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INTRODUCTION

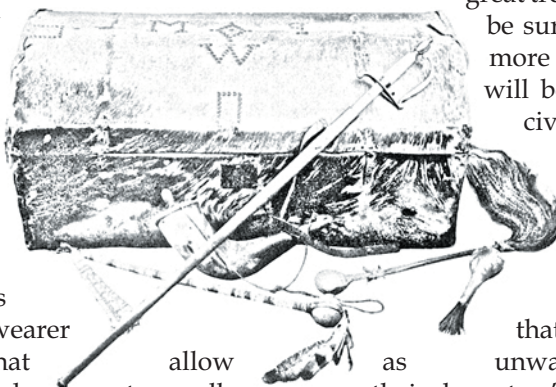
In most fantasy games, a character's reward for deeds of daring do and defeating evil usually comes in two forms: experience and treasure. While experience also applies to games using the **OGL Barbaric System**, the issue of treasure can turn into a far weightier issue.

Gone are the abundant magical items that seem as commonplace in many fantasy settings as stones lining the roads. Gone are the standard treasure listings for monsters that offer Gamemasters a benchmark against which to design and implement their games' monetary rewards. Gone are the wands that shoot fireballs like rain, the rings that allow the wearer to soar like a hawk and the shoes that allow them to move with total silence, stick to walls or leap buildings as effortlessly as walking up a step. Gone are the weapons that burn with holy flame, pierce with unnatural sharpness or knock giants down with a mere touch.

Treasure in a typical **OGL Barbarian** game is usually far more worldly, mundane and common in its nature, forcing a Gamemaster to extract wonder and value from the everyday. Items that would be tossed aside in favor of the nice magical sword sitting atop the monster's horde become appealing for their potential to expand the characters' purse strings.

Not to be overlooked, however, is the fact that getting many such treasures to a merchant is also likely to be more difficult. While a single, easily carried magical dagger could net a group of adventurers

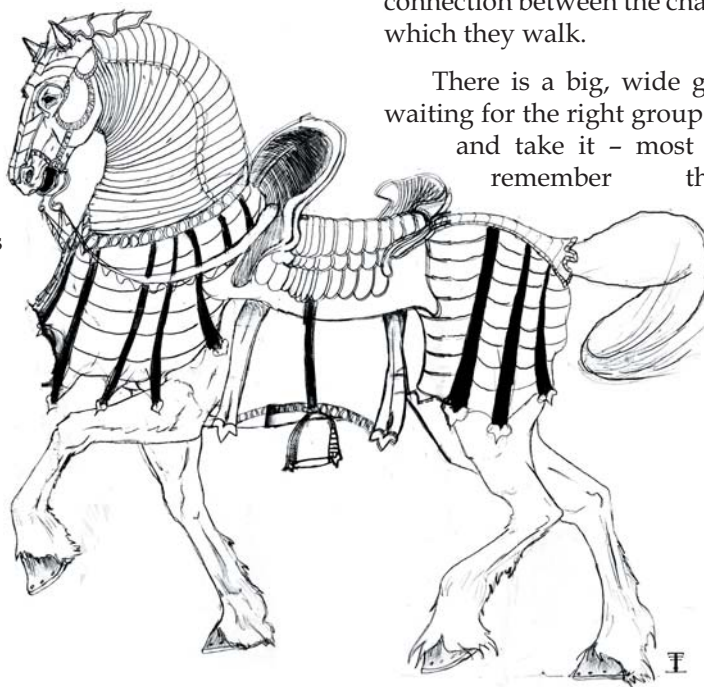
thousands of gold coins in any other fantasy game, in a campaign where mundane items are the treasure rather than magical weapons a large quantity or especially exceptional quality is often necessary to make up for the lack of special powers. A bolt of silk or ivory statue is a great treasure in a barbaric campaign, to be sure, but both weigh significantly more than a magical dagger and will be more difficult to get back to civilization to sell.



