

INTRODUCTION

Back in the 'Classic Age' of slaying dragons and saving the world, all it took was a sturdy +5 sword and a suit of *full plate* +5 to outfit the traditional adventurer in the latest fashion. These days, however, it takes foresight, careful planning, and a full coin purse to make sure that one is prepared for the challenges that lie ahead. Charging into battle against a red dragon? Better get that suit of full plate with *ignan* properties back from the cleaners. Looking to take out the medusa? Better polish up that tower shield with *gaze protection* and bring along a bright light. Today's adventurer has an entire closet full of the latest fashions and state-of-the-art defenses.

But a great defense does not save the day unless coupled with a strong offense. Weapons of power are a necessity for the world's greatest heroes. That dragon deserves to taste the heavy head of a *wyrm hammer*, and that medusa could use a few chops from a trusted *jagged* weapon. Such are the tales sung by bards and penned by historians through the ages.

In 2001, Bastion Press gave you *Arms & Armor* for the third edition rules. Now, we present you with *Arms and Armor v3.5* for the revised rules and with that comes a wealth of readily useful content. Containing hundreds of new types of weapons, armor, and materials drawn from the open content of a multitude of sources along with original and never-before-seen material, this book offers longtime players new tools for adventure. Treasure troves never had it so good with the addition of scores of new magic items, ranging from useful tricks and gadgets to powerful constructs and artifacts. Game Masters seeking a surprise can turn to over a hundred new magical qualities for weapons and armor or consult a number of optional rules, each with the ability to add a new twist to long-standing games.

We remember the excitement of our first adventures, when every new magic item or device was something strange and new, something that both character and player had never seen before. We hope to rekindle that spirit of discovery within these pages.

How to use this book

A*rms and Armor v3.5* is divided into eleven distinct chapters designed to make it easier for quick reference purposes.

- **Chapter 1: Weapons** provides a complete listing of weapons. These represent the building blocks that can lead to great and powerful enchantments.
- **Chapter 2: Weapon Qualities** provides a comprehensive listing of magical weapon properties. Add these to your favored weapon to become truly fearsome in combat!
- **Chapter 3: Weapons of Valor** contains premade magical weapons ready for any campaign (including epic and artifact-level items). *GM Note:* Make sure to give some of these to the villains in the campaign as well!



- **Chapter 4: Armor** forms the heart of any defensive qualities and reinforcements. Heroes would be wise to invest in a strong defense (assuming they haven't spent all their gold on their new weapon).
- **Chapter 5: Armor Qualities** presents a comprehensive listing of magical armor and shield qualities. Defend yourself from attack by infusing your armor with unique powers and abilities.
- **Chapter 6: Armor of Gallantry** provides a listing of premade magical armors suitable for any campaign (including epic and artifact-level items).
- **Chapter 7: New Materials** gives new substances that can be added into the creation of magical weapons and armor.
- **Chapter 8: Artifacts & Legends** details items of power and legend, divine weapons, and some unique prestige classes that go along with them.
- **Chapter 9: Cursed Items** shows the darker side of magic creation.
- **Chapter 10: Martial Constructs** provides both players and game masters with constructs that are useful in any campaign world.

Everything within these pages is designed with a single purpose, to add more depth and character to your personal campaign world. Enjoy!

HONORABLE MENTION

Products mentioned in *Arms & Armor v3.5* are produced by Bastion Press. All of them are available at your favorite local gaming store or as a PDF download at www.rpgnow.com. None of the products referenced are required to use this book.

CHAPTER 1: WEAPONS



Weapons are the iconic signature of many stalwart warriors, sneaky rogues, and battle-hardened barbarians. Even the most spell-dependent wizard keeps some kind of martial weapon nearby to defend herself when spells fail and the call to arms is sounded. Holy clerics wield weapons favored by their gods, and many unique holy weapons, from *holy avengers* to *maces of disruption*, are highly sought after by the faithful of many religions.

Clever players looking for more weapons for their heroes might seek other weapons not listed in the standard resources. From brass knuckles to the wind and fire wheel, these weapons represent additional options for heroes looking to add some flair and personality to the mystique surrounding their adventuring exploits.

Categories



Weapons are grouped into several interlocking sets of categories. These categories pertain to what training is needed to become proficient in a weapon's use (simple, martial, or exotic), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed, or two-handed), and its size (Small, Medium, or Large).

Simple, Martial, and Exotic Weapons: Anybody but a druid, monk, rogue, or wizard is proficient with all simple weapons. Barbarians, fighters, paladins, and rangers are proficient with all simple and all martial weapons. Characters of other classes are proficient with an assortment of mainly simple weapons and possibly also some martial or even exotic weapons. A character that uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls.

Melee and Ranged Weapons: Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

Reach Weapons: Glaives, guisarmes, lances, longspears, ranseurs, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him or her. Most reach weapons double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

Double Weapons: Dire flails, dwarven urgroshes, gnome hooked hammers, orc double axes, quarterstaves, and two-bladed swords are double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons, but he or

she incurs all the normal attack penalties associated with two-weapon combat, just as though the character were wielding a one-handed weapon and a light weapon.

The character can also choose to use a double weapon two handed, attacking with only one end of it. A creature wielding a double weapon in one hand can't use it as a double weapon — only one end of the weapon can be used in any given round.

Thrown Weapons: Daggers, clubs, short spears, spears, darts, javelins, throwing axes, light hammers, tridents, shuriken, and nets are thrown weapons. The wielder applies his or her Strength modifier to damage dealt by thrown weapons (except for splash weapons). It is possible to throw a weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a numeric entry in the Range Increment column on Table: Weapons), but a character that does so takes a -4 penalty on the attack roll. Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.

