 Ram
- 73-86 Screw
- 87-00 Sow



Spell Types Generator

In creating creatures of a mythic or magical nature it is necessary to imbue them with powers that are peculiar, wondrous, crafty or altogether deadly. You will find yourself forced to create creatures that are beyond the pale and not held by the standards or norms and because of this must have powers above and beyond those available to others.

What follows is a series of charts which allows you to randomly roll the spell like powers of any creature, dwarf, elf, man or beast. Some hold true to spells that may or may not be commonly used, others are simple strange and require definition. Of if you truly wish to leave an impression, they defy definition.

01-20	Table 1
21-40	Table 2
41-60	Table 3
61-80	Table 4
81-00	Table 5

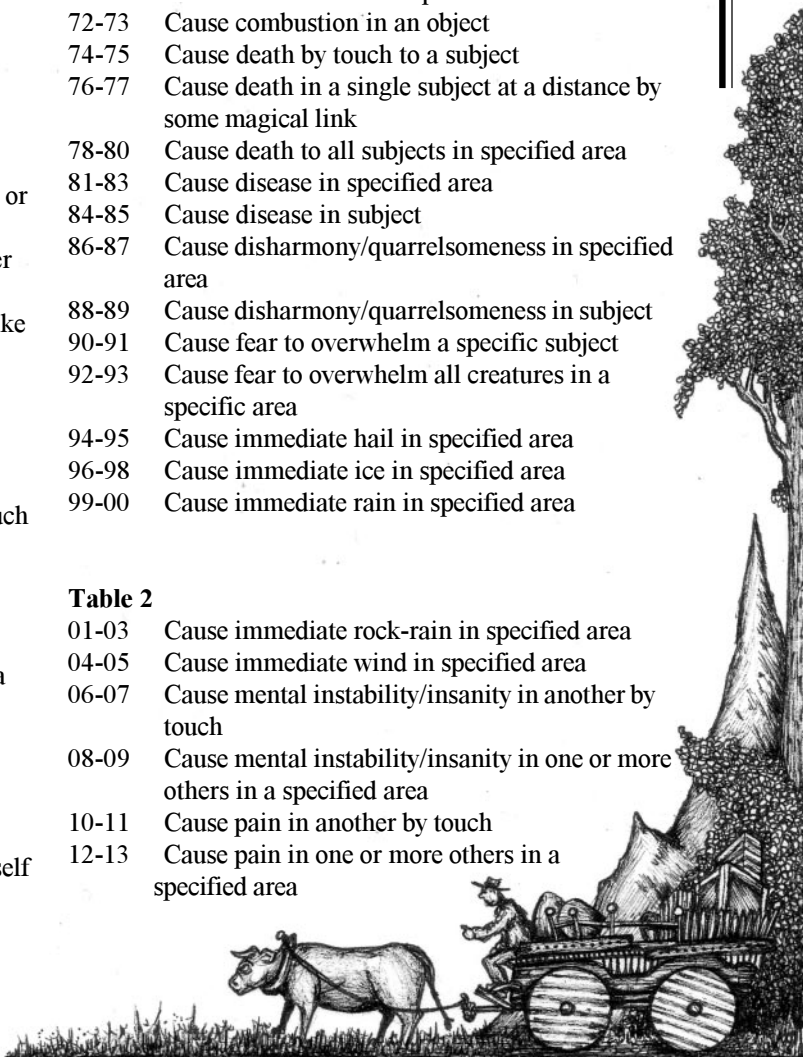
Table 1

01-02	Air creation
03-04	Air destruction
05-06	Air/cloud becoming like ground for a person or persons
07-08	Alteration of self or another person to another person
09-10	Alteration of self or another person to look like another person
11-12	Alteration of self or another person to some animal form
13-15	Alteration of self or another person to some monster form
16-17	Animate a corpse/a creature's remains by touch
18-19	Animate an inanimate non-living object by touch
20-21	Animate an inanimate non-living object in a specified area
22-24	Animate corpse(s)/creature's(s)-remains in a specified area
25-26	Animate flora by touch
27-29	Animate flora in a specified area
30-31	Assumption of attack form of a dangerous animal for self or another person or creature
32-33	Assumption of attack form of a monster for self or another person or creature

34-36	Assumption of attack form of a spirit for self or another person or creature
37-38	Assumption of attack form of an "undead" creature for self or another person or creature
39-40	Become gaseous in form but retain physical coherency
41-42	Become gaseous in form, retain physical coherency, and travel at the speed of the wind
43-45	Bring cold to a specific area
46-47	Bring darkness to cover a specific area
48-49	Bring heat to a specific area
50-51	Bring light to fill a specific area
52-53	Cause a wound by touch to a subject
54-55	Cause a wound in all subjects in specified area
56-57	Cause aging/decay/rotting in a living thing at a distance
58-59	Cause aging/decay/rotting in a living thing by touch
60-61	Cause aging/decay/rotting in a non-living thing at a distance
62-64	Cause aging/decay/rotting in a non-living thing by touch
65-66	Cause aging/decay/rotting in a once-living thing at a distance
67-68	Cause aging/decay/rotting in a once-living thing by touch
69-71	Cause combustion in a specified area
72-73	Cause combustion in an object
74-75	Cause death by touch to a subject
76-77	Cause death in a single subject at a distance by some magical link
78-80	Cause death to all subjects in specified area
81-83	Cause disease in specified area
84-85	Cause disease in subject
86-87	Cause disharmony/quarrelsomeness in specified area
88-89	Cause disharmony/quarrelsomeness in subject
90-91	Cause fear to overwhelm a specific subject
92-93	Cause fear to overwhelm all creatures in a specific area
94-95	Cause immediate hail in specified area
96-98	Cause immediate ice in specified area
99-00	Cause immediate rain in specified area

Table 2

01-03	Cause immediate rock-rain in specified area
04-05	Cause immediate wind in specified area
06-07	Cause mental instability/insanity in another by touch
08-09	Cause mental instability/insanity in one or more others in a specified area
10-11	Cause pain in another by touch
12-13	Cause pain in one or more others in a specified area



- 14-16 Cause sickness to overwhelm a specific subject
- 17-18 Cause sickness to overwhelm all creatures
- 19-20 Cause silence in a specific area
- 21-22 Cause silence surrounding self and/or one or more others
- 23-24 Cause sleep to come to one or more creatures
- 25-27 Cause wakefulness for one or more creatures
- 28-30 Convey a magical effect at a distance by an object (such as a wand)
- 31-33 Convey a magical effect by consumption of liquid or solid (foodstuff)
- 34-35 Convey a magical effect by gaze
- 36-37 Convey a magical effect through touch of a creature or thing
- 38-39 Convey greater Wisdom to self or other
- 40-41 Convey greater Dexterity to self or other
- 42-43 Convey greater Intelligence to self or other
- 44-45 Convey greater Constitution to self or other
- 46-47 Convey greater Strength to self or other
- 48-50 Create a blocking plane (wall) of flames
- 51-52 Create a blocking plane (wall) of ice
- 53-54 Create a blocking plane (wall) invisible/energy
- 55-56 Create a blocking plane (wall) of living flora
- 57-58 Create a blocking plane (wall) of metal
- 59-60 Create a blocking plane (wall) of stone
- 61-62 Create a blocking plane (wall) of wood
- 63-65 Create a cage of magical energy
- 66-67 Create a cube of magical energy
- 68-69 Create a globe of magical energy
- 70-72 Create a moderate-sized shelter, invisible
- 73-74 Create a moderate-sized shelter, visible
- 75-76 Create a small shelter, invisible
- 77-78 Create a small shelter, visible
- 79-80 Create an automaton (golem) from animal
- 81-83 Create an automaton (golem) from some mineral substance
- 84-85 Create an automaton (golem) from some vegetable substance
- 86-87 Create bonds of magical energy
- 88-89 Decipher arcane/magical writings
- 90-91 Delay a magical event for a specified time
- 92-94 Delay a magical event until a specified event
- 95-96 Destroy the remains of a dead being or beings
- 97-98 Detect ambush by foes
- 99-00 Detect magical creature

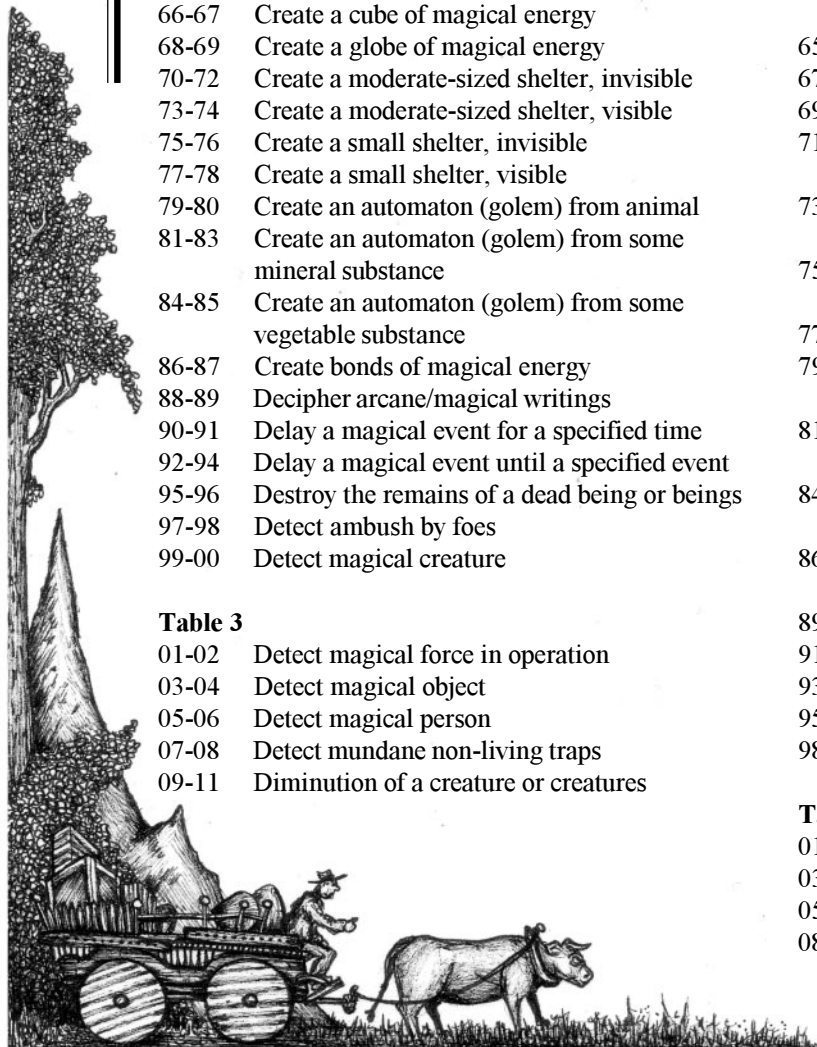
Table 3

- 01-02 Detect magical force in operation
- 03-04 Detect magical object
- 05-06 Detect magical person
- 07-08 Detect mundane non-living traps
- 09-11 Diminution of a creature or creatures

- 12-13 Diminution of a non-living thing or things
- 14-15 Diminution of flora (one or more specimens)
- 16-17 Diminution of self and/or another person(s)
- 18-19 Dismiss a demon or similar entity
- 20-21 Dismiss a spirit or spirits of dead beings
- 22-23 Dismiss a visible creature/monster
- 24-26 Dismiss an animal or animals
- 27-28 Dismiss an invisible creature/monster
- 29-30 Dismiss the remains of a dead being or beings
- 31-33 Earth/soil becoming like air for a person(s)
- 34-35 Empower two magical events at one time
- 36-38 Enable hearing at a distance (clairaudience)
- 39-40 Enable hearing and seeing at a distance
- 41-42 Enable hearing at a distance and sending a magical effect to the area
- 43-44 Enable seeing at a distance (clairvoyance)
- 45-46 Enable seeing at a distance and sending a magical effect to the area
- 47-48 Engender bravery in all creatures in a area
- 49-50 Engender bravery to fill a specific subject
- 51-53 Engender climbing ability for self /others
- 54-55 Engender a desire to comply/cooperate (charm)
- 56-58 Engender greater movement speed by touch
- 59-60 Engender greater movement speed in self or another person by touch
- 61-62 Engender greater physical health by touch
- 63-64 Engender greater physical health in self or another person by touch
- 65-66 Engender magical armor
- 67-68 Engender magical shielding
- 69-70 Engender magical weapon
- 71-72 Engender premonition (sixth sense) capacity in self or other
- 73-74 Engender superior audial sensory capacity in self or other
- 75-76 Engender superior olfactory sensory capacity in self or other
- 77-78 Engender superior sense of taste in self or other
- 79-80 Engender superior tactile sensory capacity in self or other
- 81-83 Engender superior visual sensory capacity in self or other
- 84-85 Engender the ability to see infrared spectrum energy in self or other
- 86-88 Engender the ability to see untraviolet spectrum energy in self or other
- 89-90 Enlargement of a creature or creatures
- 91-92 Enlargement of a non-living thing or things
- 93-94 Enlargement of flora (one or more specimens)
- 95-97 Enlargement of self and/or another person(s)
- 98-00 Fire/flame becoming like air for a person(s)

Table 4

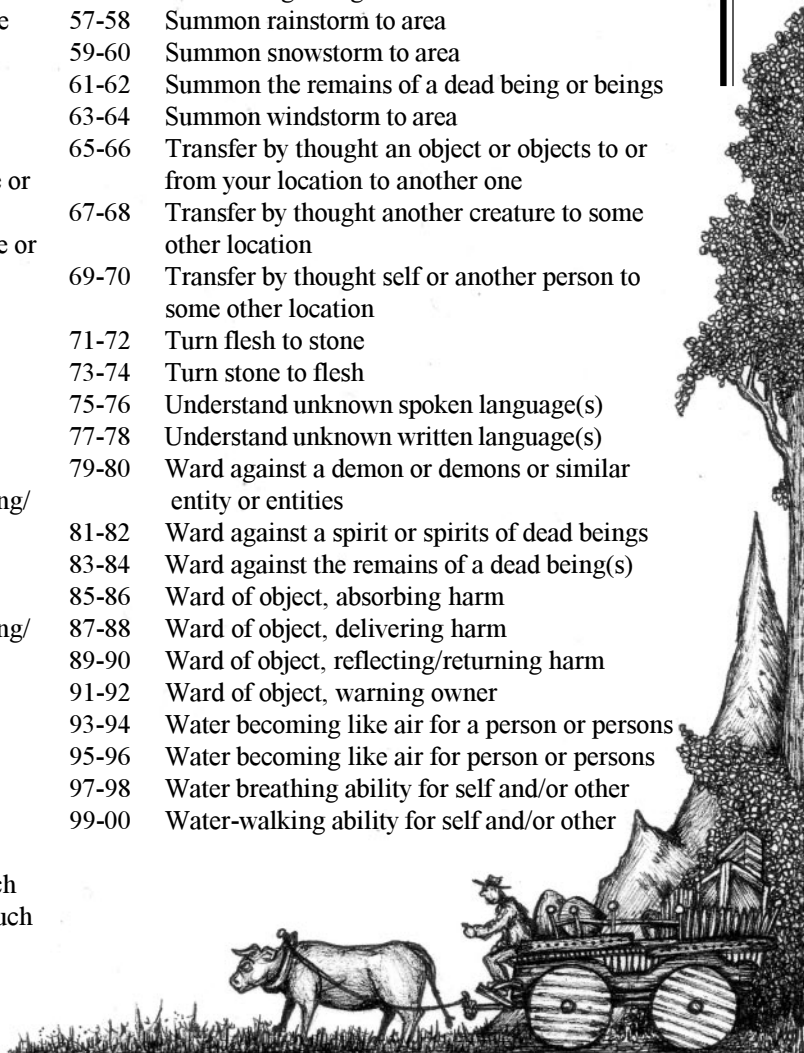
- 01-02 Flying ability for an otherwise inanimate object
- 03-04 Flying ability for self and/or another person(s)
- 05-07 Force compliance/cooperation (by geas)
- 08-09 Generate a blast of wind (air missile)



10-11	Generate a bolt of electricity to a distance	19-20	Send a demon or similar entity to a specified person or locale
12-13	Generate a bolt of magical energy to a distance	21-22	Send a spirit or spirits of dead beings to a specified person or locale
14-16	Generate a fiery explosion at a distance	23-24	Send a visible creature/monster to a specified person or locale
17-19	Generate missile(s) of fire	25-26	Send an animal or animals to a specified person or locale
20-22	Generate missile(s) of ice	27-28	Send an invisible creature/monster to a specified person or locale
23-24	Generate missile(s) of stone	29-30	Receive thoughts to and from another
25-27	Generate poisoning by breath, excretion, or touch	31-32	Send messages by magical voice
28-30	Generate poisonous gas in a specified area	33-34	Send the remains of a dead being or beings to a specified person or locale
31-33	Grant a considerable wish	35-36	Send thoughts to another
34-35	Grant a small wish	37-38	Servant force obeying mental command
36-38	Guard of person, absorbing harm	39-40	Slow movement brought upon one or more other volitant creatures
39-41	Guard of person, delivering harm	41-42	Stone/mineral becoming like air for person or persons
42-44	Guard of person, reflecting/returning harm	43-44	Summon a demon or similar entity
45-46	Guard of person, warning	45-46	Summon a spirit or spirits of dead beings
47-48	Illuminate a person/creature/object by a glowing outline at a distance	47-48	Summon a visible creature/monster
49-51	Illuminate an area with a soft glow	49-50	Summon an animal or animals
52-53	Invisibility for an object or objects in area	51-52	Summon an invisible creature/monster
54-55	Invisibility for all persons in an area	53-54	Summon hailstorm to area
56-57	Invisibility for self and/or other	55-56	Summon lightning storm to area
58-60	Jumping ability for self and/or other	57-58	Summon rainstorm to area
61-62	Levitation ability for self and/or other	59-60	Summon snowstorm to area
63-64	Make all invisible creatures and/or things within a specified area visible	61-62	Summon the remains of a dead being or beings
65-66	Make an invisible creature visible	63-64	Summon windstorm to area
67-69	Make an invisible thing visible	65-66	Transfer by thought an object or objects to or from your location to another one
70-72	Make marks of passage over an area invisible	67-68	Transfer by thought another creature to some other location
73-75	Make normal armor magical	69-70	Transfer by thought self or another person to some other location
76-78	Make normal weapon magical	71-72	Turn flesh to stone
79-80	Move objects (small-light to large-heavy) by force of will	73-74	Turn stone to flesh
81-83	Open a "portal" to a distant place so that one or more can enter and be there	75-76	Understand unknown spoken language(s)
84-85	Open a "portal" to a special space so that one or more can enter and be there	77-78	Understand unknown written language(s)
86-87	Prevent a creature from attacking	79-80	Ward against a demon or demons or similar entity or entities
88-89	Prevent a magical event from occurring	81-82	Ward against a spirit or spirits of dead beings
90-92	Rapid movement of self and/or others	83-84	Ward against the remains of a dead being(s)
93-94	Read another's thoughts	85-86	Ward of object, absorbing harm
95-96	Read kind/meaning of magical force	87-88	Ward of object, delivering harm
97-98	Receive thoughts from another	89-90	Ward of object, reflecting/returning harm
99-00	Remove a curse/hex on a person/creature/thing/place by ritual	91-92	Ward of object, warning owner
		93-94	Water becoming like air for a person or persons
		95-96	Water becoming like air for person or persons
		97-98	Water breathing ability for self and/or other
		99-00	Water-walking ability for self and/or other

Table 5

01-02	Remove a curse/hex on a person/creature/thing/place by touch
03-04	Remove a magical force to self or other
05-06	Remove poison from a creature or object
07-08	Remove poison from self or another person
09-10	Restore a quality of a creature lost
11-12	Restore a quality of a object lost
13-14	Restore a quality of a person lost
15-16	Restore mental health in self or other by touch
17-18	Restore physical health in self or other by touch



Room Decoration, Ceiling Hung

- 01-15 Chandelier
- 16-29 Dried herbs
- 30-43 Lamp
- 44-57 Lantern
- 58-71 Mobile
- 72-85 Plant (in pot)
- 86-00 Wind chimes

Room Decoration, Floor, Free-standing

- 01-13 Armor, suit of
- 14-25 Clock, tall
- 26-38 Gong, striker, and stand.
- 39-50 Pedestal
- 51-62 Statue
- 63-75 Trophy (see below)
- 76-87 Urn
- 88-00 Vase

Room Decoration, General

- 01-03 Aquarium
- 04-07 Box (See Box listing for final result)
- 08-11 Clock (See Clock listing for final result)
- 12-15 Cloth (spread)
- 16-19 Coffin
- 20-23 Collection (See Collection listing for final result)
- 24-26 Curio
- 27-30 Cushion
- 31-33 Decanter
- 34-36 Dish
- 37-40 Driftwood
- 41-43 Ewer
- 44-46 Figurine
- 47-50 Flagon
- 51-54 Flowers
- 55-58 Fruit
- 59-61 Handicraft (see below)
- 62-65 Painting
- 66-68 Pet, bird, caged
- 69-71 Pet, bird, perched
- 72-75 Pet, fish, aquarium
- 76-79 Pet, fish, bowl
- 80-82 Pillow
- 83-86 Plant, potted
- 87-90 Statuette
- 91-94 Terrarium
- 95-97 Trophy (See below)
- 98-00 Vase

Room Decoration, Macabre/Odd

- 01-05 Ashes (human)
- 06-10 Bone
- 11-15 Death mask
- 16-20 Ear, dried
- 21-26 Eyeballs preserved in a jar
- 27-32 Finger, dried
- 33-38 Human head in a jar
- 39-43 Live poisonous amphibian in a container
- 44-49 Live poisonous insect/arachnid in a container
- 50-54 Live poisonous reptile in a container
- 55-59 Mummified animal
- 60-64 Mummy
- 65-69 Petrified body
- 70-74 Shrunken head
- 75-80 Skeleton
- 81-85 Skull
- 86-90 Teeth
- 91-95 Torture instrument
- 96-00 Whip

Room Decoration, Table or Surface Therein

- 01-03 Aquarium
- 04-06 Ashtray
- 07-09 Basin
- 10-12 Basket
- 13-15 Bell, hand
- 16-18 Bottle
- 19-21 Book
- 22-24 Bowl
- 25-27 Box
- 28-30 Box, music
- 31-33 Cloth
- 34-35 Coffin
- 36-38 Decanter
- 39-41 Dish
- 42-43 Doily
- 44-46 Driftwood
- 47-49 Egg
- 50-52 Ewer
- 53-55 Figurine
- 56-58 Flowers, in container
- 59-61 Fruit, in container
- 62-64 Geode
- 65-67 Gong, striker, and stand,
- 68-70 Insect in amber
- 71-73 Jar
- 74-76 Nuts, in container
- 77-79 Object d'art
- 80-82 Plate
- 83-85 Platter
- 86-88 Statuette
- 89-91 Terrarium

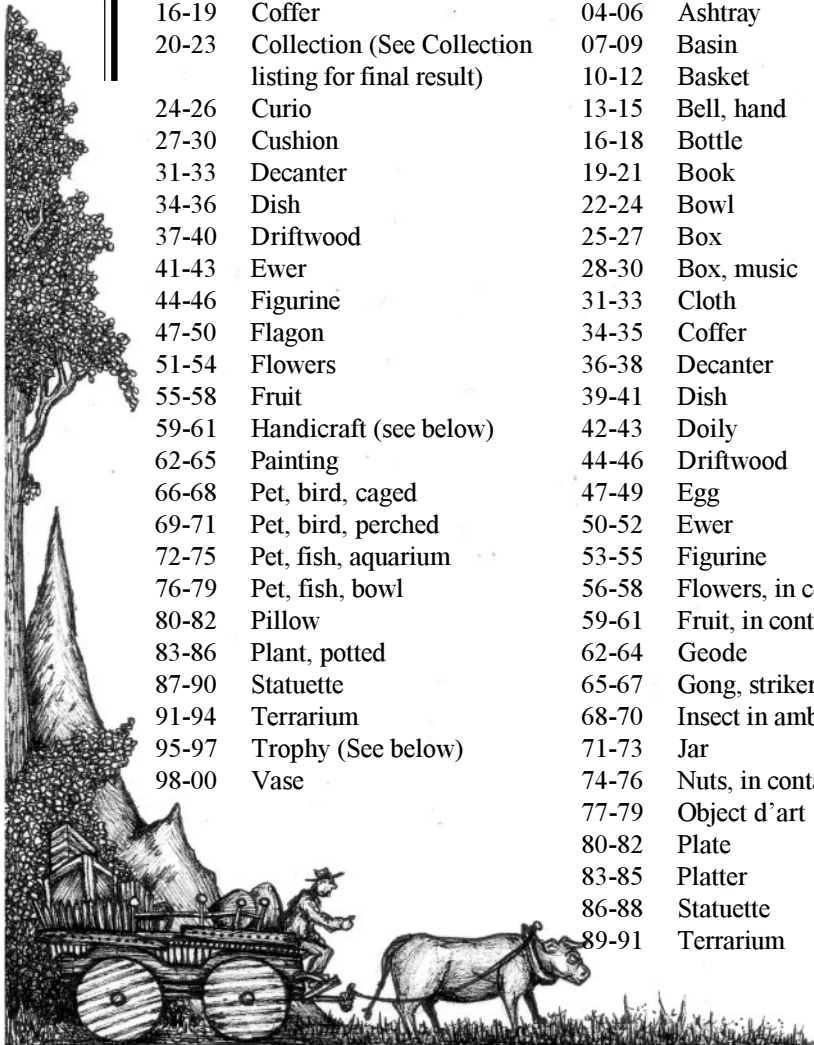
- 92-94 Trophy (See Trophy listing for final result)
- 95-97 Urn
- 98-00 Vase

