

Gryphon's Armoury



Weapons and Armour



Robert Smith



Introduction

Welcome friends to my newest Netbook. I am, as everyone knows, a demon, and there is one thing that demons like and that is a nice toy. I collect them you know, take them right away from those nice men in armour who come a calling now and then. Oh you should see my trophy wall. Of course I don't keep skulls like some of my brethren what use are they, no my study is wall to wall weapons and armour.

One day a manling came to see me not about dieing but about learning, and boy was I flattered. He had heard you see of my weapon walls and my armour stands. He was very impressed actually and said all sorts of nice things so I let him stay. He poked and prodded away at my toys and lo and behold had never even heard of some of them. I taught him their names and showed him what they were for, the nice men who they came with were oh so happy to bash one another

Gryphon Demon Lord of the Meme

Glossary of Terms

Annellet/Finger-Ring

The small loops extending toward the blade from the quillions intended to protect a finger wrapped over the guard. They developed in the middle-ages and can be found on many styles of Late-Medieval swords. They are common on Renaissance cut & thrust swords and rapiers they and also small-swords. For some time they have been incorrectly called the "pas d'ane".

Back

The part of the blade opposite the edge. Double-edged sword has no back.

Barding

Armour made for a mount, commonly a horse.

Besagew

Circular plate protecting the lance-side shoulder.

Bevor

A plate for face and neck protection on a helmet.

Blade

The length of steel that forms the sword.

Breath

Holes or slits in the visor of a helmet to allow the wearer to breathe.

Brim

A flange around the edge of the skull-piece of a helmet.

Bufte

An open-fronted visor with vertical metal strips. It gave improved visibility.

Cannon

The upper cannon was the upper arm armour, the lower cannon (also known as a vambrace) was the armour of the forearm.

Cheek-guards

Metal plating or mail designed to protect the cheeks. Sometimes removable or hinged.

Codpiece

A triangular-shaped piece of material worn over the groin.

Coif

A headpiece made like a balaclava, usually made of mail.

Comb

A decorative crest or ridge of varying height mounted on a helmet, running from front to back or from side to side.

Compound-hilt

A term used for the various forms of swept, basket, and cage hilts found on Renaissance swords. The compound hilt is comprised of the quillion, side-rings, and a knuckle bar in a variety of configurations.

Compound-Hilt/Complex-Guard

A term used for the various forms of hilt found on Renaissance and some late-Medieval swords. They consist typically of finger-rings, side-rings or

with them so he could see. At the end he presented me with this book which I was right impressed with, lots of drawings and itemised properties. He got it wrong the first few times but I think this last draft, about the thousandth is not bad. He is of course still writing because there is always an new caller interested in giving me something new for my collection and it would be rude of him to leave without finishing.

Anyvay enough chatter from me I think there is a super fight on tonight, I am pitting the scribe against my newest friend, a Teutonic knight, complete with horse. I will keep it fair you understand the scholar, never did learn his name, can keep his pen. Well they do say the pen is mightier than the sword and I am sure he is dieing to find out if it is mightier than the lance.

ports, a knuckle-bar, and counter-guard or back-guard. Swept-hilts, ring-hilts, cage-hilts, and some basket-hilts are forms of complex-guard.

Couter

Bent plate protecting the inside of the elbow.

Crest

See 'Comb' above.

Cross

The typically straight bar or "guard" of a Medieval sword, also called a "cross-guard". A Renaissance term for the straight or curved cross-guard was the quillions (possibly from an old French or Latin term for a type of reed).

Cross-guard

The steel, cross-piece between the hand and blade of a Medieval sword.

Cuirass

A breastplate.

Cuirassier

A cavalryman, especially one in the gunpowder era.

Cuisse

Thigh-plate.

Edge

This is the sharpened portion of the blade. A sword may be single or double-edged. For example, a Japanese katana has a single edge but a Scottish claymore is sharpened on both sides.

Fauld

A codpiece made of plate or mail.

Foible

A Renaissance term for the upper portion on a sword blade which is weaker (or "feeble") but has more agility and speed and which does most of the attacking.

Forte'

A Renaissance term for the lower portion on a sword blade which has more control and strength and which does most of the parrying. Also called prime or fort.

Fuller

A shallow central-groove or channel on a blade which lightens it as well as improves strength and flex. Sometimes mistakenly called a "blood-run" or "blood-groove", it has nothing to do with blood flow, cutting power, or a blade sticking. A sword might have one, none, or several fullers running a portion of its length, on either one or both sides. Narrow deep fullers are also sometimes referred to as flukes. The opposite of a fuller is a riser, which improves rigidity. The fullers function is analogous to the spine of the human body. When a fuller is forged onto a blade it repacks the crystalline structure and forms it into a flexible spine that reduces weight and gives the sword both strength and flexibility.

Gorget

A curved plate or plates of metal encircling and protecting the throat.



Grandguard

A metal plate resembling a shield built into the arm of a suit of armour and extending across the chest and shoulder.

Greaves

Shin-plates.

Grip

The handle of a sword, usually made of leather, wire, wood, bone, horn, or ivory (also, a term for the method of holding the sword).

Hauberk

Any garment resembling a jerkin or shirt.

Heaume

A great helm used for jousting and ceremony, often fitted with lavish decorations and headpiece.

Helm

A helmet, particularly a large, grandiose or heavy one (great helm or close-helm, for example). Lighter helms (kettle hats and morions) were known as helmets.

Hilt

The lower portion of a sword consisting of the cross-guard, handle/grip, and pommel (most Medieval swords have a straight cross or cruciform-hilt).

Lames

Laminated plates designed to protect as well as plate, while still conferring good mobility.

Lower end

the tip portion of a Medieval sword

Mail

A form of armour made of interlocking rings of metal.

Pauldron

Shoulder-plate, also known as spaulder.

Peak

An attachment to a helmet, taking the form of a plate over the eyes like the peak of a baseball cap.

Poleyn

Kneecap-guards.

Pommel

Latin for "little apple", the counter-weight which secures the hilt to the blade and allows the hand to either rest on it or grip it. Sometimes it includes a small rivet (capstan rivet) called a pommel nut, pommel bolt, or tang nut. On some Medieval swords the pommel may be partially or fully gripped and handled. Pommels came in a variety of shapes: disks, balls, brazil-nuts, crescents, a sort of mushroom cap, etc., and changed in popularity as much with changes in fashion sense as martial usage

Quillions

A Renaissance term for the two cross-guards (forward and back) whether straight or curved. It is likely from an old French or Latin term for a reed. On Medieval swords the cross guard may be called simply the "cross", or just the "guard".

Ricasso

The dull portion of a blade just above the hilt. It is intended for wrapping the index finger around to give greater tip control (called "fingering"). Not all

sword forms had ricasso. They can be found on many Bastard-swords, most cut & thrust swords and later rapiers. Those on Two-Handed swords are sometimes called a "false-grip", and usually allow the entire second hand to grip and hold on. The origin of the term is obscure.

Rondel

A circular plate of metal designed to protect the straps on a wrapper.

Sabaton

Metal-armoured footwear.

Scabbard

a sheath for a sword or dagger. Most scabbards were made of thin wood, lined with felt or sheepskin, and covered in leather.

Shoulder

The corner portion of a sword separating the blade from the tang.

Sight

Slit or holes in the visor of the helmet to allow the wearer to see.

Skull-Piece

The rounded top of a helmet, designed to protect the upper half of the skull.

Surcoat

A fabric garment worn over the top of armour, typically by European knights. It was sleeveless and hung down to the knees, and usually carried the wearer's coat-of-arms, or the design of his order (Knights Hospitalers or Templars, for example).

Tang

The un-edged hidden portion or ("tongue") of a blade running through the handle and to which the pommel is attached. The place where the tang connects to the blade is called the "shoulder". A sword's tang is sometimes of a different temper than the blade itself. A full tang is preferred in European swords, while a partial tang is best for Japanese swords.

Tassets

Leg-protection consisting of lames or plate worn over the thighs. Usually, it only protected the front.

Tip

The end of the sword furthest away from the hilt. Most swords taper to a point at the tip, but some blade lines are straight until the very tip. A few swords, such as a U.S. Civil War saber, are curved along their length.

Tonlet

A flared, laminated plate skirt for extra leg protection.

Upper end

The hilt portion of a Medieval sword

Waisted-grip

A specially shaped handle on some bastard or hand-and-a-half swords, consisting of a slightly wider middle and tapering towards the pommel.

Waster

A wooden practice sword. Also called a bevin, or bavin.

Wrapper

A metal plate designed to protect a buckle or join in armour, especially on the helmet.



Armour

Introduction to Armour



Types of armour generally fall into one of three main categories:

- (1) armour made of leather, fabric, or mixed layers of both, sometimes reinforced by quilting or felt,
- (2) mail, made of interwoven rings of iron or steel, and
- (3) rigid armour made of metal, horn, wood, plastic, or some other similar tough and resistant material.

The third category includes the plate armour that protected the knights of the European Middle Ages. This armour was composed of large steel or iron plates that were linked by loosely closed rivets and by internal leathers to allow the wearer maximum freedom of movement.

Armour made of rigid plates was used by the ancient Greeks and Romans and reappeared in Europe about the 13th Century. Plate armour dominated European armour design until the 17th Century, by which time the use of firearms had made body armour in general obsolete.

Ancient Greek infantry soldiers wore plate armour consisting of a cuirass (a piece of armour covering the body from neck to waist), long greaves (armour for the leg below the knee), and a deep helmet—all of bronze. The Roman legionary wore a cylindrical cuirass made up of four to seven horizontal hoops of steel, with openings at the front and back, where they were laced together. The cuirass was buckled to a throat piece that was in turn flanked by several vertical hoops protecting each shoulder. Apart from helmets, armour made of large plates was probably unknown in western Europe during the Middle Ages, and mail was the main defence of the body and limbs during the 12th and 13th centuries. Mail hoods covered the head and neck, and mail leggings covered the legs. Mail, however, did not possess the rigid glancing surface of plate armour, and, as soon as the latter could be made responsive to the movements of the body by ingenious construction, it replaced mail. Thus plate armour of steel superseded mail during the 14th century, at first by local additions to knees, elbows, and shins, until eventually the complete covering of articulated plate was evolved. A complete suit of German armour from about 1510 shows a metal suit with flexible joints covering its wearer literally from head to toe, with only a slit for the eyes and small holes for breathing in a helmet of forged metal. The armour suits of royalty and aristocrats were often elaborately gilded, etched, and embossed with fine decoration.

The first known use of armour was by the Egyptians (1500 BC). The armour was a cloth, shirt-like garment overlapped with bronze scales or plates sewn to it. The armour was very heavy, uncomfortable to wear and not that effective, causing this style of protection to be short-lived.

The Assyrians (900-600 BC) developed lamellar armour; small rectangular plates or lames were sewn to a garment in parallel rows. This style of armour was used into the 16th Century. The Assyrians also used bronze helmets, shields and arms.

In 800 BC, Greek technology refined armour by fashioning bronze plates to fit over distinct parts of the body, i.e., following the musculature of the body part it was protecting. Their armour was the bronze breastplate and backplate, termed the cuirass, greaves, which protected the shins, and brass helmets. The Greeks used a massive shield called an argive which covered the body from chin to knee.

Rome was founded in 753 BC, but 500 years of warfare were needed for Rome to gain dominance of the Italian peninsula. The Romans borrowed

heavily from the Greeks using their version of the argive (scutum), greaves, helmets and cuirass.

By the 3rd Century BC, Romans developed a cuirass of linen covered with bronze lames and a shirt of interlocking metal rings called mail. It is believed mail was a Celtic invention. (Celts were ancient people of western and central Europe including Britons and Gauls.) Mail, or chainmail, was made by winding wire tightly around an iron rod, cutting the wire into rings, and interlocking the rings together by soldering or riveting each individual ring closed. A mail shirt weighed between 14 to 30 pounds.

Roman military technology changed throughout the years of the Empire, and by the first c. AD they had developed the lorica segmentata, a body armour of iron bands fastened together with leather straps. Bronze or iron helmets were still used, as were mail and scale armour, and the scuta, a shield of laminated wood covered with linen and/or hides with a metal boss for holding the scuta.

Rome fell in 456 AD, and bronze armour was rarely used for many centuries, instead leather and mail armour predominated.

Charlemagne (king of the Frankish Empire, 768-814 AD) introduced the first tenants of feudalism by requiring military service to the king through ownership of land and a byrnie (bûrn). The byrnie was a waist length mail shirt.

The Normans invaded England in 1066 and defeated the Saxons at the battle of Hastings. The Bayeux Tapestry is the best documentation of armour and arms used at that time. Hauberks (hō.bûrk) were worn, long tunics, knee or shin length, made of riveted mail. The warriors wore some type of gown under the mail for further protection from weapons and chafing. Their legs were covered by chausses of mail or by cloth or leather. They also wore coifs, a mail hood, under their conical iron or bronze helmets. They carried wooden shields covered with leather and paint, with two leather hand grips versus the single metal boss of the scutum.

By 1250, the use of plate armour became more pronounced, reaching its apogee by 1450 with the knights being completely covered by a suit of armour, i.e., “cap-a-pie” (head to foot). At first the hauberk was enhanced with mail mittens, and the evolutionary process continued with plate armour attached to the mail to cover the most vulnerable places such as the arms and legs. Eventually, all parts of the knight’s body were covered with plate armour. A full suit of armour weighed approximately 60 pounds, but contrary to popular belief it did not incapacitate the knight if he fell on his back. The weight of the armour was evenly distributed about the body. Armour was finely articulated and served its primary purpose well, providing a defensive casing around the knight while allowing him to attack his adversary. The introduction of firearms to the battlefield in the 16th c., however, doomed the full suit of armour or the “harness” as it was called.

The 16th Century was a transitional period for armour. Because of firearms, there was an attempt to “proof” armour against small shot fire, i.e., musket fire. To bullet proof the armour meant to make it heavier and less manoeuvrable. Therefore, less armour was worn. Armour production was divided into two spheres: utilitarian for use by the common foot soldier based on their function in battle, and: high quality suits of armour or harness made especially for nobles to use in ceremonial events. King Henry VIII created the first royal armour workshop in England in 1515 at Greenwich.

Throughout the 16th Century, and into the 17th Century, distinct types of armour evolved into use to protect the soldier:

Corselet or “pike man’s suit” was a suit of half or three quarters length armour consisting of the cuirass, gorget and tassets. Its weight was approximately 35 pounds.

Helmets evolved into three major types (all open-faced): 1) the morion, 2) the cabasset and; 3) the morion cabasset. The morion’s brim formed high peaks front and back with a raised comb atop the helmet. A later version of the morion used by English pikemen was called a “pot.” The cabasset had a flat narrow brim and was tall with a “pear stalk” at the top. The morion cabasset combined the high peak brim with a “pear stalk” top. Quality helmets were one piece of forged steel.

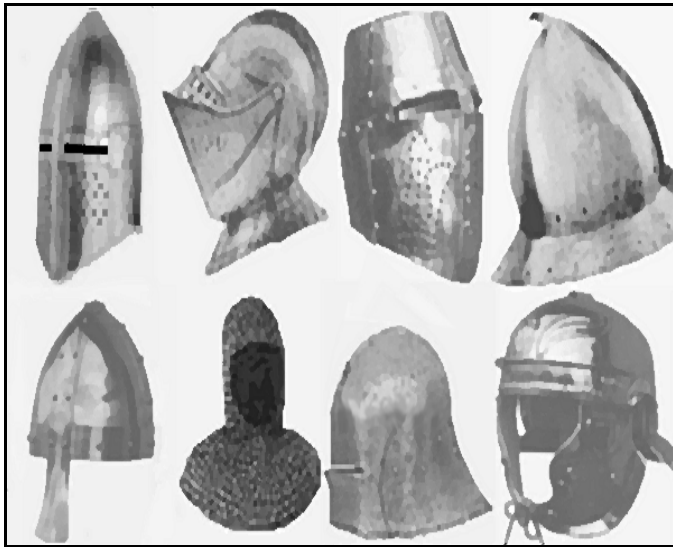
Jacks or brigandines, canvas coats riveted on the inside with small iron plates, were developed in the 14th century. The heads of the rivets protruded on the outside of the brigandine giving a distinct pattern.

Padded cloth armour was canvas stuffed with cotton.

Buff coats were coats of heavy leather called buff leather.



History of the Helmet



Defensive covering for the head, one of the most universal forms of armour. Helmets are usually thought of as military equipment.

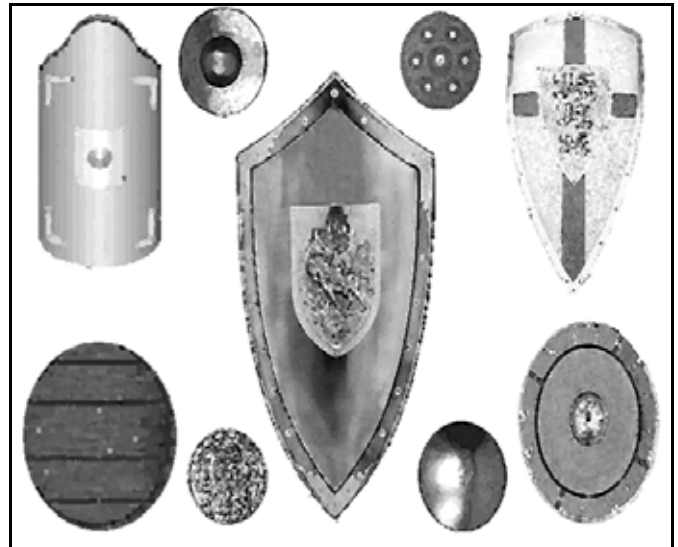
Military helmets date from ancient times. Their basic function was to protect the head, face, and sometimes the neck from the cutting blows of swords, spears, arrows, and other weapons. The Assyrians and Persians had helmets of leather and iron, and the Greeks brought helmet making to a pinnacle of craftsmanship with their bronze helmets, some of which covered the entire head, with only a narrow opening in front for vision and breath. The Romans developed several forms of helmets, including the round legionary's helmet and the special gladiator's helmet, with broad brim and pierced visor, giving exceptional protection to head, face, and neck.

In northern and western Europe, early helmets were of leather reinforced with bronze or iron straps and usually took the form of conical or hemispherical skullcaps. Gradually the amount of metal increased until entire helmets were fashioned of iron, still following the same form. About the year 1200 the helm, or heaume, emerged. It was a flat-topped cylinder that was put on over the skullcap just before an engagement; experience soon dictated rounded contours that would cause blows to glance off. At the same time, the skullcap developed into the basinet, with pieces added to protect the neck and with a movable visor for the face. By 1500 several highly sophisticated types of helmets were in use, employing hinges or pivots to permit the piece to be put on over the head and then fitted snugly around head and neck so that it could not be knocked off in combat.

In the 16th and 17th centuries light, open helmets with broad brims became popular. In the 18th and 19th centuries, with the growing effectiveness of firearms and the consequent decline in use of the sword and spear, helmets largely disappeared except for the use of light helmets by cavalry. The steel helmet reappeared, however, as a standard item for infantry in the opening years of World War I because it protected the head against the high-velocity metal fragments of exploding artillery shells. The French first adopted the helmet as standard equipment in late 1914 and were quickly followed by the British, the Germans, and then the rest of Europe. The typical helmet is a hardened-steel shell with an inner liner and weighs about 1 to 4 pounds (0.5 to 1.8 kg).

Conical iron and steel helmets, developed in medieval Persia, Turkey, and India, are valued as works of art because of their fine forging and delicate damascening. In Tibet and China, helmets of bronze, leather, and horn have been made for centuries, while Japanese helmets with detachable face guards, finely forged and lacquered, have been recognized as outstanding examples of the armourer's craft.

History of the Shield



A Knight's shield could be round, square, or the kite shaped and was used to defend the knight from attack. They could be made of metal (strong protection), but during the 14th and 15th centuries they were usually made of wood (for easy carrying). A knight's shield protected him from the blows of battle as he held in one hand while we carried his sword or lance in his right. A knight's shield might provide identification in a manner similar to a banner, but a shield's markings could easily be beaten off completely in a battle. The shield was held with one of two types of straps: the enarmes (familiar hand straps) or the guige (the shoulder strap). The most common type of shield was the Heater, which has the familiar kite shape to it. During tournaments small Heaters would be used, but during wartime, larger shields would be brought out to defend against missiles and arrows. The Buckler was another popular shield. It was small and round, and was the type most often used in duels.

The main defensive item of the Anglo-Saxon warrior was the shield. The Anglo-Saxon shield was of the centre-grip type, and consisted of a round wooden board, often covered with leather or heavy cloth, with an iron boss in the centre. Often the grip was reinforced by an iron strip, which sometimes extended across the back of the shield to reinforce it. A few shields were bound at the rim with bronze, but most would have had a leather rim stitched on. Some of the shields were ornately decorated with ornate metal foils and studs or by painting. Most of the shields shown in early pictorial sources appear to be of the 'buckler' type, but this is possibly just an artistic convention so that details of the figures carrying them are not obscured.

Shields known from excavation vary in diameter from 16" - 36" (42 - 92cm), with the usual size being between 24" and 28" (60 and 70cm), but it has been observed that generally, the older and/or wealthier the person buried was, the larger their shield was. It has also been noted that in the earlier part of the period the shields were generally of the smaller type, gradually becoming larger as the period progresses. It is interesting to note that continental examples of this type of shield tend to be larger, being 22 - 44" (57 - 112cm), the commonest size being around 36" (90cm). The shields were surprisingly thin, varying between $\frac{3}{16}$ - $\frac{1}{2}$ " (5 - 12mm) in thickness, with most being around $\frac{5}{16}$ " (7mm). Most poetry and prose from the period refers to Linden wood (lime) shields, but this timber only accounts for about 3% of the excavated examples; excavated examples have been found made of alder (37%), willow or poplar (37%), maple (10%), birch (7%), ash (3%) and oak (3%). Continental examples are almost exclusively of oak.

The shield boss was usually conical, with a wide flange, secured to the shield by 5 rivets. They often had a small section of vertical or concave wall, and the boss is often tipped with a button which can sometimes be elaborately decorated with a silver or bronze plaque. Strangely, the hemispherical boss which was so common on the continent seems to have been almost entirely absent in England at this time. It is possible that a few of the poorest warrior's shields did not have a boss as this type are known on the continent, but are extremely rare.



Table 1: Armour Table

Armour Type	Cost gp	Armour Bonus	Max. Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed 30 ft	Speed 20 ft	Weight§ lbs.	
Light Armour									
Leather Jerkin	2	+1	+6	0	0%	30	20	4	
Elven Light Leather Armour	50	+1	+8	0	0%	30	20	5	
Gladiators Medium Armour	8	+2	+4	-2	10%	30	20	81	
Composite Leather Armour	15	+3	+6	-1	15%	30	20	20	
Gnome Worker Armour	18	+4	+3	-4	20%	30	20	91	
Elven Tree Armour	10	+4	+4	0	5%	30	20	15	
Medium Armour									
Gladiators Heavy Armour	25	+3	+3	-3	15%	20	15	121	
Advanced Hide Armour	20	+3	+4	-2	15%	30	20	20	
Monstrous Hide Armour	10	+3	+5	-2	10%	30	20	15	
Mage Plate Armour	500	+4	+0	-5	0%	20	15	20	
Brigandine Armour	100	+4	+4	-4	20%	20	15	30	
Elven Leafscale Armour	2,000	+5	+6	-4	20%	20	15	25	
Heavy Armour									
Ancient Plate Armour	3,750	+9	+0	-8	60%	20	15	60	
Dwarven Plate Armour	1,500	+9	+0	-6	80%	20	15	60	
Field Plate Armour	1,000	+8	+0	-7	40%	20	15	50	
Gothic Plate Armour	4,000	+10	+0	-7	50%	20	15	55	
Gauntlets									
Leather	2	-	-	-	-	-	-	2	
Chain	5	-	-	-	-	-	-	3	
Plate	15	-	-	-	-	-	-	5	
Helmets									
Cap	2	-	-	-	-	-	-	1	
Coif	8	-	-	-	-	-	-	1	
Open Faced Helm	14	-	-	-	-	-	-	2	
Closed Faced Helm	20	-	-	-1	-	-	-	3	
Great Helm	30	+1	-	-2	5%	-	-	8	
Special Armour									
Leissanga	5,000	+7	+3	-3	20%	20	20	25	
Jade Armour	50,000	+2	+1	-6	20%	20	15	50	
Barding						40 ft.	50 ft.	60 ft.	
Medium Creature Medium Barding	x2	-	-	-	-	35	40	45	x1
Medium Creature Heavy Barding *	x2	-	-	-	-	30	35	40	x2
Large Creature Medium Barding	x4	-	-	-	-	35	40	45	x2
Large Creature Heavy Barding *	x4	-	-	-	-	30	35	40	x3
Huge Creature Medium Barding	x8	-	-	-	-	40	50	60	x3
Huge Creature Heavy Barding *	x8	-	-	-	-	35	40	45	x5

* When running in heavy armour it is only possible to move at triple not quadruple movement rate.

** The tower shield grants you cover.

¥ Cannot cast spells with somatic components while worn.

§ Armour fitted for small characters weighs half as much.



Armour Description

Barding

The mounted warrior would want to protect his expensive mount wherever possible. To this end, it seemed logical to armour the mount as well as its rider. Chain barding took the form of a coat the horse would wear, fitting around the base of the neck and hanging down to the horse's hips. An extended coif-like garment protected the neck and head. Padding was usually worn underneath, as was the practice with the rider. Chain barding dates from the availability of chain mail. Most barding followed this pattern, the horse's legs were usually left exposed, although doubtless some horses wore a form of greave on their shins. Plate barding enclosed the horse's body in plates, and had an articulated extension for the neck. The horse's head would often be guarded, but protection did not extend to the jaw and underside of the head, these areas being hard to attack anyway. Scale barding was available in partial or full form, the partial form protecting the head, neck, chest, and front quarters of the beast; and the full version also covering the hindquarters and flanks. It is manufactured in the same way as the scale mail worn by men, and was available from the same time period. Brigandine armour was similar to scale, as was the soldier's version, but generally was available only in half versions. By the time full barding came to be introduced, most cavalry used chain or scale. It was available from the time of brigandine for soldiers. Padded and leather armours also were made in the same way as for men, and were available in half or full versions. The principle advantage of these armours was their low weight, making them more suitable for the lighter war-horse.

Brigandine

This armour is made from small plates sewn on to leather backing, much like fish scales. It is superior to mail, especially against missiles, which it was designed to overcome. The plates were usually made of iron, or bronze, but wood or even bone or horn, is possible. The armour represents a high level of technology and assumes that armour has evolved past chain mail. So to turn to plates of wood or bone is likely to be as a result of shortage of materials, not a cultural bias.

The main difference between this armour and scale mail is that this armour usually took the form of a surcoat, whereas scale mail often included sleeves and leggings as well (and, for ease of movement, the plates were often smaller on scale mail).

Chain Mail

This information is here to better explain the issue of Chain Mail as it is often misrepresented in the game. This type of armour evolved through many stages, from the simple mail shirt with elbow-length sleeves, to the full mail suit, a very expensive technology wearing chain mail is like wearing something the cost of your house on your back.

Mail is extremely uncomfortable to wear, chafing any exposed skin very quickly, like wearing a sandpaper shirt. Thus an undergarment is always worn covering the area that is exposed to the mail. Unlike Scale or banded mail the chain shirt does not require a special suite of clothes as a backing. Over time it became prudent to make the undergarment heavily padded to cushion bludgeoning blows, as a chain shirt is absolutely no use what so ever against a mace or morning star.

