

**Shudder Mountains Money:** The relative rarity of gold in the northern climes of the New World, has made silver the main coin of exchange for most people, with Albion-minted silver being accepted from Naw'lins to Portsmouth. In the rural and isolated shudder mountains, the humble copper coin and brass bit serve as the main units of money, and even then most shudfolk are content to pay for things amidst each other in barter or favors. Most copper and silver coins enter the mountains through outside traders, who are happy to provide the shudfolk with silver in exchange for which-liquor and animal pelts. Gold is much rarer, and most of what is in circulation are the gold doubloons of the great Viceroyalties to the south.

New Currency Values

1 Silver Piece (sp) = 10 Copper Pennies (cp) = 100 Brass Bits (bb)

1 Gold Piece (gp) = 10 Silver Piece (sp)

Traditional Weapons			
Name	Damage	Range	Cost
Battleaxe*	1d10	-	7 sp
Blackjack	1d3/2d6	-	3 sp
Blowgun	1d3/1d5	20/40/60	6 sp
Club	1d4	-	3 sp
Crossbow*	1d6	80/160/240	30 sp
Dagger	1d4/1d10	10/20/30	3 sp
Dart	1d4	20/40/60	5 cp
Flail	1d6	-	6 sp
Garrote	1d6	-	2 sp
Hatchet	1d6	10/20/30	4 sp
Javelin	1d6	30/60/90	1 sp
Lance	1d12	-	25 sp
Longbow*	1d6	70/140/210	40 sp
Longsword	1d8	-	10 sp
Mace	1d6	-	5 sp
Polearm*	1d10	-	7 sp
Shortbow*	1d6	50/100/150	25 sp
Short Sword	1d6	-	7 sp
Sling	1d4	40/80/160	2 sp
Spear	1d8	-	3 sp
Staff	1d4	-	5 cp
Greatsword	1d10	-	15 sp
Warhammer*	1d8	-	5 sp

\* = Two-Handed Weapon

<b>Ammunition</b>		
<b>Type</b>	<b>Quantity</b>	<b>Cost in SP</b>
Arrows	20	5
Arrows, Silver Tipped	1	5
Bolts	30	10
Sling Stones	30	1
Powder & Shot	12	10
Nails & Stones	12	5

Armor					
Type	AC Bonus	Check Penalty	Speed	Fumble Die	Price
Unarmored	+0	-	-	d4	Born with it!
Buff Coat	+1	-	-	d8	5 SP
Wild Man Leathers	+2	-1	-	d8	20 SP
Studded Leather	+3	-2	-	d8	45 SP
Hide	+3	-3	-	d12	30 SP
Scale Mail	+4	-4	-5'	d12	80 SP
Chain Coat	+5	-5	-5'	d12	15 GP
Banded Mail	+6	-6	-5'	d16	25 GP
Munitions Plate	+7	-7	-10'	d16	55 GP
Gothic Armor	+8	-8	-10'	d16	120 GP
Shield	+1	-1	-	d8	10 SP

### Gear and Equipment

Item	Price
Backpack	2 sp
Candle	1 bb
Chain, 10'	30 sp
Chalk, 1 piece	1 bb
Chest	2 sp
Crowbar	2 sp
Flask	3 bb
Flint & Steel	15 bb
Grappling Hook	1 sp
Hammer	5 cp
Holy Symbol (Silver)	25 sp
Holy Water, 1 Vial	25 sp
Iron Spike, each	1 cp
Oil Lantern	10 sp
Storm Lantern	20 sp
Hand Mirror	10 sp
Oil, 1 flask	2 cp
10 foot pole	15 bb
Rations, per day	5 bb
Rope, 50'	25 bb
Sack, large	12 bb
Sack, small	8 bb
Thieves' tools	30 sp
Torch, each	1 bb
Waterskin	5 cp