Room Decoration, Wall

- 01-04 Basin, wall
- 05-07 Column, half
- 08-11 Bell, pull
- 12-14 Fresco
- 15-17 Gilding
- 18-21 Inlay, ivory
- 22-24 Inlay, metal
- 25-27 Inlay, stone
- 28-30 Inlay, tile
- 31-33 Inlay, wood
- 34-37 Mirror, inset
- 38-41 Molding, plaster
- 42-44 Molding, wood
- 45-47 Molding, wood, carved
- 48-50 Mosaic
- 51-53 Mosaic, inlaid tile
- 54-57 Niche
- 58-60 Mural
- 61-63 Paint
- 64-67 Paneling
- 68-70 Paneling, half
- 71-74 Pilaster
- 75-77 Rail, chair
- 78-80 Sheathing, metal
- 81-84 Sheathing, stone
- 85-87 Tile
- 88-90 Trophy (see below)
- 91-93 Wall, cloth covering
- 94-96 Wallpaper
- 97-00 Whitewash

Room Decoration, Wall, Hung

- 01-05 Arass
- 06-10 Armorial bearings
- 11-14 Bird cage
- 15-18 Candelabrum
- 19-23 Cloth
- 24-27 Cresset
- 28-31 Cross-stitch cloth
- 32-35 Drawing
- 36-39 Flag
- 40-44 Fur
- 45-49 Hide
- 50-54 Mirror
- 55-58 Map
- 59-63 Painting
- 64-68 Plant
- 69-73 Sconce
- 74-78 Shield (see below)
- 79-82 Skin, animal
- 83-86 Tapestry



87-91 Trophy (see below)
 92-96 Weapon (arms)
 97-00 Weaving

Sub-tables**Box**

01-05 Bread box
 06-10 Can
 11-15 Canister
 16-20 Cash box
 21-25 Cedar chest
 26-30 Crate
 31-34 Case
 35-38 Filing box
 39-42 Foot locker
 43-47 Hatbox
 48-52 Jar
 53-57 Hope chest
 58-62 Lock box
 63-66 Music box
 67-71 Pillbox
 72-76 Pot (small)
 77-81 Powder box
 82-86 Puzzle box
 87-91 Sea chest
 92-95 Strong box
 96-00 Tinder box

Clocks & Watches

01-50 Clock
 51-00 Watch
 01-05 Carriage, clock (portable)
 06-10 Carriage, clock (portable), striking and chiming quarter hours
 11-15 Carriage, clock (portable), striking the hour
 16-20 Mantle clock
 21-25 Mantle clock, striking and chiming quarter hours
 26-30 Mantle clock, striking/ hour
 31-35 Small clock
 36-40 Small clock, striking & chiming quarter hours
 41-45 Small clock, striking/ hour
 46-50 Table clock, repeater, striking and chiming quarter hours when string pulled
 51-55 Table clock, repeater, striking the nearest hour when string pulled
 56-60 Table clock
 61-65 Table clock, striking and

chiming quarter hours
 66-70 Table clock, striking the hour
 71-75 Tall (floor) clock
 76-80 Tall (floor) clock, striking and chiming quarter hours
 81-85 Tall (floor) clock, striking the hour
 86-90 Wall clock
 91-95 Wall clock, striking and chiming quarter hours
 96-00 Wall clock, striking the hour

Watches

01-14 Watch, pin-on, ladies
 15-29 Watch, pocket, large
 30-44 Watch, pocket, large
 45-58 Watch, pocket, large
 59-72 Watch, pocket, large, music
 73-86 Watch, pocket, sm., man
 87-00 Watch, pocket, sm., woman

Collections

01-04 Arachnid
 05-08 Armor
 09-12 Arms
 13-16 Book (see Library)
 17-20 Boxes
 21-24 Butterfly
 25-28 Clocks and watches
 29-32 Coins (and medals)
 33-36 Devotional objects
 37-40 Divination objects
 41-44 Figurines and statuettes
 45-48 Flags, shields & standards
 49-52 Insect
 53-56 Kaleidoscopes
 57-60 Minerals
 61-64 Musical instruments
 65-68 Paintings
 69-72 Pottery
 73-76 Puzzles
 77-80 Puzzle boxes
 81-84 Sculpture
 85-88 Sea shells
 89-92 Stuffed animals
 93-96 Trophies (hunting/fishing)
 97-00 Wood carvings

Handicraft Object

01-09 Basket/container, woven
 10-18 Bone carving
 19-28 Ivory carving
 29-37 Jewelry, bone
 38-46 Jewelry, claws/teeth
 47-55 Jewelry, nut

56-64 Jewelry, shell
 65-73 Mat, woven
 74-82 Sandals
 83-91 Stone carving
 92-00 Wood carving

Trophy

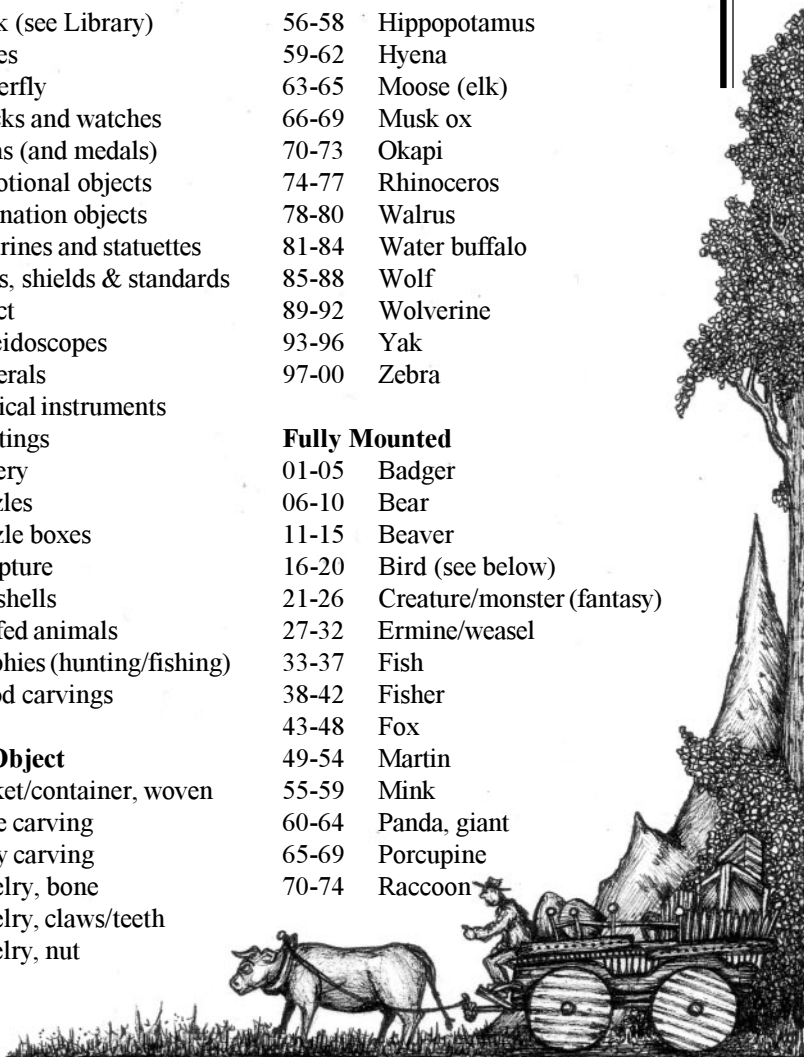
01-25 Head
 26-50 Fully Mounted
 51-75 Hide/Pelt/Skin
 76-00 Other

Head

01-04 Alligator/crocodile
 05-08 Antelope
 09-12 Bear
 13-15 Bison (buffalo)
 16-19 Boar
 20-23 Caribou
 24-27 Cat (see below)
 28-31 Creature/monster (fantasy)
 32-35 Deer
 36-39 Eland
 40-43 Elk (wapiti)
 44-47 Gazelle
 48-51 Giraffe
 52-55 Gnu
 56-58 Hippopotamus
 59-62 Hyena
 63-65 Moose (elk)
 66-69 Musk ox
 70-73 Okapi
 74-77 Rhinoceros
 78-80 Walrus
 81-84 Water buffalo
 85-88 Wolf
 89-92 Wolverine
 93-96 Yak
 97-00 Zebra

Fully Mounted

01-05 Badger
 06-10 Bear
 11-15 Beaver
 16-20 Bird (see below)
 21-26 Creature/monster (fantasy)
 27-32 Ermine/weasel
 33-37 Fish
 38-42 Fisher
 43-48 Fox
 49-54 Martin
 55-59 Mink
 60-64 Panda, giant
 65-69 Porcupine
 70-74 Raccoon



- 75-79 Reptile
- 80-85 Skunk
- 86-90 Snake
- 91-95 Squirrel
- 96-00 Wolverine

Hide/Pelt/Skin

- 01-03 Alligator/crocodile
- 04-07 Antelope
- 08-11 Bear
- 12-15 Bison (buffalo)
- 16-19 Boar
- 20-23 Caribou
- 24-27 Cat (see below)
- 28-31 Cattle
- 32-34 Creature/monster (fantasy)
- 35-37 Deer
- 38-41 Eland
- 42-45 Elk (wapiti)
- 46-49 Gazelle
- 50-53 Giraffe
- 54-57 Gnu
- 58-61 Hippopotamus
- 62-65 Hyena
- 66-69 Moose (elk)
- 70-73 Musk ox
- 74-77 Okapi
- 78-81 Rhinoceros
- 82-85 Snake
- 86-89 Water buffalo
- 90-92 Wolf
- 93-96 Yak
- 97-00 Zebra

Other

- 01-14 Horns (including cattle horns)
- 15-28 Antlers
- 29-43 Claws
- 44-57 Jawbones with teeth
- 58-72 Teeth
- 73-86 Tusks (elephant, walrus)
- 87-00 Foot

Sub-tables 2

Cats

- 01-06 Bobcat
- 07-11 Cervil
- 12-16 Cheetah
- 17-21 Domestic
- 22-26 Domestic, curly hair

- 27-32 Domestic, long hair
- 33-37 Domestic, short hair
- 38-43 Domestic, tailless
- 44-48 Domestic, wild (feral)
- 49-53 Jaguar
- 54-58 Jaguarundi
- 59-64 Leopard
- 65-69 Leopard, snow
- 70-74 Lion
- 75-79 Lynx
- 80-84 Ocelot
- 85-89 Puma (cougar, mountain)
- 90-95 Tiger, northern (Siberian)
- 96-00 Tiger, southern (Bengal)

Birds

- 01-20 General 1
- 21-40 General 2
- 41-60 Flightless
- 61-80 Owls & Raptors
- 81-00 Scavengers

General 1

- 01-02 Albatross
- 03-05 Auk
- 06-08 Bird of paradise
- 09-11 Bittern
- 12-13 Blackbird
- 14-15 Bluebird
- 16-17 Bluejay
- 18-20 Bustard
- 21-23 Canary
- 24-25 Cardinal
- 26-27 Catbird
- 28-29 Chickadee
- 30-32 Cockateel
- 33-35 Cockatoo
- 36-37 Coot
- 38-40 Cowbird
- 41-42 Crane
- 43-44 Creeper
- 45-47 Crow
- 48-50 Cuckoo
- 51-52 Dove
- 53-55 Duck
- 56-58 Finch
- 59-60 Flamingo
- 61-62 Flicker
- 63-65 Flycatcher
- 66-68 Goose
- 69-70 Grackle
- 71-72 Grebe
- 73-74 Grouse
- 75-77 Gull
- 78-80 Heron
- 81-83 Hummingbird
- 84-85 Ibis

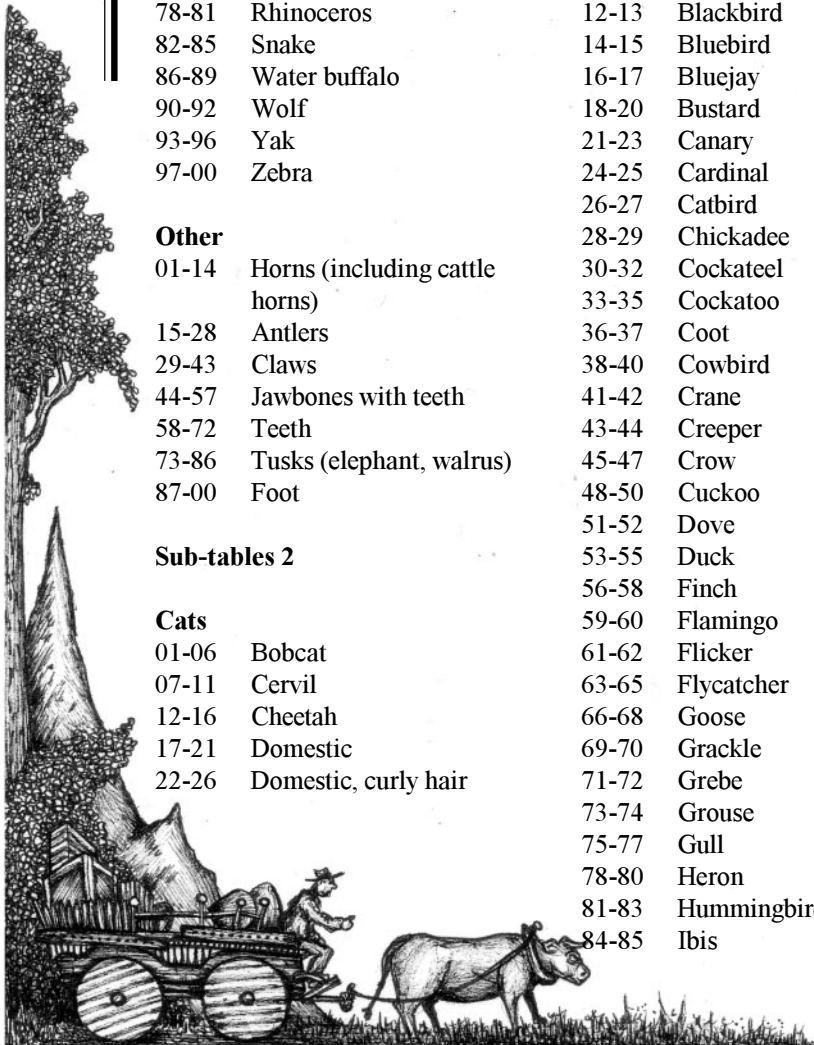
- 86-87 Java temple bird
- 88-90 Jay
- 91-92 Kingfisher
- 93-95 Kinglet
- 96-98 Loon
- 99-00 Lovebird

General 2

- 01-02 Magpie
- 03-04 Macaw
- 05-06 Mocking bird
- 07-08 Mourning dove
- 09-10 Mud hen
- 11-12 Night hawk
- 13-15 Nightingale
- 16-17 Nuthatch
- 18-19 Oriole
- 20-22 Parakeet
- 23-24 Parrot
- 25-26 Partridge
- 27-29 Passenger pigeon
- 30-32 Petrel
- 33-35 Pheasant
- 36-37 Pigeon
- 38-39 Plover
- 40-41 Prairie chicken
- 42-43 Ptarmigan
- 44-45 Puffin
- 46-48 Quail
- 49-50 Rail
- 51-52 Raven
- 53-54 Robin
- 55-56 Sandpiper
- 57-58 Shrike
- 59-60 Snipe
- 61-62 Sparrow
- 63-64 Spoonbill
- 65-67 Stork
- 68-69 Swallow
- 70-72 Swan
- 73-74 Swift
- 75-77 Tern
- 78-79 Thrasher
- 80-81 Thrush
- 82-84 Titmouse
- 85-86 Turkey
- 87-88 Vireo
- 89-90 Warbler
- 91-92 Widgeon
- 93-95 Woodcock
- 96-97 Woodpecker
- 98-00 Wren

Flightless

- 01-11 Cassowary
- 12-22 Dodo
- 23-34 Emu



35-45	Moa
46-56	Ostrich
57-67	Penguin
68-78	Rhea
79-89	Road runner
90-00	Secretary bird

Owls & Raptors

01-06	Eagle
07-11	Eagle, bald
12-17	Eagle, golden
18-23	Eagle, harpy
24-28	Falcon
29-34	Falcon, peregrine
35-39	Goshawk
40-45	Gyr Falcon
46-51	Hawk
52-56	Kite
57-62	Osprey
63-68	Owl
69-74	Owl, snowy
75-79	Owl, barn
80-85	Owl, burrowing
86-90	Owl, great gray
91-95	Owl, great horned
96-00	Owl, screech

Scavengers

01-25	Buzzard
26-50	Caracara
51-75	Condor
76-00	Vulture

APPENDIX B: HUMAN PHYSICAL TRAITS

Although the focus of this book is for careful selection based on logic and common sense, sometimes the beleaguered DM will find it useful to randomly determine material for an imminent game. Use the charts below to form a complete physical description for humans, elves, dwarfs etc.

NOTE: It is recommend that the DM use minimal rolls to reach maximum descriptive effect. Too much of a good thing is distracting to players.

Body Areas

01-10	Overall body type
11-20	Skin/Complexion
21-30	Head
31-40	Neck
41-50	Torso, upper back
51-60	Torso, upper front
61-70	Arms
71-80	Torso, lower back
81-90	Torso, lower front
91-00	Legs

Overall Body Type**Height**

01-14	Average
15-28	Diminutive
29-42	Miniscule
43-57	Short
58-71	Short, very
72-85	Tall
86-00	Tall, very

Musculature

01-33	Ectomorph
34-67	Endomorph
68-00	Mesomorph

Ectomorph: Light body build; slight muscular development

01-11	Average
12-22	Frail
23-33	Gawky
34-44	Lanky
45-55	Scrawny
56-66	Slender
67-78	Slender, wiry
79-89	Thin
90-00	Willow

Endomorph: Heavy rounded body build; tendency to become fat

01-12	Average
13-25	Corpulent
26-37	Fat
38-50	Obese
51-62	Plump
63-75	Stocky
76-88	Stocky, muscular
89-00	Stocky, very muscular

Mesomorph: Husky, muscular body build

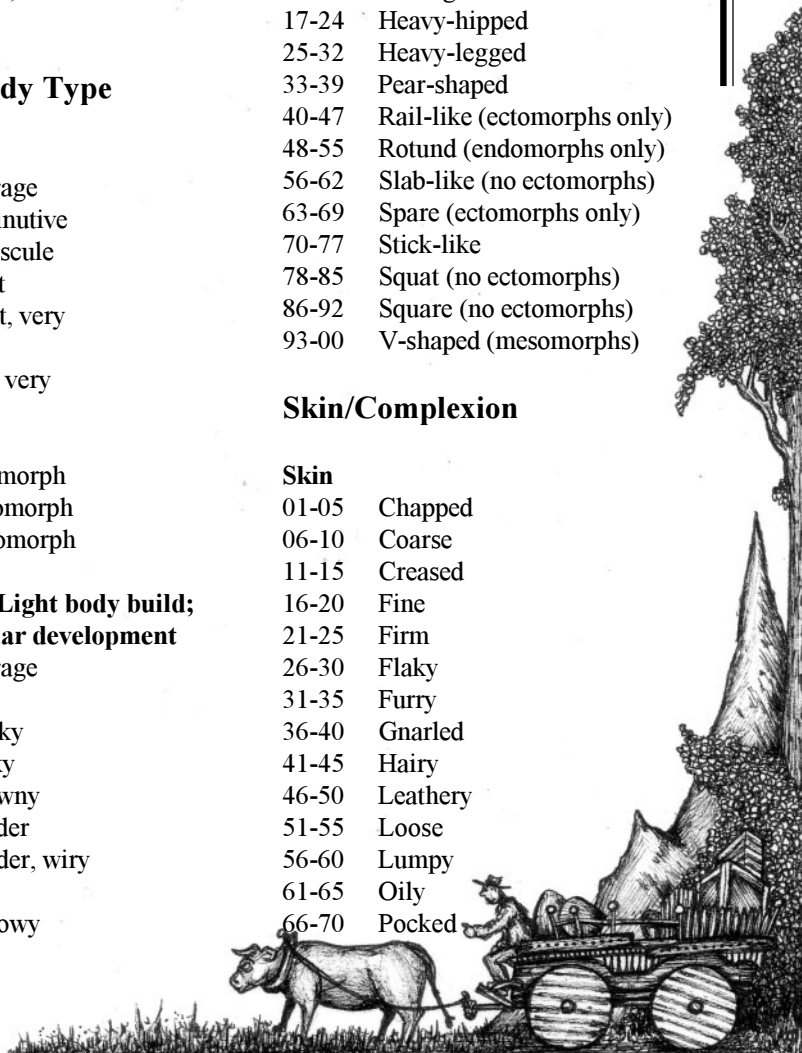
01-10	Average
11-20	Buff
21-30	Built
31-40	Cut
41-50	Muscular
51-60	Muscular slender
61-70	Muscular, corded
71-80	Muscular, heavy
81-90	Ripped
91-00	Toned

Body Shape

01-08	Ape-like (no ectomorphs)
09-16	Average
17-24	Heavy-hipped
25-32	Heavy-legged
33-39	Pear-shaped
40-47	Rail-like (ectomorphs only)
48-55	Rotund (endomorphs only)
56-62	Slab-like (no ectomorphs)
63-69	Spare (ectomorphs only)
70-77	Stick-like
78-85	Squat (no ectomorphs)
86-92	Square (no ectomorphs)
93-00	V-shaped (mesomorphs)

Skin/Complexion**Skin**

01-05	Chapped
06-10	Coarse
11-15	Creased
16-20	Fine
21-25	Firm
26-30	Flaky
31-35	Furry
36-40	Gnarled
41-45	Hairy
46-50	Leathery
51-55	Loose
56-60	Lumpy
61-65	Oily
66-70	Pocked



- 71-75 Scaly
- 76-80 Scarred
- 81-85 Smooth
- 86-90 Splotchy
- 91-95 Warty
- 96-00 Wrinkled

Complexion

- 01-12 Dark
- 13-23 Fair
- 24-34 Freckled
- 35-45 Ghostly
- 46-56 Grayish
- 57-67 Pallid
- 68-78 Porcelain
- 79-89 Rosy
- 90-00 Tanned

Complexion Color

- 01-03 Black, coal
- 04-06 Black, ebony
- 07-09 Brown, bronze
- 10-12 Brown, cinnamon
- 13-15 Brown, light
- 16-18 Brown, mahogany
- 19-21 Brown, muddy
- 22-24 Brown, olive
- 25-27 Brown, tawny
- 28-30 Red, blush
- 31-33 Red, brownish
- 34-36 Red, coppery
- 37-39 Red, crimson
- 40-41 Red, ruby
- 42-44 Red, sun kissed
- 45-47 Red, yellowish
- 48-50 Tan, dark
- 51-53 Tan, golden
- 54-56 Tan, light
- 57-59 Tan, olive
- 60-62 White, albino
- 63-65 White, florrid
- 66-68 White, olive cast
- 69-71 White, pale
- 72-73 White, pink cast
- 74-76 White, ruddy
- 77-79 White, tan
- 80-82 White, tanned dark
- 83-85 White, yellow cast (sallow)
- 86-88 Yellow, dark
- 89-91 Yellow, golden
- 92-94 Yellow, ivory
- 95-97 Yellow, muddy
- 98-00 Yellow, pale

Head

Head

- 01-14 Size
- 15-29 Shape
- 30-43 Head Hair
- 44-57 Face Shape
- 58-72 Facial Features
- 73-86 Facial Expression/Look
- 87-00 Ears

Size

- 01-34 Average
- 35-67 Small
- 68-00 Large

Shape

- 01-09 Bullet-shaped
- 10-18 Egg-shaped
- 19-27 Flat-skulled
- 28-36 Irregular
- 37-46 Long
- 47-55 Lumpy
- 56-64 Oval, long
- 65-73 Oval, wide
- 74-82 Pointed
- 83-91 Round
- 92-00 Square

Head Hair

- 01-34 Bald
- 35-67 Shaved
- 68-00 Ear-back fringe

Hair Color

- 01-02 Black, brown
- 03-05 Black, dull
- 06-07 Black, ebony
- 08-09 Black, raven
- 10-12 Blond, brassy
- 13-15 Blonde
- 16-17 Blonde, ash
- 18-19 Blonde, dull (dirty)
- 20-21 Blonde, flaxen
- 22-23 Blonde, golden
- 24-25 Blonde, honey-colored
- 26-27 Blonde, platinum
- 28-30 Blonde, straw
- 31-32 Blonde, titian (strawberry)
- 33-35 Blonde, towheaded
- 36-37 Blue-Black
- 38-39 Brown
- 40-42 Brown, chestnut
- 43-44 Brown, chocolate
- 45-46 Brown, dark
- 47-48 Brown, dun
- 49-50 Brown, golden

- 51-53 Brown, honey
- 54-56 Brown, light
- 57-59 Brown, mouse-colored
- 60-61 Brown, red
- 62-64 Brown, rusty
- 65-66 Brown, sandy
- 67-68 Brown, tan
- 69-71 Gray
- 72-74 Gray, iron
- 75-76 Red
- 77-79 Red, auburn
- 80-81 Red, brick
- 82-84 Red, carrot
- 85-86 Red, coppery
- 87-89 Red, rusty
- 90-91 Red-henna dyed
- 92-93 Salt & pepper
- 94-96 Silver
- 97-98 Streaked (find colors)
- 99-00 White

Texture/Growth

- 01-16 Average
- 17-33 Coarse
- 34-50 Fine
- 51-67 Thick
- 68-84 Thin
- 85-00 Wiry