Firstly, we have the chain mail armour used at about the time of the Norman Conquest. This, in the case of the Saxons, was a mail shirt, of about the same proportions as a modern T-shirt. It was worn over a heavy woollen shirt that reached down to the knees, and this would have been more to prevent chafing than to cushion blows. The Saxon warrior usually combined it with a round shield. Norman soldiers wore a more advanced costume, consisting of a mail hauberk with short sleeves open to the elbow, reaching down to knee level at front and back. This hauberk would not be made of interlinked rings, but of separate rings sewn on to a linen or leather backing, a hybrid of banded and chain mail. At the centre of the front and back it was slit by vents reaching up to the waist, for ease of use while on horseback. It was combined with a helmet (at this point, basically an upturned metal bowl with a nasal protecting bar) and a kite shield. The helmet would often be worn over a chain coif.

This equipment went basically unchanged until the 12th Century AD. Until then, it merely expanded to cover other areas of the body. The sleeves were extended to the wrist, and mittens added. These were made like child's mittens, with a bag for the thumb and a larger one for the fingers. Obviously, manual dexterity was greatly hindered, but the ability to hold and use a

sword remained unhindered. The palm would be made of cloth or leather rather than mail so that it would flex more easily, and the mittens were designed so that they could be detached and hung from the wrists when not in use. Leg protection would take the form of either mail hose or mail greaves strapped on round the calf, at no time was there ever such a thing as chain mail trousers, these would be excruciating to wear chaffing the most sensitive areas to oblivion. By this point, the hood, shirt and arm protection was integrated into one piece, and a surcoat would be worn over the whole.

Dwarven Plate Armour

Heavy armour made by the dwarven smiths, for Dwarven soldiers. An ancient design, completely useless for anyone other than a dwarf playing to Dwarven strengths. Dwarves are built differently than the other races and their range of movement especially in the upper body is more restricted. This makes dwarves generally stronger but less limber than their other humanoid cousins. Taking this into account Dwarven armour focuses on supporting Dwarven strengths and making a virtue of their weaknesses. The armour features a heavy breastplate and thick shoulder guards, requiring a strong back and reducing the range of movement in the shoulders. Perfect for dwarves. Like all plate armours this armour includes gauntlets, boots and an integral layer of padding worn under the armour. Unlike some elite armour it is made without any sort of embellishment, generally a dull gun metal colour the armour does not take polish retaining a brushed metal finish throughout its life.

The armour is custom fitted to its user and anyone else attempting to wear the suit suffers the normal penalty for wearing armour customised for someone else. It is absolutely impossible for none dwarves to fit in this sort of armour no matter how much it is altered, the balance is wrong.

Elven Armour

Unlike armour of the other humanoid races elven armour focuses not just on protection and but on aesthetics, which they have perfected over the years.

Helmets are sleek and always crested with the elven kingdom's legend or symbol, some range from full helmets to open faced. Those with closed faces are often carved to resemble some frightening creature from human or elven myths. Bracers and boots are sturdy and flexible, once more carved with strange vine like motifs or symbols, the materials and metals vary widely in the construction. Shields are often angular and effective when combined with other shields; it can look like there is a solid wall of leaves blocking the way of an advancing army. The elves are a people who believe in angular lines sweeping natural curves, shiny finishes, beautiful, fanciful designs and embellishments.

Elven Leafscale Armour

Leafscale armour is a light armour made of compositing of dissimilar materials. The differing layers produce the best possible defence without sacrificing manoeuvrability, much as the Oriental lacquered armour does. The inner materials are very soft wool combined with slightly stiffer leather, both in very thin multiple layers. Over this is a very light vein like metal mesh, looking like a vine curtain, and over this is woven interlocked plates of metal. No two plates are the same shape or size but together they make a light but coherent barrier, resembling the leaves of a specific tree.

Elven Leissanga Armour

Leissanga armour is the ultimate status symbol of an elven warrior. Similar to Leafscale armour but instead of being made from plates of metal this armour is made from incredibly rare and magical leaves. The Leissanga is a vine like plant with incredibly tough leaves. Instead of standing out on a battlefield as those in the Leafscale do bearers of Leissanga armour simply blend in with their surroundings.

The vines are only found rarely in elven society, and never anywhere that elves are not. To find a stand of Leissanga plants is a boon from the Gods. The stands are only found in places of deep rooted elven magic, that which builds up from a seed of elvenness and grows over the years to bear fruit in the form of a stand of Leissanga plants. Perhaps at the unmarked burial site of a long lost hero, or part of a untouched glade deep in the woods blessed by the gods, the plant is always associated with times of need and for a special hero.

The leaves can be broken from their stalks relatively easily, if you know the proper prayers. But no one or nothing can cut, pierce, shape or mould the



leaves into any shape but their own. To use the tough leaves they must be carefully attached to a framework. The light vein like mesh used in Leafscale armour derives from the use of the stems of the Leissanga plant as a framework to adhere the leaves too. In times gone past the whole armour was fashioned from the whole vine. Woven together so the leaves face outwards and the vine stems are next to the skin. These suits of armour are made for one wearer only and crumble to dust when the wearers soul sits with their ancestors in the place of the elves *E l f h o l m e*.

More recently the leaves have been stuck to the metal mesh using the sap of the broken vine as glue. The construction of the armour must be undertaken in the shadow of living Leissanga stand. If the armour is removed from this area before it is finished and sealed in a secret ceremony, the leaves shrivel and die.

No dye adheres to the leaves and while on a body they do not lose their natural lustre, if the armour is not worn every day, the leaves lose their lustre and begin to wither. However the magic used in creating the armour is not weak and anyone donning a suit of this shrivelled armour may bring it back to life by wearing it for a week. Wearing Leissanga Armour conveys the benefits of the +10 to Hide rolls.

Elven Light Leather Armour

Elves often eschew heavy armour and require speed and a little protection, for these elves there is nothing better than the supple and flexible Light Leather armour. They are usually runners or scouts, requiring as much manoeuvrability as they can to get the job done. Specially treated deerskin is hardened on the surface, providing an almost hide armour but it loses none of its supple feel or flexible movement. Bracers, leggings, breastplates or whole body suits of this armour are made for elven scouts and runners-it offers very little protection, but provides enough to stop a low impact weapon or a poor sword. Most of the scouts don't get close enough into combat for this to be a problem, they prefer to trust to their excellent eyesight and reflexes with a bow.

Elven Tree Armour

Tree armour and relies on the natural state of certain tree bark to be as hard as iron. This is taken and shaped into various plates, breastplates and coverings. It still retains a lot of the look of the bark and is a firm favourite with those elves that prefer their armour to be made of a more natural material. It does not offer as much protection or finesse as the other armour but has the added bonus of increasing an elf's hide chance in woodland environs. The actual armour itself is also shaped to the elf's body and thus is attached using a flexible sap like substance that binds the smooth underside to the skin. To remove the armour the elf must spend at least one hour in a specially prepared herbal bath.

Exotic Armour Proficiency (Elven Tree Armour) is required to use this armour.

Gladiators Heavy Armour (Samnite)

Essentially similar to other gladiatorial armour, providing some but not much protection. The Samnite was the heavily armoured gladiator, with a heavy breastplate, arm guards on both arms, and greaves on both legs. The back is uncovered though and often the inside of the arms too. Again the principle is to keep the gladiator alive until a spectacular blow can disable or kill him. This armour is normally worn with a heavy helm and medium sized metal shield.

Gladiators Light Armour (Thracian)

Included in the text for completions sake, this suit of armour is not armour at all. The Thracian was the lightly armoured Gladiator, with greaves and a light helm, essentially no armour at all.

Gladiators Medium Armour (Gallic)

This armour is most often issued to pit fighters and the like. The armour is not complete, being designed to ensure that gladiators do not die slowly from minor wounds but leave the vulnerable areas open for spectacular fatal blows. It covers only a few areas, which makes for a long and bloody fight. Medium Gladiatorial Armour is often made up of an articulated arm guard from shoulder to wrist and greaves over both legs. A light helm with no visor, is normally worn and a possibly a very thick metal belt, with a small metal shield completing the outfit.

Gnome Worker Armour

Gnome worker armour is a form of leather armour specially designed by the gnomes. It is fitted with numerous holders, pockets, loops and straps to hold a bewildering variety of tools and devices. These tools and devices provide the wearer with additional protection, as indicated in the armour bonus, however they also tend to make it more difficult for the wearer to perform complex actions.

Hide, Monster

This form of armour was simply the cured hides of tough-skinned animals, such as elephants, rhinoceroses or bears (depending on the creatures that lived in the area). It is often made in low technology settings often by nomadic tribes with neither time, inclination or technology to make any more sophisticated armour. It could also be manufactured from multiple layers of the hides of less tough-skinned animals (such as deer or cows).

Hide, Advanced

This type of Hide armour reflects a more sophisticated take on the leather/hide armour problem. This type of armour is tanned and lacquered, rather than boiled, to give it a hard outer shell with a softer inner layer. This made it easier to move in than normal hide (albeit not as easy as with nomadic hide) and tougher defensively than leather. Wearing this type of armour says more about the wearer than anything else because the technology needed to prepare this sort of armour would generally mean that metal armours were within reach so why settle for animal skins when a chain shirt beckons.

Jade Armour

This armour is very seldom encountered, as by itself it is prohibitively expensive but more important it offers little protection. However jade is a material that takes magic well and is basically a material that does not decay, rust or age badly. So this material makes for the perfect armour to accompany some of the undead on their journey through undeath. Suitably enchanted a suite of jade armour says much about the well dressed Lich that mere plate could never say.

Exotic Armour Proficiency (Jade Burial Armour) is required to use this armour.

Leather; Jerkin

Popular amongst the peasants or militias from poor or penny-pinching nobles, this is simply a thick leather jacket, covering the arms and torso only. Very poor protection is offered the wearer it is more about stopping abrasion than anything else but some protection is better than none.

Leather; Advanced

A soft leather hauberk, composited with bands of stiffened leather attached at right-angles (forming a chequered pattern) with metal studs and strips protecting the junctions of the leather bands. Essentially just a variation of studded leather armour.

Plate; Ancient

Ancient plate represents an earlier cultures attempt at plate armour. Technology does not advance in a straight line, things are learned and then forgotten again, and certain ideas turn up again and again. The idea of clothing a person in metal to protect them is one such technique.

Found only in tombs of long lost civilisations Ancient Plate presupposes that a different path for protection was taken than is now practiced. In this armour strange heavy alloys were used in its manufacture which makes it especially cumbersome. It offers protection but at a significant loss of flexibility and difficulty in use. The design looks like it might be similar to Dwarfen Plate but even Dwarfes can not duplicate the techniques needed to make the armour. Found in many cultures but never the elves, they have never made a heavy cumbersome thing in their history, this sort of armour makes an excellent roleplaying goal and a good character customisation option.

Not only is this type of armour custom fitted, it is custom fitted to a dead person who may or may not be the same race as you. Anyone attempting to wear the suit suffers the normal penalty for wearing armour customised for someone else. In addition because it is peculiar it always costs double normal cost takes a month to refit and a DC of 30 to succeed.



Plate; Field

Field plate is the battlefield version of full plate armour. It was used in the late Middle Ages, and by the time of its adoption mail had become obsolescent, being used in this armour only for the mail fauld or codpiece. Some designs covered every inch of the wearer in metal plate, while others paid attention to the front of the body, leaving the backs of the legs exposed or sheathed in mail. The neck was fully protected, and the gorget locked with the bassinet in such a way as to fully protect the throat and prevent the visor from accidentally opening. Many suits of this type did not enclose the entire torso with a breastplate, often using two or three plates to achieve the same purpose. Like all plate armours this armour includes gauntlets, boots and an integral layer of padding worn under the armour. This type of armour is custom fitted to its user and anyone else attempting to wear the suit suffers the normal penalty for wearing armour customised for someone else.

Plate; Gothic

Gothic plate is popular among the richest elements of society. It is often enamelled and engraved, or even blacked to give a dark and brooding tone. This is the highest expression of the human armourers art, a suite of armour so beautiful and so perfectly sculpted as to make its wearer virtually unassailable in combat. It is characterized by steel plates fashioned in sweeping angles and is usually adorned with scroll work to emphasize the musculature of the body. Gothic Plate is also easily characterized by the full helms that accompany each suit, wearing a helm other than that supposed to be worn with the armour increases the armour check penalty by 1 and the spell failure by 5%, unless the helm is customised to fit. Like all plate armours this armour includes gauntlets, boots and an integral layer of padding worn under the armour. This type of armour is custom fitted to its user and anyone else attempting to wear the suit suffers the normal penalty for wearing armour customised for someone else.

Plate; Mage

Not actually Plate Armour in the standard sense Mage plate is essentially a lighter version of the breastplate. It is named because it is designed specifically for arcane spell casters, allowing for the maximum freedom of movement but still protecting the wearer. Mage Plate takes as long to don as Plate Armour, although it is as quick to remove as a breastplate.

First of all the Mage puts on a framework of straps, much like modern battledress webbing, fitting tightly. On to this is attached the metal front and rear plates. The weight is taken by the webbing which spreads the load across the whole upper torso. The front plate is cut to allow complete freedom of movement of the arms and shoulders and as such vulnerable to shots to the heart through the gaps around the armpit. A split reinforced leather kilt much like legionnaires wear, finishes off the ensemble draping across the upper legs down to the knee.

Exotic Armour Proficiency (Mage Plate) is required to use this armour.

Smith Craft

Armour Manufacture

The manufacture of armour required skill, and was an extension of the art of the blacksmith. Armour was made to be lightweight and flexible, stories of knights being lowered into the saddle by crane and being immobilised by the weight of their armour are greatly exaggerated. It is possible to vault into the saddle of a horse wearing the heaviest armour, and a trained knight could function on foot as easily as the footman in his chain hauberk. Of course this is down to training and practice, it is not that easy to carry the weight around and you have to get used to it.

Leather, padded and hide armours were more the province of the leatherworker or tailor than the armourer. For details of the manufacture of these armours, see the descriptions of the armours themselves. To manufacture such armours, tailoring and/or tanning facilities were needed.

Mail links are made by wrapping a metal wire around a dowel to form a coil spring. This coil is then clipped up to form a series of open rings. The rings are then interwoven, hammered shut and sealed with a punch.

Metal plate armour is the most difficult to make. The preparatory stage involved detailed measurements of the intended wearer and trying on the raw parts to ensure a perfect fit. This is why it is so difficult to find plate armour that fits a character, off the peg as it were. It is possible to find armour where the parts almost fit and use the straps to make them almost comfortable, but

Shields

The buckler or daraq was a simple, small shield that was held in the hand (the reference to being strapped on to the forearm in the Core Rule Book 1 is an error). It could only defend against one attack per round, and the hand could not hold a weapon. This design has, like most shields, been available since Ancient times, but was used mostly as a footman's shield. Archers and mounted warriors had other types available to them.

Small shields were often circular, made of metal or hide over wood. These too have been available since the Ancient period. Some designs backed the shield with padding, and suits of jousting armour in the later middle ages incorporated mounts for them into the left arm, some suits going so far as to actually build the shield into the arm itself. Other, later, designs merely expanded the shoulder plate until it covered most of the chest, forming a shield in its own right.

An example of the medium shield was the kite-shaped shield used by Norman cavalry. This shield was the most typical type for cavalry of the Dark and Middle Ages, and could be circular, kite-shaped (popular with horsemen as its tapered base meant that it could be held closer to the centreline of the body without snagging on the saddle), or lozenge-shaped. Padding was often incorporated into the backing of the shield to absorb the shock of blows and prevent fractures to the arm holding it. Oblong shields, curved in cross-section, were used by infantrymen (the most famous example being the Roman legionary), and gave more protection when used correctly in formation. Roman legionaries would form a "tortoise", with the soldiers forming a square and the men on the perimeter holding shields at the front and sides (depending on where they were in the formation) and those in the centre holding their shields over their heads, in order to present an impenetrable shield frontage to the enemy.

The body shield, also called a door shield (after its similar proportions), tower shield, or pavise, was generally not carried by the individual. It was carried instead by a shield-bearer, whose task it was to protect his companion archer from enemy fire. It would generally be made of thick wood, with metal strips and studs for reinforcement. The bulk of material required to make it entirely out of metal would be far too expensive and heavy, and the absorbent properties of wood meant that it could be used without padded backing. If the user crouched behind it, it would completely obscure him from view. The surface of the door shield was often tarred and/or pitched to protect the bearer from boiling oil, hot ashes and other such things thrown by a besieged enemy on to their besiegers below.

Shields for the battlefield often had designs worked into them, or could be painted with their owner's coat-of-arms (if he had one). Parade-ground shields were much more ornate, covered with embossed figurines and carving. Such lavish decoration would not survive the rigours of the battlefield and so such shields were rarely used in combat.

realistically it would be very uncomfortable and cause great distress to the wearer. A heavily built northern 6'6" warrior could never expect to fit into armour fashioned for the small 5'5" eastern samurai master. The whole thing would be the wrong size and shape, their arms and legs are differing lengths never mind the body shape.

Having made the initial measurements, the armourer takes specially prepared materials, including the metal billets, and create the starting alloys. The armourer basically hammers the materials into plates and pattern welds the pieces together into roughly-shaped thick plates. These plates are then shaped with a bewildering array of anvils and tools to the approximate dimensions required. Some decoration is added at this point often with specially patterned hammers which leave a pattern deep in the metal to be etched out later.

To prevent cracking at every stage, the material is repeatedly heat treated and it is in this heat treatment and cooling and hammering cycles which put the strength in the final armour. The very same techniques are used today to produce differing grades of steel, modern metallurgy simply explains why these cycles of heating, cooling and forging produce a very high quality steel. It should be pointed out that the method by which ancient smiths made Damascus steel has still not been matched.



After the plates are finished, the edges were cropped with shears and often rolled over a wire to prevent an opponent's weapon glancing off an edge and into a vital area. The armour now looks like armour, although black from the forge and covered in the marks of hammer blows. The complicated fitting process now takes place where the armorer attaches the straps and buckles, and the user tries it on. Often at this point the Armorer must return to the forge fine tuning the fit of the armour to the person for whom it is designed. Finally the armour is lined with quilting in the breast and back plates, cuisses, tassets and helm.

Any decoration, such as fancy scrollwork, etching or engraving, can now be added once the fit is true, many people

Realism and Armour

Armour as it is initially produced does not fit anyone, which is an obvious problem. Without fitting the armour chaffs, rubs and causes problems for the person wearing it.

In the Core Rules magical armour fits to the person wearing it. This is to make things easier for the players and more simple in play. Realistically armour must be fitted to the person wearing it. Finding a suit of armour is a fantastic opportunity, but it almost certainly does not fit. Even armour which is not fit to the user, like a chain shirt, can not be worn until the fastenings, buckles and other fixtures are fitted for the person. This is not custom fitting it is just fitting.

Custom Decorating Armour

Cost: As much as you want to spend

DC: Craft(Armour Crafting), DC depends on the detailing to be done.

Time Taken: 1 Week to a year.

Description: None the more decorative an armour is the more you stand out and the less effective the armour is as armour. Most fancy armour is useless in battle and just there for the parades. But there is always a place for blackening your shiny armour, or for changing emblems on captured armour. Some fighters even have engravings of their greatest battles carved into their armour.

Custom Fitting Armour

Cost: +1000 gp

DC: Craft(Armour Crafting), DC 20

Time Taken: 1 Week

Description: Fitting a suit of armour exactly to a person can improve mobility without sacrificing protection. Making everything fit tightly the

Blade Manufacturing



Pattern welded steel originated around the second or third century when blacksmiths began to use layer welding techniques to incorporate designs into the steel. Early blacksmiths used layer welding to combine hard and soft steels to produce a stronger, more flexible blade. Hard steel, which maintains a sharp edge, was used for the cutting edge while softer, more flexible steel covered the sides of the blade for protection.

The Vikings and the Merovingian Franks were the first to develop and master pattern welding techniques. Blacksmiths in these areas discovered that the strength of the blade was increased if the steel layers were twisted. This discovery led to the development of elaborate patterns. Pattern welding exploits the different responses of steels of varying carbon content to acid

etching. Upon etching pure iron appears white or silver, steels appear brown or black.

armour does not move on the wearers body as much so, chaffing and wear and tear on the body is reduced.

Benefit: This gives the wearer a +1 to maximum dexterity modifier, and reduces the chance of spell failure by 5%

Special: It is not possible to custom fit some armour, like Gothic Plate, because it is already custom fitted for one individual. Wearing armour custom fitted for someone else is very uncomfortable, resulting in a -4 penalty to effective AC, an additional -4 Armour Check Penalty and a +20% to Arcane Failure.

Fitting Armour

Cost: None

DC: 10

Time Taken: 1 Hour for light, 2 Hours for Medium, and 5 Hours for Heavy.

Description: Making none custom fitted armour fit properly, it entails adjusting the straps, belts and fixtures. This can be done untrained and does not require Armour Crafting. It does not work with fitted armours.

Note: Magical armour can not be altered in this way so it never fits until it can be custom fit to the wearer.

Special: You suffer a -1 AC, Dex, and Armour Check Penalty, as well as an extra 10% arcane failure.

Retrofitting Armour

Cost: +750 gp

DC: Craft(Armour Crafting), DC 20

Time Taken: 1 Week

Description: Alter the fit of armour specifically crafted for one person, like Gothic Plate, for another person.

Benefit: This Removes the -4 effective AC penalty for wearing such armour.

Special: If both individuals are the same basic size the DC is 20 but if there is a one step size difference, the DC is 30, the cost doubles, and the time taken rises to a month.

It should be noted that retrofitting armour from a human or an elf for a dwarf and vice versa destroys any dweomer in the metal, because they have a completely different body shape.

Although this technique created beautiful designs in the blade it died out around the tenth century. This was due, at least in part, to the weakening of the blade that results from the extensive welding required to make the patterns. Blacksmiths went back to making stronger blades with the more simple, layer welded method. Western interest in pattern welded blades rose again during the Crusades of the 12th, 13th, and 14th centuries. Blades of wootz, Damascus, steel captured the interest of the crusaders. Many weapons, with their distinctive and beautiful patterns, were brought back as souvenirs. Western blacksmiths were unable to duplicate the distinctive wootz steel patterns but began again to produce pattern welded Damascus as an alternative.



The patterns on patterned welded Damascus are the result of twisting, stock removal, or hammering a laminate of different steels. To produce the laminate, various layers of steel are forged, cut or folded, stacked, and reformed. This process is repeated until a laminate of the desired number of layers is produced. The Japanese have used this process to make laminates of more than one million layers.

The basic steps in producing a pattern-welded blade are as follows:

- Begin with several layers of two different alloys
- Stack the layers, alternating the alloys
- Weld the layers into one bar
- Hammer to lengthen the bar and fold
- Reweld the bar
- Repeat the previous two steps until a bar with the desired number of layers is achieved.
- Create desired pattern by stock removal, punching, or twisting the laminate.

The pattern produced depends on the manipulation of the laminate. Stock removal can produce a wavy pattern by causing distortions where steel has been removed. Punching covers the surface with indentations of specific designs that are revealed upon polishing and etching. Twisting the laminate creates a patterned bar which can be ground, filed or reformed.

Pattern welding steel is **not** the same as Japanese sword making techniques. A billet of carbon steel is repeatedly forged, welded and folded over and over again. The final billet may have something like four million layers and a virtually homogeneous carbon content, making the layers indistinguishable. The "grain" seen on polished swords is actually due to silica and slag inclusions from the rice straw ash used as a flux for welding, it is not due to carbon differences. To impart toughness to the hard blades, the smith combines the hard homogenous billet with a softer steel core. Folding the harder steel around the softer core, and forging them together, gives the whole sword blank a tougher more flexible.

Finally one more technique is used, the cutting edge is hammered out, and the whole blade, except for the edge, is covered in clay. The whole blade is then heated and quenched in water. The clay blanks off the main blade blank and prevents the final heat treatment upsetting the temper of the main part of the blade. It creates a third, ultra-hardened steel on the edge, separated from the rest of the blade by a characteristic pattern called the hamon that varies according to the exact technique used.

After cleaning, sharpening, polished, and the mounting of a hilt, the sword is completed. Combining sharpness on the edge, with its inherent hardness, resilience of the outer blade and flexibility of the core, this is the samurai sword.

Balanced Weapon

Cost: Master Work Weapon +100 gp

DC: Craft(Weaponsmith), DC 15

Time Taken: Time to make weapon plus 1 day

Description: By perfectly balancing a weapon for the persons strength and reach a smith can improve the reaction speed of the wielder.

Benefit: +1 to Initiative

Special: If in a situation where the wielder is denied their Dexterity bonus this +1 is ineffective. Using someone else's weapon in this way is awkward, causing a -1 to initiative, plus an extra -1 per size difference. Only 1 weapon can be wielded in this way, trying to wield the weapon with another weapon removes the benefit.

Liquid Core

Cost: Master Work Weapon, +2000 gp +500 gp per +1 bonus

DC: Craft(Weaponsmith), DC 25 +5 per +1 bonus (Max +3)

Time Taken: 1 Month +1 week per +1

Description: Over a millennia ago a pair of Dwarven Smiths discovered a very poisonous material like no other while refining an ore called cinnabar. They called the material Quicksilver, because it was so difficult to control. Some people now call it mercury, a metal that weighs as much as lead but

completely liquid at room temperature. While trying to make some use of this temperamental metal they tried to use it to create a weapon core that was soft and flexible. It didn't work in quite the way they anticipated but turned out to be have hidden benefits. Thus was born the liquid core.

When the blade is forged it is done so with a number of small channels from one end to the other, and a reservoir at both ends. You do not forge the weapon with quicksilver inside because it boils if heated and that tends to kill the smith making the weapon. A liquid cored weapon has a tell tail wide and heavy tip to the weapon and a large pommel or other balancing reservoir. When the weapon is swung the liquid flows from one reservoir to the other enhancing the blow.

Benefit: +1 to +3 to damage.

Special: Slashing weapons only can be enhanced this way. The wielder suffers a -1 penalty to initiative for every +1 to damage. These weapons are unwieldy and difficult to use. To wield one a person must have an Exotic Weapon Proficiency in which ever weapon is enhanced in this way.

Matched Weapons

Cost: Master Work Weapon, + Matched Weapon +100 gp per weapon

DC: Craft(Weaponsmith), DC 20

Time Taken: Time to make weapons plus 2 day

Description: By perfectly tailoring a pair of weapons for use together, like a rapier and main gauche, the smith makes them easier to wield. The matched pair of weapons, can be made of two light weapons or a light and a medium weapon, it is not possible to match two medium weapons of the same size.

The wielder must be available for the whole time the weapons are being made, and both weapons must be balanced for the wielders strength and reach, see balancing weapons above.

Benefit: -1 to the penalty for using two weapons.

Special: Using weapons customised for someone else in this way is awkward, causing a -1 to initiative and to hit, plus an extra -1 per size difference.

Reforge Blade

Cost: 500 gp +100 gp per +1 bonus or equivalent

DC: Craft(Weaponsmith), DC 15 +5 per +1 bonus or equivalent

Time Taken: 1 Month

Benefit: Occasionally a weapon breaks, or is simply not suited to the wielder, a lovely greatsword is no use to the Halfling Fighter who found it. What happens if it is a vorpal holy avenger and the halfling is a paladin, will he give it up them? Of course not he will just have it reformed to fit.

Serrations

Cost: Master Work Weapon, + +300 gp

DC: Craft(Weaponsmith), DC 25

Time Taken: 2 Weeks

Benefit: During the manufacture of a masterwork blade, and only a masterwork blade, the cutting edge or edges of the weapon can be serrated. Serrations are best described as notches in the edge of the blade. These notches in the cutting edge increase the angle of a slashing attack and make the attack more penetrating, producing vicious, jagged wounds. Serrations are only effective on piercing and slashing weapons.

As a result such weapons can do more damage than their normal counterparts, with a+1 to the critical range of the weapon.

Serrations are difficult to forge, because the serrations break up the pattern of the weapon, softer iron core, and hardened steel edges. This requires a master smith and explains the weapons rarity.