Projectile Weapons: Light crossbows, slings, heavy crossbows, shortbows, composite shortbows, longbows, composite longbows, hand crossbows, and repeating crossbows are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). A character gets no Strength bonus on damage rolls with a projectile weapon unless it's a specially built composite shortbow, specially built composite longbow, or sling. If the character has a penalty for low Strength, apply it to damage rolls when he or she uses a bow or a sling.

Ammunition: Projectile weapons use ammunition: arrows (for bows), bolts (for crossbows), or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them (see Masterwork Weapons), and what happens to them after they are thrown.

Light, One-Handed, and Two-Handed Melee Weapons: This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a one-handed weapon, or a two-handed weapon.

Light: A light weapon is easier to use in one's off hand than a one-handed weapon is, and it can be used while grappling. A light weapon is used in one hand. Add the wielder's Strength bonus (if any) to damage rolls for melee attacks with a light weap-



TABLE 1.1: WEAPONS

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Unarmed Attacks							
Angon	2 gp	1d4	2d4	19-20/x2	20 ft.	3 lb.	P
Brass knuckles	5 sp	1d3	1d4	x2	—	1 lb.	B
Chain, ladies'	5 gp	1d2	1d3	x2	—	¼ lb.	B
Gauntlet	2 gp	1d2	1d3	x2	—	1 lb.	B
Knife, push	1 gp	1d2	1d3	x3	—	½ lb.	P
Razor, fixed	3 sp	1d2	1d3	x2	—	½ lb.	S
Unarmed strike	—	1d3 ³	1d3 ³	x2	—	—	B
Light Melee Weapons							
Claws of the weasel	5 gp	1d3	1d4	x4	—	1 lb.	P
Comb, iron	2 gp	1d3	1d4	x3	—	1 lb.	P
Dagger	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	P or S
Dagger, carvet	40 gp	1d3+1	1d4+1	19-20/x2	10 ft.	1 lb.	P
Dagger, leeching	10 gp	1d3	1d4	19-20/x2	—	1 lb.	P
Dagger, punching	2 gp	1d3	1d4	x3	—	1 lb.	P
Dagger, Ta Mo	6 gp	1d3	1d4	19-20/x2	10 ft.	2 lb.	P
Dirk	2 gp	1d3	1d4	19-20/x2	—	1 lb.	P
Gaff	2 gp	1d4	1d4	x3	—	1 lb.	P
Garrote, wire	2 sp	1d2	1d2	—	—	¼ lb.	S
Gauntlet, spiked	5 gp	1d3	1d4	x2	—	1 lb.	P
Gutblade	5 gp	1d3	1d4	18-20/x2	—	1 lb.	P
Knife, black	2 gp	1d2	1d3	19-20/x2	—	½ lb.	P
Mace, light	5 gp	1d4	1d6	x2	—	4 lb.	B
Sickle	6 gp	1d4	1d6	x2	—	2 lb.	S
Stiletto	4 gp	1d3	1d4	19-20/x2	—	1 lb.	P
One-Handed Melee Weapons							
Claw, fighting	5 gp	1d4	1d6	x3	—	2 lb.	P
Club	—	1d4	1d6	x2	10 ft.	3 lb.	B
Flute, iron	5 gp	1d3	1d4	x2	—	1 lb.	B
Mace, chained ⁶	75 gp	1d6	1d8	x2	—	12 lb.	B
Mace, heavy	12 gp	1d6	1d8	x2	—	8 lb.	B
Machete	5 gp	1d4	1d6	x2	10 ft.	2 lb.	S
Morningstar	8 gp	1d6	1d8	x2	—	6 lb.	B or P
Pilam	2 gp	1d4	1d6	x3	20 ft.	4 lb.	P
Pipe, iron	5 gp	1d4	1d6	x2	—	2 lb.	B
Shortspear	1 gp	1d4	1d6	x2	20 ft.	3 lb.	P
Two-Handed Melee Weapons							
Hammer, golden melon	15 gp	1d6	1d8	x3	—	14 lb.	B
Longspear ⁴	5 gp	1d6	1d8	x3	—	9 lb.	P
Mace, two-handed	20 gp	1d8	1d10	19-20/x2	—	15 lb.	B
Quarterstaff ²	—	1d4/1d4	1d6/1d6	x2	—	4 lb.	B
Rake	10 gp	1d6	1d8	x3	—	7 lb.	B or P
Spear	2 gp	1d6	1d8	x3	20 ft.	6 lb.	P
Staff, lashing	3 gp	1d6	1d8	x2	—	5 lb.	B
Staff, spike ⁵	20 gp	1d4/1d4	1d6/1d6	x2	—	6 lb.	B
Staff, telescopic ⁵	85 gp	1d4/1d4	1d6/1d6	x2	—	5 lb.	B
Staff-Spear ⁵	45 gp	1d4/1d4	1d6/1d6	x2	—	5 lb.	B or P
Ranged Weapons							
Bolt, hollow crossbow (10)	25 gp	1d4	1d4	x2	—	1 lb.	P
Crossbow, heavy	50 gp	1d8	1d10	19-20/x2	120 ft.	8 lb.	P
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, light	35 gp	1d6	1d8	19-20/x2	80 ft.	4 lb.	P
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Dart	5 sp	1d3	1d4	x2	20 ft.	½ lb.	P
Javelin	1 gp	1d4	1d6	x2	30 ft.	2 lb.	P
Javelin, star-bite	310 gp	2d4	2d6	19-20/x3	20 ft.	3 lb.	P
Knife, throwing	1 gp	1d2	1d3	x2	10 ft.	½ lb.	P
Sandsling	2 gp	—	—	—	15 ft.	1 lb.	—
Sling	—	1d3	1d4	x2	50 ft.	0 lb.	B
Bullets, sling (10)	1 sp	—	—	—	—	5 lb.	—
Bullets, spiked (10)	5 sp	1d3+1	1d4+1	x2	—	5 lb.	B
Sling shuriken (20) ⁷	5 gp	1d4	1d4	x3	—	6 lb.	S
Stones, stun (20) ⁷	1 gp	1d4	1d4	x2	-10 ft.	5 lb.	B
Thrower, javelin	2 gp	—	—	—	—	2 lb.	—
Martial Weapons							
Light Melee Weapons							
Axe, throwing	8 gp	1d4	1d6	x2	10 ft.	2 lb.	S
Bushknife	10 gp	1d6	1d6	19-20/x2	—	4 lb.	S
Hammer, light	1 gp	1d3	1d4	x2	20 ft.	2 lb.	B
Handaxe	6 gp	1d4	1d6	x3	—	3 lb.	S
Kukri	27 gp	1d4+1	1d6+1	18-20/x2	—	2 lb.	S
Pick, light	4 gp	1d3	1d4	x4	—	3 lb.	P
Saber, fencing	20 gp	1d4	1d6	18-20/x2	—	3 lb.	P
Sap	1 gp	1d3 ³	1d6 ³	x2	—	2 lb.	B
Shield, light	Special	1d2	1d3	x2	—	Special	B
Spade, duck	15 gp	1d4	1d6	19-20/x2	—	3 lb.	S