Hair Types

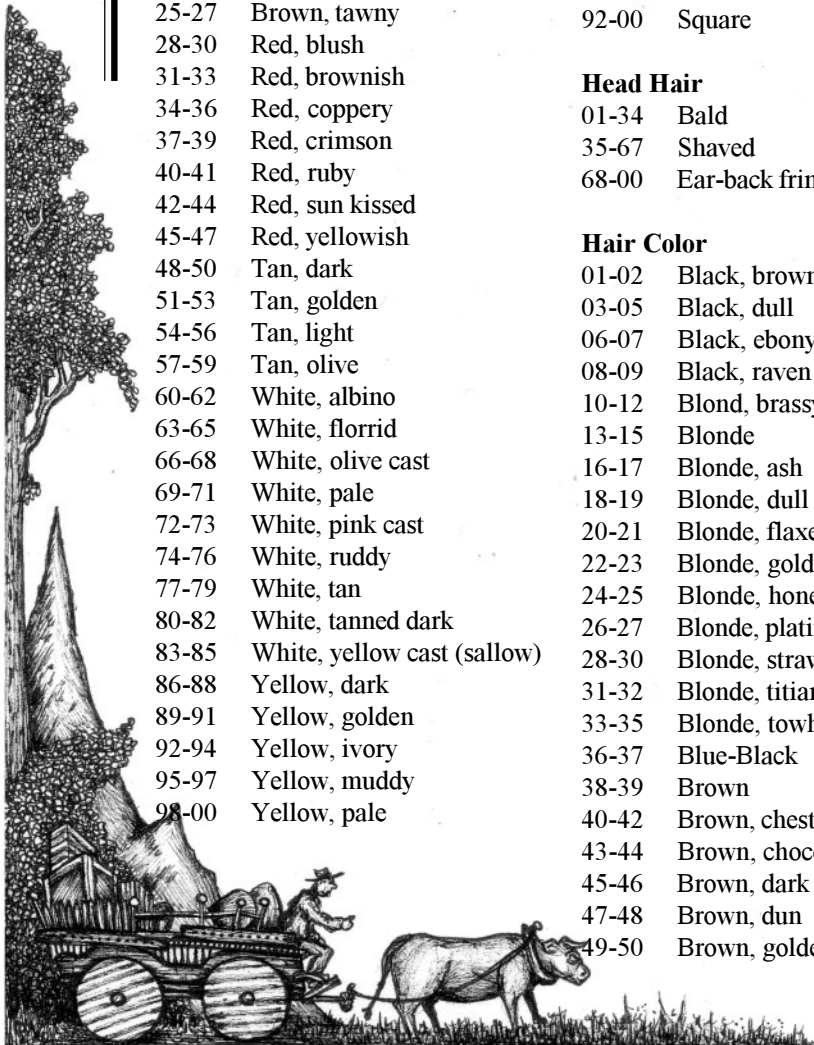
- 01-08 Bushy
- 09-16 Cowlicked
- 17-24 Curly
- 25-33 Downy
- 34-41 Feathery
- 42-50 Kinky
- 51-58 Pepper-corned
- 59-66 Poker Straight
- 67-75 Ringleted
- 76-83 Spiky
- 84-91 Straight
- 92-00 Wavy

Length

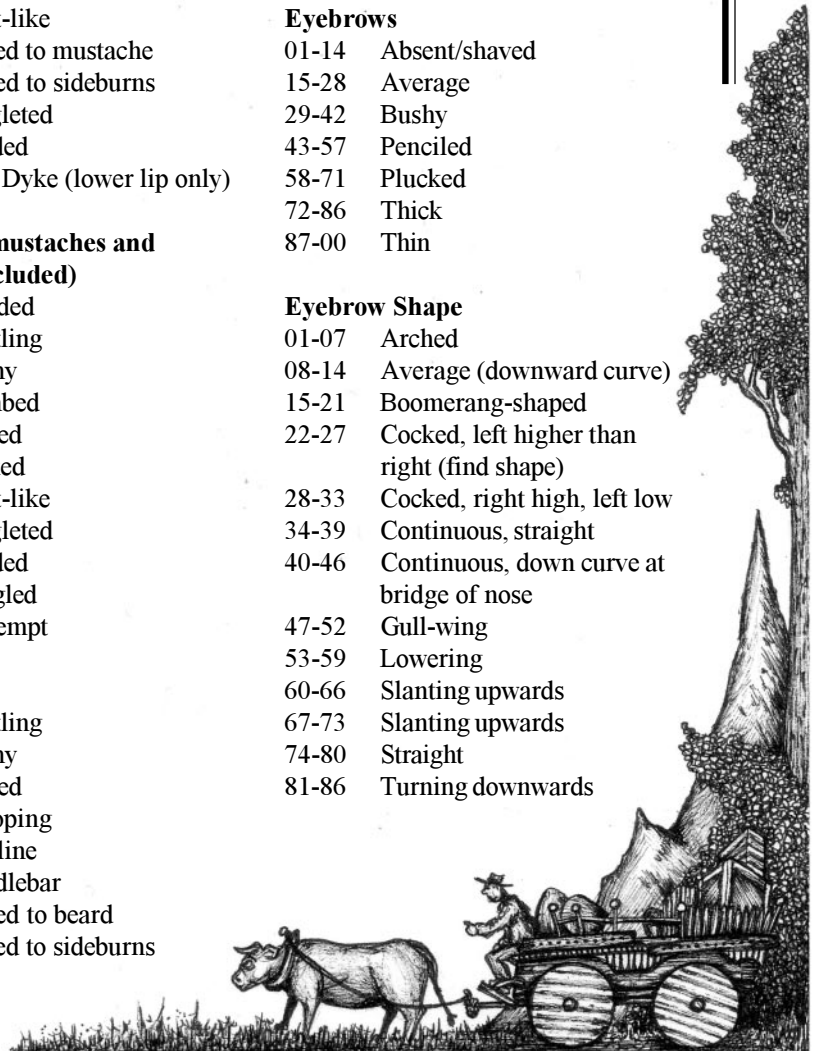
- 01-12 Average
- 13-24 Bobbed
- 25-37 Clipped (burr cut)
- 38-50 Long
- 51-62 Medium
- 63-75 Short
- 76-87 Shoulder length
- 88-00 Waist-length

Hair Style

- 01-03 Bald, Shaven
- 04-06 Bangs
- 07-09 Bouffonted



10-12 Braided, multi	61-70 Moustache	57-63 Parted
13-15 Braided, two	71-80 Moustache joined to beard	64-70 Pointed
16-18 Braids, wrapping head	81-90 Moustache joined/sideburns	71-77 Sides of upper lip
19-22 Corn-rowed	91-00 Sideburns (porkchops)	78-85 Thick
23-25 High and Tight (crue cut)		86-93 Thin
26-29 Mullet	Beard	94-00 Under nose (sides shaved)
30-32 Pageboy		
33-35 Parted, left	Growth	Sideburns
36-38 Parted, middle	01-33 Average	01-15 Boot-shaped
39-41 Parted, right	34-66 Thick	16-29 Curley
42-45 Parted, zig-zag	67-00 Thin	30-43 Fuzzy
46-48 Piled		44-57 Joined to beard
49-51 Pony tail	Length	58-71 Joined to mustache
52-54 Pony tails each side	01-17 Long	72-85 Narrow
55-57 Que	18-34 Long, braided	86-00 Wide
58-60 Scalplock	35-51 Long, tangled	
61-63 Scalplock, Roached	52-67 Medium	Forehead
64-66 Sides long, top short	68-84 Short	01-11 Broad
67-69 Sides shaved	85-00 Stubble	12-23 Bulging
70-72 Spiked		24-34 Flat
73-76 Swept back	Style	35-45 High
77-79 Tonsured	01-08 Braided	46-56 Low
80-82 Top knot	09-17 Bristling	57-67 Lumpy
83-85 Tousled	18-25 Bushy	68-78 Narrow
86-88 Twist/bun, back of head	26-33 Curled	79-89 Rough
89-91 Twist/bun, top of head	34-42 Forked	90-00 Widow's-peaked
92-94 Uncombed/tangled	43-50 Fu Manchu	
95-97 Unkempt	51-59 Goat-like	Eyebrows
98-00 Windblown	60-67 Joined to mustache	01-14 Absent/shaved
	68-76 Joined to sideburns	15-28 Average
	77-84 Ringleted	29-42 Bushy
	85-92 Spaded	43-57 Penciled
	93-00 Van Dyke (lower lip only)	58-71 Plucked
		72-86 Thick
		87-00 Thin
Face Shape		
	Full beard (mustaches and sideburns included)	Eyebrow Shape
Plane	01-09 Braided	01-07 Arched
01-20 Angular	10-18 Bristling	08-14 Average (downward curve)
21-40 Average	19-27 Bushy	15-21 Boomerang-shaped
41-60 Dished	28-36 Combed	22-27 Cocked, left higher than right (find shape)
61-80 Flat	37-45 Curled	28-33 Cocked, right high, left low
81-00 Sharp	46-54 Forked	34-39 Continuous, straight
	55-63 Goat-like	40-46 Continuous, down curve at bridge of nose
Shape	64-72 Ringleted	47-52 Gull-wing
01-14 Heart	73-82 Spaded	53-59 Lowering
15-28 Oval	83-91 Tangled	60-66 Slanting upwards
29-42 Oval, reverse	92-00 Unkempt	67-73 Slanting upwards
43-56 Pointed (reverse triangle)		74-80 Straight
57-70 Round	Moustache	81-86 Turning downwards
71-85 Square	01-07 Bristling	
86-00 Wide	08-14 Bushy	
	15-21 Curled	
Facial Features	22-28 Drooping	
	29-35 Hairline	
Facial Hair	36-42 Handlebar	
01-10 Beardless	43-49 Joined to beard	
11-20 Beardless, in need of shave	50-56 Joined to sideburns	
21-30 Beardless, shaved		
31-40 Beardless, long muttens		
41-50 Beard		
51-60 Full beard		



- 87-93 Turning upwards
- 94-00 Upward-curved

Eyes

Descriptors

- 01-12 Almond-shaped
- 13-25 Down-slanted
- 26-38 Hooded
- 39-50 Long
- 51-63 Round
- 64-76 Slanted
- 77-88 Slitted
- 89-00 Squarish

Optional Descriptors

- 01-07 Blind
- 08-15 Blind, one eye
- 16-22 Bug-eyed
- 23-29 Cross-eyed
- 30-37 Glaring
- 38-45 Goggling (pop-eyed)
- 46-53 Saucer-like
- 54-61 Squinting
- 62-69 Staring
- 70-76 Unblinking
- 77-84 Wall-eyed
- 85-92 Wandering eyed (left or right)
- 93-00 Wild-eyed

Eye Setting

- 01-14 Average
- 15-28 Bulging
- 29-42 Close
- 43-56 Deep
- 57-71 Sunken
- 72-86 Uneven
- 87-00 Wide

Eye Size

- 01-16 Average
- 17-33 Beady
- 34-50 Big
- 51-67 Large
- 68-84 Small
- 85-00 Uneven

Eye Color

- 01-02 Black
- 03-04 Blue
- 05-06 Blue to gray
- 07-08 Blue, bright
- 09-10 Blue, dark
- 11-12 Blue, ice
- 13-14 Blue, midnight
- 15-16 Blue, periwinkle
- 17-18 Blue, sky
- 19-20 Blue-green
- 21-22 Blue, watery
- 23-24 Blue-lilac
- 25-26 Blue-violet
- 27-28 Brown
- 29-31 Brown to hazel
- 32-33 Brown to yellow
- 34-35 Brown, bright
- 36-37 Brown, dark
- 38-39 Brown, golden
- 40-41 Brown, light
- 42-43 Brown, pale
- 44-45 Brown, reddish
- 46-47 Gray
- 48-49 Gray to blue
- 50-51 Gray, blue tint
- 52-53 Gray, green tint
- 54-55 Gray, ice
- 56-57 Gray, iron
- 58-59 Gray, pale
- 60-61 Green
- 62-63 Green to hazel
- 64-65 Green, bright
- 66-67 Green, Kelly
- 68-69 Green, pale
- 70-71 Green, pea
- 72-73 Green, Seafoam
- 74-75 Hazel
- 76-77 Hazel to brown
- 78-80 Hazel to green
- 81-82 Hazel, gold flecks
- 83-84 Irises different colors
- 85-86 Irises ringed with different color (find color)
- 87-88 Milky (blind)
- 89-90 One iris split (find colors)
- 91-92 Pink
- 93-94 White
- 95-96 Yellow
- 97-98 Yellow to brown
- 99-00 Yellow, golden

Eye Pupils

- 01-14 Average
- 15-29 Large
- 30-44 Lightless
- 45-58 Oval, high
- 59-72 Oval, long
- 73-86 Slit (cat-like or reptilian)
- 87-00 Small

Eyeball (White of the Eye)

- 01-20 Blood-shot
- 21-40 Bright
- 41-60 Nearly absent
- 61-80 Surrounds iris widely (staring effect)
- 81-00 Yellowish

Eye Lids

- 01-12 Average
- 13-23 Creased
- 24-34 Drooping
- 35-45 Drooping, one only
- 46-56 Folds at ends
- 57-67 Folds at inner sides
- 68-78 Heavy
- 79-89 Painted
- 90-00 Wide open

Eye Lashes

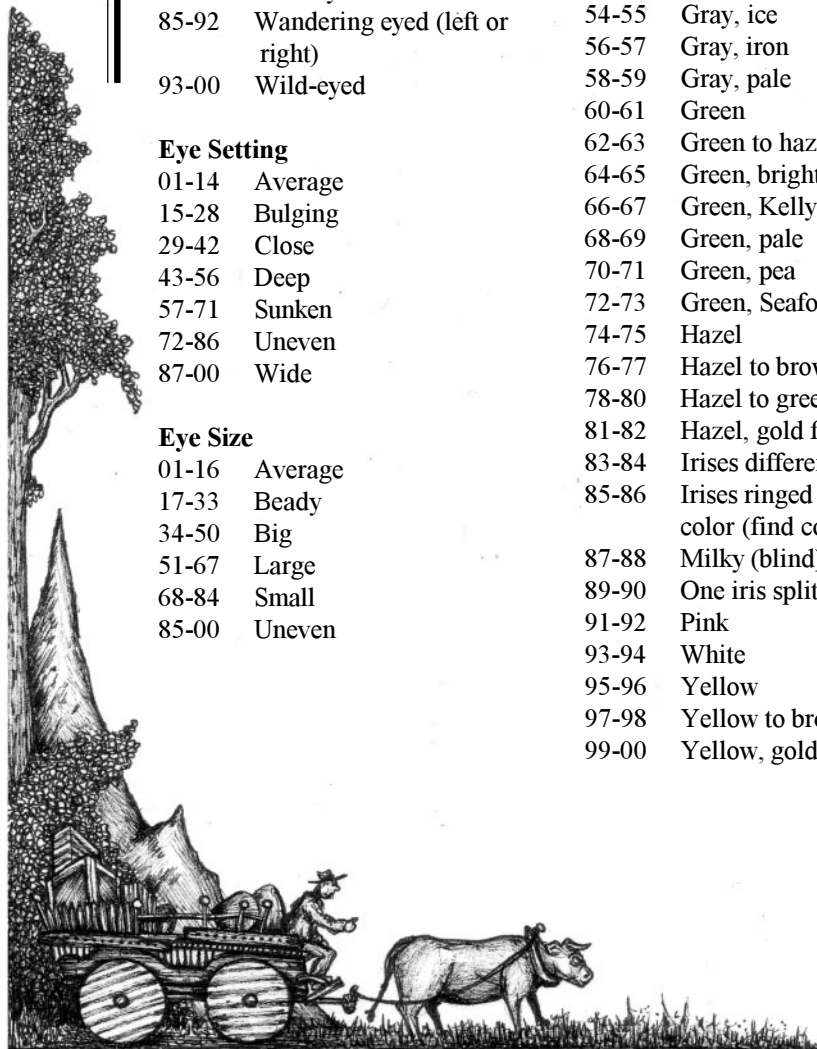
- 01-13 Average
- 14-25 Curly
- 26-38 False
- 39-50 Long
- 51-62 Mascara-coated
- 63-74 Short
- 75-87 Thick
- 88-00 Thin

Checkbones

- 01-25 Average
- 26-50 High
- 51-75 Protruding
- 76-00 Wide

Checks

- 01-09 Average
- 10-18 Cherub
- 19-27 Chubby
- 28-36 Dimpled
- 37-45 Drooping
- 46-54 Fat
- 55-63 Flat
- 64-72 Hollow
- 73-82 Puffy
- 83-91 Round
- 92-00 Sunken



Nose**Nose Size**

01-13	Average
14-26	Button
27-38	Cherry
39-50	Huge
51-63	Large
64-75	Nub
76-88	Small
89-00	Tiny

Nose Shape

01-07	Bridgeless
08-14	Broken
15-21	Bulbous
22-28	Down-turned
29-35	Flat
36-43	Hawk-like
44-50	High-bridged
51-58	Hooked
59-65	Long
66-72	Narrow
73-79	Pointed
80-86	Roman
87-93	Sharp
94-00	Upturned

Nostrils

01-11	Average
12-22	Elongated
23-33	Flared
34-44	Gaping
45-55	Hairy
56-66	Large
67-78	Pinched
79-89	Slitted
90-00	Small

Mouth

01-13	Average
14-26	Compressed
27-39	Full
40-51	Large
52-63	Puckered
64-75	Slack-jawed
76-88	Small
89-00	Wide

Shape

01-12	Average
13-25	Down-curved (frowning)
26-38	Drooping
39-50	Square
51-63	Cornes turned down
64-75	Turned up at the corners
76-87	Up-curved (smiling)
88-00	V-shaped

Lips

01-07	Average
08-13	Bee-stung
14-19	Blubbery
20-26	Cupid's bow
27-33	Down-pointing lower lip
34-40	Full
41-46	Long upper lip, thin
47-53	Out-thrust (find type)
54-60	Parted (find type)
61-66	Pouting
67-73	Pursed
74-79	Sunken
80-86	Thick
87-93	Thin
94-00	Thin, near lipless

Teeth

01-07	Average
08-14	Broken
15-21	Buck-toothed
22-28	Crooked
29-35	False
36-42	Gap-toothed (front)
43-49	Gap-toothed (general)
50-56	Large
57-63	Missing teeth
64-70	None (toothless)
71-77	Perfect
78-84	Small
85-92	Snaggled
93-00	Straight

Color

01-07	Blackish
08-14	Brownish
15-21	Gold
22-28	Grayish
29-35	Greenish
36-42	Ivory
43-49	Pearl
50-57	Stained
58-64	White, dull
65-71	White, sparkling
72-79	Wooden
80-86	Yellowish
87-93	Coated, gold
94-00	Coated, silver

Condition

01-25	Average
26-50	Fang-like canines
51-75	Filed
76-00	Rotting

Tongue**Size**

01-33	Average
34-67	Long
68-00	Short

Descriptors

01-09	Blotchy
10-18	Coated
19-27	Forked
28-37	Lolling
38-46	Normal
47-55	Odd-colored
56-64	Pink
65-73	Pointed
74-82	Red
83-91	Speckled
92-00	Wide

Chin**Size**

01-33	Average
34-67	Large
68-00	Medium

Shape

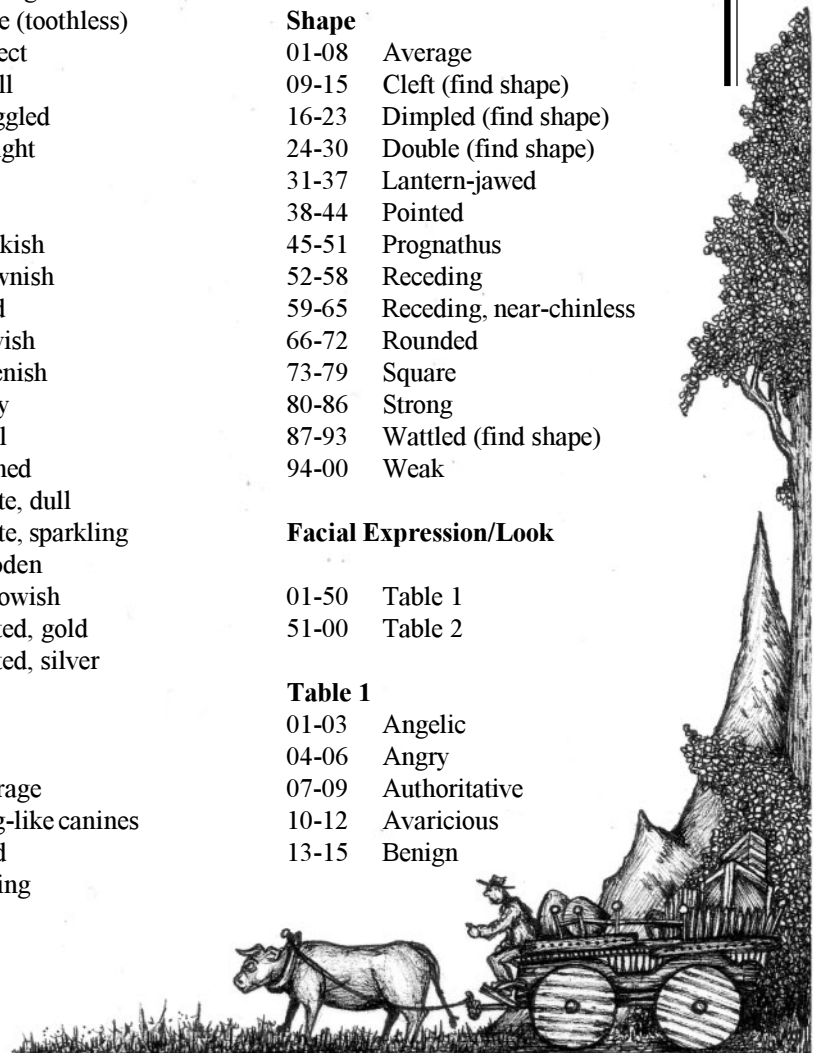
01-08	Average
09-15	Cleft (find shape)
16-23	Dimpled (find shape)
24-30	Double (find shape)
31-37	Lantern-jawed
38-44	Pointed
45-51	Prognathus
52-58	Receding
59-65	Receding, near-chinless
66-72	Rounded
73-79	Square
80-86	Strong
87-93	Wattled (find shape)
94-00	Weak

Facial Expression/Look

01-50	Table 1
51-00	Table 2

Table 1

01-03	Angelic
04-06	Angry
07-09	Authoritative
10-12	Avaricious
13-15	Benign



16-18	Bird-like
19-21	Bored
22-24	Bovine
25-27	Cat-like
28-30	Cheerful
31-33	Cherub-like
34-36	Child-like
37-39	Clouded
40-42	Compassionate
43-45	Confused
46-48	Craggy
49-51	Cruel
52-54	Cunning
55-57	Demonic
58-60	Devilish
61-64	Diabolic
65-67	Distant
68-70	Dog-like
71-73	Foxy
74-76	Friendly
77-79	Hard
80-82	Haughty
83-85	Haunted
86-88	Hawkish
89-91	Hostile
92-94	Inquisitive
95-97	Jovial
98-00	Lascivious

Table 2

01-03	Laughing
04-06	Leering
07-09	Mad (insane)
10-12	Malign
13-15	Maternal/Paternal
16-18	Mischievous
19-21	Mobile
22-24	Pained
25-27	Peaceful
28-30	Prudish
31-33	Reptilian
34-36	Retarded
37-39	Saintly
40-42	Sanguine
43-46	Savage
47-49	Sexy
50-52	Smiling
53-55	Smug
56-58	Sneering
59-61	Sour
62-64	Stern
65-67	Surprised

68-70	Suspicious
71-73	Tired
74-76	Unctuous
77-79	Vulpine
80-82	Wide-eye
83-85	Wild
86-88	Wise
89-91	Wizened
92-94	Wolfish
95-97	Worn
98-00	Young

Ears

01-33	Average location
34-67	High on head
68-00	Low on head

Ear Size

01-11	Average
12-22	Large
23-33	None
34-45	Oval, long
46-56	Pointed
57-67	Round
68-78	Shell-like
79-89	Small
90-00	Square

Ear Lobes

01-25	Attached
26-50	Average
51-75	None
76-00	Pendant

Ear Prominence

01-20	Average
21-40	Flat to head
41-60	None, lizard-like holes
61-80	Sticking out fully
81-00	Sticking out partially

Ear Condition

01-20	Average
21-40	Cauliflower
41-60	Distended by insertions
61-80	Notched
81-00	Pierced

Neck

Length

01-17	Abnormally Long
18-34	Average
35-51	Long
52-67	Long, swan-like
68-83	Short
84-00	Virtually none

Size

01-15	Average
16-29	Fat
30-43	Slender
44-57	Thick
58-72	Thick, corded
73-86	Thin
87-00	Thin (pencil-like)

Condition

01-14	Adam's apple prominent
15-28	Creased
29-42	Flabby
43-56	Leathery
57-71	Smooth
72-86	Wattled
87-00	Wrinkled

Torso, upper back

Length

01-34	Average
35-67	Long
68-00	Short

Shoulders

01-25	Average
26-50	Broad
51-75	Narrow
76-00	Sloping

Back

01-33	Average
34-67	Broad
68-00	Narrow

Unusual Features (optional)

01-15	Bent
16-30	Crooked
31-44	Curved
45-58	Hairy
59-72	Hump
73-86	Scarred
87-00	Shoulder blades prominent