This difference between a **OGL Barbarian** game and most other fantasy campaigns should open the players' eyes to new possibilities as things that would normally be overlooked as unwanted now become the focus of their characters' reward. Skills such as Appraise, Decipher Script and Knowledge also enter a new (and far more necessary) light if the characters hope to get the most coin for their mundane treasures.

A trick to making normal items seem as valuable and interesting in an **OGL Barbarian** game as magic items are in a typical fantasy setting is to enshroud them in details and history. A mundane item without a story surrounding it is just an object. A mundane item with an interesting story to it becomes a treasure. Once you, as Gamemaster, present an otherwise normal item as something relevant to the setting, the item ceases to be just a prop and becomes something that creates a connection between the characters and the world within which they walk.

There is a big, wide gaming world out there just waiting for the right group of barbarians to come along and take it - most likely at sword point. Just remember that bloodstains reduce value.



KNOWLEDGE (HISTORY)

When applying the scaled success or failure system to Knowledge (History) checks (or just about any Knowledge check, for that matter), greater degrees of success mean knowing increasingly more above and beyond what is held to be common knowledge while failure means increasingly greater degrees of misunderstanding and misinformation. A successful Knowledge (History) check does not always grant the character the truth, however, but only what is widely regarded as the truth. A successful skill check cannot normally account for how the history, as it is known, has been twisted or shaped by lies or misinformation into what is now held to be the accepted truth.

check	knowledge known or misunderstood
-15 or less	As -1 to -14, plus believing that you know an additional, important and rarely known fact that is actually incredibly off the mark misinformation
-10 to -14	As -1 to -9, plus believing that you know an additional, more significant and far less known fact that is actually significant misinformation
-5 to -9	As -1 to -4, plus believing that you know an additional, minor and lesser known fact that is actually worse misinformation
-1 to -4	What you think you know is close to truth (as it is known), but an important fact has been twisted in some way
Target DC to +4	You know the general history
+5 to +9	As DC to +4, plus knowing an additional, minor and lesser known fact
+10 to +14	As DC to +9, plus knowing an additional, more significant and far less known fact
+15 or more	As DC to +14, plus knowing an important and rarely known fact

PROFESSION (BUTCHER), (FURRIER) OR (TANNER) OR CRAFT (TAXIDERMISTRY)

Use the scale of success and failure to determine how well the butcher succeeds at cutting up and preparing the meat. The scale of success or failure accounts for the shape the fur or hide will be in once either the Profession (Furrier) or (Tanner) skill has been used to remove it, as appropriate. The Craft (Taxidermy) scale of success and failure accounts for the final, stuffed trophy. The value is also adjusted based upon the quality of the beast with which one is working, but that should be figured into the base cost before this skill is rolled for.

These amounts are assuming the meat, hide or fur to be of a typical quality to begin with. Steaks taken from

superior cattle should have an increased worth over that of the base price (see **Table 4-2: Meat**) before accounting for this skill's scale of success and failure, for instance.

check result	effect
-10 or less	Ruined and worthless
-5 to -9	Damaged quality. Is still useable, but worth 2d4 x 10% less.
-1 to -4	Poor quality. Is still useable, but worth 1d4 x 10% less.
Target DC to +4	Typical quality. Is worth the typical amount.
+5 to +9	Good quality. Is worth 1d4 x 10% more than is typical.
+10 or more	Excellent quality. Is worth 2d4 x 10% more than is typical.

NEW FEATS

These new feats are of particular relevance to the new material presented in this work.

TABLE 1-1: NEW FEATS

feat	prerequisites
Antiquarian	Appraise 4 ranks, Knowledge (History) 4 ranks
Armor Proficiency (Piecemeal) #	Armor Proficiency (Medium)
Jeweler	Craft (Goldsmith) 4 ranks, Craft (Gemcutting) 4 ranks
Riddle of Steel	Craft (Weaponsmith) 12 ranks
Treasure Hunter	Appraise 4 ranks, Decipher Script 4 ranks, Knowledge (History) 4 ranks

ANTIQUARIAN (GENERAL)

You are knowledgeable of antiques and artifacts.