Martial Weapons (Continued)	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Spiked armor	Special	1d4	1d6	x2	—	Special	P
Spiked shield, light	Special	1d3	1d4	x2	—	Special	P
Sword, cinqueda	15 gp	1d4	2d3	x3	—	3 lb.	P
Sword, short	10 gp	1d4	1d6	19-20/x2	—	2 lb.	P
One-Handed Melee Weapons							
Backsword, basket-hilted	20 gp	1d4/1d3	1d6/1d4	18-20/x2	—	6 lb.	S or B
Battleaxe	10 gp	1d6	1d8	x3	—	6 lb.	S
Blade, fanged	450 gp	1d6+1	1d8+1	19-20/x2	—	3 lb.	S
Flail	8 gp	1d6	1d8	x2	—	5 lb.	B
Longsword	15 gp	1d6	1d8	19-20/x2	—	4 lb.	S
Pick, heavy	8 gp	1d4	1d6	x4	—	6 lb.	P
Pick, rafter's-unextended	250 gp	1d3	1d4	x4	—	8 lb.	P
Rapier	20 gp	1d4	1d6	18-20/x2	—	2 lb.	P
Scimitar	15 gp	1d4	1d6	18-20/x2	—	4 lb.	S
Shield, heavy	special	1d3	1d4	x2	—	special	B
Spiked shield, heavy	special	1d4	1d6	x2	—	special	P
Straightsword	20 gp	1d4	1d6	19-20/x2	—	2 lb.	S or P
Sword, dadao	25 gp	1d4	1d6	19-20/x3	—	5 lb.	S
Sword, schiavona	25 gp	1d6	1d8	18-20/x2	—	3 lb.	P or S
Trident	15 gp	1d6	1d8	x2	10 ft.	4 lb.	P
Warhammer	12 gp	1d6	1d8	x3	—	5 lb.	B
Two-Handed Melee Weapons							
Axe, widowmaker	35 gp	1d10	1d12	19-20/x3	—	25 lb.	S
Bardiche	30 gp	1d8	1d10	19-20/x2	—	9 lb.	S
Claw, zhua	15 gp	1d6	1d8	x2	—	7 lb.	S
Cleaver, nightingale	35 gp	1d8	1d10	18-20/x2	—	20 lb.	S
Club, wolf teeth	8 gp	1d6	1d8	x3	—	5 lb.	B and P
Cudgel, monk's	12 gp	2d3	2d4	x2	—	13 lb.	B
Dragon whisker fork ⁶	20 gp	2d3	2d4	x2	20 ft.	7 lb.	P
Falchion	75 gp	1d6	2d4	18-20/x2	—	8 lb.	S
Fork, tiger	15 gp	1d8	1d10	x2	20 ft.	15 lb.	P
Fork, war	20 gp	1d10	1d12	19-20/x2	—	15 lb.	P and S
Gae bolga	20 gp	1d6	1d8	x3	15 ft.	10 lb.	P
Glaive ⁴	8 gp	1d8	1d10	x3	—	10 lb.	S
Greataxe	20 gp	1d10	1d12	x3	—	12 lb.	S
Greatclub	5 gp	1d8	1d10	x2	—	8 lb.	B
Flail, heavy	15 gp	1d8	1d10	19-20/x2	—	10 lb.	B
Greatsword	50 gp	1d10	2d6	19-20/x2	—	8 lb.	S
Greatsword, angel's blade	150 gp	1d10	2d6	19-20/x2	—	8 lb.	S
Adamantine strip	500 gp	—	—	—	—	—	—
Cold iron strip	75 gp	—	—	—	—	—	—
Silver strip	200 gp	—	—	—	—	—	—
Greatsword, weighted	80 gp	1d12	2d8	18-20/x2	—	12 lb.	S
Guisarme ⁴	9 gp	1d6	2d4	x3	—	12 lb.	S
Halberd	10 gp	1d8	1d10	x3	—	12 lb.	P or S
Hammer, double ⁵	150 gp	1d6/1d6	1d8/1d8	x3	—	35 lb.	B
Lance ⁴	10 gp	1d6	1d8	x3	—	10 lb.	P
Maul, bladed	9 gp	1d8	1d10	x2	—	10 lb.	B or S
Maul, ogre	70 gp	1d10	2d8	19-20/x3	—	50 lb.	B or P
Pick, rafter's-extended ⁴	250 gp	1d6	1d8	x3	—	8 lb.	P
Pike	7 gp	1d6	1d8	x3	—	13 lb.	P
Polearm, gold coin spade	20 gp	1d6	1d8	x2	—	7 lb.	B or S
Polearm, great pole axe ⁴	50 gp	1d6	1d8	x3	—	25 lb.	P or S
Polearm, poleaxe	20 gp	1d6	1d8	x2	—	12 lb.	B, P, S
Ranseur ⁴	10 gp	1d6	2d4	x3	—	12 lb.	P
Scythe	18 gp	1d6	2d4	x4	—	10 lb.	P or S
Spear, hooked ⁶	4 gp	1d6	1d8	x3	20 ft.	5 lb.	P
Spear, wolf ⁴	20 gp	1d6	1d8	x3	—	20 lb.	P
Staff, battle	10 gp	1d6/1d6	1d8/1d8	x2	—	15 lb.	B
Sword, claymore	60 gp	1d10	1d12	19-20/x2	—	15 lb.	S
Sword, executioner's	75 gp	1d10	1d12	x4	—	18 lb.	S
Sword, ghost head	80 gp	1d8	1d10	18-20/x2	—	17 lb.	S
Ranged Weapons							
Arrows, alchemical (5)	50 gp	1	1	x2	½ distance	1 lb.	B or P
Arrows, axehead (20) ⁷	5 gp	—	—	x2	Per bow	7 lb.	P
Arrows, barbed (20)	2 gp	1d6	1d8	19-20/x2	Per bow	3 lb.	P
Arrows, grappling (5)	50 gp	—	1d4	x2	½ distance	3 lb.	P
Arrows, hollow (20)	25 gp	1d4	1d4	x2	—	3 lb.	P
Arrows, ironshod (20) ⁷	10 gp	1d8	1d10	19-20/x3	-60 ft.	20 lb.	P
Arrows, lung puncture (20) ⁷	4 gp	-1	-1	x2	-20 ft.	2 lb.	P
Arrows, penetrating (20) ⁷	3 gp	—	—	18-20/x3	-30 ft.	9 lb.	P
Arrows, piercing (20)	2 gp	1d6	1d8	x3	Per bow	3 lb.	P
Arrows, sonic (5)	10 gp	1d2	1d3	x2	Per bow	3 lb.	P
Bow, double recurve	120gp	1d6	1d8	x3	100 ft.	3 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Bow, light war	45 gp	1d4	1d6	x3	60 ft.	2 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Launcher, flask	50 gp	—	—	19-20/x2	60 ft.	8 lb.	S