Torso, upper front

Length

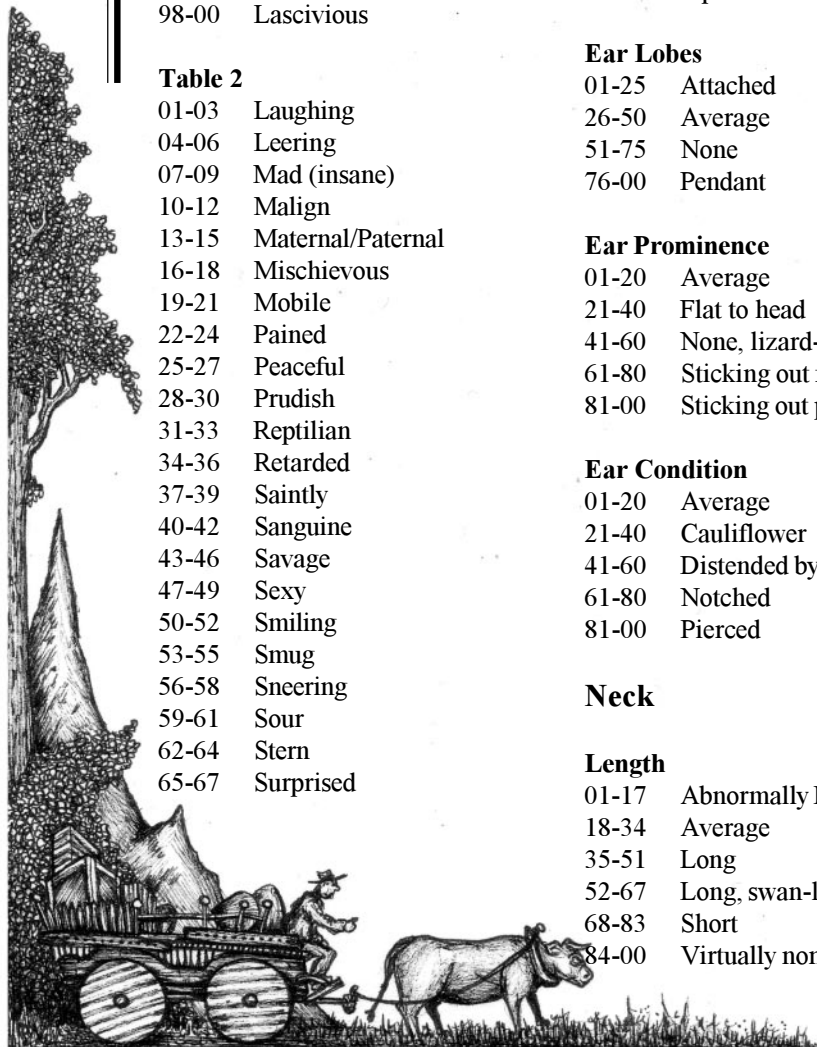
Same as upper back

Shoulders

Same as upper back

Chest (Breast)

01-12	Average
13-24	Barrel-chested/buxom



25-36	Broad/full-bosomed
37-49	Flabby/drooping
50-62	Flat/small-breasted
63-75	Gaunt/skinny
76-87	Muscular/outstanding
88-00	Sunken/flat-breasted

Unusual Features (optional)

01-16	Concave area
17-33	Hairless
34-49	Hairy
50-66	Pigeon-breasted
67-83	Scarred
84-00	Superfluous nipple

Belly

01-10	Average
11-20	Fat
21-30	Flat
31-40	Gorilla-like
41-50	Gut/ Beer belly
51-60	Hard
61-70	Paunchy
71-80	Sunken
81-90	Tight
91-00	Washboard-musclcd

Arms**Length**

01-25	Ape-like
26-50	Average
51-75	Long
76-00	Short

Descriptor

01-09	Beefy
10-17	Bulging
18-26	Cordcd
27-34	Fat
35-42	Flabby
43-50	Muscular
51-58	Shapely
59-66	Smooth
67-74	Stick-like
75-83	Thin
84-92	Toned
93-00	Wiry

Hands**Size**

01-33	Average
34-66	Large
67-00	Small

Descriptor

01-08	Ape-like
09-16	Big-knuckled
17-25	Bony
26-33	Calloused
34-41	Crooked
42-49	Delicate
50-57	Fat
58-66	Hairy
67-75	Ham-like
76-83	Hard
84-92	Slender
93-00	Soft

Palms

01-17	Broad
18-33	Calloused
34-50	Long
51-66	Hard
67-83	Moist
84-00	Soft

Fingers (Average, long, or short length)**Size**

01-33	Average
34-67	Long
68-00	Short

Descriptor

01-08	Banana-like
09-16	Bony
17-25	Bulbous
26-33	Clawed
34-42	Delicate
43-50	Fat
51-59	Hard
60-67	Nimble
68-75	Sausage-like
76-83	Spatulate
84-92	Thick
93-00	Thin

Fingernails**Length**

01-33	Average
34-66	Long
67-00	Short

Descriptor

01-12	Claw-like
13-23	Discolored
24-34	Horny
35-45	Manicured

46-56	Ragged
57-67	Sharp
68-78	Talon-like
79-89	Thick
90-00	Yellowed

Torso, lower back**Length**

01-33	Average
34-67	Long
68-00	Short

Waist

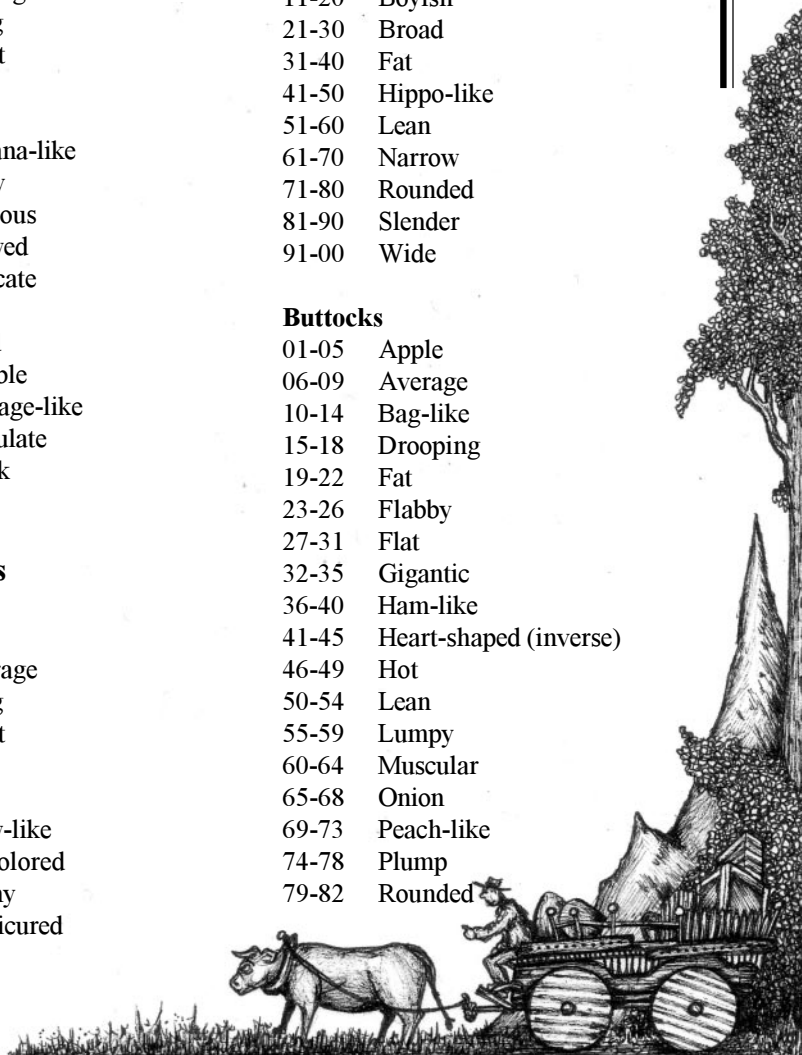
01-11	Average
12-22	Broad
23-33	Fat
34-44	Lean
45-55	Narrow
56-66	Thick
67-77	Thickly musclcd
78-88	Thin
89-00	Wasp-like

Hips

01-10	Average
11-20	Boyish
21-30	Broad
31-40	Fat
41-50	Hippo-like
51-60	Lean
61-70	Narrow
71-80	Rounded
81-90	Slender
91-00	Wide

Buttocks

01-05	Apple
06-09	Average
10-14	Bag-like
15-18	Drooping
19-22	Fat
23-26	Flabby
27-31	Flat
32-35	Gigantic
36-40	Ham-like
41-45	Heart-shaped (inverse)
46-49	Hot
50-54	Lean
55-59	Lumpy
60-64	Muscular
65-68	Onion
69-73	Peach-like
74-78	Plump
79-82	Rounded



83-87 Sexy
 88-91 Skinny
 92-95 Small
 96-00 Steatopygic

Torso, lower front

Length

01-34 Average
 35-67 Long
 68-00 Short

Abdomen/Loins

01-14 Average
 15-29 Fat-rolled
 30-43 Muscular
 44-58 Plump
 59-72 Scrawny
 73-86 Smooth
 87-00 Thin

Legs

Optional Descriptors

01-20 Bandy legged
 21-40 Bent-kneed
 41-60 Bowlegged
 61-80 Knock-kneed
 81-00 Pigeon-toed

Thighs

Length

01-33 Average
 34-66 Long
 67-00 Short

Descriptor

01-10 Average
 11-19 Bony
 20-28 Bulging
 29-37 Curvaceous
 38-46 Fat
 47-55 Muscular
 56-64 Plump
 65-73 Thick
 74-82 Thin
 83-91 Scrawny
 92-00 Shapely

Legs

Length

01-33 Average
 34-66 Long
 67-00 Short

Descriptor

01-09 Average
 10-18 Bony
 19-26 Bulging
 27-34 Curvaceous
 35-42 Fat
 43-50 Hairy
 51-58 Muscular
 59-67 Potato-like
 68-75 Scrawny
 76-83 Shapely
 84-91 Thick
 92-00 Thin

Feet

Size

01-33 Average
 34-67 Large
 68-00 Small

Descriptor

01-17 Broad
 18-34 Delicate
 35-50 Hairy
 51-66 Hard
 67-83 Slender
 84-00 Thick-ankled

Feet, soles

01-20 Calloused
 21-40 Delicate
 41-60 Flat
 61-80 Hard
 81-00 Soft

Toes

Size

01-33 Average
 34-66 Long
 67-00 Short

Descriptor

01-09 Bony
 10-18 Bulbous
 19-27 Callused
 28-36 Clawed
 37-45 Delicate
 46-54 Fat
 55-64 Hammer-like
 65-73 Hard
 74-82 Spatulate
 83-91 Thick
 92-00 Thin

Toenails

01-12 Claw-like
 13-24 Discolored
 25-37 Horny
 38-49 Manicured
 50-62 Ragged
 63-74 Sharp
 75-87 Thick
 88-00 Yellowed

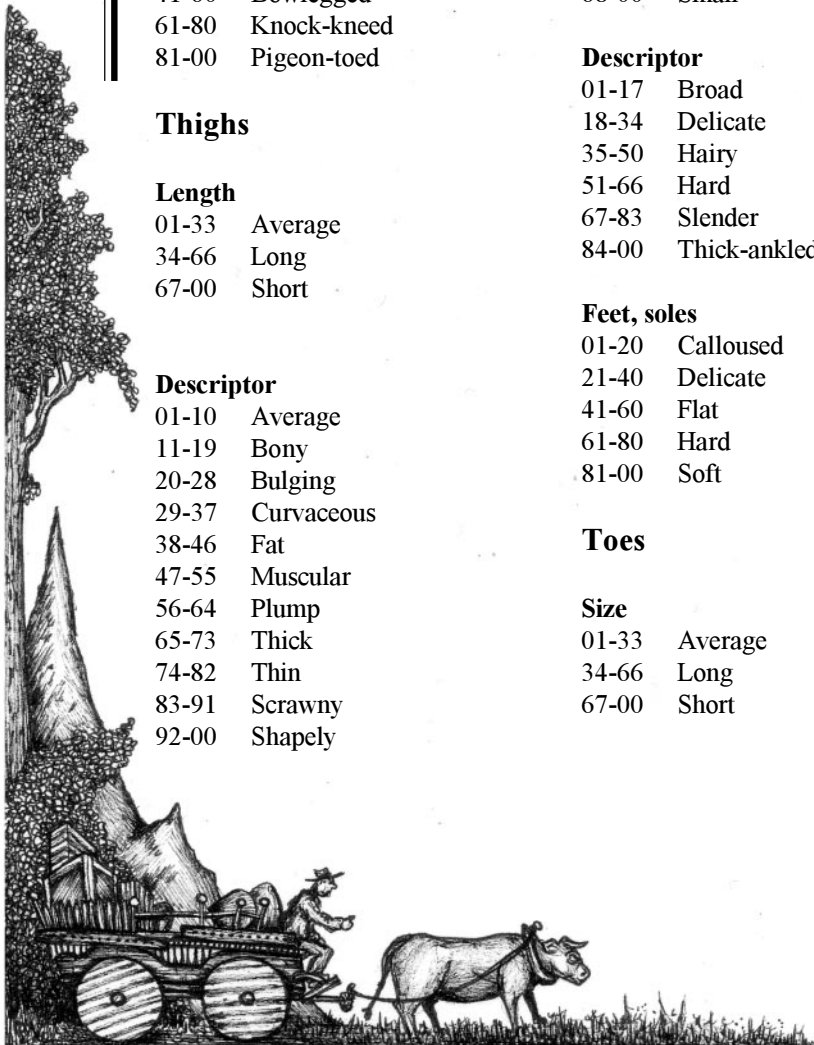
Optional Adjustments

Missing Part

01-11 Arm
 12-22 Ear
 23-33 Eye
 34-44 Finger
 45-55 Foot
 56-66 Forearm
 67-77 Hand
 78-88 Leg
 89-00 Toe

Other

01-20 Birth-marked
 21-40 Burn-marked
 41-60 Mutilated
 61-80 Scarred
 81-00 Tattooed



APPENDIX C: APPURTENANT STRUCTURES & PLACES (RANDOMIZED)

Places

- 01-05 Abattoir
- 06-10 Arbor
- 11-16 Bakery
- 17-21 Barn
- 22-26 Blacksmith forge/shop
- 27-31 Bower
- 32-36 Carpentry shop
- 37-41 Chapel
- 42-47 Dairy
- 48-52 Drying house
- 53-57 Hermitage
- 58-62 Kennels
- 63-67 Labyrinth, garden
- 68-72 Laundry
- 73-77 Mason shop
- 78-82 Shrine
- 83-88 Smoke house
- 89-94 Stables
- 95-00 Summer house

Structures

- 01-03 Arch
- 04-06 Bartizan
- 07-08 Catwalk
- 09-11 Cistern, roof
- 12-13 Coach house
- 14-16 Coop
- 17-18 Courtyard
- 19-21 Curtain wall
- 22-24 Dove cot (for pigeons)
- 25-26 Fountain
- 27-29 Garden
- 30-32 Garden, kitchen
- 33-35 Gate house
- 36-37 Gazebo
- 38-40 Grotto
- 41-42 Guard house
- 43-45 Kitchen
- 46-48 Lodge
- 49-51 Mews (for hawks)
- 52-54 Moat
- 55-57 Orchard
- 58-59 Patio
- 60-62 Pen
- 63-65 Pergola
- 66-68 Pool
- 69-71 Pool and fountain
- 72-74 Pool, fish
- 75-77 Pool, garden
- 78-80 Pool, swimming
- 81-83 Poultry coup
- 84-86 Privy

- 87-89 Terrace
- 90-92 Tower (beaked, bullet-shaped, horned, rectangular, round, square)
- 93-95 Turret
- 96-98 Vinery
- 99-00 Well house

APPENDIX D: COLORS AND ASSOCIATED COLORS

Color (Hue)

- Black:
- Blue-black
- Charcoal
- Coal
- Crow
- Ebony
- Ink
- Jet
- Pitch
- Raven
- Sable (heraldic)
- Soot

Blue (and Indigo)

- Aqua
- Aquamarine
- Azure (heraldic)
- Cerulean
- Cyan/cyanic
- Periwinkle
- Robin's egg blue
- Royal blue
- Sapphire
- Sky blue
- Spark blue (electric blue)
- Turquoise blue
- Ultramarine

Blue-black

- Dark blue
- Indigo
- Navy blue

Brown

- Adust
- Auburn
- Bay
- Baise
- Bistre
- Bronze
- Chestnut
- Chocolate
- Cinnamon
- Dapple

- Ecru
- Fawn
- Hazel
- Liver-colored
- Mahogany
- Nut brown
- Ochre
- Puce
- Sepia
- Tan
- Tawny
- Toast
- Umber

Clear

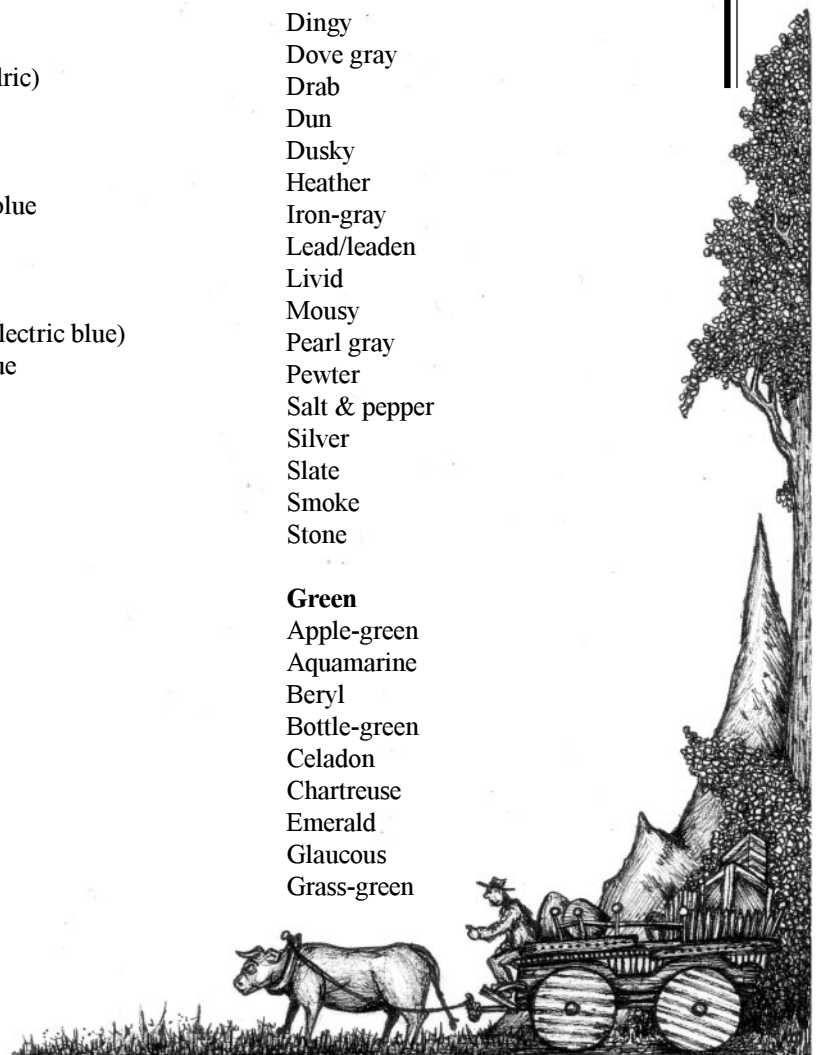
- Crystalline
- Limpid
- Lucid
- Pure
- Translucent
- Transparent

Gray

- Ash-gray
- Bat
- Blue-gray
- Chiaroscuro
- Dingy
- Dove gray
- Drab
- Dun
- Dusky
- Heather
- Iron-gray
- Lead/lead
- Livid
- Mousy
- Pearl gray
- Pewter
- Salt & pepper
- Silver
- Slate
- Smoke
- Stone

Green

- Apple-green
- Aquamarine
- Beryl
- Bottle-green
- Celadon
- Chartreuse
- Emerald
- Glaucous
- Grass-green



Hunter
 Kelly
 Leaf-green
 Lime
 Malachite
 Moss-green
 Olive
 Pea-green
 Pine-green
 Reseda
 Sage
 Sea-green
 Spinach-green
 Slime-green
 Turquoise
 Verd
 Verdigris
 Vert (heraldric)

Opalescence—Color

Play

Iridescence
 Luminous
 Pearlescent
 Phosphorescent
 Radiant
 Scintillating
 Sheen
 Striated
 Rainbow
 Variegated

Orange

Apricot
 Bright rust
 Burnt orange
 Carrot-orange
 Coral
 Flame
 Peach
 Red-yellow
 Salmon
 Tangerine
 Tenne (heraldric)

Purple

Amethyst
 Blue-red
 Eggplant
 Heliotrope
 Lavender

Lilac
 Magenta
 Mauve
 Plum
 Puce
 Purple (heraldric)
 Violet

Red

Beet-red
 Blood-red
 Brick-red
 Burgundy
 Carbuncle-red
 Cardinal
 Carmine
 Carnation
 Cerise
 Cherry
 Cinnabar
 Claret
 Cochineal
 Crimson
 Damask
 Fuchsia
 Gules (heraldric)
 Lake
 Madder
 Magenta
 Mulberry
 Murrey
 Pink
 Raspberry
 Red ochre
 Rose
 Rouge
 Ruby
 Ruddy
 Rust-red
 Sanguine
 Scarlet
 Strawberry
 Terra cotta
 Vermilion
 Wine-red

Red-Brown

Bronze
 Copper
 Henna
 Khaki
 Maroon
 Roan
 Russet

Rust
 Sorrel

White
 Alabaster
 Argent (heraldric)
 Chalk
 Ivory
 Lily
 Milk
 Paper
 Platinum
 Silver
 Snow

Yellow

Amber
 Banana
 Beige
 Buff
 Chartreuse
 Chrome yellow
 Citrine
 Crocus
 Cream-colored
 Fallow
 Fawny
 Flaxen
 Gamboge
 Gilt
 Gold
 Golden
 Honey
 Lemon
 Or (heraldric)
 Primrose
 Saffron
 Sallow
 Sandy
 Straw-yellow
 Sulfur
 Topaz
 Yellow ocher

Descriptive & Modifying

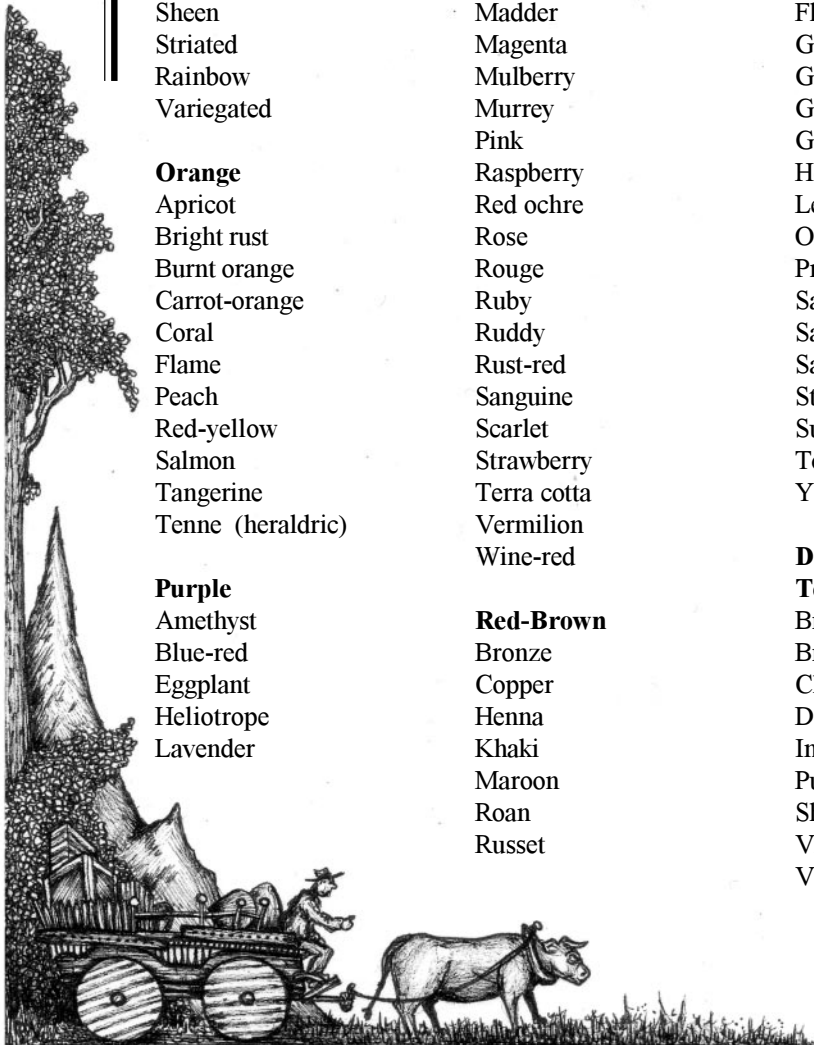
Terms for Color

Bright
 Brilliant
 Clear
 Deep
 Intense
 Pure
 Sharp
 Vibrant
 Vivid

Glittering
 Glossy
 Metallic
 Shining

 Dark
 Dull
 Dusty
 Muddy
 Muted
 Pale
 Shade
 Tint
 Undertone
 Watery

 Blotched
 Mottled
 Spattered
 Stained
 Streaked



APPENDIX E: LIGHT FROM A FLAME

This short appendix is not designed to establish how far one can see with a given source, but rather explains the quantity of light that certain sources may produce. In other words the value of the light itself. Without further ado, prepare to be enlightened.

Terminology

Lumen: The basic unit of measurement used for light. A dinner candle produces approximately 12 lumens. A 60-watt Soft White bulb is much more powerful producing 855 lumens.

Reflectance: Reflectance is the ratio of luminous flux (lumens) reflected from a surface in relation to luminous flux (lumens) incident onto the surface. Types of surface reflectance range from specular (mirror like) to the diffuse (lambertian), with many objects exhibiting combinations. Reflectances are important when calculating illuminances.

Task Height: The plane at which the work is performed (readings taken). Unless it is otherwise specified the work plane used is 3' (36").

Foot-candle (fc): One Foot Candle equals the total intensity of light that falls upon a one square foot surface that is placed 1 foot away from a point source of light that equals 1 candle power.

All of the examples of lighting included in this essay are in foot-candles. It was determined that .5 foot-candles are the minimal amount of light needed to read hand-written words on a piece of paper without any difficulty. The sentences on the paper were one-quarter inch in height and were written with a hand-dipped calligraphic pen. At .2 foot candles the sentences were readable but with great difficulty and many mistakes made. At .1 foot-candle it could be determined that there was writing on the page and that's all.

