

# FORGEWORKS

A SUPPLEMENT FOR DUNGEONSLAYERS

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**DUNGEONSLAYERS**  
AN OLD-FASHIONED ROLEPLAYING GAME

# WEAPONS

## NEW WEAPONS:

The following weapons are a supplement to page 13 of the Dungeonslayers basic rule book.

Elven bows and Dwarven axes are created by true masters of their craft, explaining the higher stats and very high price.

### STEP I: WEAPON CATEGORY

D20	Weapon Category
1-5	Ranged Weapon
6-20	Melee Weapon

D20	Melee Weapon Category
1-12	Bladed
13-20	Blunt

Weapon	Weapon Bonus	Special	Price
Elven bow*	WB +3	Initiative +1; bowstring snaps upon a Ranged Attack critical failure	75GP
Flail	WB +2	Initiative -2	8GP
Halberd (2h)	WB +2	Initiative -4	4GP
Morning Star**	WB +3	Initiative -4	16GP
Great Axe (2h)*	WB +4	Initiative -6, enemy's defense -4	20GP
Brass Knuckles	WB +0	unarmed enemy: no defense bonus	1GP
War Hammer (2h)	WB +3	Initiative -4	6GP
Dwarven Axe (2h)	WB +3	Initiative -1, Defense -2	60GP

\* Too large for dwarves to wield

\*\* Attacker hits self upon critical failure

## DETERMINING LOOT: MAGICAL WEAPONS

Magical weapons can be determined by using the three simple steps on the following tables. After determining a weapon category, the specific weapon is determined in the second step. The third step gives the weapon one to three magical enhancements.

The first enhancement is always a combat effect, giving a bonus to WB and Initiative and reducing the opponent's Defense. The second enhancement confers a talent and the third a spell effect.

### STEP II: SPECIFIC WEAPON

D20	Ranged Weapon	D20	Bladed	D20	Blunt
1-2	Light Crossbow	1-2	Two-Handed Sword	1	Flail
3-4	Heavy Crossbow	3-6	Dagger	2-4	Hammer
5-9	Shortbow	7	Halberd	5	Quarterstaff*
10-14	Longbow	8	Great Axe	6	Club*
15	Elven bow	9-11	Broadsword	7-8	Morning Star
16	Sling	12-14	Shortsword	9	Brass Knuckles
17-19	Spear	15-17	Longsword	10-12	Spear*
20	Throwing dagger	18-19	Battle Axe	13-16	War Hammer
		20	Dwarven Axe	17-20	Mace

\* does not break upon critical failure

### STEP III: MAGICAL ABILITIES

D20	Magical Abilities
1-15	Combat Effect
16-19	As above + Talent Effect
20	As above + Spell Effect

D20	Combat Effect
1-16	+1 bonus (WB/INI/-Defense)
17-19	+2 bonus (WB/INI/-Defense)
20	+3 bonus (WB/INI/-Defense)

#### Talent Effects:

Are handled as if the wielder had learned the appropriate talent (ignoring any prerequisites and if the maximum level of the talent has been learned).

#### Spell Effects:

Releasing is a whole action (class and level independent). Roll Spellcasting/ Targeted Spells normally, including non spell-users (check value is minimum 10 if the PC's stats don't allow for better values).

#### Determining Weapon Value:

The seller would be lucky to even fetch half the price determined here, since a market for magical weapons is practically nonexistent. The nonmagical WB of a weapon is added to the combat effect and then multiplied by 200. If the weapon has a second (or third) magical effect, this result is further multiplied by 3 (or 4).

Ranged	Melee	Talent Effect
-	1-2	Brutal Strike
1-3	3-4	Tough-as-nails
4-6	-	Deadly Shot
7	5	Lucky Devil
8	6	Hero's Luck
-	7-8	Blademaster
-	9-11	Parry
-	12-13	Armor Training
9-11	-	Marksman
12-14	14	Fast Reflexes
15-17	15	Steadfast
-	16-17	Slayerstrike
18-20	18-20	Weapon Mastery

D20	Spell Effect
1	Greater Healing (touch with weapon)
2-3	Lightning (from weapon)
4	Firelance (from weapon)
5-6	Fireray (from weapon)
7-8	Healing Hands (touch with weapon)
9-12	Light (from weapon)
13	Arrow of Light (from weapon)
14-16	Magic Shield (wielder only)
17	Arrow of Darkness (from weapon)
18	Levitation (wielder only)
19-20	Terror (show weapon to opponent)

Spellcasters can use magical weapons with the spell effect as if it were a magical staff with the appropriate spell.



# ARMOR

## DETERMINING LOOT: MAGICAL ARMOR

Random magical armor can be generated in three quick steps using the following tables. A differentiation is made between plain magical armor, giving a bonus to Armor Value (AV), and Named Armor, giving

special abilities and bonuses, but not necessarily an AV bonus. The base price would have to be paid if the PCs were to purchase it - they would be lucky to receive half of it if trying to sell armor.

