

Equipment

Weapon	Cost	Weight	Size	Type	Speed	Damage		RoF	Range			Weapon Qualities
						S-M	L		S	M	L	
Alhulak	9 cp	9 lbs.	M	P/B	5	Id6	Id6	—	—	—	—	Trip
Axe, battle	500 cp	7 lbs.	M	S	7	Id8	Id8	—	—	—	—	
Axe, great	1,500 cp	10 lbs.	L	S	9	Id10	2d8	—	—	—	—	Bulky
Axe, hand/throwing	100 cp	5 lbs.	S	S	4	Id6	Id4	1	1	2	3	
Axe, hawk hatchet	200 cp	6 lbs.	M	P/S	5	Id6+I/Id4+I	Id4/Id4	—	—	—	—	Disarm, Double Weapon
Bard's friend	1,000 cp	3 lbs.	S	P/S	3	Id4+I	Id3	—	—	—	—	
Blowgun	5 cp	2 lbs.	—	—	5	—	—	2	1	2	3	Bulky
Barbed Dart	1 bit	*	S	P	—	Id3	Id2	—	—	—	—	Fine
Needle	2 bd	*	S	P	—	I	I	—	—	—	—	Fine
Bolas	5 bits	2 lbs.	M	B	8	Id4	Id4	1	6	12	18	Trip
Bow, composite long	100 cp	3 lbs.	L	—	6	—	—	2	—	—	—	Bulky
Flight arrow	30 cp/12	*	S	P	—	Id6	Id6	—	12	24	42	
Pile arrow	30 cp/6	*	S	S	—	Id6	Id6	—	8	16	34	Piercing
Sheaf arrow	30 cp/6	*	S	P	—	Id8	Id8	—	8	16	34	
Bow, composite short	75 cp	2 lbs.	M	—	5	—	—	2	—	—	—	Bulky
Flight arrow	30 cp/12	*	S	P	—	Id6	Id6	—	10	20	36	
Bow, long	75 cp	3 lbs.	L	—	8	—	—	2	—	—	—	Bulky
Flight arrow	30 cp/12	*	S	P	—	Id6	Id6	—	14	28	42	
Pile arrow	30 cp/6	*	S	S	—	Id6	Id6	—	10	20	34	Piercing
Sheaf arrow	30 cp/6	*	S	P	—	Id8	Id8	—	10	20	34	
Bow, short	30 cp	2 lbs.	M	—	7	—	—	2	—	—	—	Bulky
Flight arrow	30 cp/12	*	S	P	—	Id6	Id6	—	10	20	30	
Cahulaks	12 cp	12 lbs.	M	P/B	5	Id6/Id6	Id6/Id6	1	1	2	3	Double Weapon, Trip
Carikal	8 cp	6 lbs.	M	S	5	Id6+I	Id8	—	—	—	—	
Chatkcha	1 cp	1/2 lb.	S	S	4	Id6+2	Id4+I	2	3	6	9	Kreen
Hand-held	1 cp	1/2 lb.	S	P/S	4	Id6	Id4	—	—	—	—	
Club	—	3 lbs.	M	B	4	Id6	Id3	1	2	4	6	
Club, great	—	10 lbs.	L	B	9	2d4	Id6+I	—	—	—	—	Bulky
Club, rim	2 bits	12 lbs.	L	B	10	Id6+I	Id6+I	—	—	—	—	Bulky, Heft
Club, war	—	6 lbs.	M	B	7	Id6+I	Id4+I	1	2	4	6	
Crossbow, hand	300 cp	3 lbs.	S	—	5	—	—	1	—	—	—	
Hand quarrel	100 cp	*	S	P	—	Id3	Id2	—	4	8	12	
Crossbow, heavy	50 cp	14 lbs.	M	—	10	—	—	1/2	—	—	—	Bulky
Heavy quarrel	20 cp	*	S	P	—	Id8+I	Id10+I	—	16	32	48	Piercing
Crossbow, light	35 cp	7 lbs.	M	—	7	—	—	1	—	—	—	Bulky
Light quarrel	10 cp	*	S	P	—	Id6+I	Id8+I	—	12	24	36	Piercing
Crusher	24 cp	9 lbs.	L	B	10	Id4	Id3	—	—	—	—	Bulky
Dagger or dirk	200 cp	1 lb.	S	P	2	Id4	Id3	2	1	2	3	
Dart	50 cp	1/2 lb.	S	P	2	Id3	Id2	3	1	2	4	
Datchi club	12 cp	10 lbs.	L	B	3	Id6	Id4	—	—	—	—	Bulky
Dejada	6 cp	2 lbs.	M	—	—	—	—	—	—	—	—	
Dejada cestus	1,000 cp	9 lbs.	M	P/S/B	2	Id6	Id6	—	—	—	—	
Dejada pelota, stone	—	1/2 lb.	S	P/B	8	Id6	Id4	1	1	2	3	
Dejada pelota, metal	5 cp	1/2 lb.	S	P/B	8	Id8	Id6	1	1	2	3	
Flail, cavalry	800 cp	5 lbs.	S	B	6	Id4+I	Id4+I	—	—	—	—	Disarm
Flail, infantry	1,500 gp	15 lbs.	M	B	7	Id6+I	2d4	—	—	—	—	
Forearm axe	1,000 cp	4 lbs.	S	S/P	3	Id6	Id6	—	—	—	—	
Garotte	3 bits	1 lb.	S	—	2	Id4	—	—	—	—	—	
Gladiator's friend, cavalry	1,000 cp	7 lbs.	M	P/S/B	6	Id6/Id4	Id4/Id4	—	—	—	—	Double Weapon
Gladiator's friend, infantry	1,500 cp	15 lbs.	L	P/S/B	8	Id6/Id6+I	Id8/Id6	—	—	—	—	Bulky, Double Weapon
Handfork	200 cp	2 lbs.	S	S/P	4	Id6	Id6	1	—	—	—	Parry
Harpoon	200 cp	6 lbs.	L	P	7	2d4	2d6	1	2	4	6	Bulky, Trip
Heartpick	9 cp	2 lbs.	M	P	7	Id8	Id10	1	—	—	—	Piercing
Impaler	400 cp	5 lbs.	M	P	5	Id8	Id8	—	—	—	—	
Javelin	5 bits	2 lbs.	M	P	4	Id6	Id6	1	2	4	6	
Knife	5 sp	1/2 lb.	S	P/S	2	Id3	Id2	2	1	2	3	
Ko*	1 cp	3 lbs.	S	P/B	3	Id4	Id3	—	—	—	—	
Kyorkcha	200 cp	1 lb.	S	S/B	6	Id8+2	2d6+2	2	3	6	9	Kreen
Lance, jousting	20 cp	20 lbs.	L	P	10	Id3-I	Id2-I	—	—	—	—	Impale
Lance, heavy	15 cp	15 lbs.	L	P	8	Id8+I	3d6	—	—	—	—	Impale
Lance, light	6 cp	5 lbs.	L	P	6	Id6	Id8	—	—	—	—	Impale
Lance, medium	10 cp	10 lbs.	L	P	7	Id6+I	2d6	—	—	—	—	Impale
Lasso	5 bits	3 lbs.	L	—	10	—	—	1	2	4	6	Bulky, Trip
Lajav	3 cp	4 lbs.	L	B	8	Id6	Id6	—	—	—	—	Bulky
Mace, cavalry	800 cp	10 lbs.	S	B	7	Id6+I	Id6	—	—	—	—	
Mace, infantry	500 cp	6 lbs.	M	B	6	Id6	Id4	—	—	—	—	
Mace, whistling, cavalry	900 cp	3 lbs.	S	B	5	Id4+I	Id2+I	—	—	—	—	
Mace, whistling, infantry	1,200 cp	6 lbs.	M	B	6	Id6	Id4	—	—	—	—	
Mancatcher	3,000 cp	8 lbs.	L	—	7	—	—	—	—	—	—	Bulky, Impale, Trip
Morning star	1,000 cp	12 lbs.	M	B	7	2d4	Id6+I	—	—	—	—	

* These weapons weigh little individually. Ten of these weigh one pound.