.1 foot-candles allows you to tell the difference between light and dark colors, and distinguish writing on a page. The dark colors would be indiscernible from one another and the writing on the page would be unreadable.

.2 foot-candles allows you to tell the difference between light and dark colors, and distinguish writing on a page. The dark colors would be almost indiscernible from one another and the writing on the page would be readable, but with great difficulty.

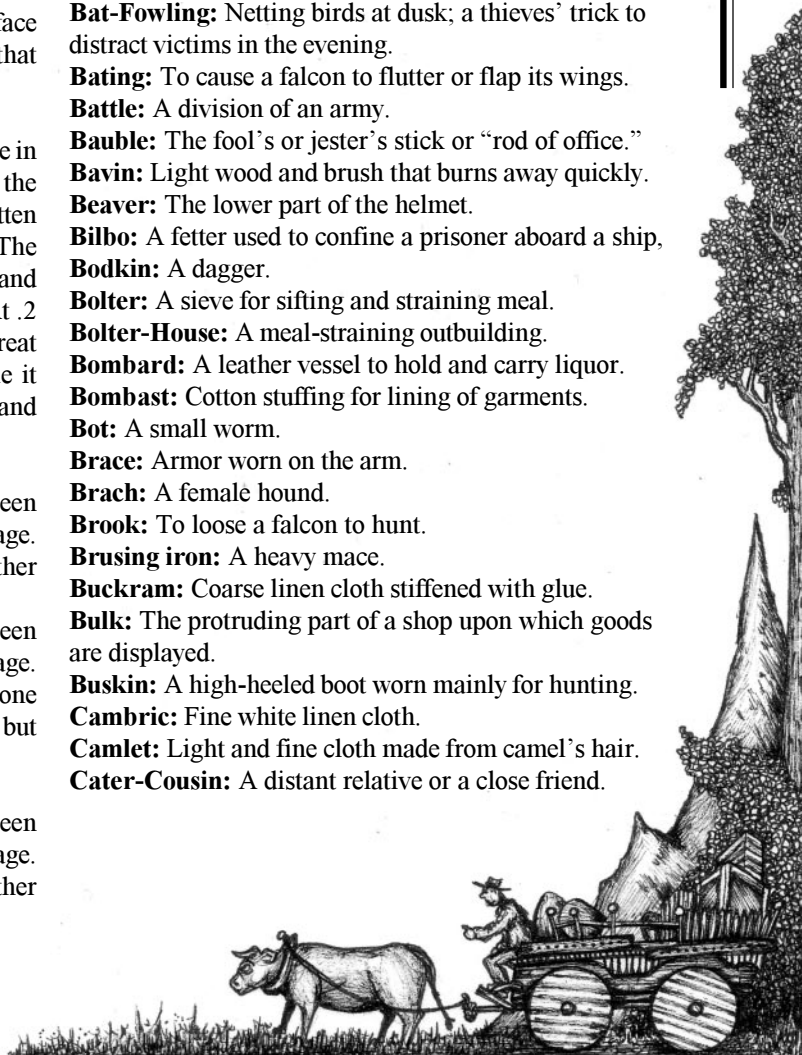
.5 foot-candles allows you to tell the difference between light and dark colors, and distinguish writing on a page. The dark colors would distinguishable from one another and the writing on the page would be easily readable.

Projecting Illumination from other Light Sources:

Campfire, small: 25 candlepower on average.
Campfire, large: 60 candlepower on average.
Cresset: 20 candlepower on average.
Fireplace Fire: 30 candlepower on average.
Lantern, Candle, with Reflector: 3 candlepower directed in a beam.
Lantern, Oil: 2 to 6 candlepower depending on wick height.
Lantern, Oil, with reflector: 6 to 15 candlepower directed in a beam.
Torch: 15 candlepower on average.

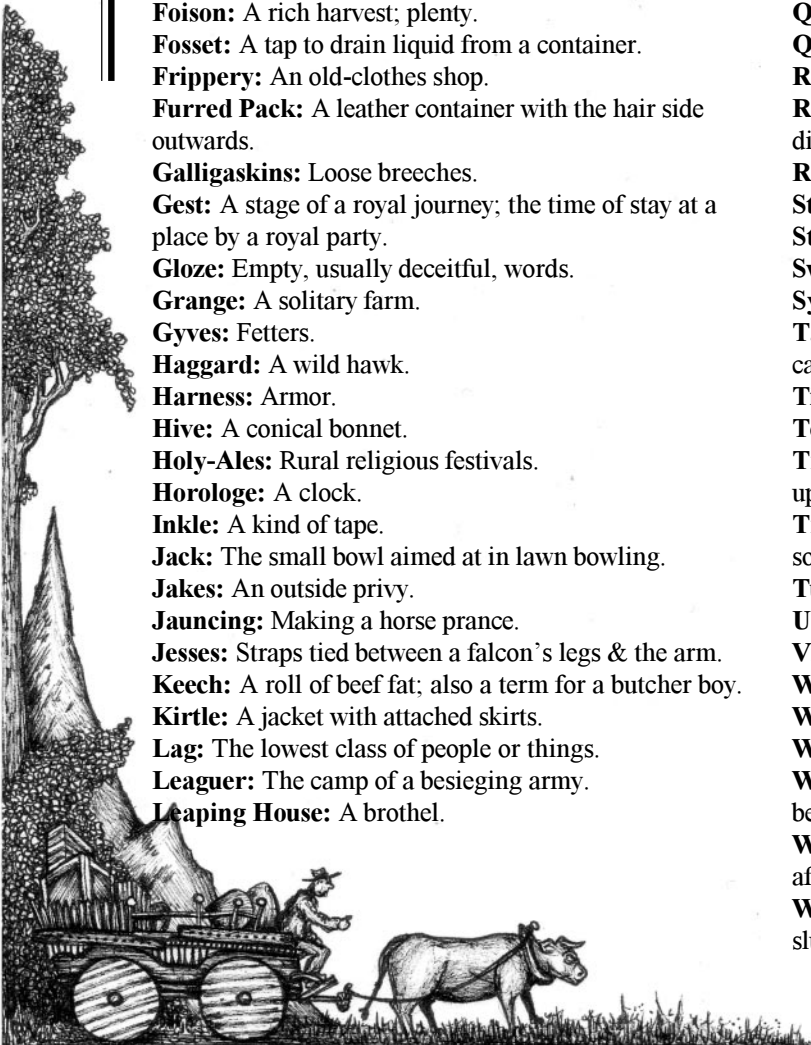
APPENDIX F NAMES, UNUSUAL/ARCHAIC NAMES FOR THINGS (WITH DEFINITIONS)

Antre: A cavern or large cave.
Arass: A fine, heavy tapestry, usually hung a short distance away from the wall.
Argosy: A large merchant ship.
Ban-Dog: A fierce and vicious guard dog held fast by bands or a chain.
Barbed: Armed and armored (*harnessed*) for warfare.
Bases: Embroidered knee-length skirt worn by a knight in full-dress and mounted.
Bat-Fowling: Netting birds at dusk; a thieves' trick to distract victims in the evening.
Bating: To cause a falcon to flutter or flap its wings.
Battle: A division of an army.
Bauble: The fool's or jester's stick or "rod of office."
Bavin: Light wood and brush that burns away quickly.
Beaver: The lower part of the helmet.
Bilbo: A fetter used to confine a prisoner aboard a ship.
Bodkin: A dagger.
Bolter: A sieve for sifting and straining meal.
Bolter-House: A meal-straining outbuilding.
Bombard: A leather vessel to hold and carry liquor.
Bombast: Cotton stuffing for lining of garments.
Bot: A small worm.
Brace: Armor worn on the arm.
Brach: A female hound.
Brook: To loose a falcon to hunt.
Brusing iron: A heavy mace.
Buckram: Coarse linen cloth stiffened with glue.
Bulk: The protruding part of a shop upon which goods are displayed.
Buskin: A high-heeled boot worn mainly for hunting.
Cambric: Fine white linen cloth.
Camlet: Light and fine cloth made from camel's hair.
Cater-Cousin: A distant relative or a close friend.



Cheap: A market.
Cheveril: Kidskin.
Chine: A joint of beef.
Clout: The center of the target, the bull's eye.
Cock-Shut: Evening time; a net set to snare woodcock.
Consort: A company of musicians.
Coranto: A quick and lively dance.
Crare: A small ship with both fore- and sterncastle.
Curtle-Axe: A cutlass.
Cuttle: The knife used by a cutpurse; a cutpurse.
Daubery: The art or practice of impersonation.
Dancing Rapier: A decorative sword.
Demi-Wolf: A cross between a wolf and a dog.
Dibble: A pointed stick to make holes for seed planting.
Distaff: A spinning wheel.
Doit: A small coin (originally half of a farthing); a trifle.
Domestic Offices: Buttery, cellars, kitchen, and pantry.
Draff: Food scraps fed to swine.
Drench: A mixture of bran and water.
Drollery: A puppet show.
Durance: The strong material from which prison uniforms were made.
Fardel: A backpack or similar bundle.
Farthingale: A hoop.
Fast and Loose: A cheating game of Gypsies based on a knot, it being fast or loose.
Fitchew: The polecat.
Foison: A rich harvest; plenty.
Fosset: A tap to drain liquid from a container.
Frippery: An old-clothes shop.
Furred Pack: A leather container with the hair side outwards.
Galligaskins: Loose breeches.
Gest: A stage of a royal journey; the time of stay at a place by a royal party.
Gloze: Empty, usually deceitful, words.
Grange: A solitary farm.
Gyves: Fetters.
Haggard: A wild hawk.
Harness: Armor.
Hive: A conical bonnet.
Holy-Ales: Rural religious festivals.
Horologe: A clock.
Inkle: A kind of tape.
Jack: The small bowl aimed at in lawn bowling.
Jakes: An outside privy.
Jauncing: Making a horse prance.
Jesses: Straps tied between a falcon's legs & the arm.
Keech: A roll of beef fat; also a term for a butcher boy.
Kirtle: A jacket with attached skirts.
Lag: The lowest class of people or things.
Leaguer: The camp of a besieging army.
Leaping House: A brothel.

Limbec: An alembic or still.
Linsey-Woolsey: Fabric made of linen and wool blend.
Lop: Small branches cut off for burning as faggots.
Luce: A pike (fish).
Maintenance: A carriage.
Maund: A hand basket.
Mead: A fermented alcoholic drink made from honey.
Measure: A stately dance.
Meiny: Household retinue.
Moocher: A truant or petty thief.
Neat: Horned cattle, those lacking horns being *palled*.
Orisons: Prayers.
Orts: Innards; scraps.
Paddock: A toad.
Pageant: A theatrical exhibition or performance.
Painted Cloth: A large canvas hanging painted or written upon used to decorate a wall.
Pilch: A leather coat.
Pitch: The apex of a falcon's flight in hunting.
Posset: A drink made of boiled milk, ale or sherry, eggs, bread crumbs, sugar and spice.
Pot: A wooden drinking vessel.
Pouncet Box: A small, perforated box in which musk or perfume is kept for smelling.
Pox: A disease, either epidemic (the plague) or venereal.
Puling: Whining and begging for something.
Puttock: A kite.
Quarry: A heap of slaughtered game.
Quern: A hand mill for grinding mostly grain.
Rascal: A lean and worthless deer.
Remove: One of several courses at a dinner where old dishes are cleared for new ones.
Rouse: A bumper; a full measure of drink.
Stone Bow: A pellet crossbow.
Stoop: The dive of the falcon as it goes after its prey.
Sweetmeat: A candied fruit.
Synod: An assembly of the gods.
Tally: A notched stick used to keep count, each mark called a *score*.
Tike: A small dog.
Toils: Nets or snares used to capture.
Trestle Table: Basically, a table made from planks set upon something akin to saw horses.
Truckle Bed: A bed on wheels so as to be stored under something, usually a higher bed.
Tuck: A rapier.
Urchin: A hedgehog.
Vizard: A face mask.
Wassail: Revelry; feasting and drinking with merriment.
Water-Galls: Secondary rainbows.
Weed: A garment; thus "weeds" are garments.
Wind, Downwind: The direction a falcon is sent if being freed.
Wind, Upwind: The direction a falcon is sent after prey.
Wink: Shut the eyes; thus "winks" is slumbering.



APPENDIX G GEMSTONES BY COLOR, GENERALLY NAMED IN ORDER OF RELATIVE VALUE

Note: This is a compilation of actual gemstones, but it is not meant to reflect actuality. That is, it is aimed at use in a fantasy world environment, not as a treatise on gemology.

Colors named follow as closely as possible the light spectrum from white to black with the hues violet, indigo, blue, green, yellow, orange, red, (purple, and brown), between them. Of course, variations of color are interposed, such as "Colorless" before "White", "Pale Violet" after "Violet", and so forth.

The number after the name of a stone indicates its relative hardness on the Mohs' Scale.

Precious Opal (quartz mineral base at 5.5-6.5) colored as follows

black, black ground; inclusions of flecks/spatterings of blue, green, yellow, pink, red.
 black, indigo ground; inclusions of flecks/spatterings of blue, green, yellow, pink, red.
 black, deep blue ground; inclusions of flecks/spatterings of green, yellow, pink, red.
 black, dark green ground; inclusions of flecks/spatterings of blue, yellow, pink, red.
 black, dark gray ground; inclusions of flecks/spatterings of blue, green, yellow, pink, red.
 white, blue ground; inclusions of flecks/spatterings of blue, green, yellow, pink, red.
 white, pale blue ground; inclusions of flecks/spatterings of blue, green, yellow, pink, red.
 white, pale green ground; inclusions of flecks/spatterings of blue, green, yellow, pink.
 white, blue-white ground; inclusions of flecks/spatterings of blue, green, yellow, pink.
 white, milky ground; inclusions of flecks/spatterings of blue, green, yellow, pink.

Common Opal (quartz mineral base at 5.5-6.5) colored as follows

milk white, blotches and/or swirl inclusions of blue, green, red, pink color.
 whitish, blotches and/or swirl inclusions of blue, green, red, pink, brown color.
 pale yellow-brown, blotches and/or swirl inclusions of blue, green, red, pink color.
 brown-yellow, blotches and/or swirl inclusions of whitish, blue, green, red, pink color.
 grass green, blotches and/or swirl inclusions of whitish, blue, red, pink color.

Pearl (with a pearlescent luster called "orient" at 3-4) colored as follows

black, spherical fine skin
 dark green, spherical fine skin
 rose tint, spherical fine skin
 green tint, spherical fine skin
 pink tint, spherical fine skin

cream, spherical fine skin
 silvery tint, spherical fine skin
 yellow tint, spherical fine skin
 brown tint, spherical fine skin
 gray tint, spherical fine skin

Pearls with a weight over 100 carats add 1% per carat to the carat weight value of the specimen.

Oval and pear-shaped pearls are worth approximately 75% of the value of spherical ones.

Hemispherical pearls are worth approximately 75% of the value of spherical ones.

Baroque (irregularly shaped) pearls are worth approximately 50% of the value of spherical ones.

Average skin texture lowers pearl value by approximately 25%.

Coarse skin texture lowers pearl value by approximately 50%.

Fresh water pearls have approximately 50% of the value of marine ones.

Moonstone (feldspar at 6-6.5) with a turbid transparency colored as follows

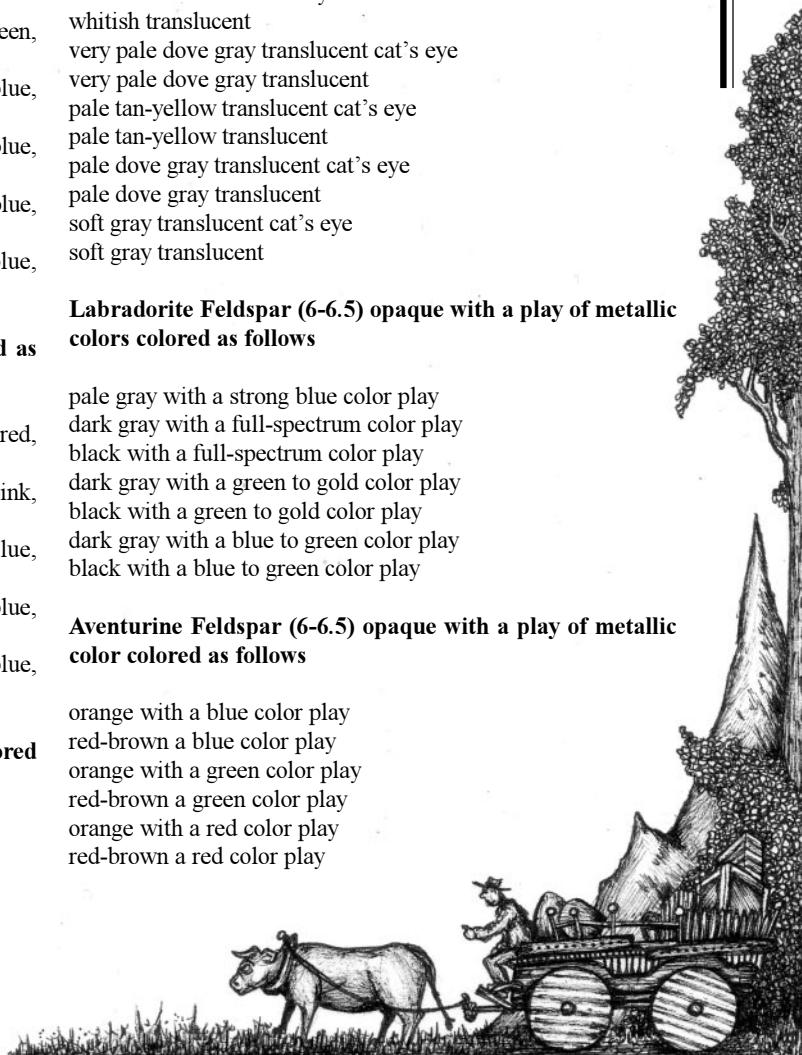
whitish clear, strong blue-white sheen
 whitish translucent cat's eye
 whitish translucent
 very pale dove gray translucent cat's eye
 very pale dove gray translucent
 pale tan-yellow translucent cat's eye
 pale tan-yellow translucent
 pale dove gray translucent cat's eye
 pale dove gray translucent
 soft gray translucent cat's eye
 soft gray translucent

Labradorite Feldspar (6-6.5) opaque with a play of metallic colors colored as follows

pale gray with a strong blue color play
 dark gray with a full-spectrum color play
 black with a full-spectrum color play
 dark gray with a green to gold color play
 black with a green to gold color play
 dark gray with a blue to green color play
 black with a blue to green color play

Aventurine Feldspar (6-6.5) opaque with a play of metallic color colored as follows

orange with a blue color play
 red-brown a blue color play
 orange with a green color play
 red-brown a green color play
 orange with a red color play
 red-brown a red color play



Colorless (showing "sparkle" from light refraction):

Transparent	Tricent/Cat's Eye/Star	Opaque
diamond (10)		
sapphire (9)		
euclase (7.5)		
beryl (7.5-8)		
topaz (7-7.5)		
grossular, leuco garnet (7-7.5)		
cassiterite (6-7)	cassiterite (6-7)	
zircon (6-6.5)		
sanidine orthoclase (6)		
amblygonite (6)		

Colorless (transparent not showing great "sparkle" from light refraction):

hambergite (7.5)
topaz (7-7.5)
phenacite (7.5-8)
danburite (7-7.5)
petalite (6-6.5)
labradorite feldspar (6-6.5)
scapolite (6-6.5)
tantalite (5-6)
hypersthene (5-6)
diopside (5-6)
apatite (5)
rock crystal (7)

Colorless (Inclusions Resembling Green Flora/Ferns with Reds, Browns, Grays):

dendritic agate, quartz (6.5-7)

Colorless (Inclusions of Red and/or Brown, Resembling a Landscape):

scenic agate, quartz (6.5-7)

White:

hambergite (7.5)		
jadeite (6.5-7)		jadeite (6.5-7)
cat's eye quartz (7) /yes/no	cat's eye quartz (7)	
nephrite * (6-6.5)	nephrite * (6-6.5)	
coral (3-4)		
amber (2-2.5)		amber (2-2.5)

*Often with flecks, spots, or pattern of darker color.

White with Blue Banding:

chalcedony quartz (7)

White with Gray-Blue Banding:

chalcedony quartz (7)

White with Green:

jadeite (6.5-7)	jadeite (6.5-7)
nephrite (6-6.5)	nephrite (6-6.5)

White (Inclusions Resembling Green Flora/Ferns with Reds, Browns, Grays):

dendritic agate, quartz (6.5-7)

White (Inclusions of Red and/or Brown, Resembling a Landscape):

scenic agate, quartz (6.5-7)

Transparent

Blue-White:
lazulite(5-6)

Ivory (White):

ivory (2-3)

Pale Violet:

siberite tourmaline (7-7.5)
zircon (6-6.5)
spodumene, kunzite (6-7)
jadeite (6.5-7)
scapolite (6-6.5)

Violet:

beryl (7.5-8)
spinel (8)
siberite tourmaline (7-7.5)
iolite (7-7.5)
spodumene, kunzite (6-7)
tanzanite (6-6.5)
jadeite (6.5-7)
violane diopside (5-6)
apatite (5)

Violet-Blue:

sapphire (9)
iolite (7-7.5)
siberite tourmaline (7-7.5)

Violet Red:

sapphire (9)
spinel (8)

Indigo (very dark "navy" blue):

sapphire (9)
spinel (8)
indigolite tourmaline (7-7.5)
coral (3-4)
lazulite (5-6)

Deep Blue:

diamond (10)
sapphire (9)
indigolite tourmaline (7-7.5)
haunite lapis lazuli (5.5-6)
lazulite (5-6)
lapis lazuli * (5-6)
*Flecked with gold-colored pyrites.

Deep Blue to Clear (in one stone):

tourmaline (7-7.5)

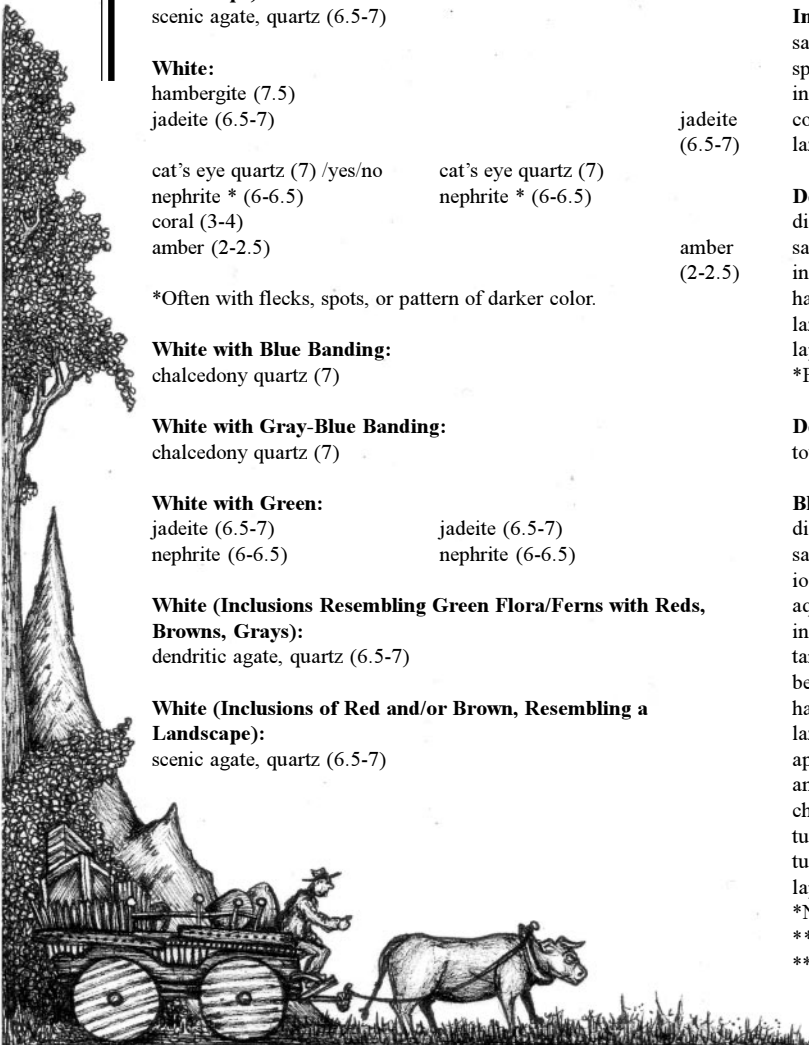
Blue:

diamond (10)		
sapphire (9)	sapphire (9) /yes/yes	sapphire (9)
iolite (7-7.5)	iolite (7-7.5)	
aquamarine (7.5-8)		
indigolite tourmaline (7-7.5)		
tanzanite (6-6.5)		
benitoite * (6-6.5)	benitoite * (6-6.5)	
haunite lapis lazuli (5.5-6)		
lazulite (5-6)	lazulite (5-6)	
apatite (5)	apatite (5) /yes/no	
amber (2-2.5)	amber (2-2.5)	amber (2-2.5)
chalcedony quartz (7)		
turquoise (5-6)		
turquoise ** (5-6)		
lapis lazuli *** (5-6)		

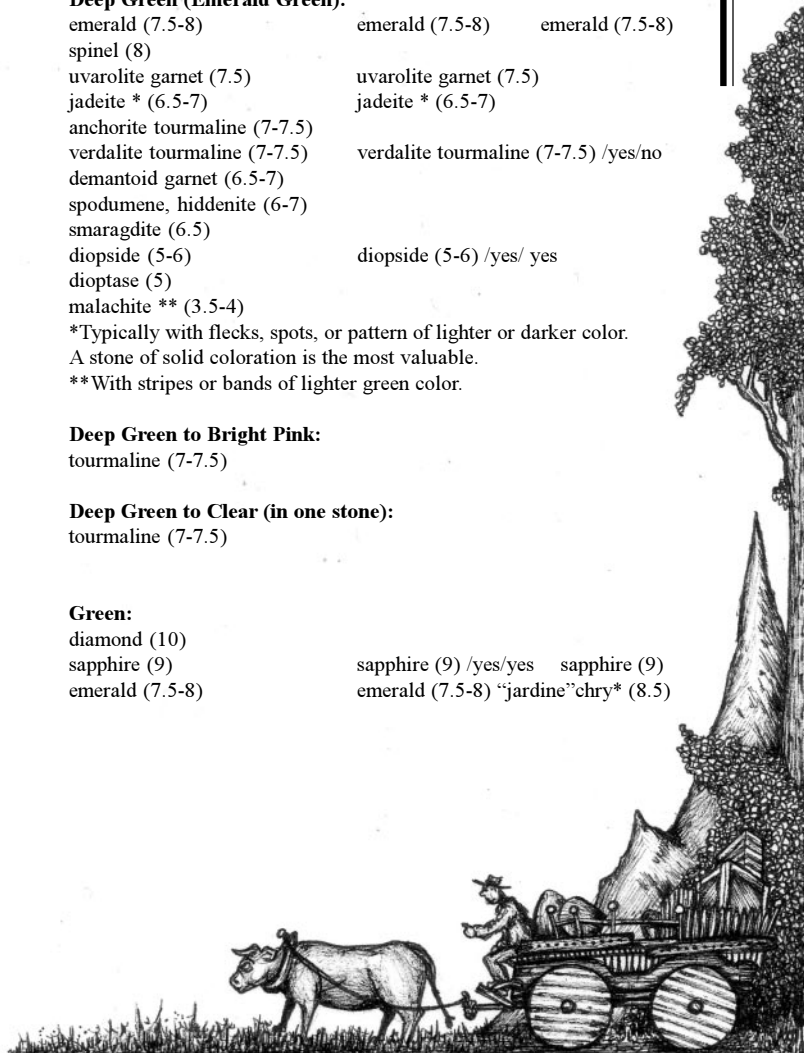
*No larger when cut than 10 carats, and most stones smaller.