### STEP I: ARMOR TYPE

D20	Armor type
1-3	Misc. protective items
4-7	Robe
8	Runic Robe
9-13	Leather Armor
14-17	Chain Mail
18-20	Plate Armor

### STEP II: DETERMINE SPECIFIC ARMOR ITEM

D20	Robes	Base Price
1-15	Plain Magical*	125GP
16	Fire Robe*	250GP
17	Robe of Deep Thought*	500GP
18	Healer's Robe*	1.000GP
19	Robe of Power*	1.000GP
20	Robes of Thunder*	250GP

\* Double the Base Price if runic

D20	Plate armor	Base Price
1-15	Plain Magical	1.000GP
16	Blood Armor	2.000GP
17	Lion's Plate	2.000GP
18	Warrior's Plate	8.000GP
19	Bear's Plate	4.000GP
20	Sturdy Plate	2.000GP

D20	Leather armor	Base Price
1-15	Plain Magical	250GP
16	Hide of the Healer	500GP
17	Garment of the Eagle	2.000GP
18	Hunter's Vestments	1.000GP
19	Wardens Armor	2.000GP
20	Wolf's Cloak	1.000GP

D20	Misc. protective items	Base Price
1-5	Leather Bracers	250GP
6-8	Plate Bracers	500GP
9-11	Plate Greaves	500GP
12-15	Plate Helmet	500GP
16	Wooden Shield*	500GP
17-19	Metal Shield	500GP
20	Tower Shield	1.000GP

\* does not break on critical failure

D20	Chain armor	Base Price
1-15	Plain Magical	500GP
16	Mail of the Scout	2.000GP
17	Marksman's Mail	1.000GP
18	Rogue's Retreat	2.000GP
19	Ranger's Mail	4.000GP
20	Mercenary's Faithful	1.000GP

### STEP III: AV BONUS

D20	Plain magic bonus	Price (GP)
1-15	AV +1*	Basic x 1
16-19	AV +2*	Basic x 2
20	AV +3*	Basic x 3
D20	Named armor	Price (GP)
1-10	AV +0*	Basic x 1
11-15	AV +1*	Basic x 2
16-19	AV +2*	Basic x 3
20	AV +3*	Basic x 4

\* No penalty for Dodge, Spellcasting or Targeted Spells; Initiative penalty is reduced by 1 and Speed penalty is reduced 0.5 per bonus level.

## NAMED ARMOR:

#### Bear's Plate

Decorated with a bear's hide and claws, it grants its wearer +1 to *Strength*.

#### Blood Armor

Opponents suffer -1 to Defense against the melee attacks of the wearer of this blood red plate mail.

#### Hide of the Healer

Usually fashioned from white fur, this leather armor grants the wearer +1 to Healing spells.

#### Fire Robe

A flame-adorned red robe, granting a +1 to Fire spells

#### Garment of the Eagle

Usually light beige and adorned with eagle feathers, grants +1 to *Mind*.

#### Hunter's Vestments

This greenish-brown leather armor grants +1 to *Reflexes*.

#### Mail of the Scout

This chain mail, with brown fur shoulder pads, grants the wearer +1 to *Reflexes*.

#### Robe of Deep Thought

While dull gray, it endows the wearer with +1 to *Reason*.

#### Healer's Robe

Plain and white and +1 to healing spells. A classic!

#### Robe of Power

This violet robe grants +1 to *Mind*

#### Warrior's Plate

This plate armor, with golden embossing, gets a lot of looks and grants a +1 to *Body*.

#### Lion's Plate

Plate armor with golden lion heads as shoulder protection. No speed penalty.

#### Marksman's Mail

Lined with dark green cloth strips, this chain mail grants +1 to ranged weapon use.

#### Ranger's Mail

Reinforced with brown leather padding, it grants +1 to *Agility*.

#### Rogue's Retreat

An unusual chain armor, the metal is interspersed with cloth fringes. +1 to *Dexterity*.

#### Mercenary's Faithful

Adorned with blue cloth highlights, the wearer enjoys +1 to Melee Attacks.

#### Robes of Thunder

Bluish gray with embellishments of thunderclouds and lightning. It grants +1 to all Lightning spells. Perpetually billows as if in a light breeze.

#### Sturdy Plate

This massive plate armor is reinforced with metal inlays. It even covers the neck area and grants +1 to Defense.

#### Wardens Armor

Made entirely out of fur, the wearer gains +1 to *Agility*.

#### Wolf's Cloak

Made from a whole wolf's pelt, the wearer gains +1 to Dexterity. The wolf's head (sans its former content) acts as a cowl.

### FORGEWORKS

A Supplement for  
Dungeonslayers

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# **OUT OF THE FORGE, INTO THE FRAY**

**"WITH HIS BLOOD RED ARMOR EFFORTLESSLY DEFLECTING THE ARROWS, HE MOWED DOWN SCORES OF FOES WITH HIS BATTLE AXE AS CRACKS OF LIGHTNING THUNDERED WITH EACH BLOW..."**

**THE CHRONICLES OF SLAUGHTER, VOL. II**

**GIVE YOUR PARTY THEIR JUST SPOILS!**

**BE IT FIRE SPEWING BLADES, BILLOWING ROBES OF STORMY MIGHT  
OR THE GLORIOUS LION'S PLATE.**

**ALSO HIGHLY RECOMMENDED FOR EVIL OVERLORDS.**

**THIS FIRST SUPPLEMENT FOR DUNGEONSLAYERS OFFERS YOU TWO  
PAGES CHOCK FULL OF**

- NEW WEAPONS FOR FRIEND OR FOE**
- TALENTS & MAGICAL EFFECTS FOR WEAPONS**
- TWENTY POWERFUL NAMED ARMORS**
- RANDOM GENERATION TABLES FOR MAGICAL ARMS AND ARMOR**