WEAPONS USED IN DARK SUN ENCOUNTERS



etal is rare on Athas, and many weapons ordinarily crafted using metal components are extremely expensive. Most weapons are constructed from inferior materials such as stone, which is heavy and unbalanced, obsidian blades chip when it hits armor or another weapon, wood cracks and is easily broken by another weapon, and bone can crack and chip and becomes brittle with age.

Most of the pregenerated PCs in D&D Encounters use weapons specific to the Dark Sun setting. Other players could choose to flavor their standard weapons into more Dark Sun type weapons. You can use this information to think about how your character acts. See if you can role-play the weapon's characteristics and materials as you hit or miss. What sound does it make? Did it come close to breaking? Do you wish you had another foe's or PC's weapon instead?

Castri ~ Bone Carrikal

By lashing a length of bone to the jawbone of a sharp-toothed creature, a kind of battle axe is created. A leather thong connected to the bottom of the bone shaft ensures it remains with its wielder.

Shikrr ~ Stone Trikal

This small polearm is a 6-foot-long, mostly wood shaft, three blades projecting from the end. Beneath the blades is a series of serrations, generally extremely sharp. The other end of the shaft is weighted.

Yuka ~ Bone Alhulak

This weapon consists of a 5-foot length of rope with a bone-bladed grappling hook on one end. The other end is secured to a 2-foot-long wood handle, which can be used to block attacks.

Jarvix ~ Bone Dagger

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

Phye ~ Longspear

A Dragon's Paw makes a vicious looking substitute. This polearm has two blades and a central curved blade protects the wielder's hand. This weapon is popular in arenas of Tyr of Urik.

Barcan ~ Staff

A simple staff is as easy a long bone or wood shaft, perhaps decorated with obsidian or crystals. Singing Sticks make an interesting substitute, perhaps making the singing noise as they are wielded or when casting. Extremely light, when twirled, the sticks produce whistling and moaning sounds, thus giving them their name.