** Veined with green, brown or black.

***Flecked with gold-colored pyrites.



Transparent	Trilcent/Cat's Eye/Star	Opaque	Transparent	Trilcent/Cat's Eye/Star	Opaque
Blue with White Banding: chalcedony quartz (7)			quartz (6.5-7)		
Gray-Blue: chalcedony quartz (7)			Moss Green: chrysoberyl (8.5) anchorite tourmaline (7-7.5) jadeite * (6.5-7) clinozoisite epidote (6-7) epidote (6-7) kornrupine (6.5) smaragdite (6.5) diopside (5-6) apatite (5) aventurine quartz ** (7)	chrysoberyl (8.5) /yes/yes jadeite * (6.5-7) clinozoisite epidote (6-7) epidote (6-7) kornrupine (6.5) diopside (5-6) /yes/ yes apatite (5) /yes/no	
Gray-Blue with White Flecks: chalcedony quartz (7)				cat's eye quartz (7) /yes/no moldavite (5.5)	
Gray-Blue with Brown Flecks and/or Swirls: chalcedony quartz (7)			moldavite (5.5) malachite *** (3.5-4) obsidian **** (5-5.5)	obsidian **** (5-5.5)	
Blue to Clear (in one stone): tourmaline (7-7.5)			*Typically with flecks, spots, or pattern of lighter or darker color. **This stone has a metallic iridescence. ***With stripes or bands of lighter green color. ****Most valuable is with golden or silver luster; another variety has whitish, flower-shaped inclusions, and it is thus called flowering obsidian.		
Blue to Clear to Pink (in one stone): tourmaline (7-7.5)			Bottle Green: diopside (5-6) enstatite (5.5) diopside (5) moldavite (5.5)	diopside (5-6) /yes/ yes enstatite (5.5) * /yes/yes enstatite * moldavite (5.5)	
Light Blue: diamond (10) sapphire (9) euclase (7.5) aquamarine (7.5-8) anchorite tourmaline (7-7.5) topaz (7-7.5) indigolite tourmaline (7-7.5) benitoite * (6-6.5) zircon (6-6.5) turquoise (5-6) turquoise ** (5-6) *No larger when cut than 10 carats, and most stones smaller. ** Veined with green, brown or black.	sapphire (9) /yes/yes	sapphire (9)	*Displays a metallic sheen		
Light Blue to Clear (in one stone): tourmaline (7-7.5)			Deep Green (Emerald Green): emerald (7.5-8) spinel (8) uvarolite garnet (7.5) jadeite * (6.5-7) anchorite tourmaline (7-7.5) verdalite tourmaline (7-7.5) demantoid garnet (6.5-7) spodumene, hiddenite (6-7) smaragdite (6.5) diopside (5-6) diopside (5) malachite ** (3.5-4) *Typically with flecks, spots, or pattern of lighter or darker color. A stone of solid coloration is the most valuable. **With stripes or bands of lighter green color.	emerald (7.5-8) emerald (7.5-8) uvarolite garnet (7.5) jadeite * (6.5-7) verdalite tourmaline (7-7.5) /yes/no diopside (5-6) /yes/ yes	
Green-Blue: aquamarine (7.5-8) wardite (5) lazulite (5-6) turquoise (5-6) turquoise * (5-6) *Veined with green, brown or black.	benitoite * (6-6.5)	benitoite * (6-6.5)			
Blue-Green (Sea Green): aquamarine (7.5-8) euclase (7.5) amazonite feldspar (6-6.5) wardite (5) turquoise (5-6) turquoise * (5-6) *Veined with green, brown or black.			Deep Green to Bright Pink: tourmaline (7-7.5)		
Blue to Green (in one stone): tourmaline (7-7.5)			Deep Green to Clear (in one stone): tourmaline (7-7.5)		
Blue to Clear to Pink (in one stone): tourmaline (7-7.5)			Green: diamond (10) sapphire (9) emerald (7.5-8)	sapphire (9) /yes/yes emerald (7.5-8) "jardine" chry* (8.5)	
Olive Green: peridot (6-6.5) clinozoisite epidote (6-7) idiocrase (6.5) smaragdite (6.5) actinolite (5.5-6) apatite (5)	clinozoisite epidote (6-7)	clinozoisite epidote (6-7)			
Dark Olive Green with Red Flecks and/or Spots: chalcedony, heliotrope	apatite (5) /yes/no	apatite (5) /yes/no			



Transparent
(8.5) /yes/yes chrysoberyl (8.5)
verdalite tourmaline (7-7.5)
grossular garnet (7-7.5)
anchorite tourmaline (7-7.5)
demantoid garnet (6.5-7)
jadeite ** (6.5-7)
clinozoisite epidote (6-7)
zircon (6-6.5)
kornrupine (6.5)
diopside (5-6)
sphene (5-5.5)
chalcedony, chrysoprase
quartz (6.5-7)
amazonite feldspar (6-6.5)
*This stone will show a commensurate hue of red in artificial light.
**Typically with flecks, spots, or pattern of lighter or darker color, or white.

Green to Clear (in one stone):
tourmaline (7-7.5)

Green to Pink (in one stone):
tourmaline (7-7.5)

Green Exterior, Clear Middle Band, Red Interior (in one stone):
tourmaline (7-7.5)

Green Exterior, Red Interior (in one stone):
tourmaline (7-7.5)

Apple Green:
jadeite * (6.5-7) jadeite * (6.5-7)
nephrite * yes/no (6-6.5) nephrite * (6-6.5)
chalcedony, chrysoprase
quartz (6.5-7)
turquoise (5-6)
turquoise ** (5-6)
*Typically with flecks, spots, or pattern of lighter or darker color, or white.
** Veined with green, brown or black.

Light Green:
diamond (10) sapphire (9) /yes/yes sapphire (9)
emerald (7.5-8) emerald (7.5-8) emerald (7.5-8)
beryl (7.5-8)
chrysoberyl (8.5) chrysoberyl (8.5) /yes/yes chrysoberyl (8.5)
topaz (7-7.5)
verdalite tourmaline (7-7.5) verdalite tourmaline (7-7.5) /yes/no
grossular garnet (7-7.5) grossular garnet (7-7.5)
anchorite tourmaline (7-7.5)
jadeite * (6.5-7) jadeite * (6.5-7)
demantoid garnet (6.5-7) nephrite * yes/no (6-6.5) nephrite * (6-6.5)
zircon (6-6.5)
spodumene, hiddenite (6-7)
kornrupine (6.5) kornrupine (6.5)
smaragdite (6.5)
malachite ** (3.5-4)
*Sometimes with flecks, spots, or pattern of lighter or darker color, or white.
** With stripes or bands of lighter green color.

Tricent/Cat's Eye/Star Opaque
(8.5) /yes/yes chrysoberyl (8.5)
verdalite tourmaline (7-7.5) /yes/no
grossular garnet (7-7.5) hydro
jadeite ** (6.5-7)
clinozoisite epidote (6-7)
kornrupine (6.5)
diopside (5-6) /yes/ yes
nephrite * yes/no (6-6.5) nephrite * (6-6.5)

Transparent Tricent/Cat's Eye/Star Opaque
Light Green to Clear (in one stone):
tourmaline (7-7.5)

Leek Green:
peridot (6-6.5)
andalusite (7.5)
prasiolite quartz (7)
prase quartz (7)
cat's eye quartz (7) /yes/no cat's eye quartz (7)

Yellow-Green:
sapphire (9) sapphire (9) /yes/yes sapphire (9)
emerald (7.5-8) emerald (7.5-8) emerald (7.5-8)
beryl (7.5-8)
chrysoberyl (8.5) chrysoberyl (8.5) /yes/yes chrysoberyl (8.5)
grossular garnet (7-7.5) grossular garnet (7-7.5)
peridot (6-6.5)
andalusite (7.5)
idiocrase (6.5)
amber (2-2.5) amber (2-2.5) amber (2-2.5)

Green-Yellow:
beryl (7.5-8)
grossular garnet (7-7.5) grossular garnet (7-7.5)
andalusite (7.5)
spodumene, hiddenite (6-7)
idiocrase (6.5)
brizalianite (5.5)
amber (2-2.5) amber (2-2.5) amber (2-2.5)

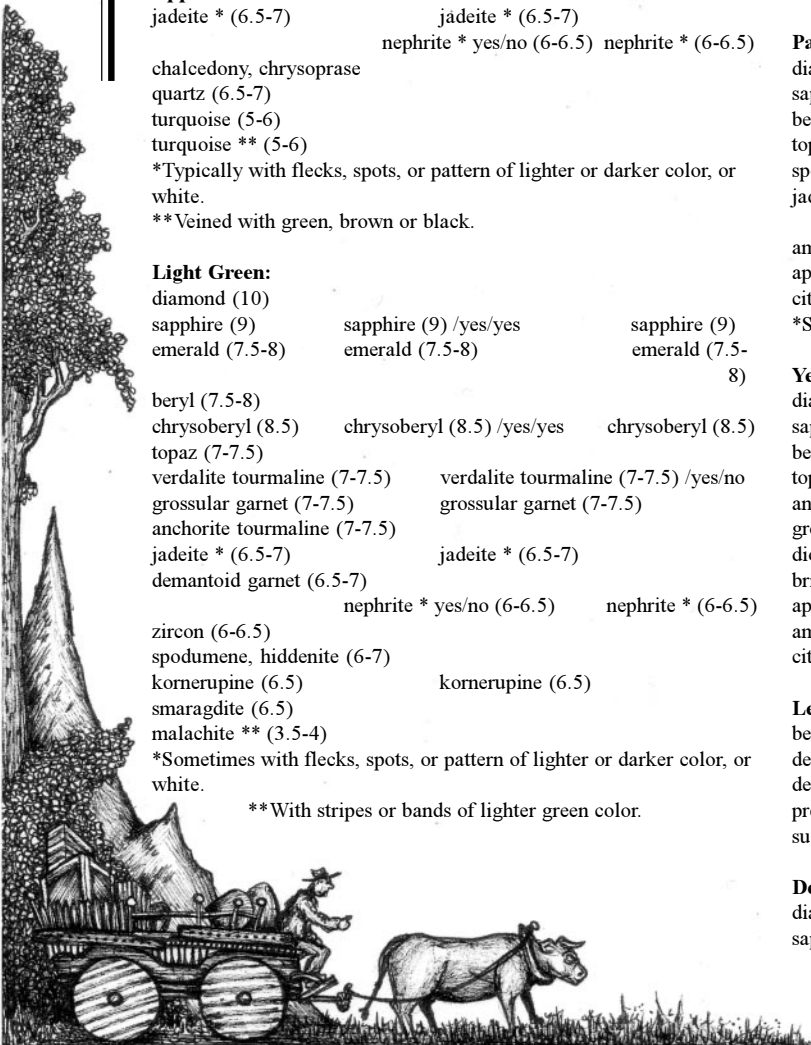
Wine (very pale) Yellow:
phenacite (7.5-8)
danburite (7-7.5)
amblygonite (6)

Pale Yellow:
diamond (10)
sapphire (9) sapphire (9) /yes/yes sapphire (9)
beryl (7.5-8)
topaz (7-7.5)
spodumene, hiddenite (6-7)
jadeite * (6.5-7) jadeite * (6.5-7)
nephrite * yes/no (6-6.5) nephrite * (6-6.5)
amblygonite (6)
apatite (5) apatite (5) /yes/no
citrine quartz (7)
*Sometimes with flecks, spots, or pattern of lighter or darker color.

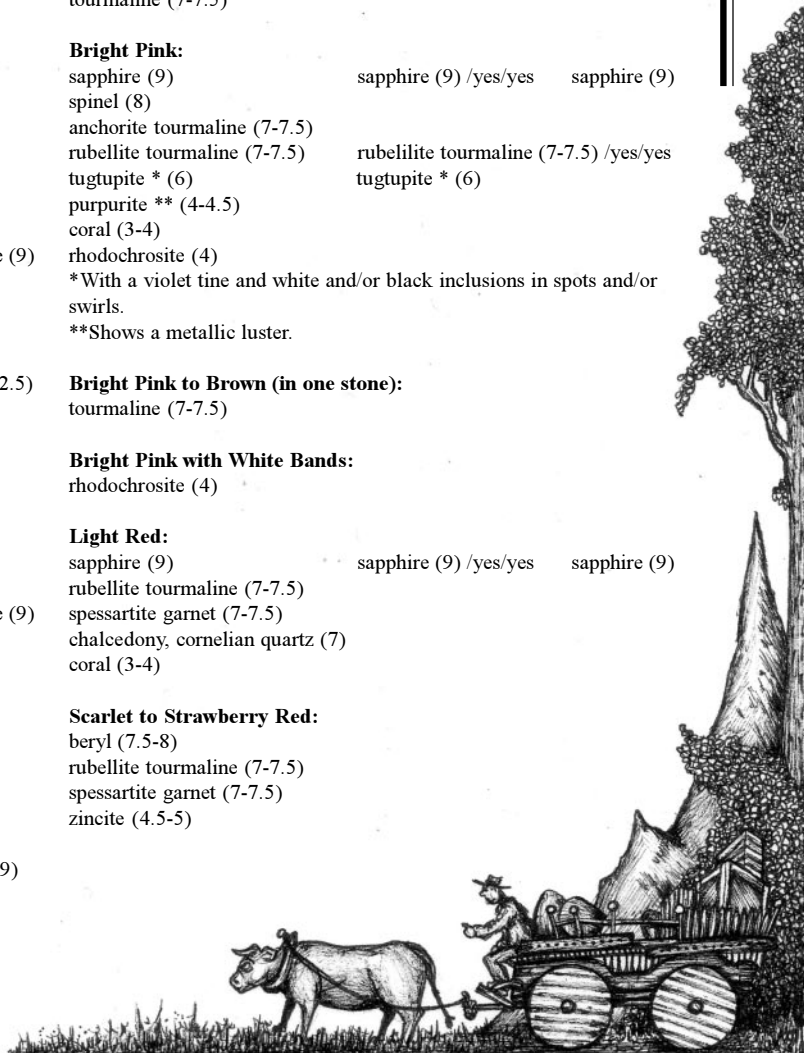
Yellow:
diamond (10)
sapphire (9) sapphire (9) /yes/yes sapphire (9)
beryl (7.5-8)
topaz (7-7.5)
andalusite (7.5)
grossular garnet (7-7.5) grossular garnet (7-7.5)
diopside (5-6) diopside (5-6) /yes/yes
brizalianite (5.5)
apatite (5) apatite (5) /yes/no
amber (2-2.5) amber (2-2.5) amber (2-2.5)
citrine quartz (7)

Lemon Yellow:
beryl (7.5-8)
demantoid garnet (6.5-7)
demantoid topazolite garnet (7.5)
prehnite (6-6.5)
sulphur (1.5-2)

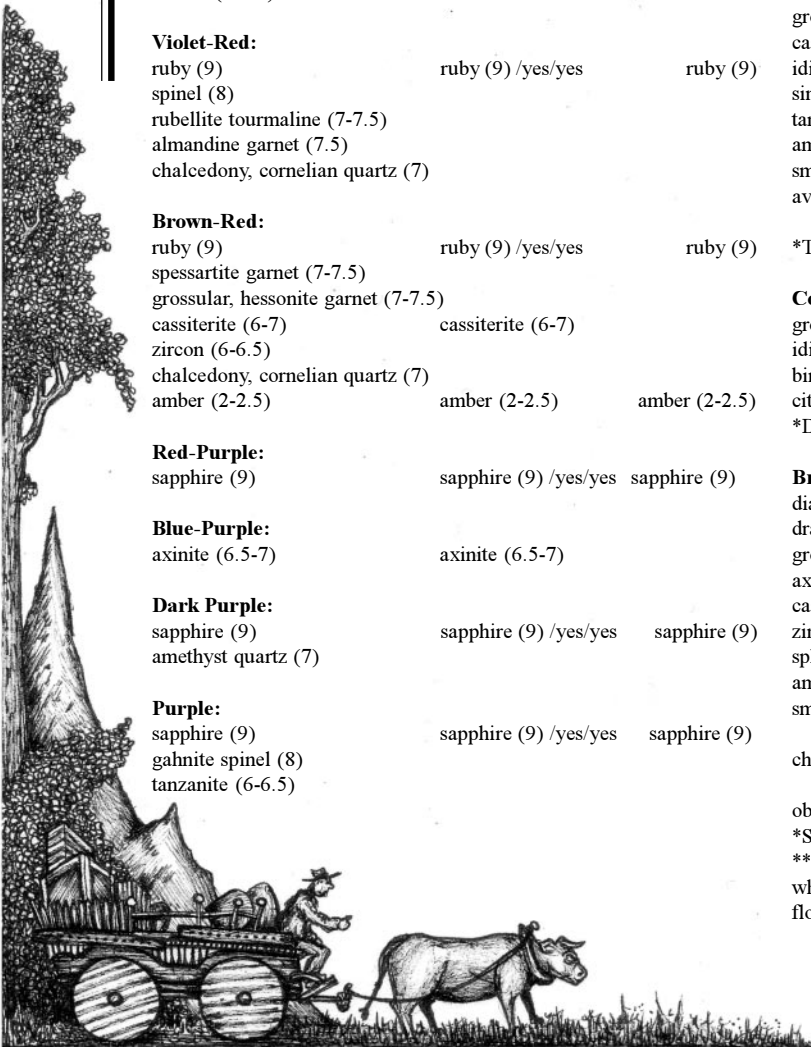
Deep Yellow:
diamond (10)
sapphire (9) sapphire (9) /yes/yes



Transparent	Trilcnt/Cat's Eye/Star	Opaque	Transparent	Trilcnt/Cat's Eye/Star	Opaque
sapphire (9) cancrinite (5-6) amber (2-2.5)			piemontite epidote (6-7) amber (2-2.5) coral (3-4)	amber (2-2.5)	amber (2-2.5)
Golden Yellow: sapphire (9) beryl (7.5-8) chrysoberyl (8.5) topaz (7-7.5) idiocrase (6.5) sphene (5-5.5) amber (2-2.5) citrine quartz (7)			Pale Pink: spodumene, kunzite (6-7) phenacite (7.5-8) danburite (7-7.5) petalite (6-6.5) scapolite (6-6.5) coral (3-4) rose quartz (7)	sapphire (9) /yes/yes chrysoberyl (8.5) /yes/yes amber (2-2.5) cat's eye quartz (7) /yes/no	sapphire (9) chrysoberyl (8.5) amber (2-2.5) cat's eye quartz (7)
Greenish Gold: chalcopyrite * (3.5-4) *Shows a brassy luster.			Pale Pink with White Bands: rhodochrosite (4)		
Golden: beryl (7.5-8) spinel (8) topaz (7-7.5) dravite tourmaline (7-7.5) fire opal (5.5-6.5) enstatite (5.5) amber (2-2.5) citrine quartz (7) chalcopyrite * (3.5-4) *Shows a brassy luster.			Pink: diamond (10) sapphire (9) beryl (7.5-8) spinel (8) anchorite tourmaline (7-7.5) rubellite tourmaline (7-7.5) topaz (7-7.5) coral (3-4) rose quartz (7)	sapphire (9) /yes/yes	sapphire (9) amber (2-2.5) amber (2-2.5)
Pale Brownish Gold (Champagne color): scapolite (6-6.5) orthoclase feldspar (6-6.5) amblygonite (6) apatite (5) chalcopyrite * (3.5-4) *Shows a brassy luster.			Pink with White Bands: rhodochrosite (4)		
Golden with Golden Brown Bands: tiger's eye quartz (7)			Pink to Golden Brown (in one stone): tourmaline (7-7.5)		
Golden Orange: sapphire (9) beryl (7.5-8) spinel (8) topaz (7-7.5) zircon (6-6.5) amber (2-2.5) citrine quartz (7)			Bright Pink: sapphire (9) spinel (8) anchorite tourmaline (7-7.5) rubellite tourmaline (7-7.5) tugtupite * (6) purpurite ** (4-4.5) coral (3-4) rhodochrosite (4) *With a violet tinge and white and/or black inclusions in spots and/or swirls. **Shows a metallic luster.	sapphire (9) /yes/yes	sapphire (9) amber (2-2.5) amber (2-2.5)
Pale Orange: scapolite (6-6.5) amblygonite (6) apatite (5)			Bright Pink to Brown (in one stone): tourmaline (7-7.5)		
Orange: sapphire (9) topaz (7-7.5) spessartite garnet (7-7.5) grossular, hessonite garnet (7-7.5) zircon (6-6.5) fire opal (5.5-6.5) cancrinite (5-6) sphene (5-5.5)			Bright Pink with White Bands: rhodochrosite (4)		
Red-Orange to Scarlet: sapphire (9) spessartite garnet (7-7.5) grossular, hessonite garnet (7-7.5) fire opal (5.5-6.5)			Light Red: sapphire (9) rubellite tourmaline (7-7.5) spessartite garnet (7-7.5) chalcedony, cornelian quartz (7) coral (3-4)	sapphire (9) /yes/yes	sapphire (9) sapphire (9) /yes/yes sapphire (9) fire opal (5.5-6.5)
			Scarlet to Strawberry Red: beryl (7.5-8) rubellite tourmaline (7-7.5) spessartite garnet (7-7.5) zincite (4.5-5)		



Transparent	Trilcnt/Cat's Eye/Star	Opaque	Transparent	Trilcnt/Cat's Eye/Star	Opaque
Strawberry Red with Black Inclusions:			Transparent		
rhodonite (5.5-6.5)	rhodonite (5.5-6.5)		axinite (6.5-7)	axinite (6.5-7)	
Red:			purpurite * (4-4.5)		
ruby (9)	ruby (9) /yes/yes	ruby (9)	amethyst quartz (7)		
spinel (8)			*Shows a metallic luster.		
rubellite tourmaline (7-7.5)			Pale Purple:		
spessartite garnet (7-7.5)			tanzanite (6-6.5)		
grossular, hessonite garnet (7-7.5)			amblygonite (6)		
zircon (6-6.5)			amethyst quartz (7)		
fire opal (5.5-6.5)	fire opal (5.5-6.5)		Purple-Brown:		
chalcedony, cornelian quartz (7)			purpurite * (4-4.5)		
rhodonite (5.5-6.5)	rhodonite (5.5-6.5)	rhodonite (5.5-6.5)	amethyst quartz (7)		
zincite (4.5-5)			*Shows a metallic luster.		
amber (2-2.5)	amber (2-2.5)	amber (2-2.5)	Light Brown:		
coral (3-4)			diamond (10)		
Red with Black Inclusions:			sanidine orthoclase (6)		
rhodonite (5.5-6.5)	rhodonite (5.5-6.5)		labradorite feldspar (6-6.5)		
Deep Red:			topaz (7-7.5)		
ruby (9)	ruby (9) /yes/yes	ruby (9)	cassiterite (6-7)	cassiterite (6-7)	
rubellite tourmaline (7-7.5)			idiocrase (6.5)		
spessartite garnet (7-7.5)			sinhalite (6.5)		
grossular, hessonite garnet (7-7.5)			smoky quartz (7)		
zincite (4.5-5)			jadeite * (6.5-7)	jadeite * (6.5-7)	
Violet-Red (Crimson to Carmine):				nephrite * yes/no (6-6.5)	nephrite * (6-6.5)
ruby (9)	ruby (9) /yes/yes	ruby (9)	amber (2-2.5)	amber (2-2.5)	amber (2-2.5)
rubellite tourmaline (7-7.5)			*Sometimes with flecks, spots, or pattern of lighter or darker color.		
piemontite epidote (6-7)			Golden Brown:		
cuprite (4.5)			topaz (7-7.5)		
zincite (4.5-5)			dravite tourmaline (7-7.5)		
Violet-Red:			grossular, hessonite garnet (7-7.5)		
ruby (9)	ruby (9) /yes/yes	ruby (9)	cassiterite (6-7)	cassiterite (6-7)	
spinel (8)			idiocrase (6.5)		
rubellite tourmaline (7-7.5)			sinhalite (6.5)		
almandine garnet (7.5)			tantalite (5-6)		
chalcedony, cornelian quartz (7)			amber (2-2.5)	amber (2-2.5)	amber (2-2.5)
Brown-Red:			smoky quartz (7)	smoky quartz (7) /no/yes	
ruby (9)	ruby (9) /yes/yes	ruby (9)	aventurine quartz * (7)		
spessartite garnet (7-7.5)			cat's eye quartz (7) /yes/no	cat's eye quartz (7)	
grossular, hessonite garnet (7-7.5)			*This stone has a metallic iridescence.		
cassiterite (6-7)	cassiterite (6-7)		Copper Brown:		
zircon (6-6.5)			grossular garnet (7-7.5)		
chalcedony, cornelian quartz (7)			idiocrase (6.5)		
amber (2-2.5)	amber (2-2.5)	amber (2-2.5)	binghamite quartz * (7)		
Red-Purple:			citricite quartz (7)		
sapphire (9)	sapphire (9) /yes/yes	sapphire (9)	*Displays a metallic shimmering when cut in a cabochon.		
Blue-Purple:			Brown:		
axinite (6.5-7)	axinite (6.5-7)		diamond (10)		
Dark Purple:			dravite tourmaline (7-7.5)		
sapphire (9)	sapphire (9) /yes/yes	sapphire (9)	grossular, hessonite garnet (7-7.5)		
amethyst quartz (7)			axinite (6.5-7)	axinite (6.5-7)	
Purple:			cassiterite (6-7)	cassiterite (6-7)	
sapphire (9)	sapphire (9) /yes/yes	sapphire (9)	zircon (6-6.5)		
gahnite spinel (8)			sphene (5-5.5)		
tanzanite (6-6.5)			amber (2-2.5)	amber (2-2.5)	amber (2-2.5)
			smoky quartz (7)	smoky quartz (7) /no/yes	
				cat's eye quartz (7) /yes/no	cat's eye quartz (7)
			chalcedony, sard quartz (7)		
			nephrite * yes/no (6-6.5)	nephrite * (6-6.5)	
			obsidian ** (5-5.5)	obsidian ** (5-5.5)	
			*Sometimes with flecks, spots, or pattern of lighter or darker color.		
			**Most valuable is with golden or silver luster; another variety has whitish, flower-shaped inclusions, and it is thus called flowering obsidian.		