Martial Weapons (Continued)	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Longbow	75 gp	1d6	1d8	x3	100 ft.	3 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Longbow, composite	100 gp	1d6	1d8	x3	110 ft.	3 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow	30 gp	1d4	1d6	x3	60 ft.	2 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow, composite	75 gp	1d4	1d6	x3	70 ft.	2 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Exotic Weapons							
<i>Light Melee Weapons</i>							
Brush, judge's	2 gp	1d3	1d3	x2	10 ft.	½ lb.	P
Dagger, ribbon	1 gp	1d2	1d3	x2	20 ft.	2 lb.	P
Dagger, triple-bladed	45 gp	1d4	1d6	18-20/x2	—	3 lb.	P or S
Degger	4 gp	1d4	1d6	19-20/x2	—	2 lb.	P
Glove, cat	5 gp	1d3	1d4	x2	—	2 lb.	S
Hairpin, poisoned	15 gp	1d2	1d2	x2	—	.1 lb.	P
Horncaps, serrated	75 gp	1d10	1d10	19-20/x2	—	5 lb.	S
Kama	2 gp	1d4	1d6	x2	—	2 lb.	S
Knife, elven long	40 gp	1d3	1d4	18-20/x2	10 ft.	2 lb.	P or S
Nunchaku	2 gp	1d4	1d6	x2	—	2 lb.	B
Piercer, emei	2 gp	1d2	1d3	x3	—	½ lb.	P
Sai	1 gp	1d3	1d4	x2	10 ft.	1 lb.	B
Siangham	3 gp	1d4	1d6	x2	—	1 lb.	P
<i>One-Handed Melee Weapons</i>							
Blade, duck	12 gp	1d4	1d6	x3	—	2 lb.	S
Blade, rooster	16 gp	1d4	1d6	x3	—	2 lb.	P
Bracerblade	20 gp	1d3	1d4	x2	—	4 lb.	S
Buckler, bladed	20 gp	1d4	1d6	x2	—	6 lb.	S
Buckler-blade	30 gp	1d3	1d4	x3	—	6 lb.	P
Chain, scarf ⁶	10 gp	1d4/1d4	1d4/1d4	x3	—	1 lb.	S
Chainblade ⁴	300 gp	1d6	1d8	17-20/x2	—	6 lb.	S
Claw, double flying	18 gp	1d8	1d10	x2	—	4 lb.	S
Gauntlet, battle	25 gp	1d4	1d6	x2	—	5 lb.	B
Gauntlet, sword	55 gp	1d4	1d6	19-20/x2	—	3 lb.	P
Halberd, horse	5 gp	1d4	1d6	x2	—	2 lb.	P
Hokk ⁶	10 gp	1d4	1d6	x3	—	3 lb.	S
Hook, combat ⁶	10 gp	1d4	1d6	x3	—	3 lb.	P
Mace, ox head	15 gp	1d6	1d8	x3	—	12 lb.	B
Ring blade	25 gp	1d4	1d6	x2	—	4 lb.	S
Ring, snake	14 gp	1d4	1d4	19-20/x2	—	2 lb.	P or S
Spear, elven light	15 gp	1d6	1d8	x2	20 ft.	4 lb.	P
Sword, bastard	35 gp	1d8	1d10	19-20/x2	—	6 lb.	S
Sword, katana	400 gp	1d8	1d10	19-20/x2	—	6 lb.	S
Sword, rang blade	120 gp	1d6	1d8	19-20/x2	30 ft.	2 lb.	S
Sword, tiger hook ⁶	15 gp	1d4	1d6	19-20/x2	—	3 lb.	P or S
Sword, unicorn horn	15 gp	1d4	1d6	19-20/x2	—	2 lb.	S
Waraxe, dwarven	30 gp	1d8	1d10	x3	—	8 lb.	S
Wheel, wind and fire	16 gp	1d4	1d6	x3	—	2 lb.	S
Whip ⁴	1 gp	1d2 ³	1d3 ³	x2	—	2 lb.	S
Whip, mantichore tail ⁴	50 gp	1d3 + poison	1d3 + poison	19-20/x2	10 ft. (max)	2 lb.	S
<i>Two-Handed Melee Weapons</i>							
Axe, battering	200 gp	—	3d6	x3	—	40 lb.	P and S
Axe, bloodaxe	50 gp	1d12	2d8	x3	—	20 lb.	S
Axe, chained ⁶	15 gp	1d6	1d8	x3	—	15 lb.	S
Axe, crushing ⁵	75 gp	1d6/1d6	1d8/1d8	x3/x2	—	25 lb.	B and S
Axe, double-chained ⁶	30 gp	1d6/1d6	1d8/1d8	x3	—	20 lb.	S
Axe, double-headed	40 gp	1d8	1d10	x3	—	15 lb.	S
Axe, elephant ⁴	40 gp	—	1d12	x4	—	25 lb.	S
Axe, hooked ⁶	35 gp	1d6	1d8	x3	—	15 lb.	S
Axe, orc double ⁵	60 gp	1d6/1d6	1d8/1d8	x3	—	15 lb.	S
Axe-Hammer	55 gp	1d6/1d6	1d8/1d8	x3	—	8 lb.	B and S
Battlehammer, dwarven	40 gp	1d8	1d10	x3	—	20 lb.	B
Blade, water parting	12 gp	1d4	1d6	19-20/x2	—	3 lb.	S
Bladeharp ⁵	150 gp	1d6/1d6	1d8/1d8	19-20/x2	—	20 lb.	S
Bladestaff	20 gp	1d4/1d6	1d6/2d4	x2	—	8 lb.	B or S
Chain, balled ^{5,6}	20 gp	1d6/1d6	1d8/1d8	x2	—	18 lb.	B and P
Chain, dragon head ⁶	10 gp	1d4/1d4	1d4/1d4	x2	—	3 lb.	B or P
Chain, spiked ⁴	25 gp	1d6	2d4	x2	—	10 lb.	P
Flail, dire ⁵	90 gp	1d6/1d6	1d8/1d8	x2	—	10 lb.	B
Flail, hook ⁶	15 gp	1d6	1d8	19-20/x2	—	20 lb.	B or S
Flying weight ^{4,6}	5 gp	1d4	1d6	19-20/x2	10 ft.	1½ lb.	B
Hammer, gnome hooked ⁵	20 gp	1d6/1d4	1d8/1d6	x3/x4	—	6 lb.	B and P
Hook, nine teeth ⁶	18 gp	1d4	1d6	x3	—	3 lb.	P or S
Lance, sky	1,060 gp	1d10	1d12	x3	—	10 lb.	P
Mace, double ⁵	70 gp	1d6/1d6	1d8/1d8	x2	—	22 lb.	B
Pike, dwarven charge breaker ⁴	70 gp	2d4	2d4	x3	—	1 lb.	P