Equipment

Weapon	Cost	Weight	Size	Type	Speed	Damage		Range				Weapon Qualities
						S-M	L	RoF	S	M	L	
Net	5 cp	10 lbs.	M	—	10	—	—	I	I	3	4	Bulky, Disarm, Trip
Pick, cavalry	700 cp	4 lbs.	S	P	5	1d4+1	1d4	—	—	—	—	Piercing
Pick, infantry	800 cp	6 lbs.	M	P	7	1d6+1	2d4	—	—	—	—	Piercing
Polearm	—	—	—	—	—	—	—	—	—	—	—	—
Awl pike	500 cp	12 lbs.	L	P	13	1d6	1d12	—	—	—	—	Brace, Bulky
Bardiche	700 cp	12 lbs.	L	S	9	2d4	2d6	—	—	—	—	Bulky
Bec de corbin	800 cp	10 lbs.	L	P/B	9	1d8	1d6	—	—	—	—	Bulky
Bill-guisarme	700 cp	15 lbs.	L	P/S	10	2d4	1d10	—	—	—	—	Bulky, Trip
Dragon's paw	1,500 cp	9 lbs.	L	P/S	8	1d6/1d4	1d6+1/1d4+1	—	—	—	—	Bulky, Double Weapon, Parry
Fauchard	500 cp	7 lbs.	L	P/S	8	1d6	1d8	—	—	—	—	Bulky
Fauchard-fork	800 cp	9 lbs.	L	P/S	8	1d8	1d10	—	—	—	—	Bulky
Glaive	600 cp	8 lbs.	L	S	8	1d6	1d10	—	—	—	—	Brace (L+), Bulky
Glaive-guisarme	1,000 cp	10 lbs.	L	P/S	9	2d4	2d6	—	—	—	—	Brace (L+), Bulky, Trip
Gouge	600 cp	12 lbs.	L	P/S	8	1d8	1d10	—	—	—	—	Bulky
Guisarme	500 cp	8 lbs.	L	S	8	2d4	1d8	—	—	—	—	Bulky, Trip
Guisarme-voulge	800 cp	15 lbs.	L	P/S	10	2d4	2d4	—	—	—	—	Bulky, Trip
Gythka	600 cp	12 lbs.	L	P/B	9	2d4/2d4	1d10/1d10	—	—	—	—	Bulky, Double Weapon
Thrown	600 cp	12 lbs.	L	P	8	1d6+2	1d8+2	I	I	2	3	—
Halberd	1,000 cp	15 lbs.	L	P/S	9	1d10	2d6	—	—	—	—	Bulky
Hook fauchard	1,000 cp	8 lbs.	L	P/S	9	1d4	1d4	—	—	—	—	Bulky
Lotulis	1,500 cp	10 lbs.	L	P/S/B	8	1d10/1d10	1d12/1d12	—	—	—	—	Bulky, Double Weapon
Lucern hammer	700 cp	15 lbs.	L	P/B	9	2d4	1d6	—	—	—	—	Brace, Bulky
Military fork	500 cp	7 lbs.	L	P	7	1d8	2d4	—	—	—	—	Brace (L+), Bulky
Partisan	1,000 cp	8 lbs.	L	P	9	1d6	1d6+1	—	—	—	—	Brace, Bulky, Parry
Quad fauchard	2,000 cp	20 lbs.	L	S	9	1d6	1d8	—	—	—	—	Bulky
Ranseur	600 cp	7 lbs.	L	P	8	2d4	2d4	—	—	—	—	Brace, Bulky, Parry, Trip
Spetum	500 cp	7 lbs.	L	P	8	1d6+1	2d6	—	—	—	—	Brace, Bulky, Parry
Tkaessali	10 cp	12 lbs.	L	S	8	1d8	1d12	—	—	—	—	Bulky
Trikal	1,200 cp	8 lbs.	L	S/B	8	1d10	1d10	—	—	—	—	Bulky, Trip
Voulge	500 cp	12 lbs.	L	S	10	2d4	2d4	—	—	—	—	Bulky
Weighted pike	600 cp	4 lbs.	M	P/S	12	1d6/1d6	1d12/1d4	—	—	—	—	Brace, Bulky, Double Weapon
Puchik	600 cp	1 lb.	S	P/S	2	1d4+1	1d4+1	—	—	—	—	Pin
Quabone	1 cp	4 lbs.	M	P/S	7	1d4	1d3	—	—	—	—	—
Quarterstaff	—	4 lbs.	L	B	4	1d6	1d6	—	—	—	—	Bulky, Double Weapon
Quarterstaff, Hamanu's staff	1,000 cp	5 lbs.	L	B	4	1d8	1d8	—	—	—	—	Bulky, Double Weapon
Scourge	1 cp	2 lbs.	S	—	5	1d4	1d2	—	—	—	—	Disarm, Repelled (medium, heavy)
Sickle	60 cp	3 lbs.	S	S	4	1d4+1	1d4	—	—	—	—	—
Singing sticks	50 cp	1 lb.	S	B	2	1d6	1d4	—	—	—	—	—
Sling	5 bd	*	S	—	6	—	—	—	—	—	—	—
Sling bullet	1 cp	1/2 lb.	S	B	—	1d4+1	1d6+1	I	5	10	20	—
Sling stone	—	1/2 lb.	S	B	—	1d4	1d4	I	4	8	16	—
Slodak	80 cp	4 lbs.	M	S	5	1d8	1d8	—	—	—	—	—
Spear, one-handed	8 bits	5 lbs.	M	P	6	1d6	1d8	I	2	4	6	Brace
Spear, two-handed	8 bits	5 lbs.	M	P	6	1d6+1	2d8	I	—	—	—	Brace, Bulky
Spear, double-bladed	200 cp	6 lbs.	M	P	6	1d8	1d8	—	—	—	—	Brace, Bulky, Double Weapon
Spear, long	5 cp	8 lbs.	L	P	8	2d6	3d6	—	—	—	—	Brace, Bulky
Spike shield	1,500 cp	12 lbs.	L	P	6	1d8	1d6	—	—	—	—	—
Staff-sling	2 bits	2 lbs.	M	B	11	1d6	1d6	—	—	—	—	Arcing, Bulky
Sling stone, large	—	1 lb.	S	B	—	1d4+1	1d6+1	I	—	3-6	9	—
Sword, bastard 1-H	2,500 cp	10 lbs.	M	S	6	1d8	1d12	—	—	—	—	—
Sword, bastard 2-H	2,500 cp	10 lbs.	M	S	8	2d4	2d8	—	—	—	—	—
Sword, broad	1,000 cp	4 lbs.	M	S	5	2d4	1d6+1	—	—	—	—	—
Sword, hook	1,500 cp	4 lbs.	M	S	5	1d8+1	1d8	—	—	—	—	Disarm, Momentum
Sword, khopesh	1,000 cp	7 lbs.	M	S	6	2d4	1d6	—	—	—	—	Disarm
Sword, long	1,500 cp	4 lbs.	M	S	5	1d8	1d12	—	—	—	—	—
Sword, mandible	6 cp	3 lbs.	M	P	4	1d8/1d6	1d6/1d4	—	—	—	—	Double Weapon
Sword, scimitar	1,500 cp	4 lbs.	M	S	5	1d8	1d8	—	—	—	—	—
Sword, short	1,000 cp	3 lbs.	S	P	3	1d6	1d8	—	—	—	—	—
Sword, two-handed	5,000 cp	15 lbs.	L	S	10	1d10	3d6	—	—	—	—	Bulky
Talid	400 cp	1 lb.	S	P/S/B	2	1d6	1d6-1	—	—	—	—	—
Thanak	100 cp	10 lbs.	L	P/S	10	2d6	2d6	—	—	—	—	Bulky
Tortoise blade	900 cp	1 lb.	S	P/S/B	5	1d6	1d6+1	—	—	—	—	—
Trident	1,500 cp	5 lbs.	L	P	7	1d6+1	3d4	—	—	—	—	Bulky
Warhammer	200 cp	6 lbs.	S	B	4	1d4+1	1d4	—	—	—	—	—
Whip	1 bit	2 lbs.	M	—	6	1d2	I	—	—	—	—	Disarm, Repelled (all), Trip
Whip, chain	2,100 cp	3 lbs.	M	B	9	1d3	1d2	—	—	—	—	Trip
Whip, master's	6 cp	3 lbs.	M	P	6	1d3	1d2	—	—	—	—	Repelled (all), Trip
Widow's knife	500 cp	1 lb.	S	S	3	1d4	1d4	I	2	4	6	—
Wrist razor	1,000 cp	9 lbs.	S	S	2	1d6+1	1d4+1	—	—	—	—	—
Zerka	400 cp	3 lbs.	L	P	7	2d4	1d10	I	2	4	6	Bulky, Trip

Weapons

Because metal is rare on Athas, weapons crafted from it are expensive, as craftsmen who know how to craft metal items are rare. Most metal weapons date back to when Athas was green, or were crafted from the meagre resources of Tyr's iron mines.

Due to the high cost of metal, most weapons are constructed from inferior, but functional, materials. Most common are chitin, bone, and stone such as flint, or obsidian, but treated agafari wood is used as well.

Some weapons are designed to be constructed from non-metal materials, and do not suffer from inferior materials penalties. All other weapons (listed in italics on the weapons table) are affected by the material used, as shown on the following table:

Weapon Materials

Material	Cost	Weight	To Hit*	Damage**
Steel	100%	100%	—	—
Bronze	75%	100%/50%	—	-1
Bone, chitin, agafari	50%	50%	-1	-1
Stone or obsidian	30%	75%	-2	-1
Wood	10%	50%	-3	-2

* Does not apply to missile weapons

** Minimum of one point of damage

Weapon Breakage

Weapons made from inferior materials are prone to breaking. Two events will cause accidental weapon breakage when using a non-metal weapon:

- If you roll maximum damage with an inferior weapon, there is a 1 in 20 chance the weapon breaks.
- When you roll a natural 20 with an inferior weapon, you can choose to deal maximum damage automatically. However, this will also cause the weapon to break automatically.

Weapons (and armour) can also be broken intentionally using the Sunder action.