Notes: Cutting serrations into the edge of a blade not designed to have serrations weakens the blade and makes it susceptible to breaking. For each roll of a 1 roll the weapons damage and this damage comes off the hardness of the blade, till it smashes. Serrations are only applicable to slashing or cutting weapons.

Special: The wielder suffers a -1 to his roll to avoid being disarmed but gains a +1 when attempting to disarm an opponent.



Special Materials

Raw Materials

When creating weapons or armour yourself, it is possible to use alternate materials to do so. Some materials make good alternatives and some not. Remember though that when crafting a weapon or making a suit of armour the material costs are exactly 50% of the weapon price. So acquiring the material yourself and then either making it yourself, if you are good enough, or getting someone else to do it for you if you are not, is a cheaper option on this sort of exotic route.

Many materials are very difficult to get hold of and it is impossible to find most metals just by chance. While it is relatively easy to find bone, stone

and wood they don't make good alternatives unless you are desperate, unless you are making a club of course. Making simple weapons from these materials is relatively easy requiring a 10 on the craft skill to do so, but to make armour or martial weapons is likewise very difficult.

Some of the materials detailed below, i.e. Adamant and Mithral, offer big bonuses just like they were magical. The important thing is that they are not, and Adamantium large metal shield gives protection of +4 on AC, a none magical bonus of +2. So in a none magical area this material still gives it's bonus.

Table 3: Exotic Materials

Name	Cost gp	Craft DC	Weight	AC Mod	Max. Dex Bonus	Armour Check	Spell Failure	Hardness	HP	Armour Notes
Metal										
Adamantium	x2.1	20	0	+2	0	0	0	20	40	Can be used to make any metal armour.
Brass	x0.75	15	+10%	0	-1	-1	+10%	8	15	Can be cast and cold formed, it is softer than steel and easier to work.
Bronze	x1.0	10	+20%	-1	-2	-2	+15%	4	8	Can be cast but not soft enough to be made into chain armours Armour is considered one step heavier.
Copper	x0.5	15	-10%	-3	0	0	0	3	6	Not suitable for solid metal armour, only suitable for small plates.
Edheldin	x1.5	20	-50%	+1	+3	+3	-15%	12	30	Metal Armours are considered one step lighter for movement purposes, Medium becomes Light, Heavy becomes Medium
Iron	x0.8	15	0	-1	-1	-1	+5%	6	25	Iron is harder to work than steel and tends to be thicker than steel armour so armour made from iron is considered one step heavier than steel.
Meteoric Metal	x2.0	20	0	+1	0	0	0	13	35	Alloy of iron and exotic metals formed in space. Can be used to make any metal armour.
Mithral	x2.2	20	-50%	+2	+2	+3	-10%	15	30	Metal Armours are considered one step lighter for movement purposes, Medium becomes Light, Heavy becomes Medium
Steel	x1.0	10	0	0	0	0	0	10	30	
Orthaedro	x2.5	25	-20%	+1	+1	+1	0	15	30	Metal Armours are considered one step lighter for movement purposes, Medium becomes Light, Heavy becomes Medium
Natural Materials										
Angature	x1.1	25	-20%	-5	0	0	-10%	8	25	Only suitable for laminar armour
Bone	x0.1	20	-10%	-3	0	-1	+10%	2	5	Humanoid sized creatures do not provide sufficient bone for effective armour plate.
Chitin	x1.0	15	-40%	0	+1	0	+5%	4	10	Only available where there are giant insects. Chitin only suitable for plates, or plate armour.
Dragon Skin										Suitable for any metal armour, see below for details.
Monster Hide	x1.2	15	-30%	+1	0	+1	-10%	8	20	Used instead of normal leather/hide
Wood	x0.15	15	-20%	-2	0	-1	+10%	5	10	Can only be used in laminar armour
Precious Metals										
Gold	x30	15	+100%	-3	-8	-10	+30%	3	6	Very heavy and soft
Platinum	x15	15	+30%	-1	0	-1	+10%	5	10	
Silver	x10	15	+10%	-2	-1	0	0	5	10	More usually used as a coating



Name	Cost gp	Craft DC	Weight	Attack Adjust	Damage Adjust	Hardness	HP	Weapon Notes
Metal								
Adamant	x2.1	30	0	+1	+1	20	40	
Brass	x0.75	15	+10%	0/-1	0/0	8	15	Number after the slash indicates edged weapons bigger than small.
Bronze	x1.0	10	+20%	0/-2	0/-1	4	8	Number after the slash indicates edged weapons bigger than small.
Copper	x0.5	10	-10%	-1/-4	-1/-3	3	6	Number after the slash indicates edged weapons bigger than tiny.
Edheldin	x1.5	30	-50%	+1	+1	12	30	Elven Steel
Iron	x0.8	10	0	0/-1	0/-1	6	25	The number after the slash indicates edged weapons, the number before indicates bludgeoning weapons.
Iron, Cold	x1.1	15	0	0	0			Cold forged weapons, effective for hurting certain creatures.
Meteoric Iron	x2.0	20	0	0	+1	13	35	Exotic Alloy of iron and exotic metals formed in space.
Mithral	x2.2	20	-50%	+2	+2	15	30	Weapons not predominantly metal do not benefit from weight reduction
Steel	x1.0	10	0	0	0	10	30	
Orthaedro	x2.5	25	-20%	0	+1	15	30	Poisonous dark metal
Natural Materials								
Bone	x0.15	10	-10%	-2	-2	2	5	Suitable for bludgeoning weapons, or tiny piercing weapons.
Dragon Teeth/ Claw								See below
Angature	x2.0	20	-25%	0	0	5	10	Wooden weapons only
Wood	x0.7	15	-15%	-2/0	-4/-1	3	8	Details here for none wooden weapons. Numbers after the slash are for fire hardened tiny weapons.
Mineral								
Crystal** Formed; Gem	x2.0	25	0	+1	0	8	10	+1 to critical
Crystal** Formed; Psi	x3.0	25	0	+1	0	8	10	Particularly useful for psionic characters. +1 to Critical
Glass	x0.3	15	-10%	-3	+3	0	5	Very brittle weapons
Obsidian**	x2.0	15	+10%	0	+1	5	8	Creates sharp but not very durable weapons
Stone	x0.35	10	+10%	0/-1	0/-2	5	10	Number after the slash is for edged weapons bigger than tiny.
Precious Metals								
Gold	x30	15	+100%	-1/-4	-1/-5	3	6	Number after the slash indicates edged weapons bigger than tiny.
Platinum	x15	15	+30%	-1/-2	-1/-3	3	8	Number after the slash indicates edged weapons bigger than small.
Silver	x10	15	+10%	-1/-2	-1/-4	3	7	Number after the slash indicates edged weapons bigger than small. Can hurt lycanthropes and some undead

** Material can not be made into weapons or armour without magical aid.



Description

Some of the materials detailed below can only be made into armour or weapons with magical assistance and the requirements are denoted in the text entry.

Adamantium

This dark alloy is made from a rare material found only in rocks of extraterrestrial origin. The resultant alloy is impossible to extract by normal means requiring an unusual and magical techniques to extract it. A dark alloy this material is extremely strong, tough and rigid requiring smiths trained in the secrets to work with it.

Adamant can cleave iron without dulling. This material is not available in most cultures, as adamantite

Angature

The Elves inevitably turn to nature to make their weapons. The elves developed moulded and nurtured a line of long lived trees identified by their swirling gray bark, sweet sap, and thick veined leaves shaped like five pointed stars. The trees have been bred to have three thick heavy trunks that grow slowly, each with seven equally slow growing limbs. Each of these limbs has many straight branches, that grow quickly. Angature wood has a thin dense strong core, a thick flexible outer, under a thick bark. This means that it is a very flexible material and can be used for a number of different purposes. Normally the branches are removed at their junction with the limb by simply asking the tree to give them up. After suitable communing with the tree the branch simply falls off at the junction of the limb.

Usually weapons made from these trees are bow, arrows or staves, but it is possible for the elves to build larger and more impressive wooden creations out of it. These require the tree to give up a full limb or even it's death. Only the greatest need could persuade a tree to give these up. It is said that the great ships are made of many of these trees, and that the masts are still living trees. Any item made weigh 25% less than normal, and projectile weapons made from this wood receive a bonus of 10ft to range increment.

Bone

Self explanatory, it is not difficult to get hold of but using it to make effective weapons and armour is difficult. It is also very easy to break or damage. Only really suitable for laminar armour, unless magically enhanced bone does not make a good suit of armour. Bludgeoning or tiny piercing weapons can be made from Bone.

Bone weapons take damage on a critical miss, equal to the blow that character inflicted, often destroying the weapon..

Brass

An alloy of copper and zinc, this material is unusual in most settings because zinc is a difficult metal to extract. Those cultures that have discover Brass have generally discovered steel as well so brass equipment is redundant. It can be used to make any weapon or suit of armour, but it is not suitable for weapons, and it is too sort to maintain an edge. Not suitable for Large weapons as it is too soft and bends.

Table 4: Dragon Skin

Age	Cost gp	Craft DC	Weight	AC Mod	Max. Dex Bonus	Armour Check	Spell Failure	Notes
Wyrmling	X4.0	10	+10%	0	+2	+1	0	Suitable for Leather armour
Very Young	X4.0	10	+10%	0	+2	+1	0	Suitable for Hide Armours
Young	X4.0	15	+5%	0	+2	+1	0	Suitable for any armour
Juvenile	X5.0	15	+5%	+1	+1	+1	0	Suitable for any armour
Young Adult	X5.0	25	+5%	+1	+1	0	0	Suitable for any armour
Adult	X5.0	20	0%	+1	+1	0	-5	Suitable for any metal armour
Mature	X5.0	20	0%	+2	0	0	-5	Suitable for any metal armour
Old	X6.0	20	0%	+2	0	0	-5	Suitable for any metal armour
Very	X6.0	25	-5%	+3	0	0	-10	Suitable for any metal armour
Ancient	X6.0	25	-5%	+3	0	-1	-10	Suitable for any metal armour

Edged Weapons larger than small sized, such as longswords etc, tend to go blunt when used, requiring sharpening after even short battles. Sharpening requiring a DC10 weaponsmith, with failure meaning the edge is damaged, -2 damage until properly re made.

Bronze

An alloy of copper similar to Brass but more easily encountered as the alloy is made with tin. Bronze is harder than copper but not up to steel, weapons and armour are not forged but are cast.

The material is quite brittle so it is not really suitable for cold working, tending to soften under forging pressure. This makes them difficult to make complicate suites of armour or weapons, but it can be worked to make most small weapons and chain and simple plate armours.

Edged Weapons larger than small sized, such as longswords etc, tend to bend and go dull after each combat, requiring straightening and sharpening. Straightening requires a Weapon Craft DC 15, failure means the blade has snapped during the attempt. Sharpening requiring a DC10 weaponsmith, with failure meaning the edge is damaged, -2 damage until properly re made.

Chitin

This material is not available in most cultures, chitin is the hard exoskeleton of an insect. Normally far to small for even the tiniest character to have any benefit from,, this material is only available for armour where there are large or giant sized insects. It can be easily made into a tough plate armour, but it is impossible to make into any chain armours.

Copper

A low melting point metal simple and easy to extract, but very soft. It can be made into armours, and any sort of weapon, but realistically it is useless for anything heavier than studded leather, and the simplest of weapons.

Edged Weapons larger than tiny, such as shorts words etc, tend to bend and go dull after each combat, requiring straightening and sharpening. Straightening requires a Weapon Craft DC 15, failure means the blade has snapped during the attempt. Sharpening requiring a DC10 weaponsmith, with failure meaning the edge is damaged, -2 damage until properly re made.

Dragon Skin

Simply the cast off scales of a true dragon. The most common way the material comes into the hands of smiths is the scavenging of shed scales, but even the collection of these scales is very dangerous as the scales must be fresh, i.e. within a day old or the virtue of the scale is lost. Besides being very high quality armour and shields, Dragon armour also provides resistance to the breath weapon that the dragon the scales are from favours. The armour has a damage reduction equal to the number of dice of damage the dragons breath weapon did against the Dagon Breath element. This is a none magical bonus. The AC bonus of the armour is based on the age of the dragon the scales came off. The Hardness is equivalent to the Challenge Rating of the creature, minimum 5, and the HP of the armour is equal to the HD of the Dragon.



Age	Cost gp	Craft DC	Weight	AC Mod	Max. Dex Bonus	Armour Check	Spell Failure	Notes
Wyrm	X6.0	25	-10%	+4	0	-1	-10	Suitable for any metal armour
Great Wyrm	X7.0	35	-10%	+5	0	-2	-15	Suitable for any metal armour

Dragon Teeth/Claws

Simply weapons made from the teeth or claws of a true dragon. The most common way the material comes into the hands of smiths is the scavenging of shed claws or sheds of teeth lost during feeding or battle, but even the collection of these artefacts is very dangerous as the items must be fresh, i.e. within a day old or the virtue of the item is lost. The weapons can be made into almost any type of weapon, but it must be made predominantly of dragon or lose its bonus. The Hardness is equivalent to the Challenge Rating of the creature, minimum 5, and the HP of the armour is equal to the HD of the Dragon.

Table 5: Dragon Teeth/Claws

Age	Cost gp	Craft DC	Weight	Attack Adjust	Damage Adjust	Notes
Wyrmling	X4.0	10	+10%	0	0	Suitable for any Tiny weapons
Very Young	X4.0	10	+10%	0	0	Suitable for any Tiny weapons
Young	X4.0	15	+5%	0	0	Suitable for any Tiny weapons
Juvenile	X5.0	15	+5%	+1	0	Suitable for any Small or Tiny weapons
Young Adult	X5.0	25	+5%	+1	+1	Suitable for any Small or Tiny weapons
Adult	X5.0	20	0%	+1	+1	Suitable for any Small or Tiny weapons
Mature	X5.0	20	0%	+1	+1	Suitable for any Medium, Small or Tiny weapons
Old	X6.0	20	0%	+2	+1	Suitable for any Medium, Small or Tiny weapons
Very	X6.0	25	-5%	+2	+2	Suitable for any Medium, Small or Tiny weapons
Ancient	X6.0	25	-5%	+2	+2	Suitable for any Large, Medium, Small or Tiny weapons
Wyrm	X6.0	25	-10%	+2	+2	Suitable for any Large, Medium, Small or Tiny weapons
Great Wyrm	X7.0	35	-10%	+3	+2	Suitable for any Large, Medium, Small or Tiny weapons

Edheldin

Created by the light of the moon this alloy of Mithral and moonlight is just like the elves who produced it, pretty and much less fragile than it looks. Edheldin has all the normal characteristics of Mithral with the addition that it shines from within. When in the presence of any light source, whether natural or artificial, this effect is difficult to detect. In these situations the armour just looks bright and shiny, but under natural darkness the armour can be seen glowing with a strength reflecting that of the moon. A side effect of this is that unless covered the wearer of the armour suffers a -10 to hide, except when there is no moon.

It makes spectacular weapons of for good burning all creatures of darkness who touch or are touched by it. This effect duplicates that of a Bane spell when used against evil Outsiders or Drow and when an Outsider or Drow is within 100 feet, it sheds light as if under the full moon. If used to produce piercing missile weapons, these weapons are particularly devastating against evil Outsiders or Drow. Poisoning them for 2d6 strength primary and 1d6 strength secondary with a DC of 25. This is particularly potent and a neutralise poison will not work on it's own, a Profane Bless must be cast as well.

Note: Just touching the metal does not poison, nor does being cut by the material, although it would be very uncomfortable sending shivers up the person in contacts spine etc. It must be injected into the bloodstream, to be effective. The missile weapon heads are designed to shatter in the body leaving shards of material behind.

Crystal Formed, Gem

Weapons are formed magically using a technique lost in history, the spell fusing the gem stones, like diamond, sapphire or ruby, into the metal lattice. The whole weapon takes on the colour and virtue of the stone is taken on by the weapon. This makes the weapon very sharp and reasonably strong but more fragile than a steel weapon. For some reason the properties that make mithral, adamantine or even meteoric metal what it is are ruined by the

addition of this material, only steel can take the process. The crystal lattice does not self repair like the Psi Crystal.

In addition to the cost outlined above the smith must be provided with 20% of the weapons final weight in gems, only one type of gem can be used.

Gem formed blades are sharp offering a bonus of +1, to critical range, cumulative but not multiplied by other bonuses.

Crystal Formed; Psi

Crystals used in these weapons are known to be psi active, allowing the Psionicist to use them as a psi focus. If activated they have a personality and all the bonus personality matrixes listed in the Psionic Handbook, in addition they heal damage to their matrix at 1d4 a day if damaged.

Weapons must be formed magically by a technique lost in history, the spell fusing the crystals into the metal lattice. The whole weapon takes on the appearance of a form reminiscent of the crystal. This makes the weapon very sharp and reasonably strong but more fragile than a steel weapon. For some reason the properties that make mithral, adamantine or even meteoric metal what it is are ruined by the addition of this material, only steel can take the process.

Quartz Crystal blades are sharp offering a bonus of +1, to critical range, cumulative but not multiplied by other bonuses.

Glass

Glass can be used to simple edged weapons making very sharp slashing weapons. Generally the glass is set into a wooden weapon to provide a cheap cutting edge. The edge is incredibly brittle, taking damage on a critical hit or miss, equal to the blow that character inflicted, effectively shattering the weapon.

Glass weapons can be made up to medium sized but the large the weapon the more ineffective it is. In a campaign involving metal armour glass slashing



or cutting weapons are ineffective, taking a -10 to hit, piercing weapons are unaffected..

Iron and Cold Iron

The refining of iron was a step made by smiths is seen as the beginning of present civilisation. Iron weapons and armour are a little primitive by modern standards, being heavy, a little brittle and nowhere near as tough as steel. They still make effective weapons, although iron edged weapons are blunt. Give an iron weapon an edge that lasts is impossible the first parry splintering the edge, so they are kept blunt.

Cold iron are items cold forged, simply battered out of a lump of refined iron by brute strength rather than by heating and forming, they offer a bonus to hit certain creatures.

Leissanga

The Leissanga is a vine like plant with incredibly tough leaves. The vines are only found rarely in elven society, and never anywhere that elves are not. To find a stand of Leissanga plants is a boon from the Gods. The stands are only found in places of deep rooted elven magic, that which builds up from a seed of elvenness and grows over the years to bear fruit in the form of a stand of Leissanga plants. Perhaps at the unmarked burial site of a long lost hero, or part of a untouched glade deep in the woods blessed by the gods, the plant is always associated with times of need and for a special hero. It is only suitable for one specific sort of armour, detailed in table 2, and only by the elves.

Meteoric Metal

This metal is of extraterrestrial origin. Essentially this is not some unknown material like adamantite, but an alloy of metals formed in the vastness of space and refined by the passage through the earths atmosphere. The alloy is lighter purer and stronger than anything that can be refined by mortal smith.

Mithral

This bright metal is found in rare deposits and much prized by all races for it's unmatched versatility. It does not corrode, shines like silver, makes exceedingly light armour and sharp weapons. Known as Truesilver by Elves, and Dwarves, and often called Minty by the Halflings (after their first exposure to it was mistranslated by the Halfling present) it is known to elicit greed from even the most devout poverty seeking cleric. Hearing the cry "Minty" all halflings tend to stop what they are doing and investigate at speed the source of the cry.

It can be worked and forged like steel into a light hard substance perfect for weapons and armour. Shining like silver and never tarnishing it is also very beautiful.

Most mithral armours are one category lighter than normal for purposes of movement and other limitations. Heavy armours are treated as medium, and medium armours are treated as light, but light armours are still treated as light.

Obsidian

Obsidian is an igneous rock very different than most other types. It is formed by the very rapid cooling of molten rock or lava. When certain types of lava cool this fast, it makes volcanic glass, or obsidian. The rocks are very hard and shiny, and when they break, or fracture, they have very sharp edges. Primitives often use obsidian to make cutting tools and tips for their arrows and spears. Obsidian is also known as Dragonstone because it is frequently found in regions frequented by dragons. Dragon eggs are made of a material that is indistinguishable from obsidian, but woe betide anyone caught wielding bearing an item made of this material in the presence of a dragon.

Obsidian can be used to simple edged weapons making slashing edge as sharp as steel. It is however incredibly brittle, taking damage on a critical hit or miss, equal to the blow that character inflicted, effectively shattering the weapon.

Precious Metals

These materials are lumped together here simply for reference there is no way anyone would make weapons or armour of these materials and expect

them to be practical, but they are often used in making armour or weapons stand out. Indeed silver is the choice coating for most bladed weapons because it allows the wielder to effect certain undead or outsiders, without the need for magic. Some cultures have no access to weapons of iron and these materials are substituted.

Gold

Pretty gold is useful as a tool it is not, similar to copper in it's physical properties, soft and malleable, it is as heavy as lead.

Platinum

Harder than silver or gold this material is like the other precious metals pretty useless as weapon or armour.

Silver

Harder than gold this material is like the other precious metals pretty useless as weapon or armour.

Steel

Standard alloy of iron, carbon and some trace elements used to make normal weapons and armours found in the game. It is easy to work cold, or hot and properties of the material can be manipulated through heat treatments.

Stone

One of the oldest materials known to any race, it was the first tool. Suitable for tiny and simple weapons, such as arrow heads, spear heads or even axes or hammers. Flint is a valuable material, while it is sharp it is brittle and sensitive to impacts. Stone weapons take damage on a critical miss, equal to the blow that character inflicted, effectively shattering the weapon.

Manufacturing edged weapons from stone require the use of a special flints created by a flint napper. Repairing a damaged flint weapon requires the flint napping skill not the weapon craft skill.

Orthaedro

Created in complete darkness this is a special alloy of Mithral and Abyssal essence is just like those that create it, darkly beautiful. Orthaedro has all the normal characteristics of Mithral with the addition that it seems to absorb all light. When in the presence of any light source, whether natural or artificial, this effect is easy to detect.

If the material is made into armour this is particularly marked. The armour looks like they it is in shadow, even under direct light they are shrouded in faint flickering shadows. This gives the wearer a bonus to hide of +10

It makes spectacular weapons of for evil burning all creatures of light who touch or are touched by it. This effect duplicates that of a Bane spell when used against good Outsiders or Light Elf and when an Outsider or Light Elf is within 100 feet, it sheds shadows in a 20 ft radius. . If used to produce piercing missile weapons, these weapons are particularly devastating against good Outsiders or Light Elf. Poisoning them for 2d6 strength primary and 1d6 strength secondary with a DC of 25. This is particularly potent and a neutralise poison will not work on it's own, a Bless must be cast as well.

Note: Just touching the metal does not poison, nor does being cut by the material, although it would be very uncomfortable sending shivers up the person in contacts spine etc. It must be injected into the bloodstream, to be effective. The missile weapon heads are designed to shatter in the body leaving shards of material behind.

Wood

It is possible to make weapons and armour of wood, indeed many weapons are made of wood. Armour made of wood tends to be laminar armours and edged weapons are not practical without magical aid. The information here is for those weapons not normally made of wood. All edged weapons made of wood become bludgeoning weapons, it is possible to fire harden a weapon tip to help it pierce things and these items are detailed in the table.



Dwarven Smithing

Dwarves and smithing are synonymous, they were born in the forge of Moradin, so this is unsurprising. The secrets of the Dwarven Forge are unknown except to the Dwarves themselves. How do they make such fantastic weapons and armour, the secret is out, the Dwarven Smiths harness the power of their god in a semi-mystical fashion known as Hammer Chants. The skill detailed below can only be taken by a dwarf it is quite simply impossible for a non-dwarf to call upon the power of Moradin in this fashion.

Perform (Hammer Chants)

Classes: Any Dwarf raised in a traditional dwarven delve

Cross Classes: N/A

Key Ability: Cha

Useable: Trained

Required: Craft Armour or Weapon Smithing

Though the tools of the dwarven blacksmith are similar to those of humans, the sacred holiness of the dwarven forge is readily apparent to even casual visitors; Dwarves are very noisy when they work. The songs which they sing are songs of praise for the keeper of the first forge, the all-father, and other hymns of reverence and piety.

The chants keep the rhythm steady when a team of smiths is using multiple hammers on a single piece of iron or when any other combined efforts are being performed by dwarven craftsmen and workers. When combined with

Hammer Chants

Hammer

DC: 10

Range: Touch

Duration: Special

Chant Length: 10 minutes

Area of Effect: One dwarf

The most basic of chants, up to seven dwarven craftsmen and/or priests combine their abilities so that one of them can more effectively perform other chants. If no priest is present, the length of the chant is doubled before it becomes effective.

The highest-ranking priest or craftsman stands at the forge, hammering out time on the anvil, while others work the bellows and tend to other forge tasks. The dwarf performing the hammering is the focus of the chant's magic (and the one who must successfully make a perform check against the DC of 10).

After the chant is completed, the leader gains a +2 bonus to his Perform (Hammer Chant) for each other dwarf involved in the Hammer chant for the next chant performed immediately after this one.

This chant requires a hammer, an anvil and a forge fire to be performed. These items must be of dwarven make and consecrated to the dwarven gods. Makeshift forges, abandoned holdings, or the smithies of other races will not suffice.

Miner's Chant

DC: 12

Range: 0

Duration: 12 hours

Chant Length: 40 minutes

Area of Effect: 6 dwarves

The miner's chant is often conducted at the forge by a forge-priest before a group of miners goes off to the tunnels to begin the day's work. The chant is an invocation of blessings and protection, but it also hardens and improves the miner's tools, increasing their effectiveness and decreasing their chance of becoming blunted.

Miners under the influence of the miner's chant can operate without fatigue, and dig 50% faster while they do so.

the chant of dwarven priests or master smiths, the hammer chants used every day are themselves touched by the divine, magical.

In many respects, the hammer chant is like 'ritual casting' (below), but it is not actual spellcasting. Rather, the reverence of the chants invoked by the deeply religious dwarves, can invoke magical effects through song.

Though the tools of the dwarven blacksmith are similar to those of humans, the sacred holiness of the dwarven forge is readily apparent to even casual visitors; Dwarves are very noisy when they work. The songs which they sing are songs of praise for the keeper of the first forge, the all-father, and other hymns of reverence and piety.

The chants keep the rhythm steady when a team of smiths is using multiple hammers on a single piece of iron or when any other combined efforts are being performed by dwarven craftsmen and workers. When combined with the chant of dwarven priests or master smiths, the hammer chants used every day are themselves touched by the divine, magical.

In many respects, the hammer chant is like 'ritual casting' (below), but it is not actual spellcasting. Rather, the reverence of the chants invoked by the deeply religious dwarves, can invoke magical effects through song.

The effects of Hammer chants are similar to spells, and in some cases cannot be performed by any but a dwarven priest. The chants listed below are just a sampling of the many chants which dwarves perform, and many more can be found in daily use in a typical delve.

Dwarves never teach this skill to non-dwarves.

Stainless

DC: 15

Range: Touch

Duration: Permanent

Chant Length: 2 hour

Area of Effect: 1 pound of metal

This chant, when performed while working with metal, grants the metal an enduring, bright shine (akin to chrome) and protects the metal against corrosion and decay. However, it is rarely used because of its cost. Imbuing metal with the Stainless chant requires the sacrifice of a weight of platinum equal to the weight of the metal to be protected.

Once protected, no rust, acid, or decay can harm the metal, not even that produced by oozes, rust monsters, and the like.

The use of this chant is generally reserved for clan heirlooms, chieftain's weapons, and other highly important metalwork. Naturally, metals which are not normally susceptible to corrosion, such as gold and mithral, are not treated with this chant.

Note that the chant requires 2 hours for every pound of metal to be so protected. A skill check is required each 2 hours, with any failure requiring the entire chanting process be started over, while the sacrificial platinum is still lost! (Thus, a 5 pound weapon would require 5 successful skill checks in a row before protected. Each failure would increase the amount of platinum to be sacrificed by 100%.)

