

CHAPTER 5

EQUIPMENT

WEAPONS

TABLE 5-1: New Weapons

Name	Cost	Damage	Critical	Range	Weight	Type
Martial Weapons-Melee						
<u>Small</u>						
Tri-Spike	5	1d4+1	x3	-	2 lbs.	P/S
<u>Large</u>						
Grean Spear	6	1d8+1	x3	10 ft.	7 lbs.	P
Exotic Weapons-Melee						
<u>Tiny</u>						
Kovan Fighting Knife	50	1d4	18-20/x3	-	2 lbs.	P/S
<u>Medium</u>						
Tri-Sword	25	1d8+1	x3	-	5 lbs.	P/S
Great Hammer	32	1d10	x3	-	10 lbs.	B
Kovan Blade	500	1d10	x3	-	6 lbs.	S
<u>Large</u>						
Grean Great Sword	25	2d6+1	x3	-	16 lbs.	P/S
Hekuta	150	1d12	19-20/x2	-	15 lbs.	P/S
Kovan Great Sword	750	2d8	x4	-	17 lbs.	S

WEAPON DESCRIPTIONS

Great Hammer: Not quite a maul, but definitely bigger than a warhammer. This weapon can be wielded with either one or two hands.

Grean Great Sword: A double-handed version of the Tri-Sword. It is also used primarily and designed by the Gree.



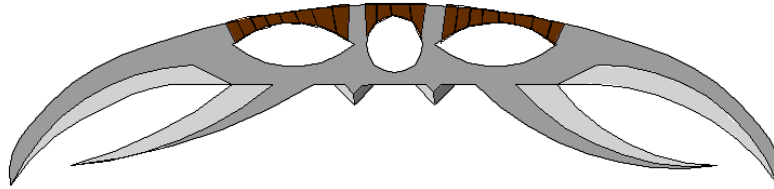
Grean Spear: The Gree designed nearly every weapon they wield to have a representation of Gruwees on it. This is a normal spear with a three-pointed head on top of it. The wielder could stab out with the weapon as one would with a normal spear, or the wielder can swing the Gree Spear and use the points to puncture his target.



Hekuta: The traditional weapon of the orcs. The warrior Larius Korda, the only winner of both the Suian competition and the Graplore, first designed it. He created a versatile weapon that could be used one-handed, two-handed, and from a mount. The weapon consists of two metal beams curved into two crescents. The two are connected at three points along the length. The inner beam is sharpened on one side and trimmed at the edges to points. The back crescent is

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sharpened to points at its ends, but not along the length. The back crescent is wrapped in leather to provide a grip. The weapon usually measures in length as long as two-thirds of its wielder's height. It may be used a single-handed weapon, a two-handed weapon, or a double weapon. When being wielded as a two-handed weapon the Hekuta adds a +2 shield bonus to its wielders AC.



Kovan Blade: Although similar to a standard longsword, the Kovan Blade is filled with a heavy liquid in a small chamber inside the blade. This liquid moves with the sword allowing it to become heavier when swung. This does have the effect of tremendously unbalancing the blade in the hands of anyone who is not proficient in it, giving a -2 penalty to all attack rolls in addition to normal penalties associated with not being proficient in an exotic weapon.

All of the “Kovan” weapons were first designed by the weaponsmith by the same name. Kovan was a Sakor’akai and a member of the guardian temple in Icefia. He lived from c. pre-200 until his death during the War of Technology. He was the premiere weaponsmith of his time and is said to have been trained by the great weaponsmith and cleric of Han~Sui, Janoy. (seep.49)

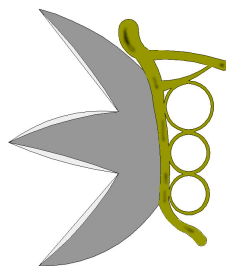
Kovan Fighting Knife: This dagger is curved, allowing the wielder to perform deadlier and different attacks than could be performed with a normal blade. It is, however, very difficult to master.

Kovan Great Sword: This blade is similar to the Kovan Blade, except that it is larger. The additional penalty for wielding a Kovan Great Sword without being proficient is -3.

Tri-Sword: The traditional weapon of the Gree. It is a broad-bladed sword that has two spikes that grow out of both blade edges of the sword. The top of the sword is the symbol of their deity, Gruwees.



Tri-Spike: A shortened version of the traditional Grean weapon, the Tri-Spike the three-points top to the Tri-Sword with a three finger grip. It is designed for close-quarter fighting.