Dasl Weapons and Breakage

Dasl (a crystal made by the thri-kreen) is an exception to this rule. Dasl weapons never risk accidental breakage.

Metal Weapons and Sundering Inferior Weapons

When you roll a natural 20 with a metal weapon, you can choose to deal maximum damage. You can instead deal no damage, but make a free Sunder attempt against your opponent's inferior weapon or armour.

Weapon Qualities

Some weapons have particular qualities – they require two hands to wield, are good for disarming foes and so on. These qualities are noted on the weapons table above and summarised below. Some qualities require the wielder to be proficient in the weapon. See the weapon descriptions for further details.

- **Arcing:** These weapons have no short range and cannot hit targets that are closer than medium range. Use the values listed on the weapons table for this weapon's medium and long ranges.
- **Brace:** These weapons inflict double damage if firmly set to receive a charge. Some weapons only provide this quality against targets of size Large or greater – see the table for details.
- **Bulky:** These weapons require two hands to wield regardless of the wielder's size.
- **Disarm:** These weapons grant a +2 CMB bonus when used to carry out a Disarm.
- **Double Weapon:** These are double weapons and can be used to make an off-hand attack each round, as if fighting with two weapons.
- **Fine:** These weapons suffer a -4 penalty to hit against heavy armour.
- **Heft:** These weapons grant a +2 damage bonus when used to strike from higher ground.
- **Impale:** These weapons inflict double damage when wielded in a mounted charge.
- **Kreen:** Non-kreen throw these weapons at a rate of one per round – only kreen gain the full rate of fire.
- **Momentum:** These weapons grant a +1 damage bonus when used to strike from a moving mount or vehicle.
- **Parry:** These weapons grant a +2 bonus when used to perform a Parry.
- **Piercing:** These weapons ignore a certain number of Armour Class points – see weapon description for details.
- **Pin:** These weapons grant a +2 CMB bonus when used to carry out a Pin.
- **Repelled:** These weapons are ineffective against opponents in certain types of armour – see the weapon table for details.
- **Trip:** These weapons grant a +2 CMB bonus when used to carry out a Trip.

Weapon Descriptions

Proficient Use: Some weapons are more effective in the hands of skilled wielders. Characters proficient with those weapons gain added options when wielding them, as noted below.

Alhulak

The alhulak is a five-foot rope with a four-bladed grappling hook on one end. The other end of the rope is secured to a two-foot long handle, which can also be used to block attacks from other weapons. The head of the alhulak is commonly carved from mekillot ribs, while the haft securing it to the rope is usually of wood or bone.

Proficient Use: A character proficient with the alhulak gains a +2 CMB bonus on Trip attacks.

Axe

Hundreds of variations on the axe exist. Generally, any heavy axe that can be used one-handed or two-handed falls into this category. (If an axe can only be used two-handed, it's a greataxe.) Battleaxes can have a spike, hammer, or smaller blade backing the primary blade - add half the cost of a warhammer, infantry pick, or handaxe to the cost of the battleaxe in such cases.

In such cases, these added elements can be used interchangeably, functioning as a warhammer, infantry pick, or handaxe as appropriate. This does not allow the battle axe to function as a double weapon, however.

Axe, Hawk Hatchet

The hawk hatchet gets its name from the shape of its head. The head is shaped like that of a hawk. Beneath the hawk's head are a pair of bladed "wings," one longer than the other.

On the weapons table, the damage before the slash is for the axe, and the damage after the slash is for the wings. The wielder chooses which part of the weapon he strikes with.

Proficient Use: A hawk hatchet is a double weapon, and can be used by a proficient wielder to make an extra attack each round, as if fighting with two weapons.

A character proficient with the hawk hatchet gains a +2 CMB bonus on Disarm attacks.

Bard's Friend

Popularised by the bards of Balic, the bard's friend is a particularly gruesome-looking weapon, sporting several blades and prongs. If properly used, it is an excellent parrying weapon and brawl-stopper.

The blades themselves are most often formed of metal or obsidian, strapped and mounted to a central wooden grip. The prongs are usually metal or wood, though they can be the fangs of desert predators. The grip may have holes for the fingers; when there are no holes, the weapon is usually worn with leather straps holding it to the hand. Known to be a bard's weapon, it is not uncommon to see the blades dripping with poison.

Proficient Use: A character proficient with the bard's friend gains a +3 bonus to their Parry total.

Blowgun

Blowguns can fire two types of ammunition: a barbed dart, suitable for hunting small fowl, and a needle for carrying poison. Most blowguns are six or seven feet in length, although bards and assassins might carry a miniature weapon two feet long that can only fire needles.

Blowgun ammunition is very light and cannot easily penetrate heavy armour. If a target is protected by heavy armour, the attacker suffers an additional -4 to his attack roll.

Bolas

Bolas consist of two or three weights joined by a sturdy leather cord or rope. They can be thrown to entangle a target, but only a proficient user can do so properly. Non-proficient users can only use them to deal bludgeoning damage.

Proficient Use: A character proficient with the bolas gains a +2 CMB bonus on Trip attacks. A target tripped by bolas must make a Strength check to disentangle himself.

Bolas can also be used for special called shots. A called shot at the target's arms will prevent the target from using his weapon or shield until he spends a round and succeeds in a Strength check to disentangle himself. A called shot at the target's head wraps the bolas around his neck and begins to strangle him. He suffers 1d3 points of damage from strangulation each round until the bolas are removed or he dies.

A knife, dagger, or similar short blade can be used to sever a bola's cords. This replaces the Strength check to get free, and is automatically successful. Of course, the victim must have an arm free to cut the bolas loose.

Bow

If a bow is made from a single piece of wood, it is a plain long or short bow; if it is made from laminated horn, wood, bone, or any other materials, it is a composite bow. Composite bows are slightly faster on the draw than regular bows, as reflected in their lower speed factor.

If a character has a Strength score below 9, he *must* apply any damage penalties to his archery. He is forced to use bows that have a lighter pull due his lower Strength.

If a character wishes to gain any damage bonuses for a high Strength score when firing a bow, he must obtain a custom-made heavy pull bow.

Heavier pull bows are more expensive than standard bows but are able to grant bonuses to damage from high Strength. To gain the benefit of Strength 13–15, the bow costs three times as much. To gain the benefit of Strength 16 or 17, the bow costs four times as much. To gain the benefit of Strength 18, the bow costs five times as much. Double this for each point of Strength over 18.

A higher-Strength character can always use a lower-Strength bow, gaining bonuses up to the maximum permitted by the bow. For example, a character with a Strength of 18 can use a bow made for a Strength of 17, gaining a +2 to damage instead of his normal full bonus of +3.

Short bows and composite short bows fire flight arrows and can be used while mounted. Long bows and composite long bows can fire any kind of arrow. Long bows cannot be used while mounted. Composite long bows can be fired while mounted if the bow is made for mounted fire. Such a bow costs twice the normal price.

Flight arrows are the basic war or hunting arrow. They fly farther than sheaf arrows, which have a heavier head for more damage.

Pile arrows are constructed with small, dense points designed to pierce heavy armour. A pile arrow fired at short range penalises the target's AC from armour by 2 points. This only applies to that portion of a target's armour that is derived from physical armour; Dexterity, cover, or magical bonuses are not affected.

Cahulaks

Cahulaks are a pair of four-bladed weapons held together with a length of rope (essentially two alhulak heads joined by a single rope). A pair of cahulaks can be used in each hand as melee weapons; one or both can also be thrown to tangle and cause damage to an opponent.

The blades are commonly carved from the hip or shoulder bones of a mekillot, but more expensive versions can be forged of steel. The hafts are made of solid lengths of wood or, rarely, sturdy bone. The connecting rope is up to 12 feet long; an experienced cahulak wielder keeps most of that length looped loosely in one hand when preparing for combat.

Proficient Use: A character proficient with cahulaks gains a +2 CMB bonus on Trip attacks. When used in melee, cahulaks are a double weapon, and can be used by a proficient wielder to make an extra attack each round, as if fighting with two weapons.

Carrikal

The carrikal is made by lashing a length of mekillot bone to the jawbone of a jozhal. The sharp ridges of the jozhal's teeth run down half the length of the bone handle, while the hinges of the jaw are sharpened to a keen edge. This makes the carrikal resemble a battle axe with both heads pointing in the same direction. A leather thong protrudes from a hole drilled in the bottom of the bone shaft, so that the user may retain his grip in even the bloodiest of battles.

The carrikal is a simple weapon but favoured by the desert tribes for its ease of manufacture.

Chatkcha

This thri-kreen throwing weapon is common among the steppes tribes. It is a dasl crystal wedge that can be thrown up to 90 yards and, due to its spin and effect upon the air, still return to the thrower if it misses.

For non-kreen, the rate of fire is one per round; kreen gain the full fire rate listed on the weapons table. Chatkcha can also be used in melee.

Proficient Use: A chatkcha thrown by a proficient kreen wielder automatically returns to the thrower on a miss (a Dexterity check is required if the wielder is distracted). Non-kreen must spend a weapon proficiency slot to learn how to catch a returning chatkcha.