<b>Animals &amp; Transport</b>	
<b>Item</b>	<b>Price</b>
Barding	x4
Bridle and Bit	2 sp
Bull	10 gp
Cart, 2 Wheels	10 sp
Cart, 4 Wheels	25 sp
Covered Wagon	35 sp
Cat	1 sp
Mounted Courier Service (Per Mile)	5 cp
Cow	50 sp
Dog, Family	4 sp
Dog, Hunting	1 gp
Dog, War	1 gp
Donkey or Mule	10 sp
Feed (per day)	5 bb
Horse, warhorse	20 gp
Horse, work	8 gp
Ox	40 sp
Pony	30 sp
Saddle, pack	15 sp
Saddle, riding/hunting	30 sp
Saddlebags	2 sp
Stabling (per day)	5 cp (or some chores on the farm)
Travel, Cart (Per Mile)	2 bb
Travel, Riverboat (Per Mile)	4 bb

## Appendix B: Boomsticks for the Shudder Mountains

Firearms				
Name	Damage	Range	Misfire Die	Cost
Blunderbuss*	1d12 / 3d4	25/50/75	1d16/1d6	200 sp
Handgonne	1d10	25/50/75	1d16	250 sp
Musket*	1d12	50/100/150	1d16	500 sp
<i>Rifling</i>	-	x2	-	x2

\*The damage values and misfire die for

\*\*Muskets have a special property where their armor piercing bonus always applies, even to foes in half or full plate and equivalent monsters.

**Misfire:** Every time a firearm is shot, roll the firearm's Misfire die. On a roll of 1, a misfire has occurred, and 1d10 is rolled on the following table.

**1-2: Broken Mechanism,** Something has gone wrong with the weapon mechanically. Requires a DC10 gunsmithing check and 1d3 turns to repair.

**3-6: Ignition Failure,** Powder did not ignite. May attempt to fire again next round without reloading.

**7-9: Flash in the Pan:** Powder ignited, causing a searing flash that burns you for 1 damage, it will take one round to prepare the gun to be fired again.

**10: BOOM!,** the firearm explodes into ruined wreckage. Roll the gun's damage against yourself, not including your dexterity modifier or deed die.

All types of firearms have the following properties:

- **Reloading:** Guns cannot be fired every single round of combat, refer to the **Reloading** heading for details
- **Misfire:** Guns are finicky things, and are prone to certain accidents. Refer to the **Misfire** heading for details.
- **Armor Piercing:** Firearms are quite adept at piercing armor. When firing upon a foe wearing armor, consider that armor to be reduced in value by -3 AC to a minimum of +1 AC. Half plate and full plate nullifies this bonus. At the referees discretion, this armor class penalty may apply to creatures with certain armor-like natural protection (Chitin, shell, etc).
- **The Flash of Powder:** The flash and noise of gunpowder can be a startling experience for those who are not used to it. When enemies who are either non-sentient (like mundane

animals) or not used to fighting with guns are fired upon for the first time in combat, they must make a morale check.

**Reloading:** After being fired, it takes five full rounds of standing still and reloading to reload a firearm. Meeting any one of the following conditions allows you to reduce your time to reload by one round. The conditions are:

- You are using a dwarf-made firearm.
- You have an agility score of 16 or higher.
- You are equipped with a 'twelve apostles' bandolier.
- You are proficient in Firearms.
  - Additionally those proficient in Firearms may move half their movement rate when reloading. This also allows you to reload while on a horse.
- You are a level 2 or higher Warrior, Dwarf, or Thief
  - If you meet this requirement and the above requirement, you may move your full movement rate while reloading.

**Wet Conditions:** Damp or otherwise wet conditions increase the chances a firearm will misfire to a roll of 1-4 on the Misfire Die. Extremely wet conditions such as monsoon rains or near complete immersion increase the misfire chance to 1-8. Fortunately, all misfires caused by rolling any number other than 1 on the Misfire Die is considered to be either an "Ignition Failure"