

Gear Modifiers

Weapons

Delvers can apply several modifiers to improve their weapons. These are “stackable” unless noted otherwise, but some are restricted to specific weapon types. Each modifier has a “cost factor” (CF); to find final cost, simply multiply list cost for a good-quality weapon by (1 + total CF).

- **Balanced:** +1 to skill with any melee weapon or projectile (arrow, bolt etc.), or +1 Acc with a blowpipe, bow, or crossbow. All weapons except sticks and improvised weapons: +4 CF.
- **Disguised:** A weapon disguised as an ordinary item. Item must be able to contain the hidden weapon +4 CF
- **Dwarven:** Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF.
- **Elven:** Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF.
- **Fine*:** -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing- or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/thrown weapons: +9 CF.
- **Meteoric†:** Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weapon-enhancing spells, or magical repairs. Any metal weapon: +19 CF.
- **Orichalcum†:** Orichalcum weapons won't break. Non-orichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF.
- **Ornate:** Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.
- **Silver*†:** Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 CF.
- **Very Fine*:** -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF.

* Fine, very fine, and solid silver are mutually exclusive.

† Meteoric, orichalcum, and solid silver are mutually exclusive –

although meteoric and orichalcum weapons can be silver-coated.

Shields

As with weapons, it's possible to apply modifiers to shields, including bucklers but not cloaks; these have “cost factors” (CF) that affect cost according to the rules for weapons.

Since shield damage is too complex to be fun in dungeon fantasy, none of these modifiers affect shield breakage.

- **Balanced:** +1 to Shield skill. +4 CF.
- **Dwarven*†:** Made of hefty iron. When ignoring shield damage, the primary effect is to give +1 to shield-bash damage (cumulative with +1 for spikes, if any). Doubles weight! +4 CF.
- **Fine†:** Shield has the same DB, but only 3/4 its usual weight: +9 CF.
- **Meteoric*†:** Resists magic as for the weapon modifier (above), gives +1 to shield-bash damage (cumulative with +1 for spikes, if any), and doubles weight. +99 CF.
- **Mirrored:** Polished or silvered to reflect gaze attacks. A successful Block against a Vision-Based attack allows an immediate Shield roll to redirect the curse onto anyone within its usual range. Rolls to resist reflected gazes are at +3. Dwarven, meteoric, or orichalcum shields: +2 CF. Other shields: +6 CF.
- **Orichalcum*†:** Shield offers the same DB, but has only 2/3 its usual weight and gives non-orichalcum weapons +2 to odds of breakage when parrying a shield bash. +149 CF.
- **Ornate:** Impresses plebes exactly as for the weapon modifier (p. 26): +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.

* Dwarven, meteoric, and orichalcum are mutually exclusive.

† Weight effects multiply together

Equipment

Equipment can have several modifiers added to them. Each modifier has a “cost factors” (CF) that affect cost according to the rules for weapons.

- **Compartment-**allows for faster item recovery; for containers only. Light: Reduce time by 10%, +10% weight, +0.25CF or heavy: reduce time by 25%, +20% weight, +0.5 CF
- **Expensive—**item made of lighter, stronger material and is 2/3 weight. +1 CF
- **Ornate:** Exactly as for the weapon modifier. +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.
- **Quality:** Good +1 skill for +4 CF, Fine +2 Skill for +19 CF
- **Rugged:** +2Ht, x2DR, Weight is x1.2. +1CF

Armor

Many modifiers are available to improve armor; these have “cost factors” (CF) that affect cost as explained for weapons. Most modifiers are specific to particular kinds of armor.

- **Camouflaged:** Where not being seen is important, purpose-made camouflage clothing is a definite benefit. Garments may be dyed and stitched in patterns that resemble different terrain types and break up the wearer’s visual outline, rendering him harder to see. A garment must be decorated for specific conditions such as Darkness/Night (dark grey and black; for dim conditions against any background) Dressing in a full outfit of camouflage clothing or wearing (not wielding) a camouflage heavy cloak gives a bonus to Stealth vs. Vision, provided that the pattern suits the surroundings: +1 to Stealth for +2 CF, or +2 to Stealth for +7 CF.
- **Dragonhide*:** Any hard leather armor (DR 2) can be dragonhide. This provides from +1 to +4 DR, depending on the dragon’s age (elder dragonhide has up to +7 DR, but isn’t for sale). It also gives -3 reactions from dragons! Weight and cost depend on DR bonus (treat “neg.” weight as 0.5 lb to begin with): +1 DR is 1.25 times weight and +37 CF; +2 DR is 1.5 times weight and +44 CF; +3 DR is 1.75 times weight and +52 CF; and +4 DR is 2 times weight and +59 CF.
- **Dwarven*:** Dwarves can forge any DR 6-7 plate armor to be extra-thick. This raises weight: +1 DR weighs 1.2 times as much, +2 DR weighs 1.4 times as much, and +3 DR weighs 1.6 times as much. Cost depends on DR bonus: +1 DR is +1 CF, +2 DR is +2 CF, and +3 DR is +3 CF.
- **Elven:** Elven mail uses the higher DR listed for the base armor against all damage – don’t reduce its DR vs. crushing blows. Any mail: +3 CF.
- **Fine*:** Expertly fitted, with no waste material. Offers full DR at 3/4 the usual weight. Adds -1 to penalties to hit chinks in armor. Only fits wearers whose height and weight match the original owner’s! Any armor: +9 CF.
- **Fluting:** shaped plate, scale or lamellar armors. Reduced weight by 10% for +4 CF
- **Giant Spider Silk:** Improves cloth armor from DR 1 to DR 2, and allows it to be worn under other armor, for +2 DR, without the DX penalty for layering. +99 CF.
- **Hiding Place:** has concealed area to help with holdout skill. +1 skill for +4CF, +2 skill for +9CF
- **Meteoric†:** Resists magic as for the weapon modifier (above). Any metal armor: +19 CF.
- **Orichalcum*†:** Provides full DR at just 1/3 the usual weight! Any bronze plate armor (assume that gauntlets and sollerets can be bronze): +29 CF.

- **Ornate‡:** Dress to impress, exactly as for the weapon modifier. Any armor: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.
- **Reinforced Leather:** +1dr vs cutting, +25% weight for +0.25CF
- **Silencing:** Reduces noise from armor. -1 for +4 CF, -2 for +9 CF
- **Spiked:** Lets the wearer roll DX-4 to stab each foe in close combat with him for 1d-2 imp, once per turn, as a free action. Anyone who strikes him with an unarmed attack is hit immediately and automatically – and a bite, slam, or Constriction Attack means that attacker suffers maximum damage (4 points). Any plate armor: +2 CF.
- **Thieves’‡:** Blackened mail woven for maximum flexibility and minimum noise. Ignore its weight for encumbrance purposes when making Climbing and Stealth rolls. Any mail: +3 CF.
- **Very Fine*:** Masterfully fitted, Offers full DR at 2/3 the usual weight. Adds -2 to penalties to hit chinks in armor. Only fits wearers whose height and weight match the original owner’s! Any armor: +29 CF.

* Weight effects multiply together; e.g., dwarven plate with +3 DR (1.6 times weight) of fine quality (3/4 weight), weighs 1.2 times as much as usual.

† Meteoric and orichalcum are mutually exclusive.

‡ Thieves’ mail cannot be ornate.