Club

Clubs range from something as simple as an animal's thigh bone to well-balanced works of art. Clubs can be fashioned to work as melee weapons, throwing weapons, or both. Clubs are effectively free, but if a character wants one that is recognised as a warrior's weapon, it may cost anywhere from 5 bits to 10 cp.

Club, Rim

The rim club is an improvised weapon: a three- to four-foot-long fragment from the rim of a broken wagon or chariot wheel (a heavy one), or a weapon shaped that way when made from scratch by a craftsman (the price is for the latter).

A rim club is essentially a curved great club. Muls, half-giants, and those powerful enough to favour brute-force weapons all use it; only half-giants can use it one-handed.

Proficient Use: When the rim club's wielder is in a position above his foe, whether atop a rock, stairway, chariot, or mount, he adds +2 to the weapon's damage due to the curved haft.

Crossbow

The light crossbow can be cocked by hand, but the heavy crossbow requires the use of an attached cranequin to draw it. The hand crossbow is a rare and expensive weapon used for personal defence or assassination.

At medium range, light and heavy crossbows reduce the AC of an armoured foe by 2 points (see pile arrow description under bow). At short range, light and heavy crossbows reduce the AC of an armoured opponent by 5 points. Hand crossbows do not have this ability.

Strength bonuses or penalties do not apply to crossbows, since these are purely mechanical devices.

Crusher

A crusher is a spiked stone (or, rarely) metal ball at the end of a 20- to 25-foot flexible pole. The wielder plants one end of the pole in the ground, then whips the weighted end back and forth until it nearly strikes the ground both in front of and behind him.

Weaponsmiths have found that the springy, straight root of the cachava plant, native to the salt flats of the Ivory Plain, is the ideal raw material for crusher construction.

While other materials can be used, the cachava root retains its flexibility for many weeks after harvest. While difficult to use in individual combat, crushers can be employed behind a line of friendly troops to disrupt the enemy.

Proficient Use: A proficient wielder can use a crusher to attack foes up to 15 feet away, striking over the heads of intervening combatants if necessary.

Dart

Darts are usually as large as a typical arrow, with a weighted head. They are used as small javelins by skirmishers and light cavalry.

Dejada

The dejada consists of a long, scooped basket (cestum) worn on the arm and used to propel projectiles (pelota). The cestum can be made by taking the rib bones from an erdlu and weaving a slender, curved basket between them. The wielder inserts her hand into the open bottom end where a glove-like handle is placed. The cestum for human use is 2 feet long and 6 inches wide; size varies with the wielder's race. Cesti are used on one hand, since the other hand is required to load the weapon with pelota.

Pelota are spherical objects approximately 2 inches in diameter. Stone, spiked metal balls, and balls of brambleweed qualify as pelota. Ceramic balls filled with gas, oil, poison, or other substances may also be used. There is some debate on whether this weapon originated in the Ringing Mountains or in the Crescent Forest. It has been documented that mountain halflings use cesti to hurl agony beetles at the backs of powerful foes. Metal cesti are extremely rare, while metal pelota are much more common.

The wielder uses the dejada by loading a pelota into the cestum, then propelling the projectile with a long throwing motion of the arm. The projectile reaches great speeds due to the velocity and whip action of the throw. The thrown projectile may reach speeds of 200 miles per hour or more, but only for a short distance. Strength bonus is added for each attack.

Proficient Use: A proficient wielder may attempt to catch a pelota thrown at him by saving vs. petrification. The wielder is then allowed an immediate return throw if he has any subsequent attacks in that round.

Dejada Cestus

This weapon is a reinforced version of the normal dejada cestum, made with heavier bones to stand up to the impact of blows in melee combat. It is also heavily studded with spikes, ensuring that the gladiator will (unlike normal dejada users) be able to defend herself against any opponent who manages to close the range. Arena fighters love this version, as it gives them both melee and short-range missile attack capabilities.

Proficient Use: A proficient wielder may attempt to catch a pelota thrown at him by making a saving throw vs. petrification. The wielder is then allowed an immediate return throw if he has any subsequent attacks in that round.

Datchi Club

The datchi club is a specialised arena weapon, favoured among more ruthless crowds because of the horrible wounds it can inflict. The head of the club is four to five feet long, attached to a wooden or bone handle three feet long. The head is made of porous material, either insect hive or dried roots, and is incredibly light. It is then embedded with dozens of razor points. The razors can be metallic but are more often fashioned from teeth and claws. The handle is very solid, allowing the wielder to grip the base for greater range or to spread his grip to enhance his leverage.

Proficient Use: A proficient wielder can use a datchi club to make a *spinning attack*. If the datchi club hits, the wielder makes a Strength check to spin the datchi club, dealing an additional 1d3 points of damage with the embedded razors.

Dragon's Paw

The dragon's paw is a specialised multi-bladed polearm popular among the arena masters of Urik and Tyr for its flexibility and exotic appearance.

The dragon's paw has two blades, made from any material, one at each end of a five- to six-foot wooden shaft. Around the centre of the shaft is a bar or basket that both protects the hand and holds another blade jutting perpendicular to the central shaft. This blade is called the forward blade, while the others are called the outer blades. The wielder spins and whirls the outer blades while stabbing his opponents with the forward blade.

Proficient Use: A dragon's paw is a double weapon, and can be used by a proficient wielder to make an extra attack each round, as if fighting with two weapons. A character proficient with the dragon's paw gains a +2 bonus to their Parry total.

Flail

The cavalry flail was developed from the farmer's threshing tool, usually in the form of the classic ball-and-chain weapon. Giant hair is often substituted for metal.

The infantry flail is a different weapon entirely. It consists of a sturdy shaft with a hinged, spiked head. Normally made from metal, heads fashioned from chunks of obsidian or even brambleweed have been seen.

Proficient Use: A proficient wielder gains a +2 bonus on Disarm attempts with a cavalry flail.

Forearm Axe

The forearm axe consists of the head of a double-bladed battle axe with a spike on the outside centre, worn like a buckler. Unlike most bucklers, it can cause serious damage to an unwary opponent and can be used in close quarters where other weapons may not be effective.

Proficient Use: A proficient wielder treats a forearm axe as piecemeal armour, gaining a +1 AC bonus, and can wield a forearm axe on each arm – the weapon is exempt from the rule that off-hand weapons need to be smaller than primary weapons.

Garotte

A garotte is a length of fine, sturdy twine (usually made from giant's hair or cha'thrang tether) stretched between two handles. The wielder slips this around his target's neck and tightens the cord, strangling the target.

The garotte deals a small amount of damage against its target, but its true potency lies in its ability to choke. The wielder makes an attack roll each round he is attempting strangulation. If he makes three successful consecutive attacks, the victim dies.

If the attacker strikes with surprise, he gains a +3 bonus to his attack rolls. If he does not have surprise, he suffers a -3 penalty to his attack rolls.

The victim can escape the garotte by making a successful bend bars/lift gates roll. In some cases, it might be possible for the victim to cut the cord.

Gladiator's Friend

The gladiator's friend is a multi-functional weapon designed to give gladiators an appropriate weapon type (bludgeoning, piercing, or slashing) as needed in combat. The butt end has a spike which inflicts damage as a spear. The other end sports the head of an infantry mace, topped by a fauchard blade.

The cavalry version features a cavalry mace with a curved blade on the head and a spike at the other end of the handle. The cavalry version does less damage than the infantry, but can be wielded more quickly and is therefore favoured by mounted combatants.

The first damage listed on the weapons table is for the blade or spike. The second damage listed is for the mace head. The wielder chooses which part of the weapon he strikes with.

Proficient Use: A gladiator's friend is a double weapon, and can be used by a proficient wielder to make an extra attack each round, as if fighting with two weapons.

Gouge

The shoulder-strapped gouge is a specialised polearm perfected for the slave armies of the Shadow King of Nibenay. It can inflict significant damage against an opponent and is unlikely to be dropped in the event of a rout. The gouge has a wide bone, obsidian, or chitin blade mounted onto a three-foot-long wooden shaft. A smaller handle protrudes from a forward position on the main shaft, while the rear of the shaft has a wide grip used to drive the weapon home. The shoulder strap is made of leather or cloth, and is sometimes expanded to a complete harness around the neck and shoulders.

Proficient Use: A proficient gouge wielder can use the handles to make a *gouging attack*. After making a successful attack, the wielder can announce his intention to gouge on the subsequent round. If, in that subsequent round, the wielder has better initiative than his opponent, he automatically hits, gouging the weapon into the opponent and inflicting +2 damage.

If the opponent wins initiative, he avoids the gouge attack; the wielder can still make a normal attack at -4 to hit for having instead prepared to gouge. The wielder of the gouge must declare his intent before initiative is rolled.

Gythka

This thri-kreen polearm has wicked blades at either end. The weapon's thick shaft allows it to be used like a quarterstaff against similarly armed opponents. A gythka can also be thrown like a spear.

Proficient Use: A gythka is a double weapon, and can be used by a proficient wielder to make an extra attack each round, as if fighting with two weapons.

Handfork

The handfork is a tarek weapon - a three-tined fork - that serves equally well as a parrying tool or slicing weapon. Most are made from obsidian, but they can be forged from steel to make strong and useful weapons.