Sure grip

DC: 15

Range: 0

Duration: Permanent

Chant Length: 2 hours

Area of Effect: 1 lb. of metal

This chant, when performed while smithing, makes a weapon or shield stick to its wielder's hand until he voluntarily releases it, making it difficult for the wielder to be disarmed by an opponent or to drop the weapon. Weapons or shields protected with Sure grip grant the wielder a +4 bonus to their opposed rolls for disarm checks, and +4 to saving throws vs. spell effects such as Fumble.



Note: The chant requires 2 hours for every pound of metal to be so protected. A skill check is required each 2 hours, with any failure requiring the entire chanting process be started over.

Ever Sharp

DC: 20

Range: 0

Duration: Permanent

Chant Length: 2 hours

Area of Effect: 1 weapon

If performed while a weapon is forged, this chant enhances the edge of a single weapon and helps the weapon to maintain its sharpness through use and time. A weapon so enhanced need never be sharpened.

Moradin's Metal

DC: 20

Range: 30 feet

Duration: Permanent

Chant Length: 4 hours

Area of Effect: 1 lb. of metal + 1 oz. per point of skill check over DC.

This chant creates a mass of unworked metal atop the forge. The metal just 'appears' on top of the forge, and most dwarves believe it is a gift directly from the All-Father.

The chant works only once per year, during the dwarven High Holidays. In most cases, it produces a small quantity of mithral or adamantite. In many dwarfholds, this metal is used only create sacred objects.

Failure on the skill check results in no such metal being granted to the delve for the year; this is considered a bad portend by the citizens of the delve.

Bellows Breath

DC: 20

Range: 0

Duration: 8 hours

Chant Length: 1 hour

Area of Effect: 1 fire

This chant creates a wind to fan the flames, increasing the heat and size of an existing fire.

If the skill check succeeds, the forge fire's heat increased to the level required to forge mithral and adamantite. If the check fails, the fire is blown out completely.

Glass Steel

DC: 25

Range: 0

Duration: permanent

Chant Length: 1 hour

Area of Effect: 1 oz. of iron

This chant transforms an ordinary piece of iron into a metal with unusual properties. The metal, called nephelium, has all of the attributes of iron, except that it is as transparent as glass. Thus, nephelium plate-mail appears glasslike, but provides the same protection as a full suit of such armour made of steel.

Purposely adding impurities to nephelium can produce shades of sapphire, emerald, and ruby; allowing for a truly wondrous appearance to weapons and armour made from such metals.

The chant must be performed for 1 hour per oz. of iron to be transformed, and a successful skill check must be performed each hour. A failure results in the loss of 1 oz of mithral completely for that hour.

Note: Nephelium is a naturally occurring ore as well, found only in the rarest of veins in areas saturated with magic.

Dark Alloy

DC: 25

Range: 0

Duration: permanent

Chant Length: 1 hour

Area of Effect: 1 oz. of mithral

This chant transforms an ordinary piece of mithral into a metal with a number of unusual properties. The material becomes invisible in bright light and sunlight, but glows in conditions of darkness, whether the darkness is natural or magical. The metal is called Dunchalcor, and is often used to make secret runes for dwarven shines, to filigree special weapons, etc.

The chant must be performed for 1 hour per oz. of mithral to be transformed, and a successful skill check must be performed each hour. A failure results in the loss of 1 oz of mithral completely for that hour.

Note: Dunchalcor is a naturally occurring ore as well, found only in ultra rare veins deep, deep below the earth in areas with massive saturations of magic.

Purifying Fire

DC: Special, see below

Range: 0

Duration: permanent

Chant Length: 30 minutes

Area of Effect: 1 item

Special: Can only be performed by a cleric

This chant destroys the magical power of a metal item by bathing it in a cleansing flame. The chant alters the colour of the forge-fire from orange to an odd mix of orange and rich purple. This change in colour indicates that the chant has succeeded. No matter how flammable an item might be, it does not burn or melt while held in the purifying fire.

This chant functions just as dispel magic, but the result of the hammer chant skill check is used in place of the dispel check.

Masterwork

DC: 30

Range: 0

Duration: permanent

Chant Length: see below

Area of Effect: 1 forge

The masterwork chant represents enormous effort by a team of smiths, working in shifts for months, under the direction of a master smith to create an item of such perfection that it becomes imbued by magical power, as if the item had been actually enchanted.

The chant permits the creation of a magical item of up to 1,000 gp value / 2 ranks which the master smith has in the requisite craft skill. (Consult the DMG for the gp value of magical items). However, magical spells which nullify or destroy normal magical items (wand of negation, Mordenkainen's Disjunction, etc.) have no effect on items produced by the Masterwork chant.

Normal craft checks are required during the creation of the item, however the 'base cost' of the masterwork component is tripled, thus also increasing the length of time needed to craft it.

After the completion of the crafting, the master smith must make the chant check. Success means the item produces is completely as desired, including all magical effects. Failure means that the item produced is no more than an ordinary masterwork item, despite the fact that it cost much more than normal.

This chant alone is what earned the dwarves their reputation for producing the finest of magical arms and armour, despite the rarity of spellcasters amongst their race. Those not of dwarven origin tend to assume it is the dwarven priests producing all of the fine dwarven metalwork, but the dwarves know that their master smiths, whether ordained clerics or not, are capable of such wonders.



Weapons

Introduction to Weapons

Once the first person picked up a stone to crack open a nut, or used a stick to knock fruit out of trees the die was cast. It was not long before the rock or the stick were used against other creatures, becoming weapons.

Over time there have been many refinements of these basic weapons. Innovations have been made as technology has changed, and as a result of environmental and cultural pressure. There is no other arena where people have been more inventive than that of killing one another.

Weapons have taken many different forms, and been made of many materials, although steel is seen as the ultimate extension of the weapon makers trade.

Weapons are identified by several basic categories and these have remained the same throughout the ages although Weapons can be of one or more type.

History of the Dagger

Dagger is short bladed, held in one hand, and while used primarily for thrusting, many would also cut in the manner of a domestic knife. One of the basic ways to kill or wound is to stab. The dagger is the simplest stabbing weapon. The dagger is a short stabbing knife, ostensibly the diminutive of the sword, though in ancient and medieval times the distinction between a long dagger and a short sword was often obscure. From approximately 1300 the European dagger was consistently differentiated from the sword; in the 16th century a school of fencing developed in which a specially designed dagger with a large guard was held in the left hand and used for parrying. A wide variety of hilt and metal blade shapes are found in daggers from all parts of the world. Types vary in accordance with their function, how they are worn and the technology of each society. Daggers vary in length from around 15 cm (6 inches) to 50 cm (20 inches). At the longer end of the scale, the dagger begins to blend with the short sword.

Its convenient size made the dagger inconspicuous to wear and easy to draw, giving it advantages over the sword in many situations. The types include the wavy-bladed Malayan kris, the short, curved kukri used by the Gurkhas, the Hindu Katar with its flat triangular blade, as well as innumerable others.

History of the Halberd

The Halberd or Poleaxe was a modification of the throwing axe to give the warrior a greater reach against a mounted fighter. A few warriors used axes, but this was not a particularly common weapon. It is often hard to tell whether an axe found in a grave represents a weapon, or just a wood-cutting axe. Of course it is possible that the same axe might be used for both purposes. One special type of axe, not common, but found in sufficient numbers to show it was in use was the francisca, a type of short handled axe with an upward curving blade, probably originating amongst the Franks and designed primarily for throwing. The halberd was the only significant medieval shock weapon without classical antecedents. In its basic form, it consisted of a six-foot shaft of ash or another hardwood, mounted by an axe blade that had a forward point for thrusting and a thin projection on the back for piercing armour or pulling a horseman off balance. The halberd was a specialized weapon for fighting armoured men-at-arms and penetrating knightly armour. With the point of this weapon, a halberdier could fend off a mounted lancer's thrusts and, swinging the cutting edge with the full power of his arms and body, could cleave armour, flesh, and bone. The halberd's power was counterbalanced by the vulnerability of taking a full swing with both arms; once committed, the halberdier was totally dependent upon his comrades for protection. This gave halberd fighting a ferocious all-or-nothing quality and placed a premium on cohesion.

While the halberd could penetrate the best plate armour, allowing infantrymen to inflict heavy casualties on their mounted opponents, the lance's advantage in length meant that men-at-arms could inflict heavy casualties in return. The solution was the pike, a staff, usually of ash, that was twice the length of the halberd and had a small piercing head about 10 inches (25 centimetres) long. Sound infantry armed with the pike could fend off cavalry with ease, even when outnumbered. As with the halberd, effectiveness of shock action with the pike was heavily dependent upon the cohesion and solidity of the troops wielding it. The pike remained a major factor in European warfare until, late in the 17th century, the bayonet gave missile-armed infantry the ability to repel charging cavalry.

Bludgeoning: These weapons cause damage to their target as by virtue of a blunt business end. The target suffers damage as a result of brute force trauma, bruising, rupturing of internal organs or breakage of bones.

Slashing: These weapons cause damage to their target as by virtue of an edge, generally sharp, which cuts the target. The target suffers damage as a result of cutting trauma, cutting open the skin resulting in blood loss and shock.

Piercing: These weapons cause damage to their target as by virtue of a point that penetrates the target's body. Piercing weapons are often the most instantaneously fatal of weapons but also the most likely to deliver inconsequential wounds. Where a piercing weapon kills it is as a result of compromising the target's organs.

History of the Spear

The spear is one of man's oldest weapons after the rock, a sharpened stick was the first spear, made more potent by fire hardening the tip. From there a sharpened stone was set on the end, then the metal tipped spear.

The Spear was without doubt one of the most common weapons of all ages, used by noble and lowborn alike from east and west, north to south. However desirable a sword is throughout all time the majority of fighting was done with the spear. Modern armies still use the bayonet, turning their assault rifles into a spear.

If you look at a spear used by the Japanese foot soldiers, the spear used by the Zulu warrior, the Saxon spear, or even the native American spear, they are all basically the same. A sharp tip on a wooden shaft. Spears can be of either throwing or thrusting type, or perhaps a hybrid of both.

History of the Sword

Pre-eminent hand weapon through a long period of history, consisting of a metal blade varying in length, breadth, and configuration, but longer than a dagger, and fitted with a handle or hilt usually equipped with a guard. The sword became differentiated from the dagger during the Bronze Age (c. 3000 BC), when copper and bronze weapons were produced with long, leaf-shaped blades and with hilts consisting of an extension of the blade in handle form. By Roman times the hilt was distinct from the short, flat blade, and by the European Middle Ages the weapon had acquired its main basic forms. The heavy sword of medieval chivalry had a large hilt, often designed to be gripped in both hands, with a large protective guard or pommel at the top. The blade was straight, double-edged, and pointed; it was fabricated by repeated firing and hammering, a process that converted the iron into mild steel by the addition of a small amount of carbon. Blades were also made of laminated strips of iron, which were hammered together. Damascus was a renowned centre of the craft.

Toledo steel and particularly swords have long been famous, being mentioned as early as the 1st century BC in the *Cynegetica* of Grattius "Faliscus." There is an important National Factory of Arms and workshops for damask and engraving, which produce metalwork decorated in the Mudéjar tradition.

The changes in warfare associated with the introduction of firearms did not eliminate the sword but rather proliferated its types. The discarding of body armour made it necessary for the swordsman to be able to parry with his weapon, and the thrust-and-parry rapier came into use.

The advantage of a curved blade for cutting was early appreciated in Asia, where it was long used by the Indians, Persians, and others before its introduction to Europe by the Turks. The Turkish scimitar was modified in the West to the cavalry saber. At the other extreme of Asia, the Japanese developed a long-bladed, slightly curved version with a two-handed grip, with which an elaborate duelling cult, as well as ancestor worship, became associated.

The introduction of repeating firearms virtually ended the value of the sword as a military weapon, though isolated instances of its use continued in 20th-century wars. As it declined in its military usefulness, the sword gained a new role in the duel, especially in Europe, out of which practice emerged the modern sport of fencing.



Table 6: Simple Weapons

Weapon	Cost gp	Damage	Critical	Range Increment ft.	Weight lbs.	Type
Tiny						
Cleaver	0.3	1d4	x3	-	3	Slashing
Crossbow Bayonet	12	1d4	19-20/x2	-	3	Piercing
Knife	0.5	1d3	x2	20	½	Piercing/Slashing
Poniard	3	1d2	18-20/x2	-	5	Piercing
Mattucashlass	10	1d3	19-20/x2	-	0.5	Piercing
Misicorde	3	1d3	19-20/x2	-	7	Piercing
Sgain Dubn	4	1d4	19-20/x2	-	0.5	Slashing
Skain	3	1d4	19-20/x2	-	0.5	Piercing
Stiletto	0.5	1d3	18-20/x2	-	½	Piercing
Tanto	3	1d4	19-20/x2	-	1	Piercing/Slashing
Small						
Adze	0.3	1d4+1	x2	-	4	Piercing/Slashing
Ankus	3	1d4	x2	-	4	Piercing/Bludgeoning
Long dagger	5	1d5	19-20/x2	-	2	Piercing/Slashing
Small Club	-	1d4	x2	10	2	Bludgeoning
Small Flail	8	1d6	x2	-	3	Bludgeoning
Medium						
Cudgel	3	1d6	x2	-	8	Bludgeoning
Cutlass	12	1d6	19-20/x2	-	4	Slashing
Parang	3	1d8	x3	-	5	Slashing
Small Staff¥	2	1d4/1d4	x2	-	3	Bludgeoning
War Mallet	8	1d8	x3	-	10	Bludgeoning
Large						
Angon	2	1d6+1	x3	10	6	Piercing
Cateia	2	1d4	x2	20	2	Piercing
Bo Staff¥	0.5	1d6/1d6	x2	-	3	Bludgeoning
Maul	15	1d10	x3	-	20	Bludgeoning

Table 7: Simple Weapons-Ranged

Weapon	Cost gp	Damage	Critical	Range Increment ft.	Weight lbs.	Type
Small						
Sling Bullets, Spiked	0.5	1d4+1	x2	50	5	Bludgeoning
Sling Bullets, Glass	0.5	1d4	x3	50	2	Slashing
Throwing Knife	5	1d3	x2	10	4	Piercing
Medium						
Blowgun, Small	15	1d2	x2	10	1	Piercing
Spiked throwing Club	4	1d8	x2	10	4	Piercing/Bludgeoning
Large						
Staff-Sling	2	-	-	-	2	Bludgeoning
Sling Staff Stinkpot	0.2	*	*	20	3	Bludgeoning
Sling Staff bullet	0.2	1d3	x2	30	1	Bludgeoning



Table 8: Martial Weapons—Melee

Weapon	Cost gp	Damage	Critical	Range Increment ft.	Weight lbs.	Type
Small						
Bastard Sword, Small*	20	1d8	19-20/x2	-	6	Slashing
Jambiya	4	1d4	19-20/x2	-	1	Piercing/Slashing
Longsword, small	15	1d6	19-20/x2	--	3	Slashing
Ninja-to	12	2d4-1	19-20/x2	-	5	Slashing
Rapier, small	20	1d4	18-20/x2	-	2	Piercing
Sapara	10	1d6+1	x2	-	4	Slashing
Scramasax	4	1d5	19-20/x2	-	1	Slashing
Seax	10	2d4-1	x2	-	3	Slashing
Small Battlepick	10	1d6	x4	-	5	Piercing
Swingblade, Light	6	1d4	x4	-	3	Piercing/Slashing
Medium						
Abbasi	20	2d5+1	19-20/x2	-	5	Piercing/Slashing
Antenna sword	15	1d8	19-20/x2	-	4	Slashing
Backsword	17	1d8+1	18-20/x2	-	5	Slashing
Bearded, hand Axe	10	1d4+1	x3	-	3	Slashing
Broad Axe	20	1d8	x3	-	7	Slashing
Broad Sword	10	2d4-1	x2	-	4	Slashing
Dusack	12	1d8	x2	-	4	Slashing
Epee	10	1d6	19-20/x2	-	2	Piercing
Franc-taupin	15	1d8	19-20/x2	-	3	Piercing
Fransiscan	3	1d6	x2	10	4	Slashing
Gladius/Drusus	50	1d6+1	19-20/x2	-	3	Slashing
Glavelot	35	2d4	19-20/x2	-	12	Slashing
Greatsword Small	50	2d4	19-20/x2	-	8	Slashing
Hegyester	20	1d6	19-20/x2	-	10	Piercing
Khopesh	10	2d4	x2	-	7	Slashing
Machaira	10	2d4	x2	-	7	Slashing
Manchu broadsword	18	2d4	19-20/x2	-	4	Slashing
Sabre*	17	2d4-1	19-20/x2	-	5	Slashing
Seax, long	18	1d8	19-20/x2	-	4	Piercing/Slashing
Serpentine Sword	75	1d8	19-20/x3	-	4	Piercing/Slashing
Sica	10	1d6	x2	-	3	Slashing
Sparte Axe	5	1d6+1	x3	-	4	Slashing
Spatha	25	1d8	x2	-	4	Slashing
Swingblade, Heavy	10	1d6	x4	-	5	Piercing/Slashing
Talibon	17	1d8	x2	-	5	Piercing/Slashing
Taper Axe	5	1d6	x2	-	5	Slashing
Tuagh-Gatha Axe	3	1d6	x3	-	4	Slashing
Tulwar	17	1d6+1	x2	-	8	Slashing
Wao Lan	15	2d4	x2	-	6	Slashing
War Club	2	1d6+1	x2	10	6	Bludgeoning/Slashing
War Hammer	2	2d4	x2	-	6	Bludgeoning
Woodsman's Axe	5	1d4	x2	-	5	Slashing
Yataghan	12	2d4	19-20/x2	-	4	Slashing
Large						
Arbir©	5	1d6	x3	-	7	Slashing/Piercing
Bardiche^	7	2d6	x3	-	12	Slashing
Bearded, long*	100	1d8+1	x3	-	5	Slashing
Bec de corbin©^	8	1d8	x2	-	12	Slashing
Bill hook^	7	2d4	x3	-	15	Piercing/Slashing



Weapon	Cost gp	Damage	Critical	Range Increment ft.	Weight lbs.	Type
Bill-guisarme [Ⓢ]	7	2d4	x3	-	12	Piercing/Slashing
Claidhmore	25	1d10	x4	-	15	Slashing
Datchi	12	1d6	x2	-	10	Bludgeoning
Dire Mace	25	2d6	x2	-	25	Bludgeoning
Double Bladed Broad Axe	35	1d10	x3	-	15	Slashing
Falx	18	1d8	x3	-	7	Slashing
Fauchard [Ⓢ]	5	1d6	x3	-	7	Slashing
Flamberge	75	3d4	19-20/x3	-	25	Slashing
Fork, Military [Ⓢ]	5	1d8	19-20/x2	-	7	Piercing
Framea [Ⓢ]	10	1d6	x2	20	5	Piercing
Glaive-guisarme [Ⓢ]	10	2d4	x3	-	10	Piercing/Slashing
Gouge	6	1d8	x3	-	12	Piercing/Slashing
Great Axe	25	1d10	x3	-	10	Slashing
Lance, Jousting [^]	20	1d4	x2	-	20	Bludgeoning
Lance, Knight's [^]	20	1d10	x3	-	15	Piercing
Lance, Two-pronged [^]	70	2d4	x3	-	10	Piercing
Lucern hammer [^]	7	2d4	x2	-	15	Piercing/Bludgeoning
Maul	10	1d10	x3	-	9	Bludgeoning
Mel puttah bemoh	30	1d10	x3	-	12	Piercing/Slashing
Nagimaki [Ⓢ]	15	1d6	x2	-	6	Piercing/Slashing
Naginata [Ⓢ]	8	1d8	x3	-	10	Piercing/Slashing
No-daichi	50	1d10	19-20/x3	-	15	Slashing
Partisan [Ⓢ]	10	1d6	x3	-	5	Piercing
Pike [Ⓢ]	5	1d10	x3	15	12	Piercing
Saddle sword*	60	1d10	x2	-	15	Piercing/Slashing
Tachi	35	1d10	19-20/x3	-	4	Slashing
Voulge [Ⓢ]	5	2d6	x3	-	12	Slashing
War Flail	30	1d12	19-20/x3	-	10	Bludgeoning

Table 9: Martial Weapons—Ranged

Weapon	Cost gp	Damage	Critical	Range Increment	Weight lbs.	Type
Medium						
Bow Short Selfbow	15	1d6	x2	50	2	
Bow Composite Shortbow	75	1d6	x2	70	3	
Bow Horsebow	80	2d4-1	x3	50	4	
Bow Elfbow	100	2d4-1	x2	80	2	
Pilum	1	1d6	x2	20	5	Piercing
Throwing Blade	5	1d6	x2	20	4	Piercing/Slashing
Large						
Bow Great Longbow	180	1d10	x3	200	20	
Bow Pure Longbow	150	1d8	x3	150	12	
Bow Long Selfbow	25	2d4-1	x2	90	3	
Bow Composite Longbow	100	1d8	x3	110	5	

Table 10: Exotic Weapons Melee

Weapon	Cost gp	Damage	Critical	Range Increment	Weight lbs.	Type
Unarmed						
Bagh Nakh, Tiger claws	40	1d4	x2	-	2	Piercing/Slashing
Battle gauntlet*	25	1d6	x2	-	5	Bludgeoning
Bladed boots*	15	1d4	19-20/x2	-	3	Piercing
Cestus	1	1d4	x2	-	2	Slashing



Weapon	Cost gp	Damage	Critical	Range Increment	Weight lbs.	Type
Garrotte Wire*	1	1d8/Rnd	/	-	0.1	Bludgeoning
Nage Teppo	50	1d12	19-20/x3	10	½	Bludgeoning
Nekode (climbing claw)	1	1d4		-	½	Slashing
Ogre Knuckles	1	1d6	19-20/x2	-	10	Bludgeoning
Panther Claw*	75	1d4	x3	-	3	Piercing/Slashing
Pit talons*	20	2d3	19-20/x2	-	4	Slashing
Stump knife*	8	1d4	19-20/x2	-	2	Piercing
Talid	4	1d6	x2	-	1	Piercing/Slashing/Bludgeoning
Wrist Razors	20	1d6	19-20/x2	-	2	Piercing/Slashing
Tiny						
Sai	10	1d4	x2	10	0.5	Bludgeoning
Stiletto earrings	20	1d3	xc	-	1	Piercing
Tool (hammer, etc.)	0.5	1d4	x2	-	1	varies
Tortoise Blade, Gnome	20	1d4	19-20/x2	-	1	Piercing
Widow's Knife	5	1d4	x2	30	4	Piercing/Slashing
Small						
Aklys	3	1d6	x2	10	6	Bludgeoning
Bard's Friend	10	1d4+1	x2	-	3	Piercing/Slashing
Belaying pin	0.02	1d3	x2	-	2	Bludgeoning
Combat hook*	10	1d6	x3	-	3	Piercing
Crescent Knife	20	1d3	x2	-	1	Slashing
Double-swords(pair)	15	1d6	19-20/x2	-	6	Piercing/Slashing
Dwarven Buckler Axe	30	1d6	x3	-	6	Slashing
Forearm Axe	1	1d6	x2	-	4	Slashing/Piercing
Forearm Blade	5	1d6	x2	-	5	Piercing/Slashing
Forearm Claw	4	1d4	x2	-	3	Piercing/Slashing
Gunsen (Iron fan)*	5	1d4	x2	-	1	Bludgeoning
Jitte*	2	1d4	x2	-	1	Bludgeoning
Katar	3	1d4+1	19-20/x2	-	1	Piercing
Kiseru (Iron pipe)	1	1d4		-	1	Bludgeoning
Kris	12	1d4	18-20/x2	-	1	Piercing
Lajav	3	1d6	x2	-	4	Bludgeoning
Longflail	5	1d4	x2	-	2	Bludgeoning
Mace, Whistling Light*	9	1d6	x2	-	3	Bludgeoning
Main-gauche*	3	1d4	19-20/x2	-	2	Piercing/Slashing
Puchik	6	1d5	19-20/x2	-	1	Piercing/Slashing
Singing Sticks	0.5	1d6	x2	-	1	Bludgeoning
Sword Breaker*	20	1d4	x2	-	2	Piercing
Tonfa	1	1d4	x2	-	1	Bludgeoning
Uchi-ne	2	1d4	x2	20	1	Piercing
Medium						
Bokken	10	-	x2	-	6	Bludgeoning
Cahulak¥	10	1d4/1d4	x2	-	8	Piercing/Slashing
Choppa*	27	3d6	x4	-	30	Slashing
Claw Mace	20s	1d8	x3	-	2	Slashing
Dagger Hilted Sword¥	35	1d8/1d4	19-20/x2	-	5	Piercing/Slashing
Double-headed axe*	40	1d12	x3	-		Slashing
Dwarven Battlehammer*	35	1d10	x3	-	18	Bludgeoning
Dwarven Cleaver	20	2d4	19-20/x3	-	6	Slashing
Elven Slimblade	100	1d8	18-20/x2	-	2	Piercing/Slashing
Falchion	75	2d4	18-20/x2	-	16	Slashing
Flindbar	10	1d4	x2	-	4	Bludgeoning



Weapon	Cost gp	Damage	Critical	Range Increment	Weight lbs.	Type
Gae Bologna©	5	1d8	19-20/x3	20	4	Piercing/Slashing
Hanbo	0.5	1d4	x2	-	1	Bludgeoning
Hanbo Iron-shod	1	1d5	x2	-	4	Bludgeoning
Hawk Hatchet	2	1d6	x2	-	6	Piercing/Slashing
Hook Sword	15	1d8	19-20/x2	-	4	Slashing
Impaler	4	1d6	x2	-	5	Piercing
Jagged Sword*	40	1d8	19-20/x2	-	5	Piercing/Slashing
Jo Stick	2	1d4	x2	-	1	Bludgeoning
Kawa-naga*	9	1d6	x2	30	9	Bludgeoning
Khyber knife	7	1d8	19-20/x2	-	2	Piercing/Slashing
Klewang	12	1d8	x3	-	5	Slashing
Kora	18	1d8	x2	-	8	Slashing
Mace, Whistling Heavy*	12	1d8	x2	-	6	Bludgeoning
Mace-axe	12	2d4	x3	-	9	Bludgeoning/Slashing
Ribbon Blade	600	1d8	18-20/x2	-	3	Slashing
Small, Lajatang©	80	1d8	x2	-	15	B
Star Pick	25	2d4	x4	-	10	Piercing/Bludgeoning
Sword Cane	100	1d6	x2	-	5	Piercing/Slashing
Telescopic staff*¥	100	1d6/1d6	x2	-	4	Bludgeoning
Tortoise Blade	12	1d6	19-20/x2	-	5	Piercing/Slashing
War cleaver*	50	2d4	19-20/x2	-	10	Slashing
Whiplash*	50	1d8	19-20/x2	-	7	Slashing
Large						
Bane spear*¥©	50	1d8/1d8	x3/x2	20	7	Piercing/Bludgeoning
Bearer Sword	125	2d8	19-20/x3	-	35	Slashing
Bladed Staff¥©	50	1d8/1d8	x2	20	10	Slashing
Chain (Kau sin ke/Manriki-gusari)*¥	5	1d4/1d4	x2	10	3	Bludgeoning
Chain dagger*¥	4	1d4/1d5	19-20/x2	-	4	Piercing
Chain sickle (Kusari-gama)*¥	3	1d6/1d5	x2	10	3	Bludgeoning/Slashing
Chain spear (Chijiriki)*¥	8	1d6/1d5	x3/x2	-	6	Piercing/Bludgeoning
Chain, Kawa-Naga (grapnel)*¥	1	1d3	x2	-	1	Piercing/Bludgeoning
Chain, spiked*¥	25	1d4/1d4	x2	-	15	Piercing
Crusher	24	1d8	x2	-	15	Bludgeoning
Crushing axe*¥	75	1d8/1d6	x3/x2	-	25	Slashing/Bludgeoning
Double Spear ¥©	7	1d8/1d8	x3	10	9	Piercing
Double Bladed sword*	60	1d12	19-20/x2	-	8	Slashing
Double Hammer¥	8	1d4/1d4	x3	-	6	Bludgeoning
Double Morningstar¥	32	1d8/1d8	x2	-	18	Piercing/Bludgeoning
Double Pick¥	90	1d6/1d6	x4	-	20	Piercing
Double Scimitar ¥	125	1d6/1d6	18-20/x2	-	15	Slashing
Duom	20	1d8	x3	-	8	Piercing
Elven Double Halberd¥©	200	1d10	x3	-	30	Piercing/Slashing/Bludgeoning,
Elven War Blade	60	1d10	x3	-	8	Slashing
Gladiator's Friend	15	variable	x2	-	15	Bludgeoning/Piercing/Slashing
Great Scimitar	50	1d6+1	18-20/x2	-	16	Slashing
Gythka¥	100	1d8/1d8	x2	-	12	Slashing
Hamanu's Staff¥	10	1d8/1d8	x2	-	5	Bludgeoning
Kukri, regimental	12	1d10	x3	-	4	Slashing
Kyogetsu-shogi*(Dagger/Cord)	5	1d4	19-20/x2	10	2	Piercing
Kumade (rake)	2	1d4	x2	-	4	Piercing/Bludgeoning
Lajatang¥	90	1d8/1d8	x2	-	7	S