FIREARMS & EPBULS

The History

The world of Habololy has known of firearms for over 1400 years. The first firearms were clumsy, inaccurate, unreliable, and prone to failure. These facts did not deter the inventors of the time, or of future generations. A gnome by the name of Graitain Fizzelaway is credited with the first firing of a firearm. Unfortunately, the incident left him blind in one eye and one step forward led to two steps back, as many inventors left the project of creating a working firearm.

About forty years later, Graitain and his son successfully, and without injury, fired their new firearm. Unlike its predecessor, this version had only one possible exit for the explosion that occurred when the powder was ignited. The results of this test were that a quarter pound iron ball was launched 100 feet, about 50 of which was considered effective for doing any real damage. Despite this meager result, the thought of the firearm being a possibility crept back into the minds of inventors.

By the dawn of the fourth century BC, firearms had become deadly but were still not widely used. They were slow, inaccurate, and cumbersome. The main uses of the firearm were in demolition, where the target didn't move, or to scare those that didn't know how inaccurate the firearm actually was. The few firearms in use at the time were exclusively found on the Great Plateau. The firearm faced another major problem in the fourth century, cost. The explosive powder used to propel the ball was so difficult to make or to find that it would cost an inventor 5 gold coins per time he used a firearm.

These problems began to fade in 370 BC, when a cleric of the deity Pfof developed a better version of the explosive powder used in the firearms. His name was Andrew Tarter, and his mixture quartered the cost of using a firearm and made him a wealthy man. Fifteen years after that innovation, Witchell Gnowitdal is believed to have invented the first firearm that could be used without the use of a tripod or pedestal. Witchell was quick to strike a deal with the monarchy of the plateau, and within thirty years, his were the only firearms that could be found.

Although the firearm had found a niche, it still had many problems. Witchell's weapons dominated the market and stagnated the industry. Every five years, he would roll out a new, slightly improved model. The monarchy would buy into it, and any private buyer had few options other than a Witchell firearm. To further ensure his monopoly, Witchell would buy out all supplies of the powder used in the firearms that he could find. Many other inventors couldn't find the resources necessary to test and demonstrate their own firearms. This cycle continued for two centuries. Witchell did little to improve his products, and the other inventors were forced into other fields to make a living. Outside of the Great Plateau, firearms were met with scorn, hatred, or laughter. Governments and spellcasters wanted nothing to do with the silly invention.

That was the state of the firearm for nearly two hundred years. Only the Gnomish Kingdom of the plateau used the firearm, and they did so successfully. Those two hundred years are considered the golden age for the kingdom. The renowned strategist Gnais Dovurnal led the armies of the plateau and designed the basics of nearly every known battle plan involving the firearm or ebul in mass combat.

The golden age of the Gnomish Kingdom, and the stagnation of the firearm came in 167 BC with the dawn of the Doggeden War. The kingdom determined that their army, armed with firearms, could stand up to any threat. They were proven wrong when a pack of Doggedens rampaged across the plateau. Iron bullets and balls did nothing to slow the Doggedens. The war threw the Gnomish Kingdom into a chaos that would take them a century from which to recover.

When the chaos ended in the mid first century BC, inventors and tinkers went about the business of coming up with ways to prevent the destruction of the Great Plateau in another war. The first place they turned was to the firearm. It came to a poor human inventor named Timon

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Karsley. He saw the paths that wealthier inventors were taking. The accepted theory of the day was that bigger firearms with a longer range were the answer to creatures such as the Doggedens. Since the money lie in a contract with the government, that's where most inventors wanted to go. Knowing that he did not have the resources to build bigger firearms, Karsley tried to build more accurate firearms. He designed the Karsley 24, which became the prototype for all firearms for a century. His demonstrations proved that a well-placed shot could penetrate any non-magical armor of the day. While it did not appeal to the military, the average merchant or traveler of the plateau loved it. The firearm had taken a big step, but it was still far from economical to use.

Whereas the age of the Witchell firearms stifled the firearm, the age of the Karsley firearms was a boom time. The firearm became the choice ranged weapon of the wealthy. It became a status symbol. Enough firearms were used that four or five other tinkers made their own designs based on Karsley's, and were able to stay in business. This attitude remained for four hundred years until the next breakthrough.

By 430 AC, the firearm had crept into the lives of virtually everyone on Habololy. While only one in a thousand owned one worldwide, everyone knew what it was, and most had at least seen a firearm. This came about despite the attitudes of spellcasters and the price, which was still too high for the average man to buy. In that year, a cleric of Pfort by the name of Lorn Whirlson discovered that when he mixed two particular liquids together, they would explode. Many of his contemporaries claimed that he had discovered it accidentally, a claim he denied. Regardless, he quickly went to his tinker friend Gnairgophar Weselly, who designed firearms. After several years, the two produced a firearm that launched a bullet by combining the two liquids instead of exploding a powder. Weselly called it an Explosively Propelled Bullet Launcher, which Whirlson shortened to EPBuL. Weselly named the liquids used to launch a bullet Hammer Activated Explosive Liquid, which Whirlson shortened to HAEL.

