

# MONSTER LEATHER

# For HârnMaster Gold

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## INTRODUCTION

Player Characters encounter many types of beasts during their adventures. They fight Gârgún, Ívashù and sometimes even dragons. Most of these characters are happy enough just to survive such encounters. Others are not - some characters are so creative that they think about making armour for themselves from the dead monsters' hides.

The Armour Protective Values (APVs) of leather made from a beast's hide are usually inferior to the APVs listed for that creature. Why? Because the APVs comprise not only the hide's inherent toughness, but also the bulk and fat content of the creature itself and any special attributes that the beast may possess. The Nóláh, for example, has a Squeeze APV of 30. This is surely not because of the toughness of its hide; this is due to the creature's amazing flexibility. The Nóláh can hide itself between the stones of a wall - try squeezing such a creature and see if you can hurt it! Therefore, the GM must consider these factors when designing armour made from monsters and beasts.

## ARMOUR PROTECTIVE VALUES

The following table lists examples for the APVs a hideworker or armourer might obtain after curing and preparing a particular beast's hide as leather or Kûrbúl:

CREATURE	NATURAL APV						LEATHER APV						KÛRBÚL APV					
	B	E	P	F	S	T	B	E	P	F	S	T	B	E	P	F	S	T
Áklash	10	8	7	7	14	8	4	4	4	5	3	4	7	6	6	5	5	6
Bear	4	3	2	4	2	4	1	2	1	3	0	2	4	4	3	3	2	4
Boar, Bull / Wild Cattle, Hirenu, Horse, Lion, Stag, Wolf	4	3	1	3	1	3	1	2	1	3	0	2	4	4	3	3	2	4
Dragon	12	15	12	14	10	12	5	8	6	8	2	6	8	10	8	8	4	8
Giant Snake, Vlástá	2	1	0	2	0	2	0	1	0	2	0	1	3	3	2	2	1	3
Griffin	3	4	2	4	1	4	1	2	1	3	0	2	4	4	3	3	2	4
Ílmè	10	8	7	9	12	8	4	4	4	6	3	4	7	6	6	6	5	6
Nóláh	8	10	10	4	30	8	3	5	5	3	3	4	6	7	7	3	5	6
Ram / Mountain Goat / Sheep	5	4	1	3	1	3	2	2	1	3	0	2	4	4	3	3	2	4
Unicorn	6	4	2	5	1	5	2	2	1	4	0	3	5	4	3	4	2	5
Wyvern	8	5	8	7	4	9	3	3	4	5	1	5	6	5	6	5	3	7
Yélgri	3	3	1	4	0	3	1	2	1	3	0	2	4	4	3	3	1	4

## HOW TO CALCULATE THESE VALUES

When making leather, modify the natural APVs as shown below. For some creatures, special rules may apply and these are indicated below. Round fractions off to the nearest whole number.

- B** Halve the natural APV, then subtract 1
- E** Halve the natural APV
- P** Halve the natural APV
- F** Halve the natural APV, then add 1
- S** Halve the natural APV, then subtract 1
- T** Halve the natural APV

For Nóláh, use 1/8 the natural Squeeze APV, then subtract 1. For very bulky creatures such as Áklash and Ílmè, use 1/4 the natural Squeeze APV, then subtract 1. For large creatures such as dragons, use 1/3 the natural Squeeze APV, then subtract 1.

For Kûrbúl, simply add the following to the leather APVs: B+3 E+2 P+2 F+0 S+2 T+2. For long-furred creatures such as rams and mountain goats, the Blunt APV bonus is only +2.

## LEATHER WEIGHT

To determine the weight of the leather, use the Blunt aspect value as an indicator of the thickness and heaviness of the material. Use the following table to determine the material's weight factor for leather. This factor is then multiplied by the coverage of the armour to determine the actual mass of the armour.

Blunt APV	0	1	2	3	4	5
Weight Factor	10	15	20	25	30	35

To determine the weight of the same coverage for Kûrbûl, simply multiply the complete weight by 1.2.