Proficient Use: A proficient wielder gains a +2 bonus to their Parry total with a handfork.

Harpoon

The head of a harpoon is hinged to lodge in a wound and fix the harpoon to its target. On a hit, there is a 50% chance the harpoon is stuck in the victim, causing an additional 1d6 damage if pulled from the wound.

Proficient Use: If the harpoon is equipped with a line and lodges in the victim, a proficient character can use it to carry out a Trip attack with a +2 CMB bonus. If equipped with a line, the harpoon's range is reduced to 1/2/3.

Heartpick

The heartpick is a tarek weapon, usually made of bone. It is fashioned like a hammer, with a serrated pick on the front and a heavy, flat head on the back to add weight to the weapon when swung.

Proficient Use: A heartpick can pierce armour. A proficient wielder ignores two points of a target's Armour Class if that target is wearing armour.

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.

Ko•

The ko• (*breaker*) is basically a rock, pointed at one end and rounded on the other. The ko• is a hand-held melee weapon designed to break the chitin of an enemy. The wielder holds a ko• with the rounded end in the palm and the pointed end out.

Ko• are wielded in opposite pairs, with standard penalties for characters using more than one weapon. Both ko• in a pair are swung at the same time, aiming to catch a portion of the target's body between them, and an attack roll must be made for each one.

Proficient Use: A proficient wielder can use two ko• to carry out a *piercing attack*. If only one hits, damage is as listed; if both hit, the damage is as listed, and the victim of the strike suffers the piercing attack automatically, as a hole is punched in the chitin.

A thri-kreen or other creature with an exoskeleton suffers a -1 AC penalty when subjected to a piercing attack. This can make the victim's base AC as poor as 10. Normal healing takes 1d4 weeks.

Kyorkcha

The kyorkcha is a larger variant of the chatkcha. It consists of a curved blade 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. For non-kreen, the rate of fire is one per round; only kreen gain its full fire rate of fire.

Most kyorkcha are made of dasl and would cost 100 cp, but the kreen rarely sell them. Others are made of stone, bone, hardwood, or metal. The price listed is for a steel kyorkcha; apply cost, damage and to hit modifications when dealing with kyorkcha made from inferior materials.

Proficient Use: Most kyorkcha are edged on front and back, though some are made with a blunt back edge; proficient wielders can use these to knock out foes or prey. Only a blunt kyorkcha can be used in this way.

A proficient user suffers a -1 attack roll penalty when attempting a knockout. On a successful hit, the chance for a knockout is 3% per point of damage caused. Only 25% of knockout damage is real; the rest is temporary. A thri-kreen cannot be instantly knocked out, but might fall unconscious if he takes enough damage.

Kyorkcha thrown by a proficient kreen wielder return to the thrower on a miss - see the chatkcha for details.

Lasso

The lasso, or lariat, is a length of rope used to loop around and restrain a target. Lassos cannot be wielded by non-proficient characters with any effectiveness. Lassos are most effective when used in conjunction with a called shot attack; their only other use is for tripping targets.

Proficient Use: A character proficient with the lasso gains a +2 CMB bonus on Trip attacks. If the wielder is mounted and has the lasso made fast to his saddle, he is considered to be the size of his mount, so a rider on a crodlu is size L for purposes of the CMB check, gaining an additional +1 to CMB.

If the wielder succeeds with a called shot against his opponent's arms, he can trap his enemy's weapon, shield, or both by pinning his arms to his body. The wielder's attack roll is made against AC 10, with only Dexterity and magical protections modifying this AC.

If the attack is successful, one arm (randomly determined) of the defender is trapped. If the attack hits by 4 or more, both arms are trapped. In addition, if the attacker is mounted and the lasso is tied off to the saddle, he can make a Trip attack next round without an attack roll simply by spurring his mount.

Last but not least, the wielder can use a lasso to pull a rider from his mount by succeeding in a called shot. If the rider is moving and the lasso is tied off to something solid (like a tree), the rider is automatically pulled from his mount. If the rider isn't moving or the lasso isn't tied off, a CMB check is used to determine whether or not the rider is pulled from his mount.

Lajav

The lajav (*cracker*) is 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. It is designed for use by kreen; creatures with only two arms would struggle to use a lajav. Only one lajav is wielded at a time, using both arms on one side. The lajav is wielded in the upper primary hand for a normal attack roll. If the attack hits, the listed damage is caused.

Proficient Use: A proficient wielder can use the lajav to make a *crushing attack*. If the wielder hits with the upper arm of the lajav, he then makes another attack roll, for the lower arm on the same side, 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 save vs. paralysis or the limb is broken, and cannot be used. Normal healing time is 2d4 weeks.

Lance

The lance is a mounted spear. Prior to the invention of the stirrup, the lance could not be couched for a charge; instead, the rider would stab overhand with the weapon or even throw it. As a rule of thumb, a rider must be on a mount appropriate for his lance, or else his weapon will be reduced in effectiveness. A heavy lance requires a heavy crodlu or an inix, a medium lance requires a regular crodlu, and a light lance is suitable for kanks. If the lance is too heavy for the mount, it does damage as if it were the correct type, so a heavy lance used from a kank does damage as a light lance.

Lances are an exception to the size requirement rules; a rider with stirrups can use any lance in one hand, but a rider without stirrups has to use two hands for the lance. As noted above, a rider with stirrups can couch the lance for a mounted charge, which causes double damage on a successful hit.

Lotulis

The lotulis is a long shaft with a curved crescent blade at either end. It resembles two outwardly curved crescent moons mounted on a long metal shaft. The crescents also have barbed spikes near the points. In the hands of a warrior trained in its use, it is a truly dangerous weapon. Though the lotulis is ponderous, its damage potential is something to make even a half-giant wary.

Proficient Use: A lotulis is a double weapon, and can be used by a proficient wielder to make an extra attack each round, as if fighting with two weapons.

Mace, Whistling

The majority of these maces have partially hollowed-out heads, giving them a pitted appearance. When swung, the wind whistles through the heads, creating an eerie and unnerving sound. Stone versions of this weapon have heads made of batik, a volcanic rock peculiar to Athas, porous as pumice but as hard as flint or obsidian.

Bone and wooden heads also exist, and must be laboriously drilled by craftsmen. Steel-headed versions, meanwhile, require 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.

Proficient Use: A proficient wielder is able to create the eerie keening sound at will, forcing his opponent to make a morale check. All modifiers apply; if the opponent has never heard such a weapon before, the morale check is at a -2 penalty.

Mancatcher

The mancatcher is a short polearm with two curving, fork-like prongs at the business end. The prongs are hinged so that they can be pushed tightly closed around the target. The mancatcher only works against Medium creatures. Mancatchers ignore armour; only Dexterity and magical adjustments apply. On a hit, the victim suffers the listed damage. Each round, the wielder can yank the victim about for an automatic Id2 damage.

Once caught, the victim loses all Dexterity and shield adjustments to AC. He can only escape by hacking through the weapon's haft (AC 16, 10 hp, size M) or making a bend bars/lift gates roll, which causes an additional Id2 damage.

Proficient Use: A character proficient with the mancatcher gains a +2 CMB bonus on Trip attacks.

Net

Unlike a fishing net, a fighting net often features small barbs or weights in the weave and a trailing rope for guidance and control over netted targets. The net's only function in hand-to-hand combat is to block, trap, or disarm an opponent; it deals no damage. As such, it is only effective in the hands of a proficient wielder.

Proficient Use: A character proficient with the net gains a +2 CMB bonus on Disarm and Trip attacks, simply by snaring the target's limbs.

A net is most dangerous, however, when it is thrown at an enemy. Only the target's Dexterity and magical adjustments to Armour Class count. If the net hits, it traps the opponent's weapon and shield. If the victim is trapped, he can only break free with a Strength check - otherwise he remains trapped in the net.

In subsequent rounds, the net wielder has the choice of leaving the net where it is and attacking with another weapon, or of trying to improve the capture.

To improve the net's capture, the wielder loops the net's trailing rope around the target. This requires another attack roll (as before, only count Dexterity and magic.) If the wielder hits, the victim's Strength suffers a -4 penalty until he is able to free himself.

Nets must be folded properly to be effectively thrown. The first time a character throws his net in a fight, he makes a normal attack roll. After the net is unfolded, it can only be thrown with a -4 penalty to hit. It takes 2 combat rounds for a proficient user to fold a net.

Polearm

Polearms are long, hafted weapons designed for two-handed use. There are several broad types of polearm.

Spear-like weapons: These are primarily thrusting weapons and are especially effective when set against charges. The pike is a long weapon with a small head; the ranseur, spetum, and partisan are shorter weapons with side blades or spikes.

Poleaxes: These are heavy weapons with bladed heads that are designed for maximum striking power, much like oversized battleaxes. Poleaxes include the bardiche, the halberd, and the voulge.

Glaives: These are simple polearms that consist of a single long, curving blade used for both slashing and thrusting attacks. They lack the sheer cutting power or strong, straight point of poleaxes or other spear-like weapons, and are generally not as effective as the previous weapons. Glaives include the glaive (naturally) and the fauchard.