Exotic Weapons (Continued)	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Polearm, heaven lotus phoenix tail ^{4,5}	150 gp	1d6/1d6	1d8/1d8	x3	20 ft.	11 lb.	P and S
Polearm, horse hacking ⁵	30 gp	1d4/1d3	1d6/1d4	x2	—	8 lb.	B and S
Polearm, pen ⁴	15 gp	1d4	1d6	18-20/x2	—	5 lb.	P
Sickle, four section	12 gp	1d6	2d4	x3	—	11 lb.	B or S
Slave catcher ^{5,6}	25gp	1d3/d3	1d4/1d4	x2	15 ft.	8 lb.	B
Spade, monk's ^{5,6}	30 gp	1d8/1d6	1d10/2d4	x2	—	11 lb.	S
Spear, bane ⁵	50 gp	1d6/1d6	1d8/1d8	x3/x2	20 ft.	7 lb.	B and P
Spear, double-headed	5 gp	1d6/1d6	1d8/1d8	x3	20 ft.	6 lb.	P
Spear, jump	8 gp	1d6	1d8	x3	—	7 lb.	P
Stone, meteor hammer ^{4,5,6}	8 gp	1d4/1d4	1d6/1d6	19-20/x2	—	3 lb.	B
Stone, mother and son hammer ^{4,5,6}	7 gp	1d6/1d6	1d8/1d8	19-20/x2	—	7 lb.	B
Sword, cicada wing ⁵	120 gp	1d4/1d4	1d6/1d6	19-20/x2	—	10 lb.	S
Sword, double-bladed	60 gp	1d8	1d10	19-20/x2	—	8 lb.	S
Sword, double short ⁵	30 gp	1d4/1d4	1d6/1d6	19-20/x2	—	5 lb.	P
Sword, heaven and earth, sun and moon ⁵	120 gp	1d4/1d4	1d6/1d6	19-20/x2	—	10 lb.	S
Sword, pole ⁶	10 gp	1d6	1d8	19-20/x2	5 ft.	5 lb.	S
Sword, ribbon ⁶	15 gp	1d6	1d8	x3	—	3 lb.	S
Sword, two-bladed ⁵	100 gp	1d6/1d6	1d8/1d8	19-20/x2	—	10 lb.	S
Sword, war cleaver	50 gp	2d3	2d4	19-20/x2	—	10 lb.	S
Urgrosh, dwarven ⁵	50 gp	1d6/1d4	1d8/1d6	x3	—	12 lb.	S or P
Warhammer, war maul	75 gp	1d12	2d8	x3	—	30 lb.	B
Ranged Weapons							
Blowgun	1 gp	—	—	—	30 ft.	½ lb.	P
Blowgun darts (10)	1 sp	1	1	x2	—	.1 lb.	—
Blowgun, mini	5 sp	—	—	—	10 ft.	.3 lb.	P
Blowgun darts (10)	1 sp	1	1	x2	—	.1 lb.	—
Bolas	5 gp	1d3 ³	1d4 ³	x2	10 ft.	2 lb.	B
Cloak, dueling	15 gp	—	—	—	10 ft.	3 lb.	—
Crossbow, dual	150 gp	1d6	1d8	19-20/x2	80 ft.	9 lb.	P
Bolts (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, hand	100 gp	1d3	1d4	19-20/x2	30 ft.	2 lb.	P
Bolts (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, repeating hand	350 gp	1d4	1d4	19-20/x2	30 ft.	4 lb.	P
3-bolt clip (3 bolts)	5 sp	—	—	—	—	1 lb.	—
5-bolt clip (5 bolts)	1 gp	—	—	—	—	1 lb.	—
10-bolt clip (10 bolts)	2 gp	—	—	—	—	1 lb.	—
Crossbow, repeating heavy	400 gp	1d8	1d10	19-20/x2	120 ft.	12 lb.	P
Bolts (5)	1 gp	—	—	—	—	1 lb.	—
Crossbow, repeating light	250 gp	1d6	1d8	19-20/x2	80 ft.	6 lb.	P
Bolts (5)	1 gp	—	—	—	—	1 lb.	—
Crossbow, triple-threat	80 gp	1d8	1d10	19-20/x2	100 ft.	15 lb.	P
Bolts (12)	3 gp	—	—	—	—	1 lb.	—
Flutegun	15 gp	—	—	—	30 ft.	3 lb.	P
Greatbow	250 gp	1d8	1d10	x3	90ft.	5 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Greatbow, composite	325 gp	1d8	1d10	x3	10 ft.	5 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Harpoon	100 gp	1d10	1d12	19-20/x2	60 ft.	15 lb.	P
Harpoon spear	5 gp	—	—	—	—	5 lb.	—
Launcher, razor disk	1 gp	1d8	1d10	19-20/x2	30 ft.	2 lb.	S
Razor disk (5)	5 gp	—	—	—	—	1 lb.	—
Longbow, horse archer's	135 gp	1d6	1d8	x3	120 ft.	3 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Longbow, horse archer's composite	160 gp	1d6	1d8	x3	130 ft.	3 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow, horse archer's	90 gp	1d4	1d6	x3	80 ft.	2 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow, horse archer's composite	135 gp	1d4	1d6	x3	90 ft.	2 lb.	P
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Net	20 gp	—	—	—	10 ft.	6 lb.	—
Shuriken (5)	1 gp	1	1d2	x2	10 ft.	½ lb.	P
Slingstick, halfling	10 gp	1d4	1d4	x2	50 ft.	1 lb.	B