Prerequisites: Appraise 4 ranks, Knowledge (History) 4 ranks

Benefits: You gain a +4 competence bonus to Appraise and Knowledge (History) checks involving art, artifacts and antiques.

ARMOR PROFICIENCY (PIECEMEAL) (GENERAL, SOLDIER)

Although not needed to wear armor, training in wearing piecemeal armor does make you more comfortable and accustomed to using it.

Prerequisites: Armor Proficiency (Medium)

Benefits: Reduce the armor check penalty by 2, to a maximum benefit of no penalty, while wearing

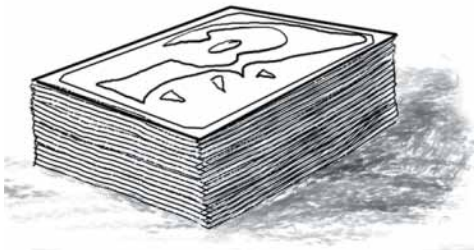
made of precious metals.

Tanner's Kit: This set of special tools and liquids is needed to properly remove and prepare an animal hide. Without these tools, a character has to use improvised tools (-2 penalty on the Profession check), if the job can be done at all.

Tanner's Kit, Masterwork: As tanner's kit, but they are exceptional tools for the job, granting the user a +2 circumstance bonus on the Profession check.

Tarot Cards: Used by charlatans and false seers to bilk the curious and superstitious of their money, the 78 cards of this deck bear the various faces and figures of the Tarot. The cards range from the numbered cards (1 to 21) to the joker, death, tower and numerous courtesans and other images.

Making a successful DC 15 Sleight of Hand check grants a +1 circumstance bonus to skill checks concerning conning someone with a false divination.



SHOPS AND BUSINESSES

A proper shop, factory or similar facility intended to provide a craftsman or professional with the proper tools with which to conduct their trade works much like a masterwork tool or skill kit except the bonus granted to the relevant skill is +4.

The following costs consider the facility to be a one-man operation - increase the base cost by 50% per each additional person the facility will accommodate and provide for. Also listed is a base cost in materials that must be paid every month (including for the initial opening) in order to keep the business properly supplied (increase by 50% per person provided for after the first.) Reduce the facility's bonus by 1 per month without purchasing a resupply. Monthly supply costs consider a steady, typical range of operation. Producing high-quality specialized items will



or

increase the costs accordingly.

All costs do not account for the price of land or location.

Architect/Engineer: This shop houses drawing boards and modeling facilities so that the owner can design and plan for the building of structures. *Relevant Skill(s):* Profession (Architect) or Profession (Engineer.)

Alchemist: Volatile chemicals, intricate tubing, kilns, crucibles and the like are all staples of an alchemist's shop. *Relevant Skill(s):* Craft (Alchemy.)

Armorsmithy: Armor is made in this shop using molds, forges, and needle and thread. *Relevant Skill(s):* Craft (Armorer.)

TABLE 2-10: PROFESSIONAL FACILITIES

business	base cost	resupply cost
Architect/Engineer	300 sp	10 sp
Alchemist	1,750 sp	100 sp
Armorsmithy	1,200 sp	300 sp
Bakery	225 sp	10 sp
Blacksmithy	1,100 sp	150 sp
Brewery	200 sp	50 sp
Bowyer	150 sp	20 sp
Butcher	250 sp	35 sp
Carpenter	150 sp	40 sp
Cobbler	100 sp	25 sp
Furrier	150 sp	10 sp
Herbalist	100 sp	10 sp
Jeweler	500 sp	1,000 sp
Seamstress/Clothier	100 sp	15 sp
Sculptor/Artist Studio	100 sp	10 sp
Tannery	230 sp	25 sp
Taxidermist	100 sp	10 sp
Weaponsmithy	1,100 sp	200 sp
Winemaker	1,000 sp	75 sp

Bakery: Large wooden tables, vats of cooking oil, ovens and cooling racks litter such shops. *Relevant Skill(s):* Profession (Baker.)