Transparent
Brown with Golden Brown Striations:
hawk's eye quartz (7)

Green-Brown:
diamond (10)
chrysoberyl (8.5) chrysoberyl (8.5) /yes/yes chrysoberyl (8.5)
peridot (6-6.5)
clinozoisite epidote (6-7) clinozoisite epidote (6-7)
sinhalite (6.5)
kornepurine (6.5) kornepurine (6.5)
enstatite (5.5) enstatite (5.5) * /yes/yes enstatite * (5.5)
amber (2-2.5) amber (2-2.5) amber (2-2.5)
obsidian ** (5-5.5) obsidian ** (5-5.5)
*Displays a metallic sheen
**Most valuable is with golden or silver luster; another variety has whitish, flower-shaped inclusions, and it is thus called flowering obsidian.

Red Brown:
topaz (7-7.5)
garnet, pyrope (7-7.5) garnet, pyrope (7-7.5)
spessartite garnet (7-7.5) spessartite garnet (7-7.5)
grossular garnet (7-7.5) grossular garnet (7-7.5)
grossular, hessonite garnet (7-7.5)
andalusite (7.5)
axinite (6.5-7) axinite (6.5-7)
cassiterite (6-7) cassiterite (6-7)
zircon (6-6.5)
rutilite (6-6.5)
jadeite * (6.5-7) jadeite * (6.5-7)
sphene (5-5.5)
tantallite (5-6)
amber (2-2.5) amber (2-2.5) amber (2-2.5)
nephrite * yes/no (6-6.5) nephrite * (6-6.5)
citrine quartz (7)
aventurine quartz ** (7)
hematite (5.5-6.5)
*Sometimes with flecks, spots, or pattern of lighter or darker color.
**This stone has a metallic iridescence.

Gray-Brown:
smoky quartz (7) smoky quartz (7) /no/yes
obsidian * (5-5.5) obsidian * (5-5.5)
* Most valuable is with golden or silver luster; another variety has whitish, flower-shaped inclusions, and it is thus called flowering obsidian.

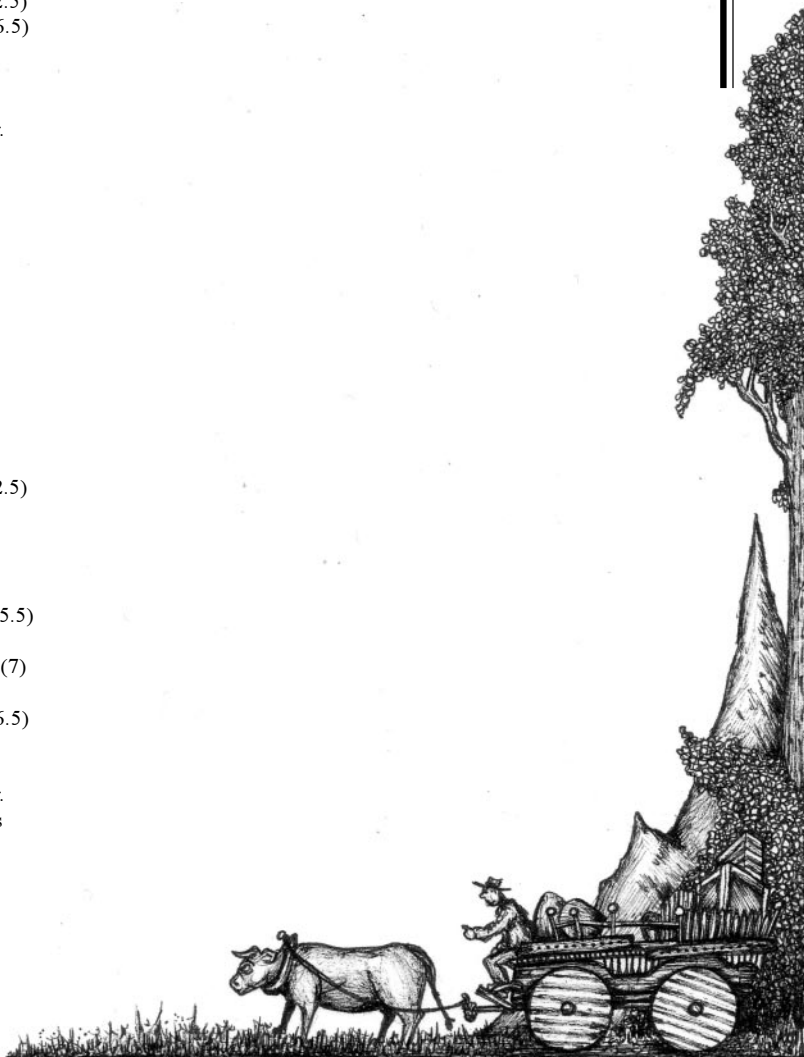
Black-Brown:
epidote (6-7) epidote (6-7)
hypersthene (5-6)
purpurite * (4-4.5)
amber (2-2.5) amber (2-2.5) amber (2-2.5)
jet (2.5-4)
*Shows a metallic luster.

Gray:
enstatite (5.5) enstatite (5.5) /yes/yes enstatite (5.5)
smoky quartz (7) smoky quartz (7) /no/yes
cat's eye quartz (7) /yes/no cat's eye quartz (7)
chalcedony quartz (7) nephrite * yes/no (6-6.5) nephrite * (6-6.5)
hematite (5.5-6.5)
obsidian ** (5-5.5) obsidian ** (5-5.5)
*Sometimes with flecks, spots, or pattern of lighter or darker color.
**Most valuable is with golden or silver luster; another variety has whitish, flower-shaped inclusions, and it is thus called flowering obsidian.

Transparent
Pale Gray:
sanidine orthoclase (6)
jadeite * (6.5-7) jadeite * (6.5-7)
nephrite * yes/no (6-6.5) nephrite * (6-6.5)
*Sometimes with flecks, spots, or pattern of lighter or darker color.

Pale Gray with Blue and White Banding:
chalcedony quartz (7)

Black:
diamond (10)
sapphire (9) sapphire (9) /yes/yes sapphire (9)
spinel (8)
jadeite (6.5-7) jadeite * (6.5-7)
ilmenite (5-6)
demantoid melanite
garnet (6.5-7)
coral (3-4)
amber (2-2.5) amber (2-2.5) amber (2-2.5)
smoky quartz (7)
hematite (5.5-6.5)
obsidian * (5-5.5) obsidian * (5-5.5)
jet (2.5-4)
*Most valuable is with golden or silver luster; another variety has whitish, flower-shaped inclusions, and it is thus called flowering obsidian.



APPENDIX H: CRIMES

Accessory after the Fact: Whoever, knowing that an offense has been committed, receives, relieves, comforts or assists the offender in order to hinder or prevent his apprehension, trial or punishment, is an accessory after the fact.

Accessory to a Crime: Whoever is not the chief actor in the perpetration of the offence, nor present at its performance, but is some way concerned therein, either before or after the fact committed.

Adulterating Food or Drink: The introduction of foreign agents into food or drink for gain.

Adultery: Voluntary sexual relations between a married person and another person who is not their married spouse.

Aiding/Comforting an Enemy: The provision of assistance to a hostile foreign power or a member of such a force; see also Treason.

Armed/Highway Robbery: The act or an instance of unlawfully taking the property of another by the use of violence or intimidation, with the present ability to carry out the threat by the use of a dangerous weapon or device. Highway robbery refers to banditry generally taking place upon remote or unpatrolled roads.

Arson: A criminal offense occurring when a person intentionally sets fire to or burns something; and the person acted wrongfully and without justification, or the person did something which was a substantial step toward committing the crime.

Assault: Whenever one person makes a willful attempt or threat to injure someone else, and also has an apparent, present ability to carry out the threat such as by flourishing or pointing a dangerous weapon or device at the other.

Assault with a Deadly Weapon: Whenever one person makes a willful attempt or threat to injure someone else, and also has an apparent, present ability to carry out the threat and presents a dangerous or grievous weapon likely to seriously injure or kill the other.

Battery: The unlawful touching of another person by the aggressor himself, or any other substance put in motion by him. It must be either wilfully committed, or proceed from want of due care.

Begging without License: The solicitation of assistance from others, without licensure, with entreaties or pleas, as a means of income.

Breaking & Entering: Parting or dividing by force and violence a solid substance, as a door or window, or piercing, penetrating, or bursting through the same with violence and a felonious intent.

Bribery of an Official: Giving, offering or promising something of value to a public official, with the intent to influence an official act by the agent or to persuade the

agent to omit to do an act in violation of the agent's lawful duty.

Burglary: Any unlawful entry into, or remaining in, any building with the intent to commit a crime.

Coercion: Positive or direct coercion takes place when a person is by physical force compelled to do an act contrary to their will.

Coin Shaving: The act of debasing coins with a lessar metal.

Counterfeiting: Passing, with intent to defraud, any coin or note in likeness to local monetary units; the creation of same without national, local, or royal consent.

Cowardice in the Face of the Enemy: Fleeing from, or not acting against, a known enemy of the state, when confronted, or having a reasonable opportunity to resist their intent.

Criminal Trespass: To commit an unlawful injury to the person, property, or rights of another, with actual or implied force or violence, especially to enter onto another's land wrongfully.

Debt: A sum of money due by certain and express agreement; a claim for money. It may denote any kind of a just demand; such as the debts of a bankrupt.

Desecration: To violate the sacredness of a place or object, usually through touch or presence.

Desertion: An offence which consists in the abandonment of the public service, in the army or navy, without leave.

Destruction of Private Property: The rendering of property unusable by neglect or intent.

Destruction/Theft of Government Property: The removal or dissolution of property involving a governmental agency, without consent.

Disobeying a Lawful Order: Ignoring an officers directive, either armed forces or civil, which does not counter locally observed law.

Disorderly Conduct: Disturbing the public peace or decorum.

Disrespect to a Noble or Ecclesiastic: Acting in a manner insulting to the dignity of one or the other.

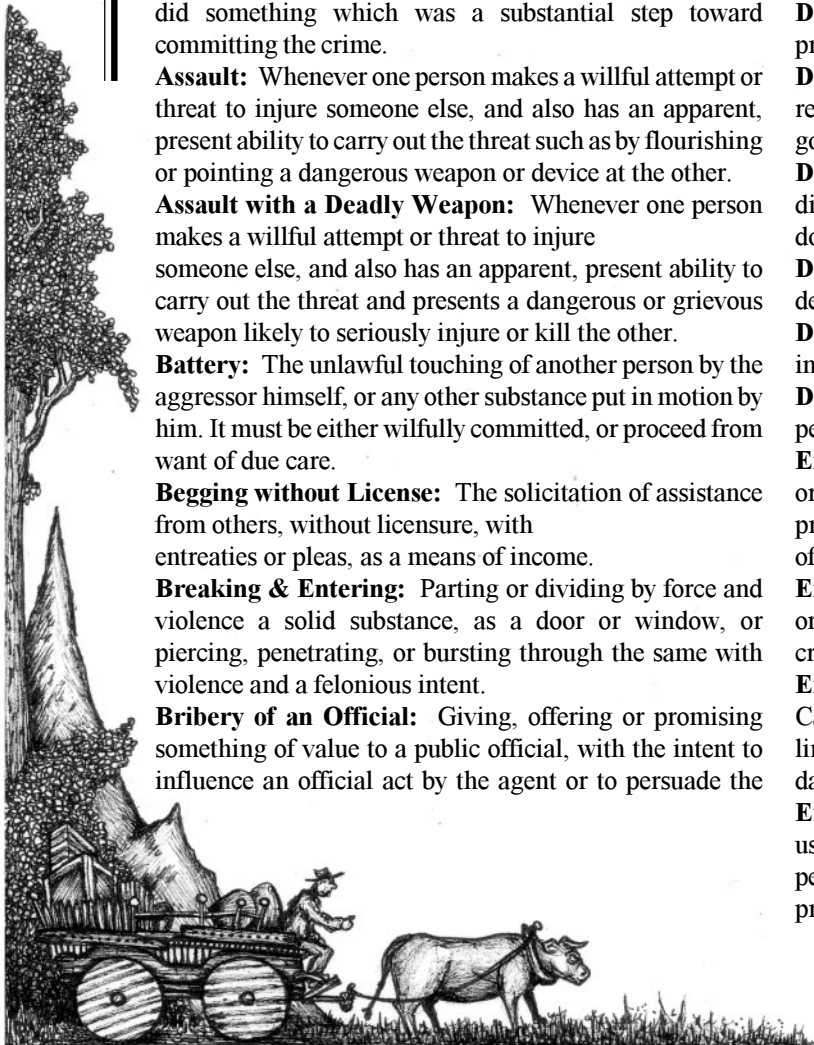
Drunk & Disorderly Conduct: Disturbing the public peace or decorum while intoxicated.

Embezzlement: The wrongful or willful taking of money or property belonging to someone else after the money or property has lawfully come into the possession or control of the person taking it.

Endangering life by careless use of magic: Careless and/or unlawful use of magic that poses an immediate and credibly realistic danger to anothers life.

Endangering property by careless use of magic: Careless and/or unlawful use of magic, usually within city limits, that poses an immediate and possibly catastrophic danger to another property.

Extortion: The use, or the express or implicit threat of the use, of violence or other criminal means to cause harm to person, reputation, or property as a means to obtain property from someone else with his consent.



Flight from Arrest: Fleeing from officers of the law intent upon seizure of said person.

Flight from Slavery: Fleeing from master(s) who have legally bought and/or obtained said person.

Flight from/to Avoid Bond Servitude: Fleeing from an agreed upon indenturement to avoid the ***

Forgery: The act of criminally making or altering a written instrument for the purpose of fraud or deceit.

Gaming (gambling) without License: Purveying games of chance without licensure from a local authority.

Gaol-Breaking: The unlawful removal of persons being held within a prison, gaol jail, or other confinement.

Grave Robbery: The unlawful removal of burial goods from a tomb, grave, or other internment site without consent.

Harboring a Felon: Giving shelter and/or aid to a known criminal, generally fleeing from incarceration.

Harboring a Slave: Giving shelter and/or aid to the known property of another, e.g. slave.

Heresy: An opinion or a doctrine at variance with established religious beliefs.

Horse Theft: The felonious abstraction of a horse of another, without consent, generally for monetary gain.

Impersonation: To assume the character or appearance of, especially fraudulently, an officer of the law or establishment.

Impersonation, Petty: To assume the character or appearance of, usually of well known locals or without fraudulent intent.

Incest: Sexual relations between persons who are so closely related that their marriage is illegal or forbidden by custom.

Inciting a Riot: Urging or instigating other persons to riot.

Kidnapping: To forcibly and unlawfully hold, keep, detain and confine a person against his or her will.

Leaving area of Villeinage: A villein (a freedman in all dealings, but with their lord) who has removed themselves from the demesne of their liege lord without prior approval or consent.

Lese Majesty: An offense against the dignity of the sovereign of a state or of a state itself.

Lewd Conduct: Conduct which is obscene or indecent, generally with a sexual intent or desire.

Libel: Published material meeting three conditions: The material is defamatory either on its face or indirectly; The defamatory statement is about someone who is identifiable to one or more persons; and, The material must be distributed to someone other than the offended party; i.e. published; distinguished from slander.

Maiming of an Innocent: The disabling or disfigurement of an individual, either though the loss of limb or loss of use of said limb, who is uninvolved in the primary action taking place, usually a bystander present at the scene of a crime.

Manslaughter: The unlawful killing of a being without malice or premeditation, either express or implied; distinguished from murder, which requires malicious intent.

Mental Control/Domination by Magic: The unlawful subjugation of another, without their consent, to control via magical means.

Murder: When a person of sound mind and discretion, unlawfully kills any reasonable creature in being, and under the king's peace (e.g. not in wartime), with malice aforethought either express or implied.

Murder, Accessory: Not the chief perpetrator of the offense, nor necessarily at its performance, but is some way concerned therein, either before or after the fact committed.

Mutilation of an Innocent: The disabling or disfigurement of an individual, either though the loss of limb or loss of use of said limb, who is uninvolved in the primary action taking place, usually a bystander present at the scene of a crime.

Mutiny: The unlawful resistance of a superior officer, or the raising of commotions and disturbances on board of a ship against the authority of its commander, or in the army in opposition to the authority of the officers; a sedition; a revolt.

Oath Breaking: The giving of a promise and then knowingly not fulfilling said promise.

Passing off of Shoddy Goods: The sale of goods, with known defects, either apparent or not, without disclosing said defects to the prospective buyer; usually passing goods as perfectly sound, knowing of inherent defects.

Pedaling without a License: The sale of items, generally without benefit of a store front or shop, without licensure from a local authority.

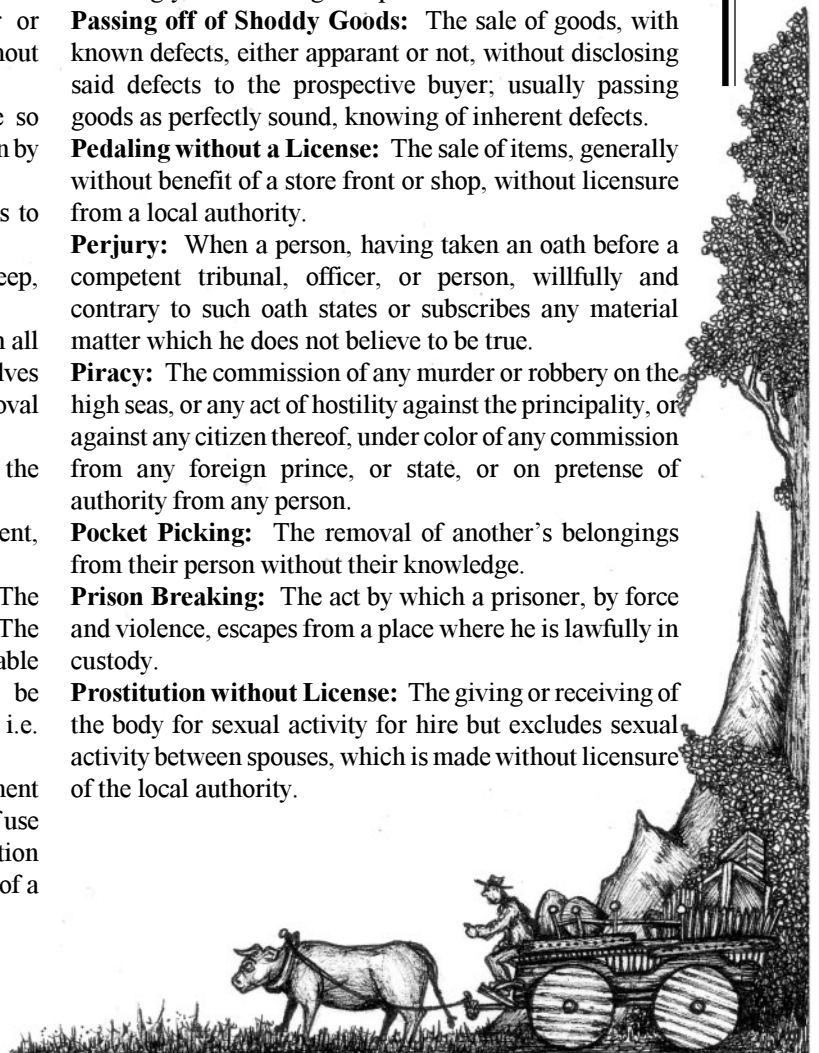
Perjury: When a person, having taken an oath before a competent tribunal, officer, or person, willfully and contrary to such oath states or subscribes any material matter which he does not believe to be true.

Piracy: The commission of any murder or robbery on the high seas, or any act of hostility against the principality, or against any citizen thereof, under color of any commission from any foreign prince, or state, or on pretense of authority from any person.

Pocket Picking: The removal of another's belongings from their person without their knowledge.

Prison Breaking: The act by which a prisoner, by force and violence, escapes from a place where he is lawfully in custody.

Prostitution without License: The giving or receiving of the body for sexual activity for hire but excludes sexual activity between spouses, which is made without licensure of the local authority.



Purse Cutting: The removal of another's purse from their person without their knowledge.

Racketeering/Protection: Carrying on of illegal business activities involving crimes such as extortion, loansharking, bribery, obstruction of justice, murder, kidnapping, gambling, robbery, dealing in obscene materials, or dealing with dangerous drugs.

Rape: The carnal knowledge of a woman by a man (or vice versa) forcibly and unlawfully against their will.

Receiving Stolen Goods: The knowledgeable taking of goods which do not belong to the proffering entity.

Resisting Arrest: Failure to cooperate with an officer of the law, having identified themselves or being obvious as such, in their attempt to apprehend said person.

Riot: A tumultuous disturbance of the peace, by three persons or more assembling together of their own authority, with an intent, mutually to assist each other against any who shall oppose them, in the execution of some enterprise of a private nature, and afterwards actually executing the same in a violent and turbulent manner, to the terror of the people, whether the act intended were of itself lawful or unlawful.

Robbery: The felonious and forcible taking from the person of another, goods or money to any value, by violence or putting him in fear.

Rustling: The theft of livestock, especially cattle.

Sale of Stolen Goods: Knowledgeable passing of goods which were not obtained through legitimate means.

Sedition: Conduct which is directed against a government and which tends toward insurrection but does not amount to treason.

Selling Alcohol without a License: The sale of beverages of an alcoholic nature, without licensure from a local authority.

Selling Goods without a License: The sale of any manner of goods, without licensure from a local authority.

Shipwrecking: To cause a ship to be destroyed, as by storm or collision, or to cause a passenger or sailor on a ship to suffer shipwreck.

Shop Lifting: The theft of merchandise from a store or vendor that is open for business.

Slander: Oral communication of false statements injurious to a person's reputation.

Smuggling: The fraudulent taking into a country, or out of it, merchandise which is lawfully prohibited. To bring something into a location secretly or by fraud.

Soliciting for Prostitution without License: The proffering of sex for hire, without licensure from a local authority.

Sorcery: Divination by the assistance, or supposed assistance, of evil spirits, or the power of commanding evil spirits.

Swindling/Confidence Games, Conducting of: To cheat or defraud of money, especially with games of chance, where conditions are preset to provide an advantage to the "house" or performer.