Bills: These are multi-function polearms that include a cutting surface, a spear-like spike, and hooks or curved blades on the back for dismounting riding opponents.

Bill-guisarmes, glaive-guisarmes, and guisarmes all fall into this category.

Athasian double-weapons: Athasian double-weapons allow proficient wielders to attack more than once per round. These include the dragon's paw, gythka, lotulis, and weighted pike. Each of these has its own entry.

Athasian specialist polearms: Other Athasian polearms are unusual weapons designed for a special purpose. These include the crusher, gouge, quad-fauchard, tkaesali, and the trikal. See their individual entries for more information.

Other polearms are weapons without a true category. These specialised weapons can't be classified as one of the above types, and include weapons such as the bec de corbin, lucern hammer, and military fork.

Proficient Use: Ranseurs, spetums, and partisans grant proficient wielders a +2 bonus to their Parry total.

A character proficient with a bill, guisarme, or ranseur gains a +2 CMB bonus on Trip attacks. Those proficient with bills can also use Trip against mounted opponents, forcing them from their mount on a successful roll.

Puchik

The puchik is a punching and parrying weapon designed for close fighting. It is a dagger, two feet long, with handguards jutting from the hilt at a 45 degree angle to protect the wielder's hands.

The grip of the puchik is perpendicular to the length of the blade and held in place by the two prongs extending down from the handguards. Holed leather strips wrap around the hilt keep the grip from slipping in sweaty hands.

Proficient Use: A puchik grants a proficient wielder a +2 CMB bonus on attempts to Pin an opponent's weapon.

Quabone

This weapon is constructed from four identical shanks of bone, lashed together to form a radially symmetrical, sword-length rod. With its lightness and crudely sharpened end, the quabone is a fairly ineffective weapon. The quabone is used in arenas where combat is intended to be drawn out for a long period of time and is consequently popular with those who run gladiator fights.

Quad Fauchard

This polearm is created by 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 blind fighters, but it is also favoured by reavers and beast trainers.

Proficient Use: A quad fauchard is a double weapon, and can be used by a proficient wielder to make an extra attack each round, as if fighting with two weapons.

Quarterstaff

A length of sturdy wood, the quarterstaff is easy to obtain at no cost. Should a character desire a more ornate staff, one could be had from 5 bits to 20 cp, either made to order or obtained from a quality purveyor of such goods.

For 200 cp, a character can obtain a staff fashioned from a brambletree, which inflicts an extra 1d6 damage per strike.

Proficient Use: A quarterstaff is a double weapon, and can be used by a proficient wielder to make an extra attack each round, as if fighting with two weapons.

Quarterstaff, Hamanu's Staff

This weapon is common among the gladiators of Urik. It looks like a quarterstaff-sized version of the "staves of Hamanu" that are scattered throughout Urik's "Pit of Black Death" arena – specifically, a staff covered with short spikes, save for two areas barely large enough for a Medium or smaller gladiator safely to hold it.

One sight that amuses the fans of Urik is to see a gladiator try hastily to pick up a dropped staff of this nature. A character trying to grab a dropped staff during combat must make a Dexterity check or suffer 1d4 piercing damage from the barbs that line the weapon. If the character fails, he can still pick up the weapon.

Ideally, these spikes are made from metal – hence the high price of the weapon – but inferior materials can be used instead. Due to Urik's nearby obsidian mines, most of these staves use this black stone (and will be cheaper and less effective in combat as a result).

Proficient Use: A Hamanu's staff is a double weapon, and can be used by a proficient wielder to make an extra attack each round, as if fighting with two weapons.

Scourge

The scourge is a torturer's weapon that is of limited use in combat. It consists of a handle with several leather whips, often studded with barbs, nails, or other similar devices. The scourge's whips can catch and grab an enemy's weapon, but the flexible nature of its whip-tails make the scourge ineffective against opponents in medium or heavy armour.

Proficient Use: A scourge grants a proficient wielder a +2 bonus on attempts to Disarm an opponent.

Singing Sticks

These weapons are one inch in diameter and about two and a half feet long. Singing sticks rely more on agility and ability than on simple brute force. They are almost always used in pairs. Made of springy, straight wood such as the cachava plant, they are nearly impossible to break, even when swung with great force.

Singing sticks are extremely light, carved so that the diameter of the ends is slightly larger than that of the centre. This unusual shape, combined with the type of wood, is what gives the sticks their name, for they whistle and moan as they are whirled through the air. Adhesive oil is normally applied before battle so the sticks do not slip from the user's grasp 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 a gladiator has misjudged an opponent because the foe was wielding only these sticks, and has gone to her doom lamenting her mistake.

Proficient Use: When wielded by a proficient character, singing sticks are exempt from the rule that off-hand weapons need to be smaller than the main weapon when fighting with two weapons. A proficient wielder can fight with two singing sticks at the usual penalties for fighting with two weapons.

Sling

The sling is a simple length of cord or cloth with a cup in the centre that can hurl small stones or lead bullets. The projectile is placed in the cup, and the sling is whirled rapidly before loosing the projectile with lethal force. Slings can be improvised from many materials.

Sling stones can be found in any rocky landscape. Normally, small round rocks are best, such as the type found in old streambeds. Sling bullets are made of lead, bronze, or iron, and are commensurately expensive.

Slodak

The slodak is a pterranean weapon carved from young hardwood trees and treated with a mixture of tree sap and id fiend blood. This treatment renders the blade of the weapon extremely strong, giving it nearly the strength of steel. Slodaks are not treated as being made from inferior materials when it comes to breakage. Slodaks are not made available to non-pterran and can only be obtained from pterranean tribes.

Spear, Double-Bladed

The double-bladed spear is nearly identical to the normal spear, however, it carries an additional spearhead on the butt end.

Proficient Use: A double-bladed spear is a double weapon, and can be used by a proficient wielder to make an extra attack each round, as if fighting with two weapons.

A proficient wielder can use the double-bladed spear to make a *disorienting display* by twirling the blades – this uses up one of the wielder’s attacks for that round. Intelligent opponents who have never seen it before suffer a –1 penalty to attacks and damage for 2 rounds.

Spike Shield

The spike shield is a large circular shield. Its wooden foundation is covered with a layer of leather and festooned with sharp spikes.

Perhaps the ultimate brute-force weapon, the spike shield’s use is simple. The wielder crouches behind the shield and charges at his target, seeking to bowl over his opponent as well as impale him with the spikes (ie, a Knockdown attack using CMB that deals the listed damage). The weapon may also be used for a standard shield bash. If used alongside a melee attack, this is treated as fighting with two weapons.

Training with a spike shield is more complex than it seems. Holding his shield close, the gladiator is trained to pivot on his heels and face a new foe instantly. It is for this reason that the spike shield’s speed factor is as low as it is. All brute-force gladiators use this weapon; dwarves use a shorter version with longer spikes (same stats).

Proficient Use: A proficient wielder adds +2 to damage inflicted against foes of size M or smaller that he subjects to a Knockdown attack.

Staff-sling

The staff-sling simply consists of a short wooden staff with a leather sling at one end. It can be used to throw larger and heavier projectiles than a normal sling, but it cannot throw them as far or as accurately. It can also throw pots containing alchemical compounds and other materials or be used as a melee weapon.

The staff-sling has no short range category, as shown on the weapons table above.

Sword, Bastard

This sword is similar to a long sword in size and weight, but has a longer hilt. It can be used one- or two-handed. Use the speed factor and damage appropriate to the grip. If used two-handed, the wielder may not also employ any type of shield larger than a buckler.

Sword, Hook

The hook sword is a scimitar-like weapon with a cutting edge that juts out slightly in a hook-like curve from the main part of the blade. The wielder uses this to disarm his foes and also takes advantage of the weapon’s curved shape to deal increased damage from higher ground against his target.

Because of the benefits it provides, the hook sword is favoured by montare who specialise in the move-by attack style.

Proficient Use: 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.

A proficient wielder gains a +2 bonus to Disarm attempts with a hook sword.

Sword, Khopesh

A khopesh has about six inches of handle and quillons. Its blade is straight from the quillons for about two feet. The blade becomes sickle-shaped at this point, being about two additional feet long but effectively extending the overall length of the sword by only a foot and a half.

This makes the khopesh both heavy and unwieldy, difficult to employ properly, and slow to recover, particularly after a badly missed blow.

Proficient Use: A proficient wielder can use the sickle portion of a khopesh to snag an opponent or an opposing weapon, gaining a +2 on all Disarm attempts.

Sword, Mandible

There is only one material this can be made of: the mandible of a giant insect such as a kank, soldier antloid, or gaj. When added to a hilt, this mandible becomes a sabre-sized weapon lighter than steel, making it a handier weapon in the cut-and-parry of melee.

As such, it is favoured by all gladiators who prefer speed and finesse over brute force. It is also a common weapon among the tribes of the wastes, who fashion them from herded kanks or creatures slain in defence of their homes.

The outer edge of the mandible is sharpened to serve as the normal cutting edge of the blade, but the jagged interior is also kept sharp. The wielder can attack with either side of the mandible. Though doing less damage, wounds created by the jagged edge are bloodier, and thus more popular with the brutal fans. Because of this effect, it is one of the few swords favoured by the jazst.