Weapon	Cost gp	Damage	Critical	Range Increment	Weight lbs.	Type
Mancatcher Staff§	30	1d2	x2	-	8	Special
Manti©	15	1d8	x3	-	9	Piercing
Mighty Pick	40	1d8	x5	-	20	Piercing
No-Dachi	600	2d6+1	19-20/x3	-	8	Slashing
Quad Fauchard¥	20	1d8	x3	-	20	Slashing
Saber Bow¥	300	1d8/1d8	19-20/x2	-	8	Piercing/Slashing
Sode Garami*	5	1d4	x2	-	5	Bludgeoning
Staff, Bladed ¥	50	1d8/1d8	x2	20	10	Slashing
Tetsu-bo (iron staff)	2	1d8/1d8	x2	-	7	Bludgeoning
Tetsu-to (iron sword)	35	1d12	x3	-	15	Slashing
Three-Section Staff	4	1d8	x3	-	8	Bludgeoning
Trikal	12	1d10	x3	-	8	Slashing/Bludgeoning
Tulwar	50	2d6	x3	-	18	Slashing
War Scythe	300	3d4	x4	-	15	Slashing/Piercing
War Spear©	30	1d10	x3/x2	-	8	Piercing/Slashing
Weighted Pike ¥©^	6	1d8/1d6	x3/x2	-	15	Piercing/Bludgeoning
Zerka	4	2d4	x2	30	3	Piercing
Huge						
Tabar	50	2d8	x3	-	45	Slashing
Zweihander*	120	3d6	19-20/x2	-	25	Slashing

Table 11: Exotic Weapons Ranged

Weapon	Cost gp	Damage	Critical	Range Increment	Weight lbs.	Type
Tiny						
Blowgun, Barbed Dart	1	1d2	x2	-	1	Piercing
Blowgun, Barbed Dart (10)	1	1d3	x2	-	1	Piercing
Blowgun, Needle (10)	0.2	1	x2	-	½	Piercing
Fukimi-Bari (mouth dart)	1	1	x2	10	0.1	Piercing
Shuriken Small star	0.3	1d2	x2	10	0.1	Piercing
Small						
Blowgun, Light □	3	-	-	10	½	-
Bolas, Ball*	5	1d4	x2	10	2	Bludgeoning
Bolas, Barbed*	20	1d6	x2	10	4	Piercing
Boomerang, Wooden§*	0.2	1d4	x2	20	2	Bludgeoning
Boomerang, Metal*	1	1d6	x3	30	2	Bludgeoning
Cahulak¥	10	1d4/1d4	x2		8	Piercing/Slashing
Chatkcha	40	1d6	x2	20	1	Slashing
Chakram	12	1d8	x2	30	4	Slashing
Gythka*	200	1d4/2d4	19-20/x2	30	1	Slashing
Kyorkcha	1	1d8	x2	20	1	Slashing/Bludgeoning
Shuriken Large star	0.5	1d4	x2	10	½	Piercing
Wrist Crossbow*	110	1d3	19-20/x2	20	2	Piercing
Medium						
Blowgun, Medium □	5	-	-	20	1	-
Darts	1	-	-	-	½	-
Dire Whip	10	1d6	x2	10	5	Bludgeoning
Dual Crossbow*	150	1d8	19-20/x2	80	9	Piercing
Dwarven Crossbow	70	1d10	19-20/x2	100	9	Piercing



Weapon	Cost gp	Damage	Critical	Range Increment	Weight lbs.	Type
Gnome Repeating Crossbow	275	1d6	19-20/x2	70	15	Piercing
Spinning javelin	2	1d8	19-20/x2	50	2	Piercing
Throwing Axe, Spiked	14	1d6	x3	10	6	Slashing
Large						
Blowgun, Heavy ☐	10	-	-	30	3	-
Cranequin Crossbow	100	1d12	19-20/x2	150	15	Piercing
Darkha	4	1d8	x3	30	4	Piercing
Elven Longbow	125	1d6	x3	120	4	Piercing
Gythka (Throw)	100	1d8	x2	-	12	Slashing
Shotput, Orc	10	2d6	19-20/x3	10	15	Bludgeoning

Table 12: Exotic Weapons Special

Weapon	Cost gp	Damage	Critical	Range Increment	Weight	Type
Duelling cloak*	15	-	-	10	3	*
Lasso/Lariat*	0.5	-	-	10	3	-
Whip*§	0.1	1d2	x2	10	2	Slashing
Whip, Cat 'o nine tails*§	15	1d4+2	x2	10	2	Slashing
Whip, Chain*	21	1d3	x2	15	3½	Slashing
Whip, Master's*§	6	1d3	x2	10	3	Piercing
Net*	20	*	*	15	10	*
Net, Small	20	*	*	10	5	*

§ This weapon deals subdual damage rather than normal damage.

© If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

¥ This weapon is a Double Weapon

* See weapon entry for special rules

^ Reach Weapon

Table 13: Specialised Arrows

Arrow Type	Cost gp	Damage*	Special	Critical	Weight lbs.	Type
Alchemist's Arrow	75	#	-	-	0.2	Piercing
Barbed, Single	0.2	1d6/1d8	-	x3	0.2	Piercing
Blunt Arrow	10	1d3/1d4	-10	x2	0.3	Bludgeoning
Crystal	10	1d4/1d6	-	x3	0.2	Piercing
Flaming, Single	0.5	1d3/1d4	-	x2	0.2	Bludgeoning
Flight Arrow	10	1d6/1d8	+20	x2	0.2	Piercing
Frog Crotch, Single	0.2	1d6/1d8	-	x2	0.2	Piercing
Grappling, Single	20	1d4/1d6	-30	x2	0.2	Bludgeoning
Humming Bulb, Single	0.2	1d2/1d3	-10	x2	0.2	Bludgeoning
Message, Single	0.3	1d6/1d8	-	x3	0.2	Piercing
Signal Arrow	10	#	-	x2	0.3	-
Smoke Arrow	25	#	-10	x2	0.4	-
Thunder Arrow	35	#	-20	x2	0.6	-
Tumbling Bolt	50	#	-10	-	0.2	Piercing

* Damage is for short and short composite/long and long composite bows respectively.

Damage Special, see description for details



Weapon Descriptions

A

Abbasi

The abbasi is one of several Indian versions of the long sword. The blade is reinforced by extra strips of perforated metal on one side, both increasing the damage it causes and lessening the chances that it will itself break during battle. Because of the reinforcement, the blade has a +2 bonus to any sunder saves.

Adze

The adze was a traditional carpenter's tool with a long thin axe-like blade attached at a right angle to the handle; they were used for cutting grooves. The Maori of New Zealand used adzes (called a toki) as war weapons. Theirs were carved of bone or jade, usually very elaborately, and lashed to a wooden handle.



Aklys

A short studded or spiked club attached to a cord allowing it to be drawn back to the wielder after having been thrown. It should not be confused with the atlatl, which is a device used to throw spears for longer distances.

Angon

Leafed, V-bladed throwing spear. A successful called shot against the shield of an opponent (vs. target's shield+ Dex AC only) indicates that the Angon has lodged in the target's shield, making it unbalanced and unable to provide a bonus to AC. Until the shield is discarded, or the Angon is removed (takes 1 round and requires a successful Strength/Muscle check), the target also suffers a +2 penalty to his AC.

When set to receive a charge this weapon does double damage.

Ankus

Indian elephant goad; vary greatly in size from about 40 to 120 centimetres in length; shorter ones were used by riders, while the longer versions were used by the trainers who were on foot.



Antenna sword (or "Scalpel")

This sword is a light, basically straight blade with a slight curve at the tip, with antenna-like projections at the hilt as decoration. Fans of the late Fritz Leiber will recognize it as the sword used by the Gray Mouser, sans antennae.

Arbir



An Indonesian halberd/glaive like weapon a pointed wooden staff approximately five feet in length to which a wide, curved blade is attached, featuring a shallow groove in the plane of the blade running the length of the shaft.

When set to receive a charge this weapon does double damage.

Arrow

The following arrows are meant for use in a bow but can be substituted for the crossbow.

Alchemist's

Burst into flame 1 round after impact, for 1d4 damage. Target can spend a full round-action to put out the fire (reflex vs. DC 15) before taking this damage.

Barbed

Commonly used for fishing, these arrowheads feature 2-6 backwards-facing barbs, ensuring they lodge in the target when they hit. They cause an extra 1d6 damage if removed carelessly, and take twice as long to remove as normal arrows.

Blunt-Headed

These are common arrows simply made without arrowheads, and are used to hunt small birds and animals, without ruining their pelt.

Crystal Arrow

These arrows are made out of a red crystal. Upon impact, these arrows shatter causing an additional 1d4 piercing damage. Once these arrows have struck their target, any vigorous movement by the target causes an additional 1 point of damage due to the crystal shards embedded in the skin. The shards may only be removed by a successful heal check (DC 20) or by the spell Heal or Regeneration. All other magical and mundane forms of healing leave the shards inside. Further vigorous movement causes the 1 point of damage.

Flaming

These arrows typically feature a hollow wooden or cloth head, filled with fabric that has been soaked in oil or pitch, making it extremely flammable, easy to light, and difficult to extinguish. They are used to ignite flammable targets, but also make useful signal flares in dark conditions. Needless to say, flaming arrows are one-use items, as they tend to burn themselves.

Flight

Masterwork arrows crafted especially light and aerodynamic, increasing a bow's range increment.

Frog Crotch

This unusual arrow has a V-shaped arrowhead, the two prongs of which form the points of the arrow. The inside edge of the V is sharpened, making this arrowhead well-suited to severing rope or cord (reduce the DC of such attempts by 5).

Humming bulb

The bulbous tips of this arrow is carved and hollow, producing a loud, high-pitched whistle when fired that can be heard up to a mile away in good weather conditions, making it a useful signalling device. Humming bulb arrows break with any firm impact, making them one-use items.

Grappling

The grappling arrow features a scaled-down grappling hook as a head, and trails a strong but light, 100' length of cord. The grappling arrow fired in order to reach locations the user would not otherwise be able to throw a normal grappling hook.

Message

The screw-apart shaft of a message arrow has a narrow, hollow compartment into which a small, rolled piece of parchment may be slipped. In all other ways, it behaves as a normal arrow.

Signal Arrow

Masterwork arrow designed to emulate birds' calls when fired. The intricate design makes them clumsy in flight, however, resulting in a -2 penalty if they are used to attack.

Smoke Arrow

Essentially a smoke stick in the shape of an arrow. It does no damage, but results in the smoke being emitted in a 10-foot cube where it strikes.

Tumbling Bolt

This bolt is designed such that it tumbles end over end, causing opponents to misjudge its trajectory (half their Dex bonus, rounded down, for their AC).

Thundering

An arrow with thunderstones on their tips, thunder arrows do no damage but the thunderstone's sonic attack is triggered on impact.



B

Backsword

The backsword is a weapon popular as a secondary weapon for mounted cavalry soldiers. The name backsword derived from the way the cavalryman would sling the weapon in a sheath behind his back while riding in order to prevent it from clanging against his or the horse's side as they galloped along. The backsword was essentially very sabre-like. The backsword blade had two basic variations: generally straight for thrusting, or slightly curved for both thrusting and slashing. The backsword was a very versatile weapon, dangerous both from a mounted position as well as dismounted. For those familiar with Sharpe, this is his sword.



Bagh Nakh (Tiger claws)

A simple but effective weapon it is made up of a bar with four or five curved blades attached; on each end of the bar a ring is attached so fore and little finger can be slipped through the rings with the bar sitting in the palm of the hand. The blades sit proud of the fingers allowing slashing attacks.



Monks with exotic weapon proficiency in the weapon may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with it.

Bane Spear



The bane spear is a durable shortspear, the butt end of which is set with long, solid, mace flanges that resembles an arrow's fletching, giving the bane spear an appearance remarkably like that of a huge arrow. A bane spear is a double weapon, and can be used to stab like a spear, and bludgeon with the mace flanges. You can fight with it as if fighting with two weapons, but if you do so, you incur all of the normal attack penalties associated with fighting with two weapons a one-handed weapon and a light weapon. (See "Attacking with Two Weapons", page 128 of the Core Rule Book 1). A creature using a double weapon in one hand, such as an ogre using a bane spear, can't use it as a double weapon. A bane spear may also be effectively thrown, the mace flanges/fletching acting to stabilize and spin the spear when thrown.

When set to receive a charge this weapon does double damage.

Bardiche

The word bardiche is the corrupted spelling of berdysh. The berdysh (Russian term) is in effect an elongated battleaxe with a large, narrow, curved axe head measuring 24 to 32 inches long, mounted on a pole five to eight feet long. The upper part of the head can be used for thrusting, while the lower part is in the form of a langet. A langet is an iron strap used to increase the strength of the head and protect the most exposed part of the weapon from blows. The weapon has reach allowing the user to strike opponents 10 feet away but it can't be used against adjacent opponents.



Bard's Friend

Popularised by the bards of Bardic, this weapon sports several blades and prongs. The blades are carved from obsidian, then strapped and mounted to a wooden grip. The prongs are made of sharpened wood, through fangs can be used to similar effect. The grip either has finger holes or leather straps for gripping. Bards normally coat the blades with a poison.

The user can conceal his bard's friend beneath clothing on his legs, arms, torso, or back with a simple leather strap. So concealed, the weapon can be drawn instantly at the beginning of the combat round.

In addition to being able to conceal his bard's friend on his person, a warrior can use his bard's friend as a parrying weapon or as a second weapon, at his option, every round. When used as a second weapon, the warrior suffers penalties to each weapon's attack rolls as normal. The warrior must announce his intention to use his weapon to parry or attack each round before initiative is rolled.

Battle Gauntlet

The battle gauntlet is a thick, heavy, oversized metal gauntlet, heavily padded inside, and reinforced with large studs on the knuckles. In addition to providing a handy striking implement, adding weight and protection to the user's blow, it is also large and sturdy enough to effectively function as a buckler (+1 Armour Bonus, -1 Armour Check Penalty, 5% Arcane Spell Failure). Someone wearing a battle gauntlet can still hold and use a weapon, but the extra weight on the arm inflicts a -1 penalty on attack rolls, and negates the battle gauntlet's use as a buckler for the rest of the round. This penalty stacks with those for fighting with an off hand weapon, or two weapons, if appropriate. Your opponent cannot use a disarm action to disarm you of a battle gauntlet. An attack with a battle gauntlet is considered an armed attack. The cost and weight given is for a single gauntlet.

Bearded Axe

Single-bladed axe used by Scandinavian warriors. Typified by it's "bearded" blade. Two basic styles are commonly seen, a two-handed, almost pole-axe affair, and a one-handed, shorter version. The one-handed version can be used to disarm. Both forms can be used to drag a shield away from an opponent by hooking the "beard" on the shield.



With the two-handed version, the attacker can make a disarm attack against the opponent's shield. With the one-handed version, the same rules apply to hook the shield, but the attacker has the option to attempt to pull the shield out of the target's grasp (as above), or to pull the shield down, enabling either another opponent, or a second weapon wielded by the attacker, to attack the target, who does not get his shield bonus.

In the latter case, the attacker's second weapon suffers a +2 Initiative penalty, plus standard off-hand weapon use penalties if applicable.

Bearer Sword



A bearer sword is an exceptionally heavy and long sword generally reserved for ceremonial occasions, although some sword bearers learn to use them in combat. Even when wielded with two hands, a bearer sword is too large for a Medium-size creature to use without the special training represented by an exotic weapon proficiency feat. Large creatures, however, may use a bearer sword as a martial weapon if held with two hands. Exotic Weapon Proficiency (bearer sword) requires a Strength score of at least 15.

Bec de corbin

Also called the bec de faucon, the names mean "crow's beak" and "falcon's beak" respectively. This pole weapon has a hook much like a bird's beak and is ideal for cutting open armour like some great can opener. The weapon also has a hammer or axe side that delivers a solid hit. This is a highly specialized weapon, designed for the purpose of cutting armour then striking the now unarmoured victim with the other side of the weapon. The pole shaft is eight feet long. The weapon has reach allowing the user to strike opponents 10 feet away but it can't be used against adjacent opponents.



Belaying pin

Belaying pins are actually small club-shaped pieces of wood or metal found aboard ship. They are designed to be slipped through holes bored through the ship's rail, and ships ropes are made fast (tied) to them. It can also be yanked free and brought into violent contact with enemies; in a pirate fight, anyone who loses a weapon or starts out without one usually ends up with a belaying pin in his hand.

Bill hook

Also called a Brown Bill or a Black Bill. A polearm with a wide cutting blade, with or without spikes and hooks in various locations, derived from the common agricultural tool. The billhook became the mainstay of English infantry forces during the High Middle Ages, and





remained such for centuries. This fearsome weapon was capable of killing both armoured opponents and horses, an important factor when facing cavalry forces. Billhooks came in a large variety of shapes and dimensions. The weapon has reach allowing the user to strike opponents 10 feet away but it can't be used against adjacent opponents.

Bill-Guisarme

Derived from an agricultural tool, the bill hook. Throughout its years of use, the bill's head went through many changes. Its most common head form is a sharp spike with a sturdy hook whose inside and outside edges were sharpened, and a cutting blade reminiscent of a cleaver. The pole length ranges around eight feet. The weapon has reach allowing the user to strike opponents 10 feet away but it can't be used against adjacent opponents.

Bladed Boots

These boots feature a retractable broad steel blade in each sole, and heel-click mechanism to spring the blade. Your opponent cannot use a disarm action to disarm you of bladed boots. An attack with a bladed boot is considered an armed attack. The cost and weight given is for a pair of bladed boots. You can use the Weapon Finesse feat (see page 86 of the Core Rule Book 1) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a bladed boot.

Bladed Gauntlet

Unlike a standard gauntlet, an attack with a bladed gauntlet is not considered an unarmed attack. The bladed gauntlet possesses two cruelly sharpened blades that extend from the back of the wrist following the line of the forearm. The cost and weight are for a single gauntlet.

Bladed Staff

The blades staff is 6 feet long, with blades at both ends. The complex fighting style employed with this weapon typically uses the haft of the weapon for defence, and the blades for offence. The blades staff is a double weapon.

When set to receive a charge this weapon does double damage.

Blowgun

A simple weapon used by primitive tribes throughout the world. Nothing more than a hollow tube of varying lengths. From this is blown a small dart, often dipped in poison, the base of the dart is often wrapped in cloth to increase the fit in the barrel of the rod.

Blowgun, Heavy

The heavy blowgun is a hollow piece of wood averaging 6 feet in length. A heavy blowgun requires two hands to use, regardless of the user's size. Loading a blowgun is a ready action that does not provoke an attack of opportunity.

Blowgun, Light

This exotic weapon is common among rogues and others who favour stealth over power. A light blowgun is a hollow piece of wood less than 2 feet in length. A small or larger character can use a light blowgun in one hand.

Blowgun, Medium

A medium or larger character can use a medium blowgun in one hand at a -4 penalty. This blowgun averages 4 feet in length of hollow wood. Small characters must use two hands to use this weapon.

Blowgun (Darts)

The darts may be coated with poison to act as long-range delivery.

Blowgun, Barbed Dart

These darts are used for hunting small animals. The recursive barbs on these darts tend to stick into their targets and are hard to remove. Creatures with a Natural Armour bonus of +3 or greater are immune to barbed darts.

Blowgun, Needle

These needles are used to hone the skill of people just learning the blowgun. Experienced users of a blowgun can coat these needles with poison or drugs to affect their victims. Creatures with a Natural Armour bonus of +1 or greater are immune to needle darts.

Bo Staff

Taken from the word "rokushakubo" literally 6 foot staff made from hardwood. The Bo was used as a walking staff and as a yoke to carry loads in buckets or baskets. In the latter case, the Bo was placed across the shoulders and the loads were suspended by rope from the ends.

Monks may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with it.

Bokken

Also known as bokuto - A wooden katana, used in training and sparring. The bokken is not curved, but most see the both terms as different names for the same thing. Some great masters also used it in fighting, when killing with a metal blade no longer was a challenge. Like the legendary Musashi Miyamoto, who made himself a bokuto from an old oar before entering the fight of his life.

Bolas/Barbed

Several types of Bolas have been developed over time from a variety of cultures, essentially the bolus is a string with weights on the end thrown so the weights whip around and entangle the target. This type of bolas are meant for hunting and do subdual damage when they hit.

Throwing the bolus is easy on a successful ranged touch attack, resolve a trip attack on the target. Once hit by the bolus the opponent must then make a grapple check vs. the attack roll, or be pinned by the bolas as well.

The entangled creature must make a reflex save (DC 20) or fall prone on the ground. The entangled creature can escape with an Escape Artist check (DC 20) that is a partial action. The bolos have 5 hit points and can be burst with a Strength check (DC 25), also a partial action. Only works against medium-size or smaller opponents.

Barbed bolus are just the same as ordinary bolus except they do real damage on a hit.

Boomerang/ Wood and Metal

A throwing stick which is associated with the simple cultures. It is very aerodynamic and will return to its thrower on a MISS. To catch it, the character must make an attack roll (as if he were throwing it) and hit AC 10. Failure means the boomerang lands 10 feet away from him.

The metal boomerang is similar to the wooden ones just doing more damage.

Bow Self Bows

A Self Bow is a bow made from one piece of continuous wood. Self bows are the basic bows that you see most people wield. Selfbows are made of a simple stave of wood of reasonable quality. They are not heavily carved or formed, basically several staves are split off a section of the tree and each is made into bows. Short Selfbows are approximately two feet long and used for hunting small game. The larger four foot Long Selfbow was used for hunting larger prey. Both weapons are relatively short range tools and neither can be backed or built for the person wielding them.

These weapons can be found in most cultures and often reflect the highest level of technology available. In stone age cultures the arrows of the Selfbow are tipped with stone, but they are no less dangerous than steel tipped arrows to unarmoured foes.

Bow Composite Bows

Composite bows have appeared in a number of cultures and are often developed where there is a limited supply of wood. When a bow can not be made out of a single piece of wood then other materials are added to provide the spring or pull of the bow. Normally in the short bow this weapon is made on a spine of wood with hide and bone laminated to it. The bone is rigid and does not bend, and this provides the resistance, and the hide provides the spring. The horn or even steel is placed on the outside of the bow and the hide on the inside. The outer portion resists the expansion and the inner core accepts some compression.

Composite longbows are found among the eastern cultures, specifically the Oriental isles. These bows are made from many pieces of wood and held together with glue and hide. The bows are asymmetrical that is they have the grip two thirds of the way down the shaft. While the weapon is significantly longer than the longbow, up to 80in long, the design allows the firer to fire from kneeling or while riding. The pull of these bows is no where near the



pull of the larger longbows but their design means the arrow is fired quite powerfully.

Note: Asymmetrical Composite longbows can be wielded by even the smallest dwarf and the tallest halfling or gnome, but can these individuals can not fire from kneeling or from horseback. The lower part of the bow is less than 2 feet long so a 3 ft halfling could wield it.

Both these weapons can be backed.

Bow Composite Horsebow

Another variant of the composite or manufactured bow is the horse bow. These weapons are short no longer than 2ft in length and are designed to be fired from a moving mount. The pull of the bow is so stiff that an arrow is not drawn up to the chin to fire but just past the elbow. The trajectory of the arrow is flat and direct almost like a crossbow. This weapon can be backed for the strength of the wielder up to +2.

Bow Elfbow

Typical of the elves this weapon is similar to the Selfbows, being made from a single piece of wood, but generally 3ft in length, somewhere between short and longbow. It is light and easily wielded the power comes from the wood and not the strength of the person wielding it. They are easily wielded and fire a long way, but can not be backed.

Bow Longbow Great/Pure

These bows represent the pinnacle of technology of the Self bow. They are made from the finest quality wood, combining the rigid heartwood and the softer sap wood of a single piece stave. They are symmetrically tapered; and appear to have a very stiff draw. As such they exemplify all that is best with a Selfbow, beauty of form and simplicity. They are heavy weapons and long. The pull strength of the pure long bow can be up to 100lbs, and that of the great bow up to 150lbs.

These weapons are only suitable for large and powerful bowmen. The Pure longbow is 5ft long and the Greatbow is 6ft long. The Pure Longbow requires a minimum strength of 13 to wield and the Greatbow 16. The Pure Longbow requires the wielder to be at least 5ft tall and the great bow 6ft.

These weapons are not found in primitive or nomadic peoples the skill needed to produce the weapons is developed over time in a civilised and stable culture only.

Both weapons can be made for their wielder as if they were backed.

Bow Longbow Centaur

When none humans come into the picture the development of the bow has been taken one step further. The Centaurs developed a bow perfect for themselves, huge and impossible for human sized creatures to pull and wield. This bow can only be wielded by someone over 7 ft tall with a strength of 19. it is one of the primary weapons of the Centaurs.

Broad Axe

A broad axe has a short hafted axe with a single crescent shaped blade with a knob or weight in opposition to balance the blade on the shaft. The weight of the weapons head gives it good penetrating and cutting power.



Broadsword

While most people associate the term broadsword with the wide-bladed, cross hilted simple blacksmith swords but the broadsword is a actually a sword with a straight, single-edged blade and basket hilt.



With a blade rarely wider than two inches, the broadsword seems rather narrow compared to the longswords and warswords carried by the knights and crusaders. The "broad" in broadsword is a reference not to the actual width of the blade relative to swords in general, but rather specifically to the width of rapier and small sword blades.

The hilt can be used as a "gauntlet punch" in close quarters and also makes it difficult to disarm the wielder, they get a +3 against all disarm attempts.

C

Cahulaks

A pair of four-bladed heads tied to each end of a 12-foot length of rope, this weapon can be employed in melee or as a thrown weapon. As a melee weapon, the wielder holds one blade cluster in each hand and swings them in unison or in succession at his opponent. As a thrown weapon, cahulaks tangle around its targets and cause damage when the blades strike. The blades are usually carved bone, while the hafts are solid lengths of hardwood or sturdy bone. Metal versions of cahulaks have been known but these are very rare indeed.

The wielder can attack with both cahulaks, one in each hand, according to the "Attacking with Two Weapons" rule in the Core Rule Book 1, even though both are technically the same size. A proficient character can throw a pair of cahulaks. The target suffers two attacks, but each successful attack only inflicts half damage (1d3/1d3). Also, man-sized and smaller creatures can be tangled unless they Reflex save. Tangling prevents normal attacks and movement for one round.

The wielder also can attempt to grapple a foe by throwing one cahulaks the full length of the connecting rope (12' maximum). On a successful attack roll, the target suffers half-normal damage (1d3/1d3) and the cahulaks has grappled the target. Once grappled, the wielder can trip or pull the target off balance, thus preventing it from attacking, depending on the target's relative size. If the target is smaller, the wielder can automatically keep him off balance. If the target is his size or larger, the target must Reflex save or be pulled off balance. Targets more than two size categories larger than the wielder cannot be pulled off balance.