Blacksmithy: Forges, crucibles, anvils and tools fill this shop where metal is worked into other tools and implements. *Relevant Skill(s):* Craft (Blacksmith.)

Bowyer: Very little is needed for such shops other than tools for shaping the bow and arrows, a place to store the supplies and somewhere to work. *Relevant Skill(s):* Craft (Bowyer.)

Butcher: An ice room and smokehouse are both necessities, as is a place to slaughter the animals to

TABLE 3-6: NEW SHIELDS

armor	cost	shield bonus	armor check penalty	SORCERY failure	Bash damage	Bash ap	critical	weight	type
<i>Buckler, Bladed</i>	10 sp	+2	-2	20%	1d6	1	x2	2 lb	Bludgeoning
<i>Buckler, Hide</i>	1 sp	+1	-1	10%	1d4	0	x2	3/4 lb	Bludgeoning
<i>Shield, Large Bladed</i>	20 sp	+4	-5	15%	1d4	0	x2	8 lb	Bludgeoning
<i>Shield, Large Hide</i>	2 sp	+3	-4	5%	1d3	0	x2	3 lb	Bludgeoning

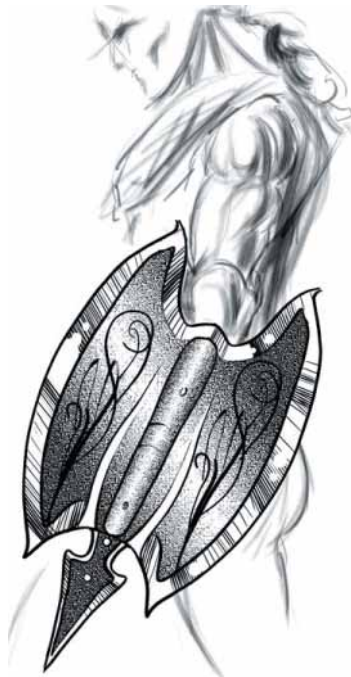
armor	blade damage	blade ap	critical	hardness	hit points	weight	type
<i>Buckler, Bladed</i>	1d4	1	x2	10	4	2 lb	Slashing or Piercing
<i>Shield, Large Bladed</i>	1d8	2	x2	6	10	8 lb	Slashing or Piercing;

Bladed Shields:

The side of the shield has been sharpened to a cutting edge and a pointed bladed added to its tip, over the hand.

Hide Shields:

Made of layers of animal hide stretched over a wooden frame rather than of steel, hide shields are used by primitive cultures that have not yet mastered metalworking or cannot afford to outfit themselves with the superior, metal shields.



Armor Type: Despite wearing piecemeal armor, a character is considered to be unarmored until the armor pieces he is wearing reach a weight greater than 5, above which point he is considered to be wearing light armor. At 20 lbs the character is wearing the equivalent of medium armor and heavy armor once the pieces have a total weight of 40 lbs or more.



Damage Reduction: Combine all Damage Reduction ratings to ascertain the character's final DR.

Maximum Dex Bonus: Instead of listing the maximum bonus itself, the maximum Dex bonus for piecemeal armor is considered to start at +10 and is reduced by the listed modifier(s) combined, depending upon what pieces are worn.

Armor Check Penalty: Combine all penalties to ascertain the character's final armor check penalty.

Sorcery Failure: Combine all penalties to ascertain the character's final armor check penalty. No matter the total, piecemeal armor cannot have a Sorcery Failure percentage higher than 95%.

Speed: Combine the speed penalties, only reducing the speed when the total surpasses a 5-foot benchmark. For instance, a combined speed penalty of -7 would mean that combination of piecemeal armor would have a Speed of 25 feet, whereas a penalty of -12 would have a Speed of 20 feet.

Weight: Combine the weight of all pieces to calculate total weight. The final weight will determine what type of armor the piecemeal suit is considered to be (see previous.)

All information and statistics is per individual piece.