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

² When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or." B=Bludgeoning, P=Piercing, S=Slashing.

³ The weapon deals nonlethal damage rather than lethal damage.

⁴ Reach weapon.

⁵ Double weapon.

⁶ May be used in making Trip attempts

⁷ This ammunition alters the base weapon's normal range and/or damage

on if it's used in the primary hand, or one-half the wielder's Strength bonus if it's used in the off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielder's primary hand only. An unarmed strike is always considered a light weapon.

One-Handed: A one-handed weapon can be used in either the primary hand or the off hand. Add the wielder's Strength bonus to damage rolls for melee attacks with a one-handed weapon if it's used in the primary hand, or ½ his or her Strength bonus if it's used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1½ times the character's Strength bonus to damage rolls.

Two-Handed: Two hands are required to use a two-handed melee weapon effectively. Apply 1½ times the character's Strength bonus to damage rolls for melee attacks with such a weapon.

Weapon Size: Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed.

A weapon's size category isn't the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder, and a two-handed weapon is an object of the same size category as the wielder.

Inappropriately Sized Weapons: A creature can't make optimum use of a weapon that isn't properly sized for it. A cumulative -2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of its actual wielder. If the creature isn't proficient with the weapon a -4 nonproficiency penalty also applies.

The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. If a weapon's designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can't wield the weapon at all.

Improvised Weapons: Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it and takes a -4 penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

Qualities

Here is the format for weapon entries (given as column headings on **Table 1:1: Weapons**).

Cost: This value is the weapon's cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon.

This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

Damage: The Damage columns give the damage dealt by the weapon on a successful hit. The column labeled "Dmg (S)" is for Small weapons. The column labeled "Dmg (M)" is for Medium weapons. If two damage ranges are given then the weapon is a double weapon. Use the second damage figure given for the double weapon's extra attack. Table: Tiny and Large Weapon Damage gives weapon damage values for weapons of those sizes.

TABLE 1.2: WEAPON DAMAGE

Medium Weapon Damage	Tiny Weapon Damage	Large Weapon Damage
1d2	—	1d3
1d3	1	1d4
1d4	1d2	1d6
1d6	1d3	1d8
1d8	1d4	2d6
1d10	1d6	2d8
1d12	1d8	3d6
2d4	1d4	2d6
2d6	1d8	3d6
2d8	1d10	3d8
2d10	2d6	4d8

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together.

Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

x2: The weapon deals double damage on a critical hit.

x3: The weapon deals triple damage on a critical hit.

x3/x4: One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.

x4: The weapon deals quadruple damage on a critical hit.

19–20/x2: The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 19–20.)

18–20/x2: The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 18–20.)

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Weight: This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons and double it for Large weapons.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Special: Some weapons have special features. See the weapon descriptions for details.

Weapon Descriptions

This section describes a variety of nonmagical weaponry. Refer to **Table 1.1: Weapons** for the statistics for these items.

Angon: This is a barbed javelin intended for throwing. Like a typical javelin, it can be used in melee combat, but not nearly as well (suffering -4 to melee attack rolls). The head of the javelin is characterized by a number of vicious barbs that inflict terrible wounds. When a critical hit is scored, the angon has become imbedded in the victim. This hinders combat (-2 to all actions until removed), but ripping the offending weapon out of a body causes an additional 2d4 points of damage. Extracting an angon is even challenging for a skilled healer: a successful heal check (DC 15) inflicts only 1d4 points of damage to the victim, while a DC 20 roll results in a clean removal without further damage.

Arrow: An arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Arrow, Alchemical: The heads of these arrows are made from a pointed glass vial. The vial is made from a thin glass designed to break upon impact. A successful ranged touch attack accomplishes this goal, as well as dealing 1 point of damage. The vial may be filled with one of a wide variety of alchemical substances. A Craft (Alchemy) check must be made with a DC of 18 to properly create an alchemical arrow. It has half the normal range increment. There

is no chance to recover a missed arrow, as it breaks upon impacting anything.

Arrow, Axehead: This arrow has a small curved blade affixed to the head of the shaft. In addition to causing Slashing damage instead of Piercing damage, axehead arrows may be used to cut strings, ropes or vines from distance.

Arrow, Barbed: While similar in size and weight to the traditional arrows used in warfare, these arrows are more likely to inflict a critical hit on the target.

Arrow, Grappling: The head of this arrow was probably developed by some ingenious gnome. It consists of two steel blades on a center pin, which are designed to spring out once fired from the bow. The shaft of this arrow is reinforced to hold 250 lbs. The arrow has half the normal range increment. A ranged attack is made with an AC of the target being 15.

Arrow, Hollow: These appear to be normal arrows or crossbow bolts, but the shaft has been hollowed and waxed, allowing it to contain two doses of poison. When it hits its target, the shaft shatters and delivers the poison. Damage is reduced by the lighter weight and construction.

Arrow, Ironshod: The shaft of this arrow is composed of solid steel or cold iron, making it very heavy—so much that these arrows can only be fired from a composite longbow with a Strength rating of +2 or better. Even then the arrow's range is greatly diminished, but it possesses great penetrating power.

Arrow, Lung Puncture: Often crafted from bamboo, this hollow arrow has an extremely narrow point designed to penetrate bone. Short-ranged, prone to breakage, and not particularly lethal, few warriors choose to use it. In the hands of a skilled archer, it is quite deadly and capable of penetrating into the lungs and creating sucking chest wounds—the air quite literally seeping from the organ through the hollow weapon. A character scoring a critical hit inflicts no additional damage, but inflicts 1d6 points of temporary Constitution damage. Unless the victim makes a Fortitude save (DC 10 + archer's ranged attack bonus), the target begins to feel his breath literally slip away (see the Drowning rules in the *DMG*). Preventing a character from expiring in such a manner requires a successful Heal check (DC 20), or the removal of the arrow and some manner of healing magic.

Arrow, Penetrating: This mithral arrow is weighted to rotate tightly in flight. The result is devastating, allowing a small band of archers to literally rip to shreds advancing columns of enemy troops. On a critical hit, the penetrating arrow does triple damage and rips right through the victim, continuing on its flight. The archer may make another attack roll to hit a second foe in the immediate flight path and not further than 10 ft. behind the first victim. The arrow cannot penetrate through a second victim, even if the attack roll should result in a second critical hit.

TABLE 1.3: ALCHEMICAL ARROWS

Arrows	Description
Acid	This highly concentrated acid delivers 1d6 points of acid damage upon impact. It continues to deliver an additional 1d4 points of damage until the target takes one full round to wipe it off. If left untreated, a typical acid can burn for 3d4 rounds before dissipating naturally.
Adhesive	This arrow is extremely useful when combined with a rope behind pulled behind it as it flies to its target. Upon impact, the adhesive property effectively glues the arrow to its target. This adhesive can support up to 300 lbs. It requires a Strength Check (DC 20) to pull it free.
Oil	This arrow has multiple uses. If three or more strike a single target, that target must make a Balance Check DC 12 before doing anything that round or fall. If a thin cloth is wrapped around the vial and lit on fire, it explodes in a flash upon impact. The target takes 1d6 points of fire damage and must make a Reflex Save (DC 15) or be blinded for 1d3 rounds. It continues to burn for 1d4 points of damage for the next two rounds until the oil is consumed.
Poison	These vials can contain a gas or contact version of any poison that is available in these forms. Refer to the <i>DMG</i> or <i>Pale Designs: A Poisoner's Handbook (BAS-1007)</i> for more information on the effects of various poisons.

Unfortunately, the weight of the arrow and the trajectory at which it must be fired in order to score penetrating hits greatly reduces its effective range.

Arrow, Piercing: The piercing arrowhead is a four-inch long, stiletto-like design, which allows the blade to pass through some types of armor far more easily than conventional broad heads. When used against padded, leather, studded leather, scale, or chainmail armor, these arrows gain a +2 circumstance bonus to hit. This bonus does not apply to damage.