The successor to the firearm looked very similar to it, but it had several key differences. No ebul ever used a fuse, because no fire was needed. They use a hammer that crushes a cap containing the two liquids in separate compartments. Bullets had to be used to ensure the cap, which was attached to the bullet, was in the correct position to be hit by the hammer. Balls could roll onto the wrong side. The lack of powder made the ebul easier to keep clean, easier to maintain, and easier to load. Most importantly, the liquids were less expensive than the powder. The cost of one shot from an ebul was one-third of the cost of a shot from a firearm.

The ebul was met with both awe and horror. The common person saw it as a great weapon, while spellcasters and established nations saw it as a threat. The economical machine of the plateau went into full swing. With no controlling government of the Great Plateau, dozens of tinkers began to produce ebul, and the clerics of Pfort began to produce the liquids necessary to fire them. By 500 AC, ebul manufacturers had appeared in the Kingdom of Icefia and in the Destroytian Republic. The ebul made the crossbow and the firearm obsolete among all but the poor. Only the bow, which was far faster and quieter, remained a viable alternative.

The ebul's fame turned to infamy quickly in 525 AC when Habololy fell victim to the tinkers. As the Tinkocracy grew in power, the world saw the ebul and other such inventions as the instruments of the destruction. That was all of the leverage that the spellcasters needed to convince the races and nations that the ebul and the tinkers that built them were in the wrong. Their warnings could not stop the Tinkocracy, and for the next hundred years, the ebul helped rule the world.

During the reign of the Tinkocracy, more ebul were produced than were produced in all other years combined. Ebul manufactures became wealthy, and tinkers strived for more wealth and constantly designed new ebul to meet demand. As a result, by the end of the 6th century AC, it was reported that there were ebul in existence that could fire one bullet every second, with deadly accuracy up to 100 feet, and able to punch through magical plate armor. These advances would have no doubt continued had it not been for the death of Highlander, the deity of Technology, and the fall of the Tinkocracy.

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Without a deity or a nation to aid them, the tinkers fell into complete disarray. They were tried and often executed for their crimes against the nations and religions of the world. It became illegal to own an ebul in most nations. The reign of the Tinkocracy led to a backlash against technology, which included the ebul and the firearm. Most tinkers that were left alive refused to produce any item that might get them arrested or executed. Many ebul and firearms were destroyed when the other nations took turns claiming retribution from the Great Plateau. The clerics of Pfof, who produced hael, slowly faded from the world after the death of their deity. The ebul's golden age had come and gone quickly.

In the years since the fall of the Tinkocracy, the world's hatred of technology has waned. It is, after all, difficult to turn away from devices that make work easier. Some nations have lifted the ban on ebul and firearms, although they still pose restrictions. The cult of Arsenal is devoted to technology and the ebul in particular. The cult of Drunnbar and the nation of Nomagrok are proponents of any non-magical device.

The average Habololian most likely knows what an ebul and a firearm is. Unless they have been to the Great Plateau, are well traveled, or well educated, the average Habololian has probably not seen one. Most religions preach against advanced technology, which includes the ebul.

The Rules

Firearms and ebul are similar in some ways, but do have slightly different effects. The following gives a breakdown of the specialized rules for both and for each type separately:

- | <u>For Both</u> | <u>For Firearms</u> | <u>For Ebul</u> |
|---|--|--|
| <ul style="list-style-type: none"> • They are simple weapons. • They use rolling criticals. • Anyone without the technology feat receives a -4 penalty to firing and re-loading both types. • Using a full round action to re-load reduces the DC by 2. | <ul style="list-style-type: none"> • AC bonuses from armor and naturally provided are halved. Rounded in favor of the target. • On a natural roll of 1, roll on the oops table (3-12). On a natural roll of 2, a critical miss occurs. • Requires a standard action and a DC 20 check modified by Int and Dex to re-load. | <ul style="list-style-type: none"> • AC bonuses from armor are halved. Rounded in favor of the attacker. • On a natural roll of 1, half of the time roll on oops table, half the time it is a critical miss. • Requires a standard action and a DC 15 check modified by Int and Dex to re-load. |

The Weapons

The following is a list of some of the most common ebul and firearms found on Habololy.