Cat Glove

Cat gloves are tough yet supple leather gloves, each finger tipped with a small but sharp steel claw. These weapons are used to rake an opponent with a clawing action. Their surreptitious nature makes them a favourite weapon of some assassins and rogues. Your opponent cannot use a disarm action to disarm you of cat gloves. An attack with a cat glove is considered an armed attack. The cost and weight given is for a single glove. You can use the Weapon Finesse feat (see page 86 of the Core Rule Book 1) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a cat glove.

Cateia

Celtic spear consisting of an iron, wedge-shaped blade attached by nails to a wooden stave.

When set to receive a charge this weapon does double damage

Cestus

The Cestus is basically an improved version of brass knuckles. Comprising a leather glove that has spikes and razor edges on the back and across the knuckles. Other forms of cesti are loaded with lead or other heavy filler in order to give a punch more force. The weapon was mainly used as a gladiator weapon in the arenas of sport. Using it is classed as an unarmed attack, that provokes and Attack of Opportunity unless the user has Improved Unarmed Strike, but it does actual rather than subdual damage.



If All-Out Defence action is take, the cestus grants a +1 bonus to AC.

Chain Weapons

Found in oriental settings the weapon on the end of a chain is quite common. All weapons are considered double weapons and offer a +2 bonus on opposed attack when attempting a disarm (including the roll to keep from being disarmed yourself). A user can also use the weapon to perform a trip, getting a +2 bonus. If you are tripped in retaliation of your trip action, can opt to drop the weapon instead of being tripped.



Chain (Kau sin ke/Manriki-gusari/Rante)

A self explanatory item this is a length of metal links attached together, generally at least 3-5 feet long either with or without weights on the end. It can be used to entangle opponents or as a flail. You can fight with it as if fighting with two weapons,





incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. Weighted chains can be thrown as bola(qv).

Monks with exotic weapon proficiency in the weapon may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with it.

Chain dagger

The weapon is a combination of a dagger and a long chain with a weight attached to the end of it. The dagger was used in a slashing or stabbing motion, as well as used to block and hook opponents weapons. Unlike the Chain Sickle the chain dagger can not be swung around the chain to get a greater reach with it as the dagger is too light. You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a two light weapons.



The chain portion of the weapon was most often used for trapping an enemy or his weapon. Once tangled up with the chain, the user could finish him off with the dagger, the chain offers a +2 to disarm when using the weapon.

It can also be used to perform a trip, getting a +2 bonus. If you are tripped in retaliation of your trip action, can opt to drop the chain-and-dagger instead of being tripped.

Monks with exotic weapon proficiency in the weapon may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with it.

Chain Grapple (Kawa-Naga)

The Kawa-naga is primarily a rope or chain with a grappling hook on one end and a weight on the other.

The wielder can use another medium sized weapon in his other hand with only the normal two weapon penalty.

The Kawa-naga can be used to ensnare the target as though grappling up to 10ft away from the attacker. The user makes a touch attack with the weapon to "grab" the target, without provoking an attack of opportunity(as it has reach). On a successful attack an opposed grapple check is resolved, using the size modifier for the weapon (+4 for a Large weapon) instead of the wielders size . If the defender loses the opposed check, they are grappled, but suffer no damage. If the attacker loses then the attack fails, but they are not subject to a return grapple.

The weapon can be used up to 10 feet away from the attacker leaving the user safe from retaliation. While maintaining the grapple, the attacker does not have the option to damage or pin your opponent . The opponent can try to escape or wriggle free, attack with a light weapon, or cast a spell with no somatic components and a casting time of 1 action .

If used as a weapon it can be used at 10ft but not close to the user, if it is a chain weapon the chain can be used as a weapon normally, but not if it is on a rope.

The chain portion of the weapon was most often used for trapping an enemy or his weapon. Once tangled up with the chain, the user could finish him off with the dagger, the chain offers a +2 to disarm when using the weapon.

It can also be used to perform a trip, getting a +2 bonus. If you are tripped in retaliation of your trip action, can opt to drop the chain-and-dagger instead of being tripped.

Monks may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with the weapon.

Chain Sickle (Kusari-gama/Nagegama)

The Kusari-gama is a combination of a sickle (short scythe) and a long chain with a weight attached to the end of it. The sickle was used in a slashing or stabbing motion, as well as used to block and hook opponents weapons. By holding the chain portion of the weapon, the sickle could be swung around to get a greater reach with it. You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon.



The chain portion of the weapon was most often used for trapping an enemy or his weapon. Once tangled up with the chain, the user could finish him off with the sickle.

A double weapon the chain can be used as a flail or as a disarming weapon,

The chain portion of the weapon was most often used for trapping an enemy or his weapon. Once tangled up with the chain, the user could finish him off with the dagger, the chain offers a +2 to disarm when using the weapon.

It can also be used to perform a trip, getting a +2 bonus. If you are tripped in retaliation of your trip action, can opt to drop the chain-and-dagger instead of being tripped.

Monks with exotic weapon proficiency in the weapon may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with it.

Chain Spear (Chijiriki)

The chijiriki is a double weapon, allowing you to strike with the spear end or whip out the chain end to entangle your opponent. You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon.

The chain portion of the weapon was most often used for trapping an enemy or his weapon. Once tangled up with the chain, the user could finish him off with the sickle.

The chain portion of the weapon was most often used for trapping an enemy or his weapon. Once tangled up with the chain, the user could finish him off with the dagger, the chain offers a +2 to disarm when using the weapon.

It can also be used to perform a trip, getting a +2 bonus. If you are tripped in retaliation of your trip action, can opt to drop the chain-and-dagger instead of being tripped.

Monks with exotic weapon proficiency in the weapon may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with it.

Chakram

A metal coit with a razored edge round its circumference. It can bounce 1d4 times before hitting anything determined by the DM on a failed attack roll. A very interesting weapon and yes it can bounce off walls, the ground, the ceiling... Use at your own risk



Chatkcha

A three-pointed wedge, this weapon returns to its thrower on a miss. Catching it requires an attack vs. AC 10. Failure indicates it land on the ground 10' away from the thrower. Non-proficient users trying to catch a returning Chatkcha take damage from its sharp edges.

Choppa

The Choppa is an extremely heavy war axe commonly used by orcs. It requires a minimum of 15 Str to yield. Any round in which a Choppa is used to attack, the person may only take a 5 foot step. This negates the normal ability to move then attack. In addition, anyone employing a Choppa suffers a -4 to their initiative check.

Claidhmore/Claymore



Also called the Claymore and Claidheamh mòr (Scottish Gaelic word meaning "great sword"). While the name "claymore" came to refer to the Scottish basket-hilted sword, the broadsword, by the end of the 17th century, the true claymore was a Scottish two-handed weapon of the 15th and 16th centuries.

The two-handed claymore was a huge weapon designed to crush through armoured and unarmoured opponents alike. Often as long as six feet from the tip to pommel (the hilt-end of the weapon), special arrangements were given to those warriors wielding claymores in combat because of the space needed to swing them. The claymore is characterized by a long, double edged blade and downward slanting quillions.



Claw Mace

The claw mace is a variant of the medium-sized mace, with the exception of having a clawed head piece in the shape of a taloned hand. Known to be used by several clerical factions who worship the Dark Speaker, the Claw Mace is made to flense skin and flesh from bone with broad swiping strokes by the wielder. It is known to be effective for ripping clothing and armour from targets, as well as the more than occasional nuggets of flesh.



Cleaver

A cleaver, etymologically, derives from the verb cleave: to cut, split, sever, disunite, or divide by a blow. A cleaver cleaves. While primarily a butcher's implement, a number of weapons throughout the world, particularly in northern Africa and the middle east, share a striking resemblance in form and function to the kitchen cleaver (see the image at right).

Combat Hook

An unusual and cruel weapon, the combat hook is a 12" tall, wickedly sharp, curved hook, much like an oversized meat hook, attached to a sturdy handle. Attacks with this weapon utilize a ripping action. It looks like the blade of a Bill Hook but without the long haft.



Crescent Knife

A crescent shaped blade attached to a cross-shaft, allowing its user to make two simultaneous attack rolls each time he attacks with it.

Crossbow, Bayonet

This dagger like weapon attaches to the front of a crossbow so that you can use it as a dagger in melee combat so that you can defend yourself without drawing another weapon. A handy weapon for anyone who uses a crossbow.

Crossbow; Dual

The dual-crossbow features the mechanisms of two light crossbows, mounted one atop the other, but attached to a single stock with two triggers. Each mechanism may be fired independently like a light crossbow, or both mechanisms may be fired simultaneously at a single target (make a single attack roll, with a -1 penalty, but roll damage for each bolt individually). A dual crossbow requires two hands to use, regardless of the user's size. You draw a dual-crossbow back by pulling a modified lever. Loading a dual-crossbow is a move-equivalent action that provokes attacks of opportunity. Two such actions are required to reload both mechanisms. Due to its unusual nature and balance, a dual-crossbow is an exotic weapon.

A Small or larger character can shoot, but not load, a dual-crossbow with one hand at a -4 penalty. A Small or larger character can shoot a dual-crossbow with each hand as noted for heavy crossbows (see page 100 of the Core Rule Book 1).

Crossbow; Dwarven

This weapon is similar to a light crossbow except that the important parts are made out of metal instead of wood. Loading a dwarven crossbow is a move-equivalent action that provokes an attack of opportunity.



They are not exotic weapons for dwarven fighters but instead are considered normal martial weapons.

Crossbow; Gnome Repeating

Designed by innovative gnomish arms makers, designed to help them pick off hordes of charging Kobolds. It is a repeating crossbow with a circular magazine containing 10 bolts.

Crossbow; Cranquine

A huge 2 handed beast of a crossbow, this crossbow is loaded via a winch, is a full round action to load, and provokes Attack of Opportunity.

Crossbow; Pellet Bow

A crossbow which fires sold shot instead of a quarrel, originally designed for shooting game.

Crusher

A spiked stone (or, rarely metal) ball at the end of a 20- to 25-foot long flexible pole makes up this unique melee weapon. The user plants the end of the pole into the ground, then whips the weighted end back and fourth until it nearly strikes the ground in front and behind. This weapon is difficult to use in individual combat, but a crusher makes a formidable weapon in troop battle.

The wielder must spend one uninterrupted round planting the end of the crusher in the ground and beginning the whipping motion. After that round, the wielder picks a "danger space," a circle 2' in diameter centred 10' directly ahead of the weapon. There is a corresponding danger space of equal size 10' directly behind the wielder. Any creature that enters the danger space suffers up to six total attacks in the round. To retain his crusher, the wielder must have another uninterrupted round to stop its motion and pull the weapon from the ground.

Crushing Axe

A crushing axe is a double weapon, consisting of strong shaft, with a heavy battle axe blade at one end, and a heavy mace head at the other. You can fight with it as if fighting with two weapons, but if you do so, you incur all of the normal attack penalties associated with fighting with two weapons: a one-handed weapon and a light weapon. (See "Attacking with Two Weapons", page 128 of the Core Rule Book 1). A creature using a double weapon in one hand, such as an ogre using a crushing axe, can't use it as a double weapon.



Cudgel

The cudgel was basically a specialized club used as an instrument of punishment or as a weapon. Cudgels were generally shorter than Quarterstaves with a weighted, rounded end (it wasn't uncommon to have the end of the cudgel bound with metal, wire, or spiked through with nails). Slave drivers, constabulary officials, and others in similar positions where quick "discipline" was a must carried cudgels

Cutlass



The cutlass developed after the 16th century as a purely cutting/slashing weapon. By definition, the cutlass is a short, heavy curved blade with a plain, guarded hilt, similar in shape and use to the saber. Cutlasses were most popular among naval infantry soldiers, with heavy meat guard around the hilt. Cutlasses are common and readily available in any port community; they are much less common inland.

D

Dagger Hilted Sword

This weapon appears similar to a longsword but has a dagger-like blade extending from the end of the handle. When using the full-attack action the wielder may make an extra attack at his highest base attack bonus with the dagger portion of the weapon. This extra attack suffers a -2 penalty to the attack roll and the wielder does not get his Strength bonus to damage. For an extra 20 gp this weapon can be designed such that the dagger-like blade is hidden within the handle and springs into position when a button or switch is activated.

Daisho

The daisho sword is 42 inches long with a curved blade. It has a unique snakeskin grip and exquisite gold-filled blade etching.



Darkha

This weapon is similar to the harpoon, except it is lighter and has two prongs in place of one. It is used in other respects, much like the harpoon.

When set to receive a charge this weapon does double damage

Datchi

This specialised weapon inflicts horrible wounds. A 4 to 5-foot long head made of either dried insect hive or dried roots is attached to a 3-foot long wood or bone handle. Teeth, claws, or (rarely) metal razors are embedded into the head, which is swung in lightning-fast strokes.

Dire Mace

This large mace is made of metal, even the haft. Because of its oversized construction, this is considered a martial weapon.



Dirk

Single-edged thrusting dagger with a conical grip and no guard. Scottish in origin.

Double Bladed Broad Axe

A large heavy version of the Broad Axe, instead of a weight at the back of blade there is another crescent blade. The half of the weapon is larger and the weapon is much harder to wield than the Broad Axe, requiring two hands. It is not as long as the Great Axe and requires specific training to use.

Minimum strength required to use this weapon is 13+.



Double Bladed Spear

The double bladed spear is nearly identical to the normal spear, however, it carries an additional spearhead on the butt end. The double spear is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were wielding a one-handed weapon and a light weapon. A creature using a double weapon in one hand, such as an ogre using a double spear, can't use it as a double weapon.

When set to receive a charge this weapon does double damage

Double Bladed Sword

The double-bladed sword resembles a longsword, save that it has two blades mounted parallel to each other, and a lengthened hilt. A double-bladed sword is too awkward to use in one hand without special training; thus it is an exotic weapon. A Medium-size character can use a double-bladed sword two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

Double Hammer



Two Mauls joined together by a wooden staff what could be simpler? The two heads are set at 90° to one another to make it more balanced. It can be used as if it were two weapons and has all penalties for using two weapons if you decide to use it as two weapons.

Double Headed Axe



This unusual battleaxe has two axe-heads, both oriented in the same direction, so both heads hit with a single strike. A double-headed axe is too

awkward to use in one hand without special training; thus it is an exotic weapon. A Medium-size character can use a double-headed axe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

Double Morningstar

Two Morning stars joined together by a sturdy wooden shaft. It can be used as if it were two weapons and has all penalties for using two weapons if you decide to use as two weapons if not it is basically a morningstar on a staff with another morningstar on the other side.

Double pick



A long wooden or metal shaft with two metallic protrusions on each end, both pointing in the same direction. Their points are designed to concentrate force on a small, penetrating point.

Double Sabre



Similar to the double sword, except the blades at each end are curved. The curve is such a way the if the weapon is spun around the body, both blades would strike with the outer edge of the curve. The curved blades give this weapon an extraordinarily keen edge. This weapon is favoured by some monk orders, and can be considered a monk weapon for the purpose of extra attacks. However it is an exotic weapon and requires the appropriate feat.

Double Scimitar



The curved blades of the double scimitar are used most effectively when spinning and twirling with the weapon. Despite the size of it, the weapon benefits more from quick, precise movements than from brute force. The double scimitar is a double weapon.

Double swords

Not to be mistaken for a double weapon these are matched light swords sold in pairs. Each one has a handle that is flat on one side, enabling the two blades to be stored in a single scabbard. This makes for a nasty surprise if an enemy simply counts scabbards to determine how many swords are present.

The user may attack with both swords at half the normal weapon penalty.

Drusus/Gladius



The gladius is the first refined version of the short sword. It has a double-edged blade and a strengthened tip. The grip is made of wood, bone, or ivory and is topped with a round pommel. The sword is carried on a warrior's right side, slung from a baldric passing over the left shoulder. In terms of damage and length, the gladius resembles the short sword. The drusus is a gladiatorial weapon, it was kept very sharp, requiring a weaponsmith touch after every combat (DC 15, taking 15 minutes) or it loses its edge. The drusus has a threat range increased by 1 point while it is sharp.

Duelling Cloak

This large, heavy, elaborate cloak is weighted along the bottom edge with numerous small lead beads sewn into the seam. It is often used to parry with, wound around a character's off-hand to act as a buckler (+1 Armour Bonus, -1 Armour Check Penalty, 5% Arcane Spell Failure), but may also be thrown like a net to entangle opponents.

When you throw a duelling cloak, you make a ranged touch attack against your target. The cloak's maximum range is 10 feet, and you suffer no range penalties to throw it even to its maximum range. If you hit, the target is entangled. An entangled creature suffers -2 on attack rolls and a -4 penalty on effective Dexterity. The entangled creature can only move at half speed and cannot charge or run. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) to be able to cast the spell.



The entangled creature can escape with an Escape Artist check (DC 10) that is a full-round action. The cloak has 3 hit points and can be burst with a Strength check (DC 20, also a full-round action).

A duelling cloak is only useful against creatures between Tiny and Medium size, inclusive, and need not be folded to be thrown effectively.

Duom

Longspear with a standard spearhead and 2 long blades curving backward along the shaft, which can be used to attack adjacent foes, as well as possessing the longspear's natural reach. Apply a +2 bonus on the first attack made vs. an adjacent opponent.

When set to receive a charge this weapon does double damage

Dusack

The dusack consists of the blade and nothing else, with a hole in the blade's base substituting for the grip. It was a favoured weapon for duelling and is more likely to be used against the PCs in an urban or court adventure than on a battlefield or in a dungeon.

Dwarven Battlehammer

A metal headed maul like hammer the dwarven battlehammer is too large and unwieldy to use in one hand without special training; thus, it is an exotic weapon. A medium-size character can use a dwarven battlehammer two-handed as a martial weapon, or a large creature can use it one-handed in the same way.

Dwarven Buckler Axe

Essentially a small buckler shield with a blade fitted underneath. Acts as normal buckler shield but also as small melee weapon. A person can use it as a shield if they have proficiency with shields, but to use it effectively as a weapon requires exotic weapon feat. Usual rules apply for using two weapons.



They are not exotic weapons for dwarven fighters but instead are considered normal martial weapons.

Dwarven Cleaver

A Dwarven Cleaver is similar in length to a shortsword except that it has a much wider and heavier blade, much like a falchion. These weapons look crude but are nonetheless very effective. In fact, the irregularity of the blade is what makes this weapon so devastating. Their cunningly designed hooks and barbs inflict grievous wounds. Anyone surviving a blow from such a weapon will have a definite and gruesome scar. Due to their unique balance however, dwarven cleavers are considered exotic weapons. No two dwarven cleavers ever look the same, each smith having his own opinion of how to inflict the maximum damage.



E

Elven Double Halberd

Double bladed halberd (two opposite facing axe blades on one end), the bottom of each blade is hooked, to allow the wielder to trip or pull down a mounted opponent. With exotic proficiency the wielder can use it as a piercing weapon in one hand. And use the other end as a quarterstaff 2-handed (doing 1d6), or as a Slashing 2-handed for full damage. With only martial proficiency, it can only be used 2-handed as a piercing or slashing (as a normal halberd).

When set to receive a charge this weapon does double damage

Elven Slimblade

Like all elven blades these blades are specifically tailored for elven fighting styles, the lightness and the dexterous way in which elves dance through a battle.

They are not exotic weapons for elves but instead are normal martial weapons. In addition for none fighter elves these blades can be chosen instead of the longsword or rapier.

The weapons can be used with the Weapon Finesse feat.



Elven War Blade



In times past the mighty elven armies sometimes had to do battle out in the open. Elven infantry stood in static formation, supported by archers. When the enemy closed to melee range, there was a flurry or whirling blades as the elven war blades slashed into the enemy. A War blade consists of a wooden handle about 2 feet in length, with a slightly curved blade attached which is nearly three feet in length. The blade is not thick like an axe blade or a polearm but rather slim like a scimitar. This weapon is usually found in the hands of elite elven infantry units.

They are not exotic weapons for elven fighters but instead are considered normal martial weapons.

Epee



The epee looks more like an enlarged needle with a sword handle on one end than anything else, making it useful only for thrusting attacks. It is, however, one of the few swords that is regarded as much as an item of courtly dress as a weapon, and it may well be the only weapon a PC can take with him when admitted to the throne room for an audience with the king. The epee is mainly a duelling weapon, useless against medium or heavy armours, offering a -5 to hit anyone wearing them.

Users gain a +1 bonus on all parries, and can be used with the Finesse feat.

Estoc



The estoc is the grandfather of the rapier. The odd triangular blade design makes it a good weapon for piercing light and medium armour, but useless against heavy armour, offering a -3 to hit anyone wearing it.

Users gain a +1 bonus on all parries, and the basket hilt offers a +2 against disarm attempts.

F

Falchion



A deceptively simple chopping weapon The falchion is a single handed weapon with a broad blade, thick along the spine and sharpened on the convex curve of the blade. Used primarily for slashing and chopping, some falchions also had a point which could be used for thrusting.

Falx

An inwardly curved relatively thin blade, no guard and a long haft, as much an agricultural tool as a weapon. The sharpened edge of the blade is on the inside of the weapon. Capable of delivering devastating blows over a shield.



Fauchard

Developed from the common agricultural sickle or scythe, the fauchard consists of a long, curving blade with a large, pointed head and a fluke (a small, curved hook found on many polearms). The head is mounted on a wooden pole about eight feet long. Peasants can often change scythes into fauchards.

The fauchard is classified as a glaive. It is not very good as a thrusting weapon, but is used mainly as a slashing weapon. It fulfils the need for a weapon that puts some distance between the wielder and his enemy. The weapon has reach allowing the user to strike opponents 10 feet away but it can't be used against adjacent opponents.

Since the fauchard is not an instrument designed foremost as a weapon but rather a farm tool adapted for war, it is inefficient as a weapon of war, being rather bulky and needing a large area to be used properly.

When set to receive a charge this weapon does double damage



Fauchard, Quad

Lashing four fauchard blades at the end of a single pole so that the wielder can slash out at a foe from any direction without taking the time to shift his grip on the weapon. This makes it a favourite among the blind fighters, or beast trainers. The weapon can strike two blows in battle against two different foes, so long as the second blow is struck to either flank.

The user may strike to the rear as his second blow per round. Because of the unwieldiness of the large quad fauchard, the opponent to the rear must be of size L or larger. The weapon has reach allowing the user to strike opponents 10 feet away but it can't be used against adjacent opponents.

When set to receive a charge this weapon does double damage

Flamberge

The name derives in part from the old German *geflamten*, or flaming and from the French *flamboyant*. The purpose of the wavy, flame-like blade is so that when the blade hit flesh it always has some portion at an oblique angle, making it sharper. Often, the flamberge was used as a processional or court weapon; an undulating blade was undoubtedly more attractive than a plain blade in these cases.



Flindbar

The Flindbar is the signature weapon of Flinds. This massive heavy bar inflicts great blows especially when in the hands of a being with great strength like a Flind.

Forearm Axe

Worn on the forearm as a buckler, this weapon consists of a large, double-headed axe on either side of a bracer with a spike protruding perpendicular from the upper sheath. This weapon is particularly formidable in close-quarter fighting. It is a favoured weapon of martial artists.

The user of a forearm axe can use it as a buckler to deflect 1 attack per round, and still use it to attack. In game terms, this means that the user gains a +1 AC against a specified attack, taking no penalty to riposte.

The spike in the centre can be used to inflict an additional 1d2 points of damage. Though this is not an incredible amount of damage, the spike takes poison coating well, and can be hollowed out to hold up to three doses of poison.

Forearm Blade

Worn on the forearm as a buckler, this weapon consists of a large, single blade protruding along the arm. This weapon is particularly formidable in close-quarter fighting and is used much like a punch dagger.

The user of a forearm blade can use it as a buckler to deflect 1 attack per round, and still use it to attack. In game terms, this means that the user gains a +1 AC against a specified attack, taking no penalty to riposte.

Forearm Claw

Worn on the forearm as with other forearm weapons this weapon consists of a series of blades, normally 3, that extend beyond the knuckles of the hand about a foot. The bottom of the bracer is open, and is normally cinched tight against the forearm with the two attached leather straps. It is a favoured weapon of beast cultists and some druids who like to be able to emulate their animal forms in humanoid combat.

The user of a forearm blade can use it as a buckler to deflect 1 attack per round, and still use it to attack. In game terms, this means that the user gains a +1 AC against a specified attack, taking no penalty to riposte.

Framea

Socket-headed, leafed bladed Frankish light spear, serves, according to circumstances, for close or distant conflict.

When set to receive a charge this weapon does double damage

Franciscan Axe

One-handed axe with an upward-sweeping, single-bladed headstock. Balanced for easy of throwing and for use as a hand weapon.



Franc-Taupin

This odd medieval weapon resembles a long sword, but the front half of the blade narrows sharply to half the width of the blade's base, producing a spike like shape suited only for thrusting attacks.

Fukimi-Bari (Mouth Dart)

Can fire up to three mouth darts per attack (all at the same target). Do not apply Str. modifier to damage rolls. Cost and weight indicated are for a single mouth dart.

G

Gae Bologa



A nasty weapon, famed by the legends of Cu Chulainn (Gae Bologa). The blade of the spear resembles a fish without the flesh on it. The head is followed by many barbs on each side of the shaft. This makes withdrawing the spear head a deadly proposition.

When thrown if the spear hit an opponent and does maximum damage the head is in the body. To remove the head damages the opponent an extra 1-4 points of damage, until it is removed it means that the character loses their dexterity bonus.

When set to receive a charge this weapon does double damage

Gaff, Gaff hook

A gaff was and still is a hand-held metal hook with a sharp tip used to latch onto an object, usually for the purposes of moving it. Most commonly, a gaff was a meat hook used in pairs by butchers to move large slabs of meat. Farmers have also used gaffs in pairs to move bales of hay. Fishermen used a gaff attached to a long pole to help lift heavy catches from the water.

The Gaff hook has reach allowing the user to strike opponents 10 feet away but it can't be used against adjacent opponents.

Garrotte Wire

Only effective as a sneak attack. Armour is ignored for this attack (unless there is specifically something to guard the neck that many armours have). If the attack is successful it deals 1d10 points of subdual damage per round. Treat the attack as a grapple with the user of the wire having a +4 on his attack role. If the victim is knocked out, further use of the Garrotte Wire does regular damage at a rate of 2d10 per round until the victim is dead

Gladiator's Friend

The gladiator's friend is a short polearm six feet long, designed to give gladiators an appropriate weapon type (bludgeoning, piercing, or slashing) when the occasion arises. One end, used as the butt end, terminates in a large spike which inflicts damage as a spear. The other end is surmounted by the head of a footman's mace, topped by a fauchard blade as a halberd's axe head is topped by a spike.

The polearm version was the original, but it was not long before enterprising weapon-smiths came up with a smaller version for one handed use.

This weapon is a mace with a short curved blade atop the head and a small spike at the other end of the handle. It does less damage, but it can be wielded more quickly. As before, versatility in combat is the advantage it provides, and a match between two opponents each armed with a gladiator's friend is a fascinating contest indeed.

Glaive-guisarme

This term describes a glaive with a fluke mounted on the back of the blade. It is slower and heavier than a glaive, and its potential damage is nothing



noteworthy. The weapon has reach allowing the user to strike opponents 10 feet away but it can't be used against adjacent opponents.

When set to receive a charge this weapon does double damage

Glavelot

Basically, this is a falchion with the blade length of a bastard sword, It may be used only two-handed. Some authorities also refer to it as the hand-guisarme.

Gouge

The shoulder-strapped gouge was developed for use by infantry. A wide blade is mounted on a 3-foot long wood shaft. The weapon requires a two-handed grip: a small handle bar that protrudes from the shaft, just behind the blade, and a grip at the rear of the shaft.