On the weapons table, the damage before the slash is for the front edge, and the damage after the slash is for the back edge. The wielder chooses which part of the weapon he strikes with.

Proficient Use: A mandible sword is a double weapon, and can be used by a proficient wielder to make an extra attack each round, as if fighting with two weapons.

Talid

Also known as a gladiator's gauntlet, the talid is made of stiff leather with metal, chitin, 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 six-inch spike on the elbow.

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

Thanak

The thanak is a pterrax weapon that resembles a saw blade. It is made of two strips of hardwood bound together. Between the strips is a row of teeth taken from a pterrax. The thanak is wielded in a manner similar to an axe in that it is swung at the target. When it strikes, its toothed edge rips into the target's flesh.

Thanaks are not made available to non-pterrans and are only available from pterrax tribes.

Proficient Use: A proficient wielder can use the thanak to carry out a *ripping attack*. On a roll of 20, instead of dealing maximum damage, the wielder can instead roll for damage normally and inflict one point of Strength damage on the target.

Tkaesali

The tkaesali is a nikaal polearm, not made and seldom used by another other people. It is a length of hardened wood (usually agafari) topped with a circular blade, usually crafted from bone and studded with obsidian, thorns, or jagged teeth. The weapon is swung and deals deep, piercing wounds.

The tkaesali is usually adorned with trinkets, totems, and items of significance to its owner (who is usually a chieftain or revered warrior). Losing a tkaesali is a grave dishonour among the nikaal.

Nikaal rarely sell these weapons, instead preferring to give them as gifts to honoured and trusted allies as a sign of friendship or respect. Some do make their way onto the open market, however, and are often carried as a status symbol by those who are familiar with their rarity and cultural significance.

Proficient Use: A wielder proficient in the tkaesali can use the weapon to carry out a *tearing attack*. When attacking a foe wearing light armour, if the wielder beats the number required to hit by four points or more, he has torn the opponent's armour, reducing the protection it gives by one AC point until it is repaired.

Tortoise Blade

This weapon is a small shield with a protruding blade. Though named for a specific creature, its protective shell can be carved from bone or chitin, or hardened leather. The blade is mounted to the underside of the shell, and the entire ensemble is worn on the forearm.

Proficient Use: A proficient wielder treats a tortoise blade as piecemeal armour, gaining a +1 AC bonus, and can wield a tortoise blade on each arm – the weapon is exempt from the rule that off-hand weapons need to be smaller than primary weapons.

Trikal

The trikal is a small pole arm, roughly six feet long. Five feet of that length is a stout wooden shaft. The final foot is a metal head with three blades projecting from the central shaft. Below these are a series of serrations, each as sharp as the blades above them. The butt end of the shaft is slightly weighted to ensure that the momentum of the swing gains an extra push for maximum damage.

Proficient Use: A character proficient with the trikal gains a +2 CMB bonus on Trip attacks.

Weighted Pike

The weighted pike combines the effectiveness of the pike with that of the mace. Its seven- to eight-foot shaft is almost always made of strong wood (agafari, if possible, though these can be double the price). The pike blade can be metal, but is more often bone or fang. The weighted, spiked ball is often ceramic, baked onto the end of the shaft with glass or metal spikes. The first damage listed is for when the weapon is used as a pike, the second is for when it is used as a mace.

Proficient Use: A weighted pike is a double weapon, and can be used by a proficient wielder to make an extra attack each round, as if fighting with two weapons.

Whip

The whip cannot damage targets in any kind of armour.

Proficient Use: A character proficient with the whip gains a +2 CMB bonus on Trip and Disarm attacks.

Whip, Chain

The chain whip is a seven-foot length of chain made of thin links and fine steel. This weapon was created when gladiators managed to break their chains and use them as whips on their guards. Montare who favour the catch-and-drag style use this weapon, as do beast trainers, who use it to whip their charges into submission.

Because the chain whip weighs more than a normal whip, montare (who automatically gain specialisation in the whip at no cost) must still pay to specialise separately in the chain whip.

Proficient Use: A proficient wielder can use the chain whip to carry out an *entangling attack*. The wielder makes a CMB check. If successful, he entangles one of his opponent's limbs, rendering it useless. The opponent must make a CMB check to break free (or Sunder the chain).

A character proficient with the chain whip gains a +2 CMB bonus on Trip attacks.

Whip, Master's

Used by task masters and arena 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 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.

Proficient Use: A character proficient with the master's whip gains a +2 CMB bonus on Trip attacks. They can also 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 injury 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.

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 an ivory handle. The widow's knife can also be thrown as a missile weapon.

Proficient Use: Hidden within the handle are two spring-loaded prongs. A thumb latch on the handle releases the prongs; with a second attack roll, a proficient wielder can deal an extra 1d3 damage. It takes a full round to reload them.

Wrist Razor

Wrist razors consist of a trio of blades that protrude from a heavy arm band. The razors project out over the back of the hand, are extremely sharp, and can be up to six inches long.

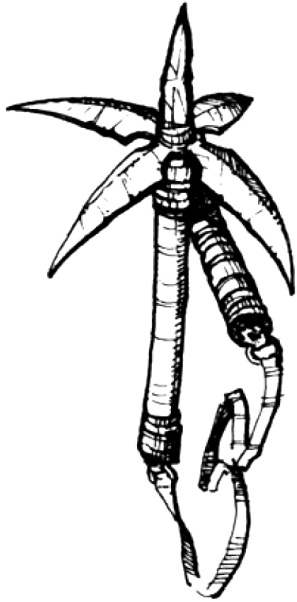
Proficient Use: A proficient wielder can wear a wrist razor on each arm – the weapon is exempt from the rule that off-hand weapons need to be smaller than primary weapons.

Zerka

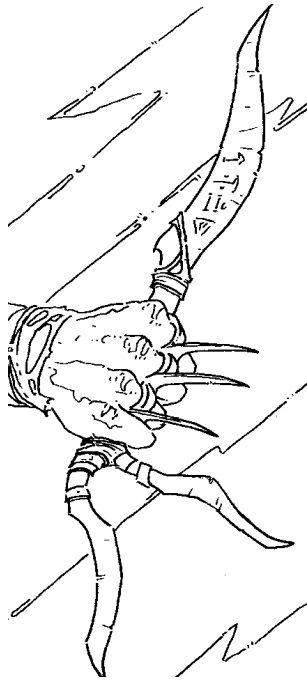
The zerka (*meat-seeker*) is a short barbed javelin. While usually wielded in melee, it can be equipped with a line and thrown, like a harpoon. Once the zerka hits, it takes a successful open doors roll to pull out the weapon. Failure inflicts a point of damage and the weapon remains lodged in the target.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

Proficient Use: If the zerka is equipped with a line, a proficient wielder can use it to carry out a Trip attack with a +2 CMB bonus. In such a case, range increments are reduced to 1/2/3.