Table 5-2: Firearms and Ebul

<u>Name</u>	<u>Manufacturer</u>	<u>Damage</u>	<u>Critical</u>	<u>Capacity</u>	<u>Range</u>	<u>Category</u>	<u>Size</u>	<u>Cost</u>
554 Gnomish	Coinsgear	2d4	19-20/R	1	30	Firearm	S	35
555 Wayfinder	Coinsgear	2d6	19-20/R	1	50	Firearm	S	40
556 Peacekeeper	Coinsgear	1d10	19-20/R	2	50	Firearm	S	75
E56 BE-28 Wasp	Coinsgear	2d8	19-20/R	1	50	Ebul	M	125
Bp 240	Batterbronze	2d4	19-20/R	1	30	Firearm	S	55
B-sa 260	Batterbronze	2d6	19-20/R	1	40	Firearm	S	65
B-sa 280	Batterbronze	2d8	19-20/R	1	40	Firearm	S	75
554 HK (Horse Killer)	Gnailhammer	2d10	20/R	2	75	Firearm	M	250
RS 280	Rockshot	2d8	None	1	50	Firearm	M	80
RS 2100	Rockshot	2d10	None	1	80	Firearm	L	100

Name: The manufacture's name for the weapon. The numbers in most of the names refer to the date the first one was produced.

Manufacturer: The person who is credited with inventing the weapon.

Damage: The damage caused by the weapon when fired.

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Critical: The critical threat of the weapon.

Capacity: The number of times the weapon can fire before being reloaded.

Range: The range increment of the weapon.

Category: Whether it is a firearm or ebul.

Size: The size category of the weapon.

Cost: The average cost in gold coins of the weapon. This of course says nothing about the availability of it.

Vowgist Sharpe

Male Half-Elven Fi 5 / Ro 4 / Mrk 5: CR 14; Medium-sized humanoid; HD 5d10+5 plus 4d6+4 plus 5d8+5; hp 97 ; Init +9; Spd 30 ft.; AC ; Atk ; SQ ; AL CN; SV Fort ;Ref ; Will ; Str 12; Dex 21; Con 12; Wis 15; Int 13; Chr 15. Height 5'7"; Weight 155 lbs; Brown Hair; Brown Blue; 39 years old.

Skills and Feats: Appraise, Balance, Bluff, Climb, Concentration; Craft (Blacksmith), Disguise, Gather Information, Hide , Intimidate, Jump, Knowledge (Geography), Knowledge (Religion), Literacy, Listen, Move Silently, Ride, Search, Sense Motive, Slight of Hand, Speak Elven, Spot, Survival. Use Rope; Improved Initiative, Improved Critical (Ebul), One Shot One Kill, Point Blank Shot, Quick Draw, Rapid Reload, Technology, Track, Weapon Focus (Ebul).

Equipment: +4 Chain Shirt, Owidget 571m ebul, two sets of well worn traveling clothes, 3 daggers, short sword, 2 masterwork 556 Peacekeepers,

Renowned throughout the Plateau by the age of 30 for his amazing marksmanship, Vowgist was a traveling entertainer and devout follower of Treetop. He was raised in a community known as the Coop by an average human family and an elven mother. He served as a soldier, and then went off to see the rest of the Plateau. When the year of Treetop's Marks Tournament came, Vowgist left the Plateau for the first time, to participate in the contest. He has yet to return.

The tournament was what Vowgist had dreamed of for over a decade. He practiced for countless days and considered it his primary goal in life. When he arrived at the event, he was destroyed when he discovered that they would not allow him to use his weapon, an ebul. Firearms and ebul were prohibited from competition.

An infuriated Vowgist left the tournament in disarray. Over the next year, hatred and pain raked his heart. There was only one cure, vengeance. He began to seek out the causes of his anguish, the clerics of Treetop and the other marksmen. The first was difficult, a young human cleric in the forest tending the deer. As the months, then years, passed, it became easier and easier. The pain never subsided and the hatred still lingers, but it has become easier and easier for Vowgist to sate his vengeance. His greatest accomplishment to date is the assassination of the last tournament champion, Kevdani Thirdbloom.

Vowgist rarely works for payment. He kills out of a deep need. After killing his target, he is known to loot and burn the body. Many have born witness to his crimes, as Vowgist often does not kill others near his target, having no need to do so. Those witnesses have told a great many stories, and turned Vowgist into a legend in his own time.

His travels have taken him to every nation and land on the main continent. He is all at once the most recognizable half-elf in the world, and a master of disguise. His dirty Mithral chain shirt, well worn Basilisk hide boots, constant three day beard, and his modified Owidget 571m ebul are sure giveaways that Vowgist is indeed present.