A gouge wielder can use the handles to inflict greater damage on subsequent rounds of combat. After a first round of combat in which the wielder makes a successful attack against an opponent, he can announce his intention to gouge on the subsequent round. If, in that subsequent round, the wielder has a better initiative roll than his opponent, he automatically hits again, gouging the weapon into the opponent and inflicting +2 on his damage roll. If, however, the opponent wins initiative, he manages to avoid the gouge attack but at a -4 penalty to his attack roll for having instead prepared to gouge. The wielder of the gouge must declare his intent before initiative dice are rolled.

In addition to the gouge attack, the wielder can spin entire body with his gouge to inflict greater damage with a normal attack. The wielder suffers a -2 penalty to his attack roll but inflicts double damage due to his increased momentum on a successful attack. The wielder can elect to gouge or spin again in the round following a successful spin attack.

Great Axe

As the core rule book description except where noted above.



Great Scimitar

The great-scimitar is a useful and mighty sword. It is a good addition on the field of battle, common to Arabian-style settings and often used by strong humanoid creatures.



Gunsen (Iron fan)

The Gunsen appears to be nothing more than a beautifully crafted fan, it is however a folding war fan with iron staves which can be used as a weapon or as a last line of defence shield. Any round in which the gunsen is not used to attack, it grants a +1 Armour bonus, but you suffer a 5% spell failure. The Wielder may attempt a bluff check vs. sense motive of opponent when she first brings out the weapon into melee. If successful, +4 bonus to attack rolls on the first rounds attack(s).



You can use the Weapon Finesse feat (see page 86 of the Core Rule Book 1) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a bladed fan.

Monks with exotic weapon proficiency in the weapon may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with it.

Gythka

A polearm with razor-sharp slashing blades, it is useful for making trip attacks. If you are tripped in retaliation of your trip attempt, you may drop the weapon instead of being tripped.

It is also a double weapon, allowing 2 trip attempts as a full round action, in place of making normal attacks.

The Gythka can also be employed as a thrown weapon

H

Hachiwara

Although known as a "helmet-breaker," this blunt iron bar was used to parry a blow from a sword, and if possible, to break the blade. An iron rod, with a fork at the base it is used much like the European main gauche it offers a +1 on Parrying attempts, and a +2 on all disarm attempts.

Monks with exotic weapon proficiency in the weapon may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with it.



Hamadashi

A long slender single edge blade, similar in form to the Tanto.

Hamamu's Staff

The entire staff is covered with short spikes, save for the two areas that are barely large enough for a man-sized or smaller user to hold it .

Anyone proficient with this weapon may use it as a regular quarterstaff, spinning it through a variety of manoeuvres to parry enemy blows.

Hanbo, and Iron-shod Hanbo

The hanbo is a versatile weapon about half the size of a bo staff, 3ft long of hard wood, that can be used in a myriad of circumstances.

In skilled hands, the hanbo can be a deadly weapon for delivering quick, devastating strikes to areas such as the solar plexus, and can be used to defeat an opponent via strikes alone. Other disciplines employ the small, quick hanbo to deliver atemi strikes before moving into grappling or jointlock techniques.

Hawk Hatchet

The hawk hatchet gets its name from the shape of its head. The larger than usual hand axe head is shaped like the head of a hawk. Beneath the hawk's head are a pair of "wings," one longer than the other. These wings are blades that inflict damage equivalent to that of a horseman's pick, while the "head" itself is also sharpened, doing the same damage as a regular hand axe. The hawk hatchet's use may make one extra attack per round, provided the second target is behind him. The wielder uses the back "wing" in regular hand axe.

The user may use either curved blade, either the back "wing" or the hawk head's "beak," to catch an opponent's weapon and attempt to tear it from her grasp. The hawk hatchet adds +2 to all attempts to use the Disarm or Expert Disarm skill.

Hegyester

Another bastard sword hybrid, the hegyester has a blade like an awl pike, making it suitable only for thrusting. It is almost always used in mounted combat, being held out like a lance as the rider charges his foe.

The user does double damage at the end of a charging attack, no matter what size the enemy.

Hook Sword

The hook sword is a scimitar-like weapon whose cutting edge juts out slightly in a hook-like curve from the main part of the blade.

Because of the curve to the cutting portion of the blade, the hook sword does an extra point of damage to foes of all sizes when the wielder slashes down from a chariot or mount, using both gravity and the forward momentum of the animal or vehicle to put more power into the slash.

The hook sword can be used to disarm opponents, adding +1 to all attempts to use the Disarm skill.

I

Impaler

An Impaler is a weapon developed for arena combat. it has a single shaft about four feet long with a pair of long pointed blades, splitting to each side and forming a deadly T. The weapon can be swung horizontally or vertically over the head.



J

Jagged Sword

This blade has saw-like teeth along one of its edges. If the attack roll results in a critical threat then the sword inflicts an additional 1d6 points of damage. This damage occurs even if the critical is not successful. In the event of a successful critical hit the additional damage is not multiplied but added aerward. This damage stacks with other effects such as sneak attacks. Since the cutting and shredding of the sword's teeth cause the additional damage, the damage will affect creatures that are immune to critical hits. Creatures immune to critical hits are still immune to any critical hits made by this weapon; they just aren't immune to the additional cutting damage.

Jambiya

This long Jambiya dagger is functionally a short sword. A flat curved blade wickedly sharp on both edges, point to hilt. The Jambiya was held from the thumb side of the hand, point forwards towards enemy.



Javelin, Spinning

Due to their design, these javelins can be prepared with a wrapping string (full round action) tied to the throwers finger, which causes the javelin to spin when released, improving its range, accuracy, and penetrating power. They can be thrown as a regular javelin if the string is foregone.

Jitte

The jitte is a traditional Japanese weapon similar to a truncheon, consisting of an iron or other type of metal shaft with a hook attached to the side. Primarily a defensive weapon, the jitte's hook is used to catch or deflect blows from a sword. The jitte can also be employed offensively to deliver thrusts and strikes, or to pin an opponent. +2 to all parrying attempts, +2 sunder attempts.



Monks with exotic weapon proficiency in the weapon may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with it..

Jo Stick



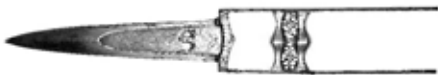
This weapon, a simple short staff approximately 3-4 feet long, made from a length of maple, is used in the martial art Aikido. Jodo, the art of the Jo stick, teaches both offensive and defensive techniques whereby one can attack using thrusts or blows to vital spots, or block strikes, bar an opponents' limbs and control them, or even disarm an aggressor. The weapon itself is still effective in the hands of a beginner, since the jo stick is so well balanced to deliver hits.

Monks with exotic weapon proficiency in the weapon may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with it..

K

Katar

A punch dagger, the blade is 6" or 12" long on an H-shaped hilt. The user grasps the hilt and the crossbar and two side hilts guard the hand and wrist. The blade may be used to punch or slash a foe, or catch and turn a foes weapon. +1 to disarm.



Khopesh

The khopesh is heavy and awkward. It's strange bladed design make looks quite primitive, similar to the falx it an agricultural tool adapted to war.



Khyber knife

This is actually a short sword, with a 2ft long blade. Its blade has an extra-thick T-rib (half an inch thick) that gives it greater strength than looks would indicate.



Kiam Bokiam

A metal bar weapon with a hand guard it can be used for fighting and parrying.

Monks with exotic weapon proficiency in the weapon may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with it..

Kiseru (pipe)



A solid metal smoking pipe sometimes used as a weapon, and occasionally even fitted with handguards.

Monks with exotic weapon proficiency in the weapon may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with it..

Kledyv

Leaf-bladed Welsh short sword. No guard.

Klewang

The klewang is a Malaysian machete/sabre hybrid. It is best recognized by its odd handle, which extends almost at right angles from the blade. In Oriental Adventures, it would be a suitable sword for jungle barbarians.

Knife

From eating implements to essential tools knives are one of the worlds most widespread weapons or tools. Not as long as daggers, not as offensive and certainly not as useful in combat they are however much easier hidden and much easier to explain. Skinning an animal is difficult with a dagger but much easier with a knife. Two knives are described here the knife, Bowie Knife is a good example and the throwing knife.

The knife is designed as an all around tool, it can be used in melee combat and also thrown. Less offensive in nature than daggers up to 8in long sharp on only one side, and may be on both sides of the tip.



Throwing knives are small blades with no handle, they are designed specifically for throwing and are not suitable for melee combat. They are too light to get a bonus damage for strength, but are easily concealed, and can be used with finesse.

Kora

This was a heavy short sword with a wide, forward-curving blade, used in northern India and Nepal. It was a hacking weapon, sharp only on its inner edge, and had no thrusting point. It was often decorated with etchings in the steel of the blade. Nepalese warriors might carry one of these and a kukri



Kris

A kris is a long, symmetrical knife with a wavy or jaded blade. The curves formed by these waves provide extraordinary sharpness.



Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a kris.

Rogues are proficient with kris knives without having to spend a feat.

Kukri, regimental

The regimental kukri is an enlarged version of the famous (and deadly) curved knife of the Ghurkhas. In the real world, it is a ceremonial weapon, used to bless the regiment by slaying a water buffalo. The actual sacrifice consists of beheading said water buffalo with a single stroke. Only one is



issued per Ghurkha regiment, for the specific purpose of the good luck ceremony, or dushera. This weapon is over 21/28 inches in length.

Kumade (rake)

The kumade is a dual purpose tool. It is a long wooden shaft with a rake-head fitted at one end. It can be used for climbing by setting the rake prongs in a crack, ledge, or sill and climbing up the pole. It can also be used as a weapon. Since it has multiple uses and can be carried without arousing suspicion.



Monks with exotic weapon proficiency in the weapon may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with it..

Kyoketsu-shogi (cord/dagger)

Acts just like the chain and dagger except the rope can not be used as a weapon, nor can the dagger be swung on the end of the rope, the kinetic energy just does not allow a strong blow to be delivered. You can use the Weapon Finesse feat (see page 86 of the Core Rule Book 1) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rope dart.



Because the rope dart can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the rope dart to avoid being tripped.

A skilled wielder can use it as a projectile weapon with a maximum range of 10 feet and no range penalties, although it is kept in hand.

Monks may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with the weapon.

Kyorkcha

An invention of the north, the kyorkcha is a more dangerous variant of the chatkcha. It consists of a curved blade, much like a boomerang, with several protrusions along the edge, as well as spikes that jut out near each end. The kyorkcha, like the chatkcha, has a hole in the middle.

L

Lajatang

A medium sized 5ft long staff with a crescent shaped blade at each end, it is a double weapon.

Monks with exotic weapon proficiency in the weapon may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with it.

When set to receive a charge this weapon does double damage

Lajav

The lajav (cracker) is a vicious weapon, designed for use against creatures with chitin. It consists of two short, thick rods (usually made of bone or hardwood) connected by a stiff hinge of sorts (something like nunchuks). Only one lajav is wielded at a time, as it requires two arms.

The lajav is first wielded in primary hand for a normal attack roll. If the attack hits, the listed damage is caused. The attacker then makes another attack roll, to catch the other end of the lajav. If this roll is successful, the listed damage is caused again as the limb is crushed between the two rods of the lajav. The victim must then make a reflex saving throw, or the limb is broken, and cannot be used. Normal healing time is 2d4 weeks.

Lasso/Lariat

A ranged entanglement weapon, a loop of rope thrown at an opponent. The attack is as a ranged touch attack. which if it hits the target means a grapple attack is resolved. If the opponent fails then they require an escape roll or be entangled.

Longflail

A Longflail is a small, dense metallic ball attached to a ten foot chain. It has reach of 10 feet. In addition, the weapon can be used against an adjacent foe.

Because the chain can wrap around an enemy's leg or other limb, a trip attack can be made with it. If a character using a Longflail is tripped during the character's trip attempt, the chain can be dropped to avoid being tripped.

When using a Longflail, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm his or her opponent).

Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a Longflail.

Lance

Normally a knights weapon, essentially a long spear wielded by the knight at the end of a charge. All lances are reach weapons allowing the charging knight the initial crushing attack doing double damage.

Jousting

Blunt lance with a knobbed head, designed to break on impact to lessen the damage to the person being hit. The weapon has reach allowing the user to strike opponents 10 feet away but it can't be used against adjacent opponents.

Knight's

Like all lances, the knight's lance deals double damage when used from the back of a charging mount. This weapon has reach, the wielder can strike opponents 10 feet away with it, but it can't be used against an adjacent foe.

Two-pronged

A normal heavy lance but with the head of a military fork on the end with heavy metal reinforcement around the haft, to increase the chance of breakage. The weapon has reach allowing the user to strike opponents 10 feet away but it can't be used against adjacent opponents.



Lucern Hammer

The Lucern hammer is a hammerhead with a spike at its rear, mounted on a long pole, reaching as much as ten feet in length. In some cases, the end is fitted with a spike to keep enemy soldiers at bay. It is one of the heavier pole weapons and is rather slow. The entire weapon is usually made of steel, including the pole, and often it is decorated with carvings and precious metal gilding.

The weapon has reach allowing the user to strike opponents 10 feet away but it can't be used against adjacent opponents.

When set to receive a charge this weapon does double damage



M

Mace, Axe

A bronze-age weapon featuring a mace-like head with a single curving axe blade projecting from it. Heavy and awkward, but delivers crushing blows.

Mace, Whistling Light or Heavy

The majority of these maces have partially hollowed out heads, giving them a pitted appearance. Craftsmen must laboriously drill the steel-headed heads, after casting them in special moulds. The lighter weight means these maces inflict less damage than conventional versions, but aside from their effects on morale, the increased quickness often makes up for the reduced damage.

Characters who swings the whistling mace as it should be swung will be able create the eerie keening sound at will, forcing his opponent to make a morale check. All modifiers apply; note that if the opponent has never heard such a weapon before, the morale check is at a -2 penalty.

Machaira



This sword was invented by the ancient Celts and subsequently adopted by the Greeks. It was also known among the Greeks as the khopis, while the Romans who faced it in Greek and barbarian hands - particularly in Celtiberian Spain - called it the falcata. This broad-bladed slashing sword has





an inverse curve the opposite of that of a scimitar. According to battle accounts, it had terrific armour-penetrating ability.

Main Gauche

The main gauche was a dagger developed in conjunction with the rapier during 16th and 17th century Europe. It is a left handed dagger used as a defensive weapon to parry and block an opponent's weapon. The main gauche was double edged with a sturdy crossbar to protect the hand. The knuckle guard in the most highly developed main gauche was triangular in shape and often lavishly engraved.

The main gauche gives the wielder a +2 on all disarm attempts. When the wielder uses a Main Gauche in the off hand the penalties for two weapon fighting are halved.

Some versions of the main gauche had devices built into the blades to catch and even break an opponent's blade (rapier blades were narrow - a main gauche would likely be snapped in half by a manly medieval European sword). The German main gauche had two blades which sprang away from the centre blade at 30 degree angles upon depressing a lever in the guard. These pronged blades could catch and break a blade as well as inflict greater damage to the opponent when the opportunity to strike with the left hand arose.

If one of these weapons is available then instead of a normal disarm check a sunder check can be made instead which does not provoke an attack of opportunity, even without the improved sunder feat.

Mancatcher Staff

A mancatcher is a polearm with a special function: to capture an opponent without killing him. The weapon consists of a long pole with a set of spring-loaded, sharpened jaws at one end. Successful contact means the target is caught between the jaws, which then snap shut. The attacker then initiates an immediate grapple attack (as a free-action) with the size bonus of +4 (large weapon) from the weapon rather than that of the wielder. This can only be successful against a small or medium-sized opponent.

The mancatcher is a reach weapon, and cannot be used against opponents in adjacent squares.

While caught in the mancatcher, the victim suffers 1d2 hit points of damage per round. The victim may attempt to escape the grip of a mancatcher by making a successful escape roll, but he suffers an extra 1d2 points of damage while breaking away.

Manchu broadsword

This is another Chinese sword that is used by martial artists. The blade has a slight curve to it, giving extra force to the downward slashing stroke that makes it so deadly.

Manti

A shortspear with 4 additional spearheads that project vertically from the shaft creating a star-pattern. Allows a trained user to make one extra Attack of Opportunity per round.

Mattock

The mattock is a domestic/ agricultural tool used for digging and mining. It was also effective against armour when necessary, actually, it was effective at crushing or piercing anything it hit. Mattocks were used almost exclusively by the poorer classes of Europeans when levied into military ranks during times of war. Like mauls, pitchforks, axes, and grain flails, mattocks were always readily available and much cheaper than swords.



Mattucashlass

Small, twin-edged Scottish dagger, usually carried under the armpit.

Maul

The Maul is a two handed weapon, a huge sledge hammer on a long 5ft haft. It has two heads, both of which are large metal sledges. It looks like a large version of the warhammer in the *Core Rule Book 1*. The maul was and still is a heavy wooden hammer or mallet like tool used to pound stakes into the ground. The maul, like many other



domestic tools during the middle ages, doubled as a fighting weapon among the poorer classes of Europeans pressed into military service. By virtue of its size and weight, the maul required two hands to wield it.

Mel puttah bemoh

This weapon of southern India is literally a two-handed, double-edged rapier. It has hand guards above and below the grip.

Military Fork



The military fork is the warrior's version of a simple agricultural farming tool. The head consists of two parallel spikes, often fitted with hooks for pulling horsemen off their mounts. Certain versions of the fork have a blade mounted just below the spikes. The wooden staff is about seven feet long. Forks are useful not only as thrusting weapons, but as tools for climbing the defender's ramparts, setting up ladders, and hoisting baskets of supplies.

The weapon has reach allowing the user to strike opponents 10 feet away but it can't be used against adjacent opponents.

When set to receive a charge this weapon does double damage

Military Pick, Crowbill

The crowbill is the most common term for the fighting pick, named for its resemblance to the bill of a crow. The most elaborate and best crafted weapons of the crowbill type were from Persia and India. The crowbill and similar picks were designed specifically to pierce through chain mail armour and plate mail joints.



Misericorde

The name is taken from the word "mercy." A straight, narrow dagger, commonly seen on knightly effigies. It was so-called because it was often used to give the final "mercy" stroke to the mortally wounded. It does not do a lot of damage but it not really meant to be fought with, it is designed to fit between armour plates of an immobilised enemy and slay them.

N

Nage Teppo

This is a small grenade-like device used for various reasons. It takes one round to light the fuse and provokes an attack of opportunity. The Nage Teppo explodes in a 4' radius and deals it's primary damage to anyone at within 2 of the explosion. Damage is reduced to 1d8 to those outside the primary blast area who also gets a Reflex save to halve the damage.

Nagimaki

The nagimaki is a shorter Naginata used by horseback and sometimes female warriors.



When set to receive a charge this weapon does double damage

Naginata

The naginata, a long pole with a sharp curving sword blade at one end, like the spear and sword is one of the ancient weapons of Japan.



When set to receive a charge this weapon does double damage

Nekode (climbing claw)

Nekodes, also known as Shuko, are version of the fighting claw. The claws fit in the palm of the hand on a metal band. The band allows the ninja to parry blades with nekode. The metal claws allow him to trap a blade and either disarm his opponent or break his sword. Nekode and ashiko, a similar device for the feet, can be used to aid in climbing. Using nekode while climbing gives a +1 circumstance bonus on Climb checks. This bonus does not stack with the +2 bonus from using a climber's kit.



Monks with exotic weapon proficiency in the weapon may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with it.



Net

A fighting net, has small barbs in the weave and a trailing rope to control netted opponents. You can use it to entangle opponents.

When you throw a net, you make a ranged touch attack against your target with no range penalties up to maximum range. If you hit, the target is entangled. An entangled creature suffers -2 on attack rolls and a -4 penalty on effective Dexterity. The entangled creature can only move at half speed and cannot charge or run. If you control the trailing rope by succeeding at an opposed Strength check while holding it, the entangled creature can only move within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) to be able to cast the spell.

The entangled creature can escape with an Escape Artist check (DC 20) that is a full-round action. The net has 3 hit points and can be burst with a Strength check (DC 25, also a full-round action).

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you must make a normal ranged touch attack roll. After the net is unfolded, you suffer a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that for a none proficient one to do so.

Ninja-To



The ninja sword (ninja-to) was different than that of the samurai. The length of the samurai swords averaged around 26 1/2 to 37 inches. The ninja sword was considerably shorter, only 24 inches, and the quality of the swords was much poorer. The reason for the poorer quality was the way they used the sword as opposed to the way the samurai used theirs. Samurai would swing their sword, severing limbs and slashing at the opponent. Ninja, on the other hand, used the sword more in a stabbing motion. To use the blade of the ninja sword effectively you would have to use a sawing motion when the blade came in contact with the opponents flesh.

Although the ninja sword was smaller and poorer quality, it still had its advantages. The scabbard for instance was made longer than the sword, about 3 to 4 inches longer. At the end of the scabbard there was a hidden compartment that was used to hide small weapons such as spikes, daggers or small amounts of poisons. Another use the sword had was that it could act as a small step by jamming the blade into the ground, the ninja could use the hand-guard as a step to get that extra height needed to scale a wall. Because the blade was not very sharp, the ninja could also use it as a hammer by holding onto the blade (carefully) and hitting with the handle. Also it was common to have the tip of the scabbard come off so it could be used as a snorkel.

No-Daichi

Largest oriental sword. It's a two-handed katana like weapon nearly six feet in length. Built in the same exacting specifications as the katana, but not of the same high quality.

O

Ogre Knuckles

Ogre Knuckles are heavy bands of steel that loop around the knuckles and are used for punching. No weapon can be held while wearing ogre knuckles. Ogre knuckles are aptly named, their tremendous weight makes almost any blows feel like an ogres punch. Most ogre knuckles are studded or spiked to inflict greater damage. These weapons inflict normal damage. A monk may not use any special class abilities while wearing ogre knuckles. In addition, any character that does not have at least 15 strength, suffers a -2 hit penalty.

Orc, Shotput

A weapon well suited to the strengths of the orc people, it is nothing less than a heavy metal ball throw from the shoulder. Relatively short range but a devastating weapon.

P

Panther Claw

The panther claw looks much like a punching dagger with two extra blades at 45 degree angles on either side of the main blade. The weapon retains the deadly force of the punching dagger, while the extra blades are useful for disarming opponents. Wielders proficient with the panther claw gain a +4 competency bonus when making disarm attempts with the panther claw.

Monks with exotic weapon proficiency in the weapon may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with it.

Parang

Parang, is a generic term used to describe any type of single edge chopping weapon. Usually a kind of machete used for hunting or moving in the jungle.

Partisan

The partisan (alternatively spelled "partizan") is a staff weapon consisting of a long, tapering, double-edged spear blade with two diagonally-set flukes at the base. The shaft is about eight feet long. The partisan's flukes may be used to catch and break opponents' weapons, as well as to inflict extra damage. Partisan heads are large enough to allow engraving and ornamentation.

The weapon has reach allowing the user to strike opponents 10 feet away but it can't be used against adjacent opponents.

When set to receive a charge this weapon does double damage

Pike

Also known just as a "pike" and a Morris pike (corruption of Moorish), this is an infantry spear ranging 16 to 22 feet in length. Awl heads are usually leaf- or lozenge shaped.

The pole is made of a strong wood, such as ash. Many pike heads are made with two tongues of steel, nailed down the sides of the shaft in order to prevent the head from getting hacked off. The grip is often bound with cloth and the butt capped in steel to prevent the shaft from splitting.

The Awl pike is virtually useless as a weapon on its own as it is a reach weapon. A pike has reach allowing the user to strike opponents 15 feet away. The Pike, unlike other reach weapons can also strike opponents closer. The Pike can be used effectively against opponents who are 10 feet away also, but it can't be used against adjacent opponents.

When set to receive a charge this weapon does double damage

Pilum



The Roman throwing spear, with a small, leaf-shaped head set on a long, thin soft iron neck riveted to a wooden shaft. The pilum was an anti-shield weapon, meant to stick in enemy shields and way them down.

The weapon is designed to ruin a defenders day. On a successful ranged touch attack against the targets shield, the pilum sticks into the shield. No damage is done to the person but the spear head bends and the weight of the spear drags the shield down. The target is considered flat footed until they drop their shield.

Pit Talons

These savage weapons consist of three 12" long, dagger-like slashing blades, attached to the top of a sturdy leather gauntlet so that the blades protrude beyond the wearer's knuckles. Your opponent cannot use a disarm action to disarm you of pit talons. The cost and weight given is for a single pit talon.

Poniard

A poniard (a dagger designed to pierce chain mail) is very thin, so that it can fit between the links that make up chain mail.

It will do as much damage as a regular dagger against unarmoured flesh, but if you are fighting an armoured opponent, you can get to them much easier if the weapon is thinner.

Puchik

This punching and parrying weapon is designed for close quarter fighting. It's a 2-foot long dagger with hand guards and a grip positioned perpendicularly to the length of the blade.



The puchik can be used to trap an opponents weapon. If the wielder rolls a successful parry and then a successful Pin attack (-4 to hit) against his opponent, he can hold his opponent's weapon until the foe can win a Strength contest with the wielder of the puchik.

Q

Quarterstaff

As described in Core Rulebook 1 except I allow monks to use it as a "monk" weapon greater number of attacks.

R

Ribbon Blade

This complex weapon is a razor sharp metal ribbon on a hilt. Because it is made of complex, interlocking metal loops, it can be made stiff or flexible with a flick of the wrist. This weapon is so hard to use that non-proficient users get -6, not -4.

S

Saber



The saber was a sword developed following the demise of heavy armour on the battlefield. Single edged, slightly curved, and sharpened on the convex edge, the saber was primarily a slashing weapon but could also be thrust. The saber is especially popular among cavalry soldiers. The saber developed from the falchion design and bears many similarities to the backsword and cutlass. It can be used with Finesse. The hilt can be used as a "gauntlet punch" in close quarters and also makes it difficult to disarm the wielder, they get a +3 against all disarm attempts.

Saber Bow

A strange weapon for an elf to wield, essentially a double weapon and bow combined. To all intents and purposes a short bow, except for that it is made out of metal with two blades like a saber on the ends which can be used as a ranged or a melee weapon.

The blades follow the outward curve of the bow, which retains its curved shape even if it is unstrung. This allows the wielder to switch from ranged to melee combat without changing weapons. It is an unusual weapon even in elven hands requiring a flatter trajectory for the arrows flight than normal or composite bows. In addition most elves prefer bows of once living material rather than cold metal.

You can also use it as if you were fighting with two weapons but you take all penalties for doing so.

Saddle Sword

This long blade can only be wielded when on the back of a mount. It is a two-handed sword a little longer than a Great Sword, with three-quarter of the blade blunted and quite narrow. The final third of the blade is as wide as that of a greatsword, and can be used as to slash or thrust, although it is mostly used as a short lance. Designed to be used from horseback not on foot as a dual purpose lance, spear and sword. The name of the sword derives from the fact that it was slung on to a large purpose built scabbard on the horses saddle. Used for hunting boars and other large animals, a slot in the body of the blade allows for a cross piece to be inserted to stop the creature run through pulling up the blade and getting at the wielder. Used in a charge the handle of the blade is held under the arm and held on the lower part of the blade.

Using the weapon at the end of a charging attack causes double damage to the target. This is NOT a reach weapon.



Sai

The Sai appears as a short trident like weapon with the extended prong being the longest. The weapon is primarily used as a bludgeoning weapon but the centre prong is slightly pointed and is capable of being used for stabbing. The Sai is designed to help catch and disarm opponent's weapons, though it can also be used to attack, and even can be thrown. The outer prongs of the Sai are designed to help catch and disarm opponents weapons, though it can also be used to attack, and even can be thrown. A sai user gets a +1 when parrying and a +4 bonus on attempts to disarm and opponent.

Monks may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with the weapon.

Sapara



The sapara is a smaller version of the Khopesh.



