

ARMS OF LEGEND

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INTRODUCTION

This expansion for *Legend* offers a comprehensive guide to all manner of equipment, armour, weapons and other commodities for use in *Legend* games. It is complete with all the characteristics needed for play and includes modifications to the core rules for special circumstances and other factors that equipment of various types may offer or impose.

In addition to 'standard' equipment, the book also covers Enchantments and Alchemy, both of which are magical or semi-magical disciplines that have a direct effect on equipment or rely on it for success.

Some of the items found herein are covered in the *Legend Core Rulebook* but much more is on offer besides. This book allows Games Masters and Adventurers access to a vast array of items for the specific purposes of adventuring and also for use in terms of background colour and information. The *Arms of Legend* has much more to offer than simply being a catalogue of weapons and adventuring essentials.

Culture and Availability

Not every item in this book should be made available to Adventurers. Bear in mind the cultural and developmental limitations of your chosen campaign and its world. Black powder weapons, for instance, may have little or no place in your campaign. Similarly, Adventurers hailing from primitive cultures, or campaigns set in a primitive world, will have a far lesser range of goods available than those described here. *Arms of Legend* is therefore a toolkit for Games Masters to supplement their campaigns, and a reference for players on what to spend hard-earned or hard-won cash. Games Masters should be prepared to say No to players who, armed with this book, want to spend their money on items listed but are clearly restricted. *Arms of Legend* is a resource, not an entitlement.

ADVENTURING GEAR & BASICS

This chapter covers a vast array of items that could be considered the core equipment for many walks of life, but is primarily focused on the life of a questing Adventurer. The items themselves might be mundane and simple, but when used in specific ways they become useful tools.

Also included in this chapter are extended descriptions and uses for the General Equipment found in *Legend*, placed and elaborated on here to make this book a ‘one-stop’ collection of *Legend* items currently published.

The Essential Adventuring Kit

The following list represents the Essential Adventurers’ Kit – for when a fast array of useful equipment is needed and players or their Adventurer do not have the time to select bespoke items.

The kit, as an inclusive bundle, costs 70 *gp* and has a total ENC of 17.

Item	ENC
2 weeks trail rations	1
Animal Call/Whistle	—
Animal Snare/Trap x2	4
Backpack	1
Bedroll	1
Belt	—
Boots (Common)	—
Chalk	—
Cloak (Common)	0.5
Crowbar	1
Flint, steel and tinder	—
Gloves (Common)	0.5
Hammer	1
Hand Mirror	—
Pitons (5)	1
Rope, 10m	2
Sack (large)	1
Spare water skin (empty)	—
String 5m	—
Torches x2 (6 hours)	2
Water Flask (full)	1



Items by Description

Acid, Vial: A simple vial of acid presents a multitude of uses. Acid can quickly eat through rope, soften up metal, ruin a lock, or serve as an impromptu weapon. It can also be used to inflict damage on individuals or objects (see the *Legend Core Rulebook*).

Altar, Portable: Designed with the travelling priest in mind, the portable altar is a heavy polished wood case, properly sanctified by the priest's religion. Carefully engraved with the symbols and imagery of the church or cult, the heavy lid opens to reveal a silk-lined compartment designed to contain a large amount of religious paraphernalia. With a full stocked portable altar, a priest can hold services anywhere he travels and counts as a shrine for the purposes of learning Divine Magic.

Altar Shroud: Similar to, but serving an almost opposite purpose from, an altar cloth, an altar shroud is a large piece of linen or silk hemmed in all four corners to form a cover for any size of altar. Often inscribed with religious symbols of protection and warding, these cloth wraps keep the radiance of a consecrated altar bound, preventing it from being detected magically. Religious ceremonies require that the shroud be removed, but when not in use, a shroud can protect an altar from unwanted attention. This item is often used by persecuted religions, allowing them to operate in areas where they would otherwise be quickly discovered and eliminated.

Anatomy Kit: This kit of knives and sharpened flints incorporates only natural materials and very little metal. The mystical qualities of the items have been cleansed through intensive rituals and allow an individual to safely extract materials and body parts from creatures without contaminating them. The Adventurer using this kit receives a +10% bonus to all Heal Skill Tests made to extract materials from a dead creature.

Animal Call/Whistle: This is a small wooden, bone or even metallic whistle or instrument used to make attractive sounds in the particular style of animal. Commonly used by hunters to attract prey, or by scouts to communicate signals to one another in non-verbal ways, animal calls are seldom larger than a hand's span in size. Any Adventurer using an animal call to hunt can add +10% to his Survival skill for hunting purposes.

Animal Snare/Trap: Using a coiled spring or a weight and pulley, the animal snare/trap is designed to snatch small game animals like hares or pheasant with remarkable force – possibly killing the animal with the rapidly yanking noose. Placing the trap requires a successful Survival Skill Test, which will be the opposed number for the Perception tests of the animal (or anything SIZ 3 or less) that might trigger it. If the animal loses the test, the snap will spring with an attack skill of 75%, which the animal must Evade or be held fast. The Hit Location snared will suffer 1D4 damage immediately and then be held two metres above the ground until released somehow.