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CLICKERS

Any item that requires a tinker to build or repair is commonly called a clicker. The only exceptions to this rule are firearms and epbuls, which are called by their own names. While the commoner makes no distinction between clickers, the tinker or the well educated makes a great deal of distinctions. The following is a list of some of the more widely used clickers and the categories into which they fall. After the list is a description of the uses and abilities of these clickers.

Table 5-3: Lesser Clickers

Flame Ring

Clock

Spin Flail

Multi-tool

Crank Engine

Water Cannon

Repeating Crossbow

Spring Draw

Table 5-5: Greater Clickers

Tinker Golem, standard

Self-propelled Wagon

Elemental Engine

Tinker Hand/Foot

Table 5-4: Clickers

Firearms

Epbuls

Spring Engine

Sewing Spider

Tinker Arm/Leg

Table 5-6: Unique Clickers

Flying Deliverer of Death

Walkaway's Moving Mail

Tinker Golem, Amatom

Clock: A device that keeps the time of day in seconds, minutes, and hours.

Crank Engine: A simple source of power derived from a crank.

Elemental Engine: The most complex source of power the tinkers have devised. It involves trapping an elemental in a device that drains the elemental of its energy and uses it elsewhere.

Epbul: The Explosively Propelled Bullet Launcher, described in detail earlier in this section.

Firearm: The antiquated device used to launch bullet or balls at an enemy.

Flame Ring: A simple ring that contains a flammable liquid and a way to ignite that liquid. By a simple snap of a finger, the wearer can produce a small flame from the ring. A ring usually only had enough fuel for one minute of flame.

Flying Deliverer of Death: Although none have been seen since a few years after the end of the War of Technology, most have heard of the giant flying clickers that laid waste to many cities and killed thousands.

Multi-tool: A small device that has many of the most common tinkers' tools built into it. These tools may include: a screwdriver, a flint/steel, a pick, a small knife, a spoon, a fork, etc.

Repeating Crossbow: Any crossbow that can be used by attaching a clip of multiple bolts and fire in succession without reloading.

Self-propelled Wagon: A wagon that is not drawn by animals, but instead uses an engine to motivate it. Any type of engine may be used, but must be built or purchased separately.

Sewing Spider: A small metal object shaped like a spider. The legs take string from its abdomen and stitch together torn clothing, and on occasion, torn skin. The spider may be loaded with any type of string. A crank engine always motivates them, because they are too small for any other type.

Spin Flail: A two- or three-headed flail with an engine built into the handle. The engine spins the flails in a circular motion. It is a favorite weapon among the physically weak.

Spring Draw: This relatively simple clicker is attached to a weapon or item. When activated, usually by easy to reach button or switch, it causes the item to which it is attached to spring into the wearer's hand. It must be reset after every use.

For game mechanics, it has the effect of gives the wearer the Quick Draw feat when used.

Spring Engine: An engine that derives its power from coordinated springs.

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Tinker Arm/Leg: When a creature loses an arm or leg, the tinkers have begun to replace those limbs with mechanical metal ones.

Tinker Golem, Amatom: The most well known variation of the tinker golem, it was designed by tinkers loyal to the deity Amat. Unlike the standard tinker golems, which use little or no magic, the Amatom variant is armed with several arcane and divine enchantments and items to aid it in its battles. Most commonly seen are wands of lightning, fire, and frost as well as the Fiery Sites (see p.215).

Tinker Golem, standard: Much like the spellcasters, the tinkers saw an advantage to having an automaton available to protect and serve. Tinker golems have many different shapes and designs, but are all built for battle. They may be powered by any means, but only an elemental engine allows the golem to stay active for a reasonable amount of time.

Tinker Hand/Foot: When a creature loses a hand or foot, the tinkers have begun to replace them with mechanical metal versions.

Walkaway's Moving Mail: A tinker by the name of Walkaway designed the first suit of armor that could move on its own while someone was wearing it. An elemental engine powered the original armor. It stood seven feet tall and weighed over six hundred pounds. It had a built in ebul and water cannon. It was resistant to electricity and fire. Slashing weapons had a minimal effect on the armor. Since the first armor was designed, several other suits have been made. Each one looked different and had somewhat different clickers built into it.

Water Cannon: A device that looks similar to a firearm or ebul. Instead of launching a bullet or ball at a target, the water cannon launches a steady stream of liquid. The type of liquid depends upon what the owner has loaded into the water cannon. The size of the clicker determines how much liquid can be loaded into it. The average water cannon holds two gallons.