Arrow, Sonic: The head of this arrow is a three-inch-long cylinder that's about ½ inch thick. The cylinder is hollowed out with a variety of holes allowing air to pass through them. Depending on the type of holes, a wide range of sound can be produced. A Craft (Musical Instrument) check needs to be made (DC 15) to produce a proper sounding sonic arrow. These arrows are primarily fired off to warn all within earshot of it. The arrows can be made to sound like a variety of animal sounds. A Craft (Musical Instrument) check (DC 18) needs to be made to accomplish this. Expert crafters have been known to make a version of this arrow that whines at such an intense pitch. All who hear it must make a Reflex save (DC 15) to cover their ears or be -1 to hit, damage and skill check due to loss of balance, minor pain and nausea for 1d3 rounds.

Axe, Bloodaxe: A bloodaxe is a massive double-bladed battleaxe that is too large for a Medium-size creature to use with two hands without special training; thus, it is an exotic weapon. Medium creatures cannot use a bloodaxe one-handed at all. A large creature can use the axe with two hands as a martial

weapon, or it could use the bloodaxe with one hand, but would be assessed the standard -4 non-proficiency penalty to its attack rolls. A Large creature with the Exotic Weapon Proficiency feat can use the bloodaxe in one hand without penalty. The weapon gets its name from its ability to cut most human-sized creatures in half with one swing.

Axe, Chained: The chained axe is a double-bladed axe-head attached to a haft by a length of chain. Similar to the flail, this weapon requires more precision to strike with the edges of the axe. Wielders get a +2 bonus on their opposed attack roll when attempting to disarm an enemy (including the roll to avoid being disarmed if they fail to disarm their enemy).

This weapon can also be used to make trip attacks. If tripped during their own trip attempt, characters can drop the chained axe to negate being tripped themselves.

Axe, Crushing: A crushing axe is a double weapon, consisting of strong shaft with a heavy battleaxe blade at one end and a heavy mace head at the other. A crushing axe can be used as a double weapon, incurring all the penalties of fighting with a one-handed weapon and light weapon. A creature using a double weapon in one hand, such as an ogre using a crushing axe, cannot use it as a double weapon.

Axe, Double Chained: The double-chained axe is a long haft with a chain axe attached to either end. It may be used as a double weapon, but the user incurs all the normal attack penalties for fighting with two weapons, as if he were using a one-handed weapon and a light weapon. The double-chained axe may not be used as a double weapon if wielded in one hand.

This axe provides a +2 bonus on opposed attack rolls when attempting to disarm an enemy (including the roll to avoid being disarmed if the character fails to disarm his enemy).

This weapon can make trip attacks. If tripped during a trip attempt, the wielder can drop the chained axe to avoid being tripped themselves.

Axe, Double-Headed: This unusual battleaxe has two axe-heads, both oriented in the same direction so that 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, and a Large creature can use it one-handed in the same way.

Axe, Elephant: This is a huge axe with a crescent-moon shaped blade, and is specifically designed for hamstringing elephants, though it is capable of delivering devastating wounds against any sort of foe. The weapon is quite intimidating, and is often decorated to make it look even more menacing. It is not uncommon to find elephant axes adorned with tassels, the skulls of small animals, and horrific engravings.

Elephant axes are capable of inflicting grievous critical hits. Unfortunately, they are so close to being Huge weapons that any Medium-sized user suffers a -4 attack penalty when wielding one, and a Large user suffers a -4 attack penalty when attempting to use it one-handed. The elephant axe has a 10 ft. reach, allowing the wielder to use it with relative safety against massive foes such as elephants, dinosaurs, dragons, and the like.

Axe, Hooked: This single-bladed axe has a curved metal hook on the opposite side, allowing you to make trip attacks with the weapon. If you are tripped during your own trip attempt, you may drop the axe in order to avoid being tripped yourself.

Axe, Orc Double: An orc double axe is a double weapon. You can fight with it as if fighting with two weapons, but you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a

light weapon. A creature wielding an orc double axe in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Axe, Widowmaker: A widowmaker is a huge double-bladed axe crafted primarily by humanoids such as nightlings, asherakes, and hobgoblins. The top portion of each axe blade is extended and barbed, allowing the widowmaker to be used as a piercing weapon, dealing 1d8 points of damage.

Axe-Hammer: An exotic weapon, the axe-hammer is long hafted with an axe blade on one side of the head and a blunt hammer surface on the other. Due to the strange balance of the weapon, axe or hammer wielders cannot use it proficiently; special training is required.

Backsword, Basket-hilted: The favorite weapon in many medieval lands is the basket-hilted backsword. This single-edged sword is around three feet in length, and the hilt features a hand guard—often elegantly crafted—that covers the top and front of the hand. Like a rapier, the guard protects the hand, but unlike a rapier's guard, the basket hilt guard is heavy, making the weapon more suitable for slashing than thrusting. The heavy basket is a weapon in its own right. A successful attack roll with the weapon can also be resolved as a basket punch, inflicting bludgeoning damage.

Bardiche: This is a heavy axe with a long, broad blade 2 to 3 ft. in length mounted by two rings onto a 4 ft. shaft. This is a two-handed weapon when wielded by a medium-sized or smaller creature.

Battlehammer, Dwarven: A dwarven battlehammer is too large to use in one hand unless the wielder is Large size or greater.

Blade, Duck: (Yuen Yang Yue) Also sometimes called a "Deer Horn," the duck blade is formed from two interlocking crescent blades and is normally used in pairs.

Blade, Fanged: This blade is similar in length to a longsword, but it is constructed from a rare wood called steelwood (see the *New Materials* section) and lined with a series of razor sharp spikes. The hilt