Weapon Images



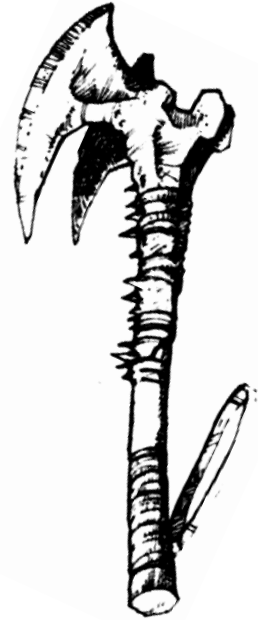
Alhulak



Bard's Friend



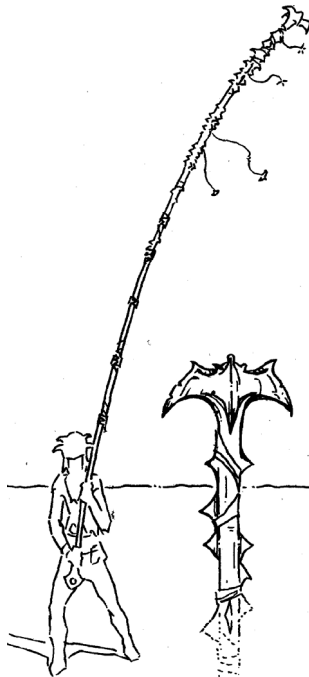
Cahulaks



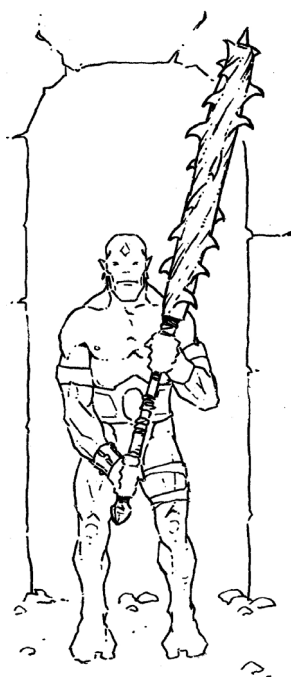
Carrikal



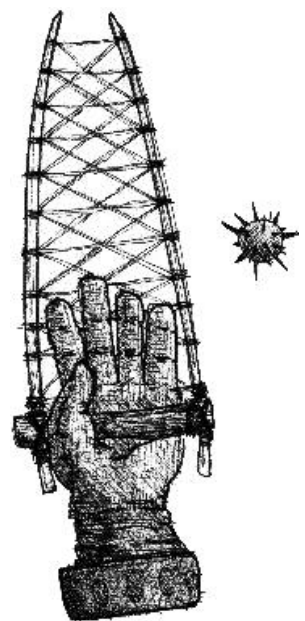
Chatkcha



Crusher



Datchi Club

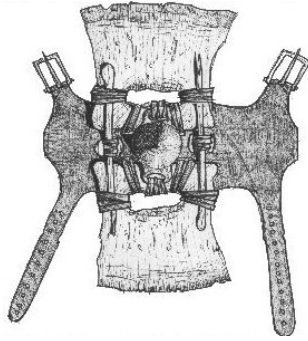


Dejada

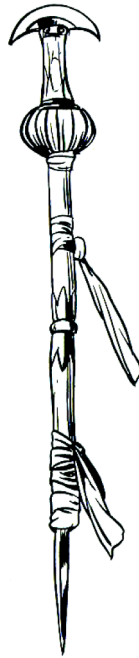
Equipment



Dragon's Paw



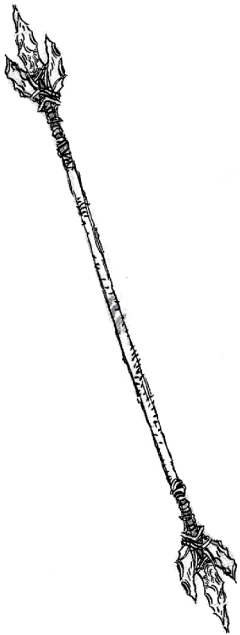
Forearm Axe



Gladiator's Friend



Gouge



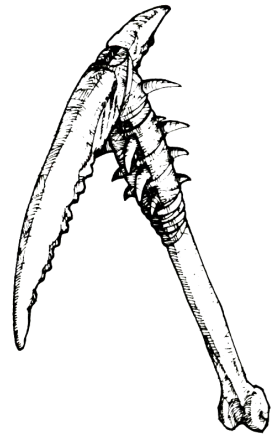
Gythka



Handfork



Hawk Hatchet



Heartpick



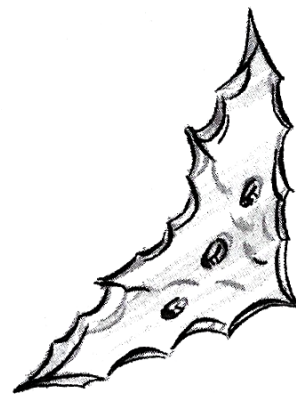
Hook Sword



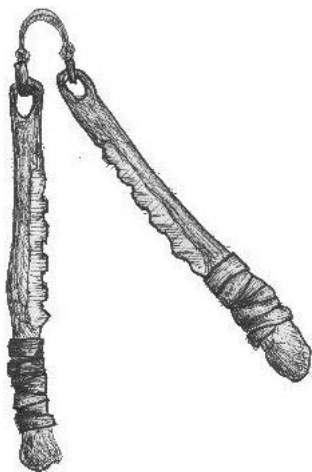
Impaler



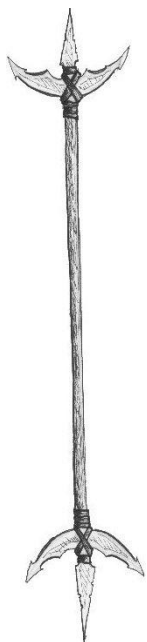
Ko



Kyorkcha



Lajav



Lotulis

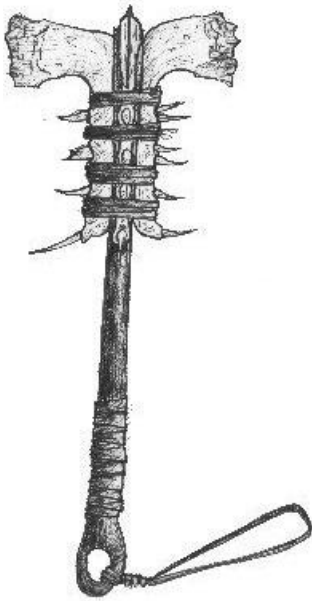


Mandible Sword

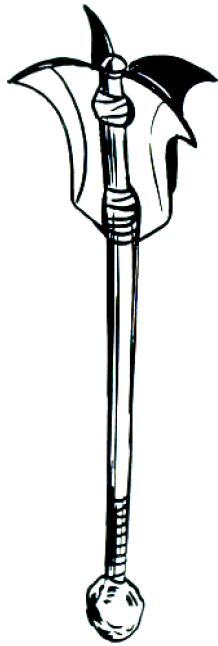


Puchik

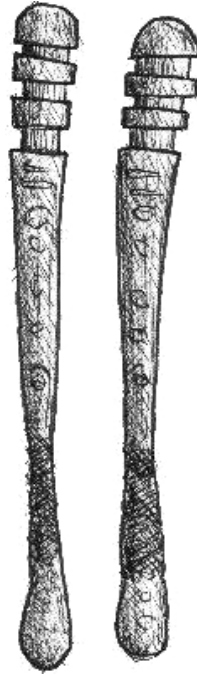
Equipment



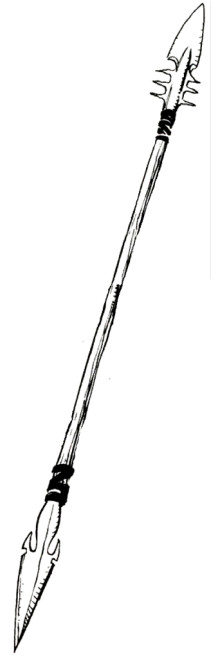
Quabone



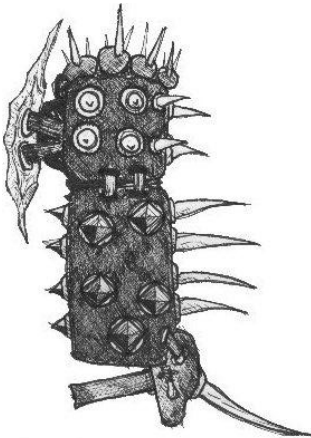
Quad Fauchard



Singing Sticks



Double-Bladed Spear



Talid



Tortoise Blade

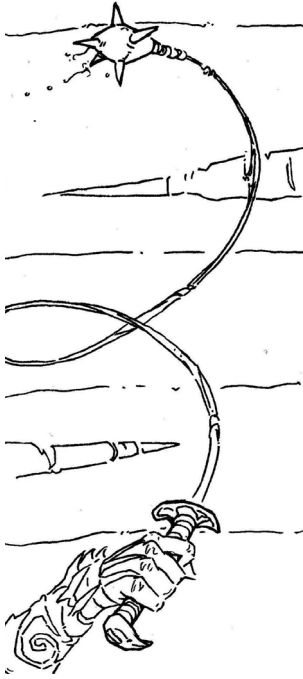


Trikal



Weighted Pike

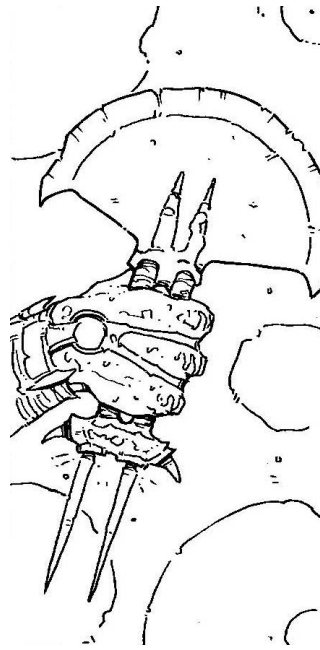
Equipment



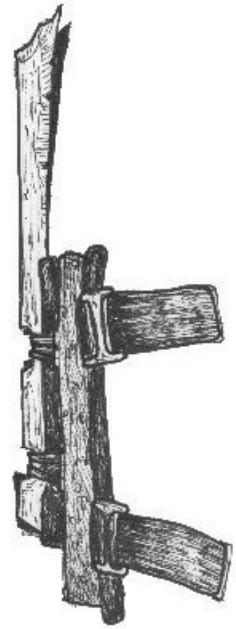
Whip, Master's



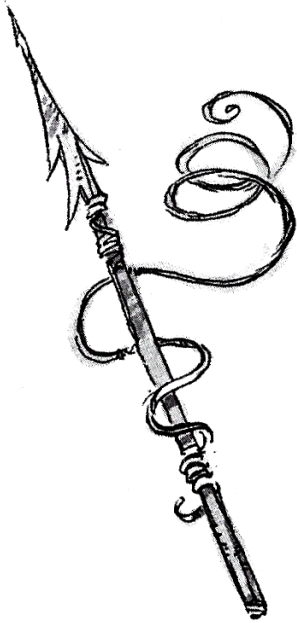
Whistling Mace



Widow's Knife



Wrist Razors



Zerka