Tax Evasion: Willfully attempting to evade or defeat the payment of taxes

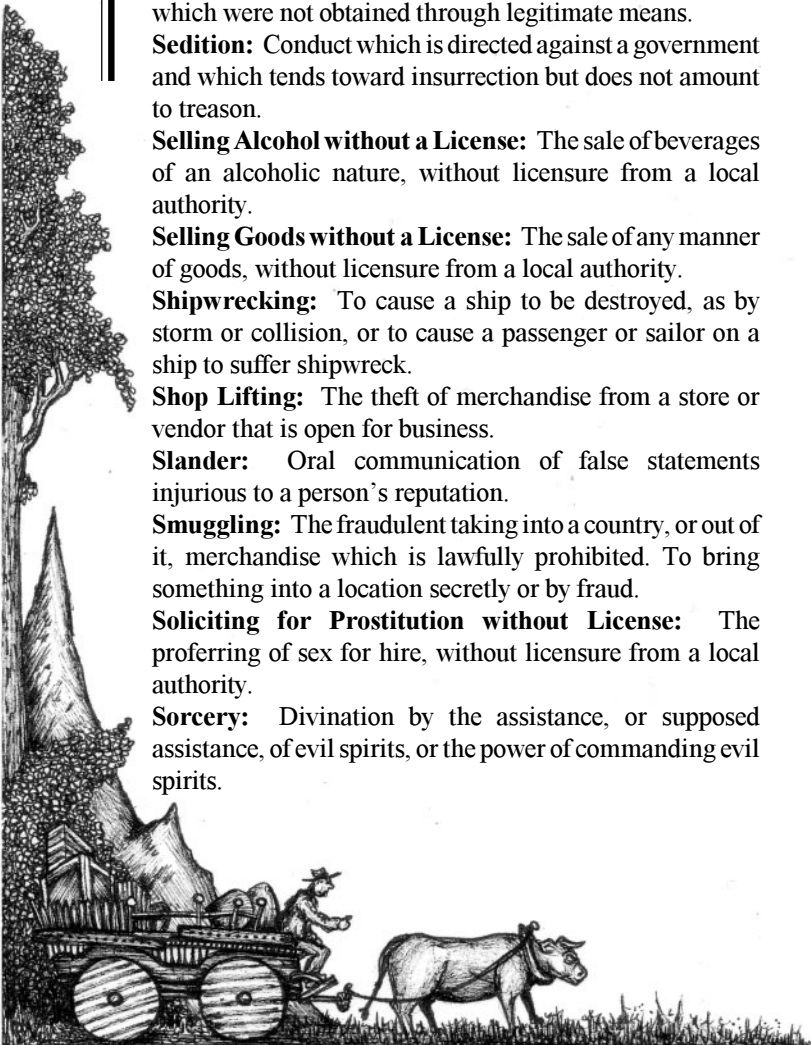
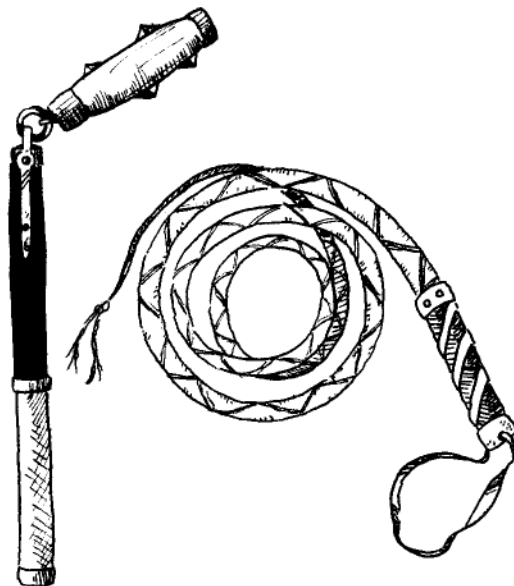
Theft: The secret and felonious abstraction of the property of another for sake of lucre, without their consent.

Treason: Betrayal, treachery against, or breach of allegiance, usually with regard to nationality or fealty; conduct consisting of levying war against said state or of adhering to its enemies, giving them aid and comfort.

Use of False Weights: The sale of goods, whose weight determines the price, by substituting heavier weights for weights of known value with intent to defraud.

Vagrancy: Living idly without any settled home, especially those who refuse to work, or go about begging.

Witchcraft: An act of employing sorcery, especially with malevolent intent, and the exercise of supernatural powers.

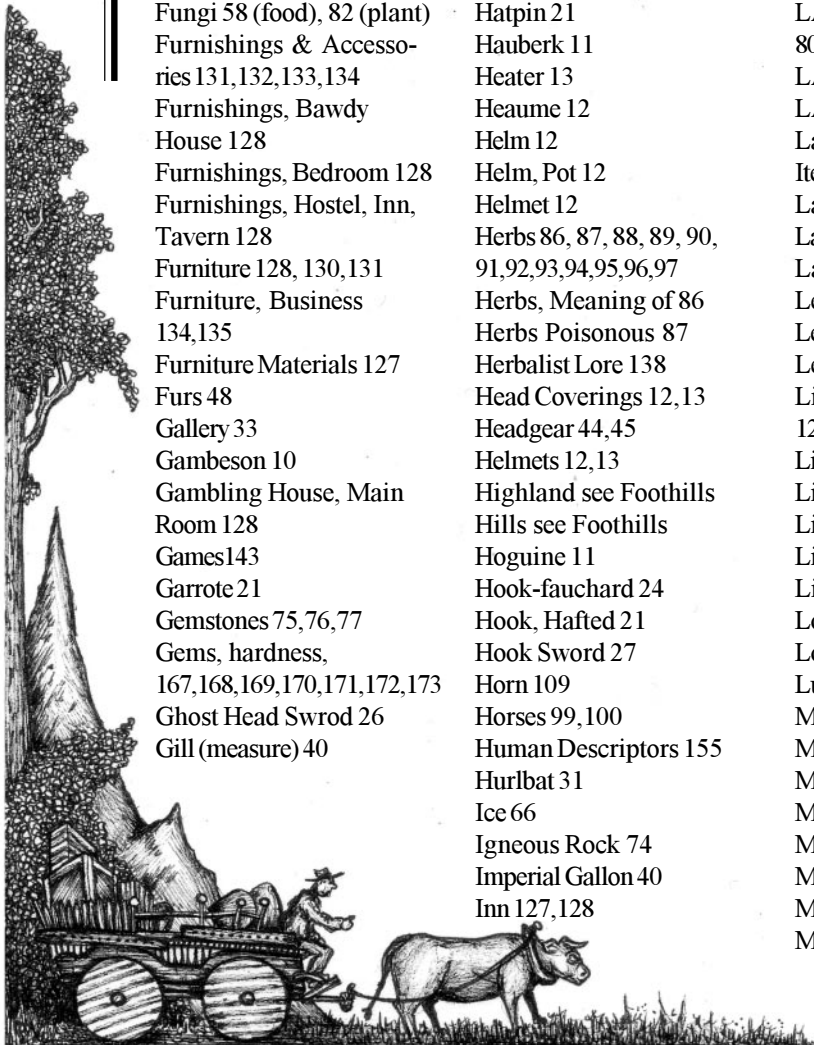


INDEX

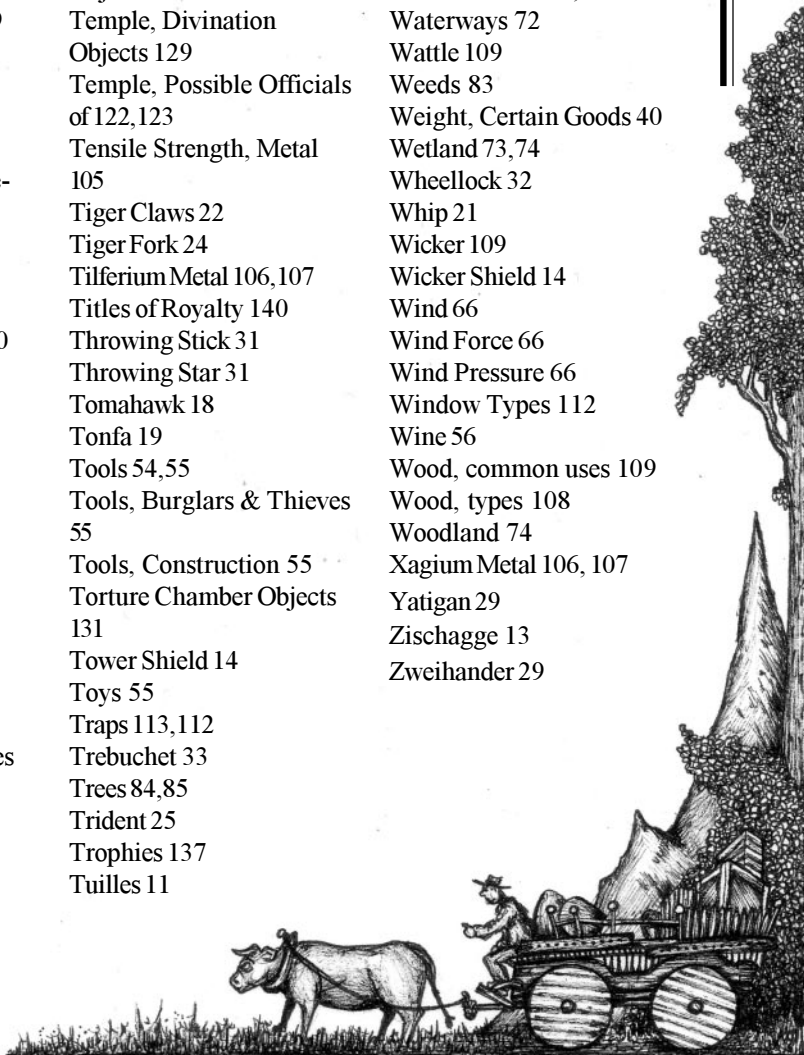
- Aclis Club 19
 Adaga 13
 Adamantite Metal 107, 108
 Adz 21
 Ailettes 10
 Algae 82
 Aketon 10
 Animals 100-102
 Animals, Draft & Pack 102
 Appurtenant Structure 124
 Arachnids 100
 Armet 12
 Arming Cap 12
 Armor 8,9
 Armor Pieces or Piece 10, 11
 Arquebus 32
 Assagai 19
 Avant-bras 10
 Axe & Axe-like 18
 Axe, Jedberg 22
 Axe, Lochaber 22
 Axe, pole 22
 Bacinet 12
 Bacinet, closed 12
 Bacinet, pig-faced 12
 Ballista 33
 Bamboo 109
 Bardiche 23
 Barrel-like Containers 41
 Barrel (measure) 40
 Basket Hilt Broad Sword 26
 Bastard Sword 26
 Bate 109
 Bath & Accessories 132
 Battle Axe 18
 Bazu bands 10
 Bearded Axe 18
 Bec de Corbin 22
 Bedding 132
 Bee, sting, remedy 138
 Beer 56
 Belaying Pin 19
 Belfry 33
 Belting 44
 Berries 57
 Beverages 56
 Bill, billhook, brown bill 22
 Bill-guisarme 22
 Billy Club 19
 Birds 100
 Birthstones 76,77
 Bludgeon 19
 Bo Stick (Japanese) 19
 Boats 60
 Bola 30
 Boomerang 30
 Bone 109
 Bottle 43
 Bow 29
 Box 43
 Box Capacity 40
 Box, Decorative 43
 Brass Knuckles 21
 Brassard 10
 Bread and Bread-like 57
 British Saber 26
 Broad Axe 18
 Broad Sword 26
 Bronze Axe, Assyrian, Egyptian 18
 Buckler 13
 Building, Commercial 118, 119, 120, 121
 Building, Government & Military 123, 124
 Building, Materials, Other 109
 Building, Religious 121, 122
 Building, Residential 117, 118
 Building, Residential, Tent/Temporary 117
 Building Construction Materials 104
 Building Materials 104
 Bull-hide, shield 13
 Burgonet 12
 Bushel 42
 Bushel, Heaped 40
 Byrnie 10
 Cable Length 40
 Caldron (measure) 40
 Camail 10
 Camping Gear 43
 Casquetal 12
 Catapult 33
 Cats 101
 Ceiling Decorations 132
 Celt helmet 12
 Celtic Iron Sword 26
 Cement 109
 Ceramic 109
 Cereal, Cooked 57
 Cestus 21
 Chain (measure) 40
 Chain Square (measure) 40
 Chausses 10
 Cheese 57
 Chinese Broad Sword 26
 Cistern Capacity 124
 Claybeg Sword 26
 Claymore 26
 Cleaning Implements 43
 Clocks 43, 44
 Cloth & Cloth Material 46
 Cloth Patterns 45
 Clothing 44, 45, 46, 47
 Clothing, Ecclesiastical 47, 48
 Clouds 64
 Clove 40
 Clubs & Club-like 19, 20
 Coif 12
 Coins 42
 Collections 136
 Colors (Hue) 163, 164
 Composit Bow 29
 Condiments & Relishes 57
 Construction Costs 115, 116
 Construction, Materials 104
 Construction, Materials, Item 127
 Containers 41, 42, 49
 Container Contents Generator 41, 42
 Containers, Barrel-like 41
 Containers, Large 49
 Containers, Travel 49
 Cooking Items
 Cordials 56
 Courdiere 10
 Crimes 172
 Crossbow 30
 Crossbow Hand Held 30
 Crow 33
 Crowbill 22
 Cubit (measure) 118
 Cudgel 19
 Cuircass 10
 Cuissards 10
 Culverin 32
 Curios 130
 Cutless 26
 d20armor 16
 d20birthstones, month 77
 d20birthstones, planetary, lucky 76
 d20concealment 114
 d20door composition 110
 d20draft 102
 d20fur 48
 d20helmets 17
 d20herbs 97
 d20horses 102
 d20lodging & board 55
 d20metal, stone, gem 76, 77
 d20metal, magical 106
 d20metal, value 107
 d20sheilds 17
 d20weapons 34, 35, 36, 37
 d20weight of things 112
 Daggers, Knives, & Like Weapons 20
 Dagger-ax 22
 Dairy Products 57
 Dan-dao Sword 26
 Daub 107
 Demi-brassarts 10
 Demi-jambarts 10
 Demi-lune 23
 Demi-vambraces 10
 Depression 69
 Deserts 69
 Desserts 57
 Devotional Objects 131
 Divination Objects 131
 Dogs 101
 Door Additions 110
 Door Composition 110
 Door Concealment 111
 Door Coverings 110, 111
 Door (or Gate) Form 110
 Doors 110, 111
 Drinking Vessels 132, 133
 Eggs 57
 Eggs, Decorative 133
 Egyptian 13
 Ell (measure) 40
 Entertainers 144
 Entertainment, Music 144
 Entertainment 144
 Epaulieres 10
 Epec Sword 26
 Estoc Sword 226
 Galchion Sword 26
 Fasteners 55
 Fathom (measure) 120
 Fauchard 23
 Fauchard fork 23
 Fauchard-guisarme 23
 Feather staff 23
 Felt 104
 Fence 111



- Ferns 82
 Figure Eight Shield 15
 Finger (measure) 120
 Firearms 32
 Fireplace Implements 131
 Fish, Seafood & Shellfish 58, 59
 Flail & Flail-like 21
 Flamberge Sword 26
 Flatchet Sword 26
 Fleece wash 109
 Flightless, Birds 101
 Flintlock 32
 Floor Coverings 112
 Floors 112
 Flowers 98,99,100
 Fog, etc. 65
 Foil Sword 26
 Foothills 69
 Foodstuffs, Sweeteners 59
 Footwear 44
 Fork, military 23
 Francisa Axe 18
 Fruit 57,58
 Fruit, Dried 58
 Fruit, Preserved, Spreads 58
 Fungi 58 (food), 82 (plant)
 Furnishings & Accessories 131,132,133,134
 Furnishings, Bawdy
 House 128
 Furnishings, Bedroom 128
 Furnishings, Hostel, Inn, Tavern 128
 Furniture 128, 130,131
 Furniture, Business 134,135
 Furniture Materials 127
 Furs 48
 Gallery 33
 Gambeson 10
 Gambling House, Main Room 128
 Games 143
 Garrote 21
 Gemstones 75,76,77
 Gems, hardness, 167,168,169,170,171,172,173
 Ghost Head Swrod 26
 Gill (measure) 40
 Gladiator Helm 12
 Gladius 26
 Glaive 23
 Glaive-fork 23
 Glaive-guisarme 23
 Godentag 19
 Gorget 11
 Governments 139
 Grain 58
 Grasses 82
 Grasslands 70,71
 Gratuitous Picture 138
 Guisarme 23
 Guisarme-fork 23
 Hacqueton 11
 Haladie 20
 Halberd 23
 Hammer, military 19
 Hammer, Maul 19
 Hand (measure) 120
 Hanger 27
 Handicraft Object 49
 Hardness, Extended 108
 Hardness, Stone 74
 Hardness, MOHs 75
 Harpoon 21
 Hatchet 18
 Hatpin 21
 Hauberk 11
 Heater 13
 Heaume 12
 Helm 12
 Helm, Pot 12
 Helmet 12
 Herbs 86, 87, 88, 89, 90, 91,92,93,94,95,96,97
 Herbs, Meaning of 86
 Herbs Poisonous 87
 Herbalist Lore 138
 Head Coverings 12,13
 Headgear 44,45
 Helmets 12,13
 Highland see Foothills
 Hills see Foothills
 Hoguine 11
 Hook-fauchard 24
 Hook, Hafted 21
 Hook Sword 27
 Horn 109
 Horses 99,100
 Human Descriptors 155
 Hurlbat 31
 Ice 66
 Igneous Rock 74
 Imperial Gallon 40
 Inn 127,128
 Insects 100,101
 Ivory 109
 Jack 11
 Japanese Long Bow 29
 Javelin 31
 Jerkin 11
 Jewelry 49
 Jewelry of State 140
 Jo stick (Asian) 19
 Jousting Shield 13
 Katana 27
 Katar 20
 Kaltzbalger 27
 Kettle Hat 12
 Kiseru 21
 Kitchen 135
 Kitchen Utensils 135
 Kite Shield 14
 Khanda 27
 Knives & Knife-like 20
 Knobkerrie 19
 Knot (speed) 40
 Kopesch 27
 Korseke 28
 Kris 20
 Kukri Sword 27
 Kwan dao 24
 LA metal, stones, gems 80,81
 LA metal value 107
 LA weapons 40,41
 Laboratory, Magical, Items 128,129
 Land, Productivity 71
 Larva 100,101
 Lasso 21
 League 40
 Leather 109
 Legumes 59
 Library Items & Furniture 129,130
 Light 165
 Light Axe 18
 Light Source, Artificial 135
 Lime wash 109
 Liquor & Liqueurs 56
 Long Bow 29
 Long Sword 27
 Lucerne hammer 24
 Mace 19
 Mace, two-handed 19
 Machete 27
 Main gauche 20
 Man-catcher 24
 Mangonel 33
 Manopele 33
 Manopele Sword 27
 Mantlet 33
 Maquahuilt 19
 Marsh 70
 Masai Sword 27
 Materials, Alchemy 128,129
 Materials, Construction 104
 Materials, Item Construction 104
 Materials, Resistance, Crushing 109
 Maul 19
 Measurements, Person based 120
 Measurements, Unusual 40
 Meat 58
 Meat, Game 58
 Meat, Other 58
 Medicine 50
 Melting Points, Metal 105
 Metals 105,106
 Metals, Magical 106,107
 Metals, Value 107
 Metamorphic Rock 74
 Meteor Hammer 21
 Middle Eastern Helm 12
 Miscellaneous Weapons 21,22
 Missile Engines 33
 Missile Weapons 29,30
 Missile Weapons, Hand-hurled 30,31
 Mithril Metal 106, 107
 Monk Cudgel 24
 Monk Spade 24
 Moorish Long Sword 27
 Morion 12
 Morning star 19
 Moss 80
 Mountains 68
 Multure 109
 Musical instruments 51,52,53
 Musket 32
 Myriapoda 100
 Naginita 25
 Names, occupational 144
 Names, unusual, archaic 165,166
 Names, unusual, occupations 143
 Names, Nicknames 16,146
 Nautical Mile 40
 Net 21
 Nine Ring Sword 27



- No-dachi 28
 Noble Coronets 140
 Norman Helmet 12
 Nunchaku 21
 Nuts 58
 O-dachi 26
 Offices, Religious 142, 143
 Offices, Royal 140, 141
 Onager 33
 Oracalcum metal 106, 107
 Outer Garments 46, 47
 Oval Shield 16
 Owls 101
 Pace (measure) 120
 Palm (measure) 120
 Partizan 24
 Partizan, ox-tongue 24
 Pasta 57
 Pastry (and Pastry-like) 57
 Peck 40
 Personal Possessions 146
 Pickles 57
 Pick-like 22
 Pick, siege 33
 Piercing Axe 18
 Pike 24
 Pilum 31
 Pistol Shot (measure) 120
 Plains 70, 71
 Plants, Unusual 82
 Plaque 11
 Plastron 11
 Pneumatic catapult 33
 Pole Arms 22, 23, 24, 25
 Poniard 20
 Portal Coverings 110, 111
 Poultry 58
 Poultry, Game 58
 Rain 64
 Ram 33
 Ram Catcher 33
 Random Generators 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163
 Ranseur 24
 Rapier 28
 Raptors 101
 Rattan 109
 Rive 109
 Rock 74, 75
 Rod (measure) 120
 Rood (measure) 120
 Roman Helmet 12
 Roof Additions 111
 Roof Covering Type 111
 Roof Type 111
 Room Decoration, Ceiling Hung 130
 Room Decoration, Floor 130
 Room Decoration, General 130
 Room Decoration, Macabre/Odd 130
 Room Decoration, Table 130
 Room Decoration, Wall 130, 131
 Room Decoration, Wall Hung 131
 Rooms and Appurtenant Structures 124, 125
 Rope Strength 114
 Round Shield 16
 Roundrels 11
 Sabbatton 11
 Saber 30
 Saber-axe 26
 Saddle, Tack, & Harness 53, 54
 Sai 20
 Salade 13
 Salade, Mentonniere 13
 Sap (blackjack, cosh) 19
 Scavengers 101
 Schiavona Sword 28
 Scimitar 27
 Scorpion 33
 Scorpion (bill-guisarme-like) 24
 Screw 33
 Seafood 58, 59
 Sedimentary Rock 72
 Servants & Staff 139, 140
 Scythe 21
 Shellfish 58, 59
 Shields 13, 14
 Ships 61, 62
 Ships Cargo 62
 Short Sword 28
 Shrubs 80, 81
 Shrubs, thorny 81
 Sickle 20
 Siege Engines 33
 Siege Weapons 33
 Sleeve Tangler 22
 Smoking, Tobacco Pipes et al. 49
 Snow 65
 Soil 100
 Soup, Stew, et al. 59
 Sow 33
 Span (measure) 120
 Spatha Sword 28
 Spear-guisarme 24
 Spears & Spear-like 25
 Spetum 26
 Spices 59
 Sports & Sporting Events 145
 Staff (fighting staff, quarterstaff) 19
 Stiletto 20
 Stone 74, 75
 Stone (measure) 120
 Storms 65
 Swamp 70
 Sweeteners 59
 Swords & Sword-like 26, 27, 28, 29
 Sword Breaker 28
 Sword Cane 28
 Table Service 133, 134
 Taces 11
 Tachi 28
 Targe Shield 14
 Tavern 125, 126
 Tea & Herbal Tea 59
 Temple, Devotional Objects 129
 Temple, Divination Objects 129
 Temple, Possible Officials of 122, 123
 Tensile Strength, Metal 105
 Tiger Claws 22
 Tiger Fork 24
 Tilferium Metal 106, 107
 Titles of Royalty 140
 Throwing Stick 31
 Throwing Star 31
 Tomahawk 18
 Tonfa 19
 Tools 54, 55
 Tools, Burglars & Thieves 55
 Tools, Construction 55
 Torture Chamber Objects 131
 Tower Shield 14
 Toys 55
 Traps 113, 112
 Trebuchet 33
 Trees 84, 85
 Trident 25
 Trophies 137
 Tuilles 11
 Tulwar 28
 Two-handed Axe 18
 Two-handed Sword 28
 Under Garments 47
 Value Metal 107
 Vambraces 11
 Vegetables 59
 Vehicles 60
 Ventail 13
 Vessels, Water 60, 61, 62
 Vines 81
 Volume of Things 40
 Voulge 25
 Voulge-fork 25
 Voulge-guisarme 25
 Wagon Capacity 40
 Wakizashi Sword 29
 Wall 111
 Walls, Interior 111, 110
 Warclub 19
 War hat 13
 Watches 43, 44
 Water, Body of 72
 Water Parting Shield 22
 Water Spring Production 73
 Water Sources 72, 73
 Waterways 72
 Wattle 109
 Weeds 83
 Weight, Certain Goods 40
 Wetland 73, 74
 Wheellock 32
 Whip 21
 Wicker 109
 Wicker Shield 14
 Wind 66
 Wind Force 66
 Wind Pressure 66
 Window Types 112
 Wine 56
 Wood, common uses 109
 Wood, types 108
 Woodland 74
 Xagium Metal 106, 107
 Yatigan 29
 Zischagge 13
 Zweihander 29



This book is published under the Open Game License version 1.0a, the d20 System Trademark License version 3.0, and the d20 System Guide version 2.0 by permission of Wizards of the Coast. Some Open Game Content herein originates in the draft version of the System Rules Document (SRD), and is used by permission from Wizards of the Coast. Subsequent printings of this book will incorporate and comply with any new versions of the licenses or final versions of the SRD. Open Game Content may only be Used under and in terms with the Open Game License, below.

Designation of Open Game Content: All text contained in outlined gray boxes and containing a d20 logo are hereby designated as Open Game Content subject to the Product Identity below.

Designation of Product Identity: Product Identity is not Open Game Content. The following is hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License Version 1.0a: (1) Troll Lord Games and any and all Troll Lord Games logos, identifying marks and trade dress, including the phrase "Worlds of Epic Adventure", as well as all Troll Lord Games Product and Product Line names, including but not limited to, The Codex of Erde; (2) all artwork, illustration, graphic design, maps and cartography, logos, and symbols, including any text contained within such artwork, illustration, maps and cartography; (3) the stories, storylines, plots, thematic elements, dialogue, incidents, language, likenesses, poses, concepts, and themes; (4) and the proper names and descriptions of the following characters, personalities, teams, personas, likenesses, events, histories, places, and locations: Aufstrag, Codex, Erde, Luneberg Plains, Magdeburg, and Vorelberg Mountains; (5) Trigeer Enterprises Company and any and all Trigeer Enterprises Company logos, logos, identifying marks and trade dress, including Lejendary Adventure, the Lejendary Adventure logo, Gary Gygax's World Builder and Gygaxian Fantasy Worlds.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other

trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

The Codex of Erde Copyright 2001, Troll Lord Games, LLC; Authors Stephen Chenault, Mac Golden, and Davis Chenault.

Gary Gygax's World Builder Copyright 2002, Trigeer Enterprise Company; Authors E. Gary Gygax and Dan Cross.

