

## PART 7: WEAPONS & EQUIPMENT

finish them off? For centuries, pit fighters have been known to use the net in concert with the trident. Perhaps it's some sort of tribute to an ancient Deity of the sea. I'm here to say that whatever the origin, using the net in battle is a great way to gain advantage.



### RAPIER

Once used only by expert fencers in earlier Ages, the rapier has now become a rather common weapon among those bloody pirates from their kingdoms to the south. Like the scimitar, it's thin and very fast. While the blade itself has a somewhat sharpened edge, it's really designed to be a piercing weapon. If you're agile, knowledgeable, and perceptive enough to find weak points in a foe's armor during the heat of battle, the rapier might be the sword for you.

### SCIMITAR

A common weapon found in the lands of Khemet, this sword has a narrow yet long, curving blade. Although it has a very pointy tip, I wouldn't touch that tip unless you want to lose a finger. It really is a slashing weapon. The curve seems to give it some power on the downward stroke.



### TRIDENT

Answer me this: How would you like to be gored by three sharpened points at the end of a stick? Neither did that giant spider from The Black Oaks, I tell you. As I mentioned earlier, pit fighters have used this "fishing tool" with the net since men can remember. Here's the best part: with a little practice, you can launch it like a spear and gore your foe at a distance...just like I did to that other giant spider in The Black Oaks.

### THROWING HAMMER

Many a skull has been bashed with the war hammer. The downside to that is that you must get close enough to your foes that you offer them a chance to crush your own skull. Enter the throwing hammer: perfectly balanced for attacking your foes at a distance when you need a smashing attack but just don't want to place yourself within their reach.



## PART 7: WEAPONS & EQUIPMENT

### ARMOR

#### BANDED MAIL

As you can see, this suit is pretty much just a bunch of metal links, banded together by being fastened to a leather backing. It provides a little more protection than splint, but not quite as much as plate armors. Unlike splint, you are a slight bit more agile in it, however.



#### HIDE ARMOR

Hide armor comes from the same source as leather armor: animal hides. However, where standard leather armor is boiled, cured, molded, and finished up with a host of other techniques, hide is essentially just layers of animal hides skinned and dried out. Sometimes they're sewn together to make a thick shell of several layers. Sometimes they're just draped over the shoulders. Usually, the hide come from large animals that can leave an inexperienced hunter crippled or dead. A lot of wilderness wanderers wear it because they don't have the means or knowledge to craft proper armor, plus it helps them blend into the environment.



#### RING MAIL

As you know, with chainmail, the metal circlets are linked together. This, however, is ring mail; the metal circlets are slightly larger and individually sewn to the leather base. I personally think this armor is better for ceremonial wear than battle, but some adventurers swear by it.

#### SPLINT MAIL

This is where armor starts to get heavy, with better protection but a tad bit of a hit to your maneuverability. Strips of metal, called splints, are punched with holes and sewn onto a leather base.

#### STUDDED LEATHER

Take your standard leather armor, dress it up with a lot of rivets, and here you go. I can tell you from experience that this might be so-so in protecting you from the slash of a sword, but for some crazy reason I'm sure dwarven weaponsmiths can explain in fewer