Anti-fungal Ointment: One of the greatest hazards of travel in any hot, wet environment (such as a jungle or a tropical swamp) is fungal infection. There are funguses that grow like thick orange fur, that explode in long black tubes after gestating for weeks, that cause the skin to become brittle and blue as it flakes off the bleeding muscles. Various spells can deal with most of these easily enough. However, a well-prepared Adventurer brings a supply of ointment with him that prevents these infections in the first place. Daily application of this preparation gives the Adventurer a +20% bonus to his Resilience skill when resisting fungal diseases. When purchased a jar of the ointment has enough material in it to provide protection for 10 days.

Appraisal Kit: An appraisal kit contains a variety of tools for identifying substances, alloys and methods of manufacture. Using an appraisal kit grants you a +10% bonus to any Evaluate Skill Test to determine the value of a specific object. The kit contains enough disposable materials to be useful for 20 Skill Tests.

Ashen Powder: Few city folk have the ability to track effectively, aiding a rogue greatly in his ability to evade pursuit. Unfortunately, town guards often have animals to help in this regard. A tenacious pursuit by hunting hounds can tax even the most agile thief. Ashen powder is a mixture of gem dust and chimney ashes meant to be scattered behind a running figure. When a creature that tracks by scent comes across a handful of ashen powder, it must make a Difficult Resilience Test. Failure indicates 1D3 of damage from the gem dust to the head and loss of any scent related tracking ability until the creature receives either magical healing or spends three days healing naturally.

Back Travois: This device enables adventurers to more easily carry their fallen comrades out of hazardous areas so they may receive treatment in a more hospitable location. The back travois consists of a sturdy leather harness (straps and buckles allow the harness to fit bipedal creatures from small to large) and a set of jointed wooden poles. The harness and poles connect together to form a simple triangle that of wood and leather that can support creatures of size large or smaller. The open end of the triangle rests across the wearer's shoulders, while the tip of the triangle drags on the ground behind – in most cases, the head of the fallen is positioned near the head of the wearer to

avoid exacerbating any injuries. When wearing a back travois, an Adventurer's carrying capacity is doubled and his movement rate is reduced by one-half. An Adventurer can only transport individuals that are no more than five SIZ larger than himself with a back travois.

Backpack: This standard piece of adventuring equipment, held to the back with two shoulder straps, can hold 20 ENC of equipment. There is a more expensive version that has a reinforced frame, allowing for an additional 5 ENC of equipment to be strapped to the sides of the backpack as well, costing an additional 2 SP.

Bag of Glass Beads: Bags of glass beads cut like gemstones have few legitimate uses. They are most commonly used by criminals to dupe the foolhardy into purchasing their precious gems. Additionally, an Adventurer can drop a real gem into the bag, shake it up and force someone searching the bag to make a Very Hard Evaluate Skill Test to spot the real gemstone, although someone with both time (at least one minute per gem, fake or otherwise) and skill will find it automatically. A bag of glass contains anywhere between 50 and 100 coloured glass gems of various sizes.

Beads, Prayer: Also known as malas, these smooth, highly-polished beads are strung together on wires of precious metal and used to count mantras or prayers during religious ceremonies. Their distinctive clicking becomes greatly magnified during the performance of a hymn, serving to keep the congregation co-ordinated and focused.

Bedroll: This includes a blanket and cushioned pad, usually carried tightly rolled and tied with a metre of leather cord. Without a bedroll, sleeping on the open ground does not count as complete rest for the purposes of healing or recovering from Fatigue. With 1D6 minutes to unroll and lash properly, a bedroll can also be used as a stretcher in an emergency. More expensive bedrolls made of silks and furs are available for a premium but offer no special bonuses other than superior comfort and luxury.

Besom: A ceremonial broom, the besom is used to 'sweep' negativity and lingering traces of energy out of a sacred space, cleansing it for a coming ceremony. During a rite, a besom is sometimes burned after use to negate the darkness it absorbed and banish whatever might still be lingering behind.

Blackface: This cream paste is darkened through charcoal and sepia ink. Safe to apply in moderate amounts, blackface dyes the skin of any user jet black for four hours per application. This colour is extremely helpful for blending in with shadows, adding a +10% bonus to Stealth Skill Tests when shadows are a prevalent factor. The paste will survive immersion in water and it is only through rigorous cleaning that it can be removed prior to its normal four hour lifespan.

Blade Sharpener: This V-shaped wooden handle is inset with abrasive stones angled specifically to give a blade an extremely sharp edge with practically no training on how to use it but repeated uses can make the temper on the blade brittle and easily blunted. Using the blade sharpener on any sort of non-iron bladed weapon (it has no effect on iron weaponry) for one hour restores one Hit Point to the weapon.