Sciamachy

A light fencing sword similar to the small sword or rapier. The sciamachy sword's light built demonstrates its speedy pace. However, duellists must be aware that the damage caused by this sword may not be devastating. Suitable for use with Finesse Feat.

Scramasax

Broad-bladed, single-edged dagger of similar form to the Seax. Anglo-Saxon/Frankish in origin.

Seax Short and Long

The classical Anglo-Saxon sword, two different lengths. Short cross-guard, single-blade with a slightly curving, almost cleaver-like shape.



The seax is a long sword variant used by many Germanic tribes. The last third of the blade tapers gradually toward the point. Aside from shaving a bit of weight off the blade, making it easier to wield, this also makes the sword handier than most long swords in a thrusting attack.

Serpentine Sword



This wicked looking blade is about the length of a longsword. The blade is curved back and forth in the shape of a moving snake. Hence the sword's name. It inflicts wide jagged wounds that are more difficult to heal.

Sgain Dubh

Single-bladed Scottish dagger, usually carried in the top of a boot or stocking.



Shuriken

Next to nunchucks, the shuriken is the most distinctive 'monk' weapon. From an artistic standpoint they're great, too, because you can go a little bit wild with the design. You can throw up to three shuriken per attack (all at the same target). Do not apply your Strength modifier to damage with shuriken. They are too small to carry the extra force that a strong character can usually impart to a thrown weapon.

Monks may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with the weapon.

Sica

This is a short sword-sized scimitar. It was used by the Thracians of ancient Greece, and was the main weapon of the "Thracian" class of Roman gladiators.



Singing Sticks

Singing sticks are used in pairs, one wielded in each hand. Each stick is made from springy, straight wood such as the cachava plant, and measures 1 inch in diameter and 2½ feet long. The ends are slightly wider than the centre. Extremely light, singing sticks rely more on agility and ability than brute force. When twirled, the sticks produce whistling and moaning sounds, thus giving them their name. Adhesive oil is normally applied before battle so the sticks do not slip from the user's grasp even during high speed manoeuvres.

Although they are light and generally favoured for sparring practice, singing sticks can be used with deadly precision in the arena. Many an opponent has misjudged an opponent because the foe was wielding only these sticks, and has gone to her doom lamenting her mistake.

Skain

Double-edged bronze dagger of Irish origin.

Sling Bullets, Glass

Glass bullets are crudely blown glass balls. They come in a heavy leather pouch that contains 10 bullets. A glass bullet that hits its target shatters and sends shards of razor sharp shrapnel flying into the flesh of its target. Bullets that miss their target are destroyed and unusable. Creatures with a Natural Armour bonus of +3 or greater suffer only 1 point of damage from the glass sling bullets.

Sling Bullets, Spiked

These sling bullets are crafted with sharp studs covering their surfaces, with the result that they inflict more damage than standard sling bullets. However, their irregular shape means that they are not quite as accurate as standard sling bullets, so attacks with them suffer a -1 penalty.

Small Weapons

Normal sized weapons can be wielded by creatures of small size even though they are not designed for them. Large to use. Small weapons are basically the same as the larger version just made specifically for them. The damage is one step lower than the humanoid sized creature. So a small dagger would do 1d2 rather than 1d4, a longsword does 1d6 instead of 1d8 etc.

Larger creatures trying to wield a small weapon requires an exotic weapon feat. It is only possible for them to wield the small or medium sized weapons as they do not have the right balance or the grip is too small for them to use.

Tiny: The weapons are considered light for small creatures. So the character can use them off hand.

Small: These weapons are considered medium weapons for small creatures requiring one hand to use but not being suitable for use in the off hand. These weapons when wielded two-handed offer the wielder a one and a half times the strength bonus on a hit.

Medium weapons: These weapons can only be wielded in two hands by a small creature. You can use a two-handed melee weapon effectively in two hands, and when you deal damage with it, you add one and a half times your Strength bonus to damage (provided you have a bonus).

Small, Bastard Sword

Too large for a small creature to use in one hand without special training, thus it is an exotic weapon, but can be used two handed as a martial weapon.

Small, Battle pick

Crafted and weighted for small creatures only. Small creatures can use the weapon 2-handed as a 'martial' weapon.

Small Club

A small wooden club suitable for gnomes, halflings, and other Small humanoids.

Small Flail

With a flail you get a +2 bonus on your opposed attack roll when attempting to disarm an enemy (including the roll to avoid being disarmed if you fail to disarm your enemy).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Small, Great Sword

A specially made Greatsword designed specifically for small creatures.

Small Lajatang

A small sized 3ft long staff with a crescent shaped blade at each end, it is a double weapon.

Monks with exotic weapon proficiency in the weapon may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with it.

Small Longsword

A scaled down version of the classic, straight-bladed sword, for use by Small characters.

Small Rapier

You can use the Weapon Finesse feat (see page 86 of Core Rule Book 1) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a small rapier. The hilt can be used as a "gauntlet punch" in close quarters and also makes it difficult to disarm the wielder, who get a +3 against all disarm attempts.

Small, Staff

This is the favoured weapon of Small travellers, peasants, and wizards. You can strike with either end, allowing you to take full advantage of openings in your opponent's defences.

A small staff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon (see Attacking with Two Weapons, page 124 Core Rule Book 1). A creature using a double weapon in one hand, such as a Medium-sized creature using a short staff, can't use it as a double weapon.

Sode Garami (sleeve entangler)



Also known as a sleeve-entangler. The weapon can be many forms but basically it has a forged claw like head with three 14 1/4" strips of iron bearing spikes down the sides of the pole. It is normally used to catch and entangle an opponent without causing great harm, but could be used as a large bludgeoning weapon.

The Sode Garami is a polearm with reach allowing the user to strike opponents 10 feet away but not against an adjacent foe.

To entangle an opponent they must have loose clothing, using this weapon against heavily armoured opponents is a very dangerous proposition, as it does not work, nor does it work against naked creatures or monsters. The user makes a touch attack with the weapon to "grab" the target's clothing, without provoking an attack of opportunity (as it has reach). On a successful attack an opposed grapple check is resolved, using the size modifier for the sodegarami (+4 for a Large weapon) instead of the wielder's size. If the defender loses the opposed check, they are grappled, but suffer no damage. If the attacker loses then the attack fails, but they are not subject to a return grapple.

The sodegarami holds your opponent 10 feet away from the attacker leaving the user safe from retaliation. While maintaining the grapple, the attacker does not have the option to damage or pin your opponent. The opponent can try to escape or wriggle free, attack with a light weapon, or cast a spell with no somatic components and a casting time of 1 action.

Sparte

A Spathe is a one-handed, Anglo-Saxon axe with a typical, broad, arced blade.



Spatha

The Spatha is a Roman sword primarily used by the cavalry.



Very similar to the gladius in form, the blade was much longer and used for slashing instead of just stabbing. The large numbers of barbarians serving in the legions used the spatha in the late empire. It was ideal because



the spatha did not require the same skill and training needed to properly wield a gladius.

Spiked throwing mace

A spiked throwing mace is balanced for throwing. It can be used as a melee weapon as well as for throwing. The spiked throwing mace has a serrated edge that has a higher critical range.

Staff-Sling/Stinkpot

Also called the fustibalus, the staff-sling consists of a wooden rod, three to four feet in length, with a sling attached to one end. The rod is used to increase the range that a heavy object can be thrown by enabling slingers to twirl the sling harder. It is not meant to increase the distance of the average sling bullet. In fact, it has poorer range for stones or bullets.

An optional form of ammunition is the stinkpot, a clay vessel filled with burning sulphur or quicklime. This is considered a grenade-like weapon and is subject to the combat rules found in the *Core Rule Book 1*.

When the stinkpot breaks, everyone in a 20-foot diameter circle who does not leave the area within one round must save vs. poison or be unable to attack or move at greater than half their movement rate. Those who save successfully attack at a -2 penalty due to nausea and watering eyes. The effects last as long as the subject remains in the area and for 1d4 rounds thereafter.

The stink cloud lasts for 1d3+1 rounds, then dissipates. Optionally, stinkpots in underground settings may give off clouds that last 1d6+1 rounds due to lack of open air. Due to the trajectory that a staff-sling gives a missile, it cannot fire at short-range targets. It has less range than a sling and is a slower weapon, but the staff-sling can hurl a heavier object.

Star Pick

The star pick, more affectionately called the bleeder amongst dwarves, has a number of spikes radiating 360 degrees around the shaft. The top and bottom of the pick are also spiked. The star pick may be used as a two-handed weapon as a martial weapon by medium sized creatures or one-handed as an exotic weapon. The weapon is favoured by the deadly Dwarven Battleragers who like the gruesome wounds the star pick causes.



Stiletto

The stiletto was a European thrusting dagger, forged of a single piece of steel. The blade was long, narrow, and triangular or rectangular sectioned without a cutting edge. Adept at inflicting deep puncture wounds and even piercing light armour, the stiletto was a popular secondary weapon for soldiers and citizens alike. The stiletto was particularly popular among assassins because of its narrow width and ease of concealment.

Stiletto earrings

Tiny blades hidden as earrings, not a very dangerous weapon, because of their size, but they can be dosed with poison (after they are removed). Primarily a female assassins weapon.

Stump Knife

Similar to a punching dagger, except it is fitted over the stump of a missing limb. You cannot be disarmed, and fight as if this weapon were an extension of your body (probably because it IS!), allowing critical range to be doubled (17-20) vs. any opponent you have damaged already in any continuous melee. Note, the cost to purchase this is more than just its gold value...you must pay with one of your hands as well....

Swingblade, Heavy or Light

A swingblade, a weapon particularly common within the goblin tribes but nevertheless available the world over, is a short blade attached to a handle via a flexible hinge. The pivot keeps the blade pointing within a 90 degree angle range relative to the pivot, and locks when the blade reaches either extreme of its angular range. A locked blade can be unlocked with a simple flick of the wrist. The most efficient strikes are made when the blade is perpendicular to the handle, allowing the swingblade to be used much like a heavy pick. Thus, all critical hits with swingblades are piercing.

Since changing the angle of the blade relative to the handle is "all in the wrist," the Weapon Finesse feat may be used to apply a character's Dexterity

modifier instead of the Strength modifier to attack rolls with a swingblade, providing it is held in one hand.

Sword Breaker

There are two well known types of sword breaker, both designed for the same purpose, that of catching an opponents weapon and disarming the opponent. The first style, and perhaps the earlier of the two, is similar to a long-bladed dagger but is serrated along one edge. This is not just a small notched edge like a saw, but instead large openings, over half an inch deep and wide enough to hold a thick blade in, run the length of the blade. This makes it very weak, but pretty easy to catch an opponent's blade once you parry it.



The second variety is stronger, but trickier to wield. The blade is similar to a dagger at first glance, but with the slip of a catch two 'prongs' spring out from above the quillions. These are fairly strong but make it harder to catch your opponent's blade in.

There is no difference in the game between the two weapons. Both offer a +1 on Parrying attempts, and a +2 on all disarm attempts.

Sword Cane



The sword cane is a long, narrow blade concealed in a sheath which makes it look like a walking cane. The sheath is locked in place to prevent accidental removal, so unsheathing this weapon counts as a partial action. A Search check (DC 20) will reveal the weapon for what it is. The sword cane can be used with finesse feat.

T

Tabar

A tabar is a large, long, and very heavy double-bladed axe. Even when wielded with two hands, a tabar is too large for a Medium-size creature to use without the special training represented by an exotic weapon proficiency feat. Large creatures, however, may use a tabar as a martial weapon if held with two hands.

Exotic Weapon Proficiency (tabar) requires a Strength score of at least 15.

Tachi

Originator of the No-Dachi and Katana swords, the Tachi ("to cut in half") is a long and curved single edged sword.

While later tachi are virtually identical to the katana, the earliest tachi were straight swords, but they still shared the single, razor-sharp edge and chisel point of later cousins.

Talibon

A heavy bladed sword with a slight outward curve in the centre to add more force to a slashing attack. As with the klewang, it would be a suitable weapon for jungle barbarians in the Oriental Adventures campaign setting.

Talid

The talid, also known as a gladiator's gauntlet, is an improved version of the cestus. The talid is made of stiff leather with metal, or bone plating on the hand cover and all along the forearm. Spikes protrude from each of the knuckles and along the back of the hand. A sharp blade runs along the thumb for cramped fighting styles, and there is a 6 inch spike in the elbow.

The talid relies far more on strength and brute power than subtlety, though some gladiators have shown that it can be used very effectively when combined with other, quicker attacks.

Tanto



Dagger made in the same way and with the same form as the Katana, or Wakizashi.



Taper Axe

Small single handed fighting axe, not designed for throwing.



Telescopic Staff

Resembling nothing more than a 12" long metal bar when retracted, the telescopic staff is a popular innovation, and is often disguised as a scroll tube. With the touch of a button, it instantly telescopes out at both ends to form a 6' staff of tubular iron. Pressing the button again causes the internal spring mechanism to retract the staff.

A telescopic staff is a double weapon. You can fight with it as if fighting with two weapons, but if you do so, you incur all of the normal attack penalties associated with fighting with two weapons: a one-handed weapon and a light weapon. (See "Attacking with Two Weapons", page 128 of the Core Rule Book 1). A creature using a double weapon in one hand, such as an ogre using a telescopic staff, can't use it as a double weapon.

Tetsu-bo (Iron staff)

This is a heavy iron staff with the same or similar form to the Bo Staff. It may be solid iron or it may be wooden with iron reinforcements. Very heavy and difficult to use.

Tetsu-to (Iron Sword)

A katana shaped heavy iron bar designed for a strengthening the muscles during sword training, it makes a heavy bludgeoning weapon when used in combat.



Three-Section Staff

This weapon is comprised of 3-sections of wood, of equal lengths, joined at the ends by chain, leather, or rope.

Monks may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with the weapon.

Throwing Axe, Spiked

A spiked throwing axe is balanced for throwing. It can be used as a melee weapon as well as for throwing. The spiked head has a serrated edge that has a higher critical range.

Throwing Blade

This weapon resembles a sword with three or four points. The handle and lower part of the blade appear normal, but the blade forks several times into a number of dagger-like points. It is thrown horizontally, so that it spins parallel to the ground.



Tonfa

A side-handle baton, the tonfa is a wooden baton with a side handle two thirds of the way down the haft. Delivering high-power thrusts, strikes, and blows, the tonfa's offensive capabilities are matched evenly with its ability to block, entangle, and control an opponent. The user gets a +1 bonus when parrying and on grappling attempts.



Monks may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with the weapon.

Tortoise Blade

This weapon is basically a small shield with a protruding blade. Though named from a specific creature, its protective shell can be carved from bone or chitin, or fashioned from hardened leather. The blade, made from stone, bone, or sometimes metal, is mounted to the underside of the shell, and the entire ensemble is worn on the forearm. The shell count as piecemeal armour and provides a one-point bonus to the wearer's Armour Class. Thus a warrior with a tortoise blade on each arm would have a AC Bonus of +2.

A proficient tortoise blade wielder can parry more effectively than with normal weapons. When parrying, the character gains an additional point of AC benefit per tortoise blade worn. To continue the previous example, if the warrior were 6th level, he would gain a +4 bonus plus an additional +2 bonus for the tortoise blades, giving him a parrying AC 2.

In addition to the proficient use benefits, The wielder can use two tortoise blades without the normal two-weapon penalties. The specialised fighter suffers no penalty to his attack roll with the first tortoise blade, and only suffers a -2 penalty with the second.

Tortoise Blade, Gnome

This weapon looks like a turtle shell strapped to the gnomes wrist, with a dagger-like blade jutting out where the gnomes fingers should be. It is designed to be used in the off-hand, acting as a buckler (with the statistics of a buckler) as well as useful for off-hand attacks.

Trikal

This small polearm is a 6-foot long, mostly wood shaft. The uppermost 12 inches consist of three blades projecting from a central shaft. Beneath the blades is a series of serrations, generally extremely sharp. The other end of the shaft is weighted to increase the momentum of the weapon.

The head of the weapon can be used to knock foes off balance with a series of short, sharp jabs. If the attacker makes a successful attack roll at -2, the defender must make a Dexterity check at -3 or fall over.

The users can use it to hook to trip an opponent. The trikal's heads make it harder for an opponent to recover from such a manoeuvre; an unmoving enemy makes his opposed check at only -1, while an unaware opponent makes the check at -3.

The weapon does double damage when set against a charging opponent.

Tuagh-Gatha Axe

One-handed axe with a broad blade of Scottish origin.

Tulwar, Talwar



Essentially a heavy scimitar with a small handle. It has a heavy curved blade, somewhat longer than a falchion. In unskilled hands it is particularly unwieldy.

Also called the tulwar, the talwar was a curved steel sword very similar in design and function to the scimitar and shamshir. It was an excellent slashing weapon with a sharp tip that could also be used for thrusting when necessary.

U

Uchi-ne (short javelin)

The Uchi-ne resembles a short stocky arrow about 12" long with a 4" head with wooden vanes instead of feathers. The Uchi-ne can be used as a short thrusting spear or thrown in the same way as a knife, but holding the bottom of the shaft beneath the vanes

Monks with exotic weapon proficiency in the weapon may use their unarmed Base Attack Bonus, number of attacks, etc. when fighting with it..

V

Voulge

The voulge was a rather primitive weapon which developed directly from the agricultural pruning-bill, a tool used for trimming trees. Also called the Lochaber axe, this weapon is a large, long blade, narrowing to a spike at the top, with a hook-shaped fluke at the blade's rear. The staff is eight feet long making the weapon is useful for chopping and thrusting.

The weapon has reach allowing the user to strike opponents 10 feet away but it can't be used against adjacent opponents. This weapon does double damage against charging creatures.

W



Wao Lan

This weapon is one of several swords used as arms in the Chinese martial arts. Made of finer metal and with a keener edge than its western counterparts, it is both lighter and handier without sacrificing any power.

War Cleaver

A war cleaver is a heavy-bladed, broad, curved, single-edged sword favoured by some of the most powerful and skilled fighters. A war cleaver is too awkward to use in one hand without special training; thus it is an exotic weapon. A Medium-size character can use a war cleaver two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

War Flail

This is a particularly nasty weapon, designed for devastating blows. The wooden handle is some four feet long, to this is added a long heavy chain, the chain links are connected at various points by heavy, metal bars, with an extra heavy striker at the terminus.

War Hammer

This weapon replaces the warhammer in the *Core Rule Book 1*, the Warhammer is a specific weapon designed in medieval Europe. The war hammer was a very specific adaptation of the blunt, crushing war hammer design we generally associate with the Norse deity Thor. The medieval war hammer was one of the few weapons with an edge that could both tear open armour plate as well as inflict devastating concussion blows. The war hammer usually had a beak-like blade opposite a faceted hammer, making it a combination of a mace and pick. The weight of the metal head concentrated on the sharp point of the beak after a full swing easily pierced both chain and plate mail. A spear-like tip on some versions allowed for thrusting as well as swinging. While some war hammers were of all metal construction, most were socketed metal heads attached to wooden hafts; metal reinforcement bars (termed langets or cheeks) along the side of the wood haft prevented the hammer head from breaking off during combat.

War Mallet

A single handed version of the Maul a heavy wooden hammer or mallet like tool used to pound stakes into the ground. During war, many mauls were reinforced with metal bands around the head to prevent splintering; many were also fitted with spikes on the striking surface of the head for increasing the damage they inflicted.



War Scythe

These deadly scythes have a heavier blade than a standard scythe and are capable of inflicting grievous wounds. Unlike the farming version of this weapon, the blade run more parallel to the weapon shaft, rather than perpendicular. It is a two handed weapon, meaning it requires two hands two use.



War Spear

The war spear is a broad bladed spear with wicked hooks and barbs that extend down the shaft of the weapon. The spear has reach allowing you to strike opponents 10 feet away with it. The wicked barbs and blades allow the war spear to be used against adjacent foes, but at half damage.

This weapon does double damage against charging creatures.

Weighted Pike

Not truly a pike, it is too short, nor of a weighted spear. This double weapon combines the effectiveness of a pike with the impact damage of a mace. The 8-foot long shaft has a blade of bone or fang at one end and a weighted, spiked ball at the other, usually made of hard-baked ceramic.

The user can freely change from mace to pike or back again with every attack, even if they occur in a single round. This assumes, of course that the character can reposition himself slightly to bring the length of the weapon into play-enclosed spaces are as inconvenient for the weighted pike as they are for other polearm weapons.

In addition the weighted pike can swing the mace end using the length of the weapon for greater effectiveness. The pike head has reach allowing the user

to strike opponents 10 feet away but it can't be used against adjacent opponents. This weapon does double damage against charging creatures.

Whip

The whip or bull whip is a long, heavy, plaited lash usually made of leather or rawhide (un-tanned hide). The braided leather is thicker toward the handle, narrowing to a slender cord at the end. Some handles are wooden rods attached to the lash, while others are part of the same piece of rawhide. The whip's length varies from 15 to 25 feet. A whip is carried coiled and attached to the user's belt.

Common uses for the whip include leading herd animals and as a tool for punishment. A character proficient with the whip can entangle an opponent's limbs or weapon. Before rolling the attack die, the user declares whether or not he intends to entangle. If a hit is scored, some sort of entanglement occurs, an opposed Grapple check then happens.

Hobgoblins are known to carry whips, but this is probably more for keeping prisoners and slaves in line than as a combat weapon. Still, a hobgoblin wielding a whip should be presumed to be skilled at it, and able to make the special attacks with it.

Whip Dire

The dire whip is a long coil of braided leather with a 3 pound spiked ball at the end. This is a reach weapon that strikes opponents 10 feet away. Opponents who close within 10 feet take no damage from a dire whip.

Whip Master's

Used by task masters and guards, the master's whip has a carved bone or ivory handle inlaid with decorative elements appropriate to the rank of the wielder. The whip thong is fashioned from leather or giant's hair (the latter increasing the cost by 15 cp). A bone head sports five separate hollow-tipped barbs, setting this weapon apart from a normal whip.

A wielder familiar with the master's whip, can apply poisons to the hollow-tipped barbs and use them effectively against an opponent. Separate poisons may be applied to each of the five barbs, though only injected or contact poisons can have an effect on the target creature. On each successful hit with the master's whip, the wielder must roll 1d6 to determine which barb struck the victim; 1-4 indicates that one of the side barbs struck home, while a roll of 5 or 6 indicates that the end barb hit the mark. Once "applied" by the master's whip the poison takes effect as described in the *Dungeon Masters Guide*.

A master -whip specialist can choose which barb strikes the target, but he must announce that choice before the attack roll is made.

Whip, Cat 'o nine tails

The whip used in the enclosed spaces of a sailing ship, often with nine leather thongs. The saying to tight to swing a cat is not about swinging your house hold pet but the difficulty in using a short thronged lashing whip. Not suitable for entangling the weapons of opponents because the whip thongs are not long enough nor easy to control, but the hits are very painful.

Whip, Chain

The chain whip is a 7-foot long length of chain made of thinner links and finer steel than the ordinary light chain (hence its lesser weight and greater cost).

Fighters proficient in the use of the chain whip may be able to entangle an opponent, rendering him unable to defend. The wielder may employ the whip with finesse, lashing out and entangling a single limb.

Whiplash

The whiplash consists of an 18" long, double-edged blade, attached to an 18" length of sturdy chain mounted on a stout handle. With a whiplash, you get a bonus on your opposed attack roll when attempting to disarm an enemy (including the roll to avoid being disarmed if you fail to disarm your enemy).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the whiplash to avoid being tripped.

Widow's Knife

Named for a similar-looking harvesting tool used in the verdant belts, this weapon has a wide blade on one end of a wood or ivory handle. Hidden



within the handle are two spring loaded prongs. A thumb latch in the handle releases the prongs. It takes a full round to reload them. The widow's knife can also be used as a missile weapon.

The user of the widow's knife can use the spring action of the prongs to greater effectiveness. On a successful attack roll, the wielder can release the spring-loaded prongs to inflict an additional 1d3 hp damage. The wielder must announce his intention to fire the prongs prior to his attack roll, which are then released regardless of his success.

A warrior can more easily make a called shot with a thrown widow's knife gaining a +4 bonus on such attacks regardless of range.

Woodsman's Axe

A two handed tool used to chop down trees but not designed for combat, but providing a good emergency weapon.

Wrist Crossbow

Consisting of a small metal frame mounted on a leather bracer, which fits around the forearm. A pair of spring loaded arms are mounted within the mechanism, these spring out to produce a short armed crossbow (done as a free action). A small metal bolt similar to that of a hand crossbow is then fitted into the open weapon, and fired by means of a wire that is looped around the character's index finger. Although smaller and weaker than a hand crossbow, it utilizes the same bolts, and has the advantage that it can still be used even if the character is holding something in that hand, such as a sword. You draw a wrist dart back by hand. Loading a wrist dart is a move-equivalent action that provokes attacks of opportunity. Your opponent cannot use a disarm action to disarm you of a wrist dart.

Wrist Razors

These weapons consist of two or three 1' long blades protruding from the back of their wearer's hands. Commonly used in pares, these weapons may also be made masterworked with retractable blades which are highly illegal in most cities. Also, use of these in combat adds +2 to attempts to disarm opponents due to the ease of trapping weapons between the blades.

X

Y

Yataghan

The Yataghan is a Turkish weapon notable for being probably the only weapon in the world with an "S" curved blade. The portion of the blade from

the tip to about seven inches back, where the curve begins to reverse is designed as a cutting edge. After this comes a chopping edge, much like the Nepalese kukri. The remaining portion, continuing to the hilt, is used for disarming and containment manoeuvres but traditional Yataghan have no guards to speak of. Much of the blade's weight is forward as well, adding still more force to a downward cut.

Z

Zerka

The zerka (meat-seeker) is a short, viciously barbed javelin. While usually wielded as a melee weapon, it can be equipped with a line and thrown, like a short harpoon. Once the zerka hits, the victim needs a successful open doors to pull out the weapon. Failure inflicts a point of damage. Success inflicts a second (normal) damage roll as the weapon is pulled out.

If the zerka is equipped with a line, the creature hit cannot run far without further injuring itself. The wielder can use the line to pull down or dismount a struck opponent of equal or smaller size. In this case, both attacker and victim make Strength checks. If the attacker succeeds and the victim fails, the victim falls (a fall from a mount causes 1d3 points of damage; a fall from a standing position renders the victim prone). If both succeed, the zerka pulls free, inflicting normal damage. In all other cases, nothing happens.

A zerka can be carefully extracted without causing more damage after combat is over.

Zweihander

The zweihander is a brutish two-handed sword of great weight. Its mass helps contribute to its large damage potential but tends to make it one of the slowest weapons available. The zweihander can only be yielded by the exceptionally strong, those with less than Strength 20 receive a -2 penalty on attack rolls with a zweihander. It can easily break the legs of a charging horse or split open plate mail. A zweihander is about 6' in length overall. The handle is about a foot and a half in length and usually has a large counterweight to help balance the weapon. Like all swords, a zweihander can have any number of crosspieces. The blade of this weapon is unforgettable. It is about 6" in width for its entire length; it flairs slightly towards the end and has a blunt tip. It cannot be used as a thrusting weapon.



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Book References

Lastly for those who are curious there is more to learn. Mortal sages have been writing about everyone's favourite toys for years. Here are some of the works I have read or consulted.

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This book has been written to help those with a "thing" for weapons, and armour or those who feel the need for a little variation in their campaigns. The rules do not replace those from the Core Rule Books but seek to enhance and refine them.

Why should you build your armour or weapons out of steel, what else is there and what can you do with it. These details can be found within the book, some of the materials come from the Real World but the majority come from my own world.

The World my players live in is a low magic setting, where it is as important to customise your weapons and armour, rather than rely on magic.

The weapons detailed in the book come from a number of sources, from those in literary fantasy and from the history of the World, as we know it.

The armour is similarly a mixture of Fantasy and Real World Armour, with the majority of exotic armours coming from my own campaign world.

The book requires the use of the Core Rule Books of the d20 system from Wizards of the Coast.