PIECEMEAL ARMOR

Instead of full suits, piecemeal armor is purchased separately and assembled in combinations, as desired. When wearing piecemeal armor, use the following changes to the standard armor rules. The character's anatomy limits the amount and type of pieces worn - no more than two arm pieces, two leg pieces, etc.

The Armor Proficiency (Piecemeal) feat is not necessary to use piecemeal armor. The feat required depends on what type of armor the combined pieces count as (see following for details.)

Because the pieces are not as cohesive or sturdy as a proper suit of armor, each piece can be targeted by a sunder attack, as per a shield. Because of this, each item of piecemeal armor has a Hardness and Hit Point statistic, unlike regular armor.

Knowledge (History) Scale

check	knowLEDge known OR MISunderstood
7 or less	As 12 to 21, plus believing hedrod are half as big as elephants.
12 to 8	As 17 to 21, plus believing hedrod eat human flesh.
17 to 13	As 18 to 21, plus believing hedrod are hairy lizards.
21 to 18	The buckle is a representation of the hedrod, a monstrous species of the south.
Target DC 22 to 26	The buckle is a representation of the powerful demon, Hedrod.
27 to 31	As 22 to 26, plus knowing the buckle was crafted by the Frigid Northmen.
32 to 36	As 22 to 31, plus knowing Hedrod walked the frozen wastes, subverting human settlements and forcing them to follow and sacrifice to him.
37 or more	As 22 to 36, plus knowing Hedrod was defeated by a rare collaboration between the Frigid Northmen and the Northern Hillmen.

Target DC 15 to 19	Know what value the coin held in the society that created it.
20 to 24	As 15 to 19, plus knowing when the coin was minted.
24 to 29	As 15 to 24, plus knowing where the coin was minted.
30 or more	As 15 to 29, plus knowing roughly how many coins of that type were minted at the same time.

JEWELRY AND CURRENCY

ATLANTSEAN AND THULISH CURRENCY

Atlantis and Thule may have long since disappeared, but some of their coins remain in extremely limited circulation, mainly because several small caches have been found in ancient ruins and shipwrecks raised by the geographic upheavals of long ago.



Appraise DC: 15

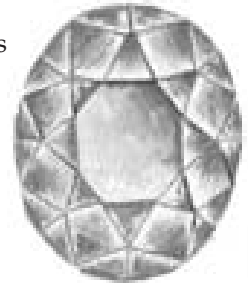
Value: 1d4+2 times normal value

Knowledge (History) Scale

check	knowLEDge known OR MISunderstood
0 or less	As 1 to 14, plus mistaking the civilization to which the coin belonged.
5 to 1	As 6 to 14, plus mistaking the number of coins minted at the same time.
10 to 6	As 11 to 14, plus mistaking the year it was minted in
14 to 11	Mistaking the coin's original value.

EYE OF SET

This massive diamond is roughly two inches long, a little over one inch wide and about half an inch thick. Its cuts are flawless, as is its interior.



Appraise DC: 18

Value: 250,000 sp

Knowledge (History) Scale

check	knowLEDge known OR MISunderstood
5 or less	As 6 to 19, plus believing the cult of demonic elephant worshippers made another eye that is a ruby of equal size to the diamond, but it has been lost for over 1,000 years.
6 to 10	As 11 to 19, plus believing the cult worshipped demonic elephants in the days of Atlantis.
11 to 15	As 16 to 19, plus believing the gem used to belong to an ancient cult of elephant worshippers, but has since been appropriated into the Cult of Set.
16 to 19	The Eye of Set is believed to somehow act as a gateway that will allow Set to enter the mortal world.
Target DC 20 to 24	The Eye of Set is believed to have been left in the world of men by Set so that he can use it to watch his faithful carry out his will.
25 to 29	As 20 to 24, plus the diamond is older than the Age of Atlantis and has been lost numerous times, but always returning to the priesthood of Set eventually.
30 to 34	As 20 to 29, plus knowing that if the diamond is placed within the lost Icon of Set upon the anniversary of the Serpent Theocracy's foundation while the moon is at its zenith it is said that the supplicant can gaze upon the true face of Set and bath in his glory.

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