

# NONMETAL WEAPONS

## SIMPLE MELEE WEAPONS

### One-Handed

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Atlatl (Javelin)	Bone or stone tip, wood shaft	+2	1d6	10/20	5 gp	2 lb.	Spear	Heavy thrown	PHB
Club	Bone or wood shaft	+2	1d6	-	1 gp	3 lb.	Mace	-	PHB
Quabone (Mace)	Bone head and shaft	+2	1d8	-	5 gp	6 lb.	Mace	Versatile	AD&D (PHB)
Spear	Bone or stone tip, wood shaft	+2	1d8	-	5 gp	6 lb.	Spear	Versatile	PHB
Talid (Spiked gauntlet) <sup>1</sup>	Bone spikes, leather glove	+2	1d6	-	5 gp	1 lb.	Unarmed	Off-hand	DSCS (AV)
Widow's knife (Dagger)	Bone or stone blade, bone or wood grip	+3	1d4	5/10	1 gp	1 lb.	Light blade	Light thrown, off-hand	DSCS (PHB)
Wrist Razors	Bone or stone blades, leather bracer	+3	1d4	-	1 gp	1 lb.	Light blade	Off-hand	DSCS

### Two-Handed

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Greatclub	Bone or wood shaft	+2	2d4	-	1 gp	10 lb.	Mace	-	PHB
Quarterstaff	Wood shaft	+2	1d8	-	5 gp	4 lb.	Staff	-	PHB

## MILITARY MELEE WEAPONS

### One-Handed

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Alhulak	Bone head, leather strap or rope, wood handle	+3	1d8	-	20 gp	5 lb.	Flail	Versatile	DSCS
Carrikal	Bone head, wood handle	+2	1d8	-	15 gp	6 lb.	Axe	Brutal 2	DSCS
Flail	Stone weight, leather strap or rope, wood handle	+2	1d10	-	10 gp	5 lb.	Flail	Versatile	PHB
Handaxe	Stone head, wood handle	+2	1d6	5/10	5 gp	3 lb.	Axe	Heavy thrown, off-hand	PHB
Light war pick	Bone head, wood handle	+2	1d6	-	10 gp	4 lb.	Pick	High crit, off-hand	AV
Macuahuitl	Stone blades, wood shaft	+2	1d6	-	20 gp	6 lb.	Axe, heavy blade	Brutal 1, versatile	-
Scourge	Bone or stone weights, leather straps, wood handle	+2	1d8	-	3 gp	2 lb.	Flail	Off-hand	AV
Throwing hammer	Bone or stone head, wood handle	+2	1d6	5/10	5 gp	2 lb.	Hammer	Heavy thrown, off-hand	PHB
Trident	Bone or stone tips, wood shaft	+2	1d8	3/6	10 gp	4 lb.	Spear	Heavy thrown, versatile	AV
Warhammer	Bone or stone head, wood handle	+2	1d10	-	15 gp	5 lb.	Hammer	Versatile	PHB
War pick	Bone head, wood handle	+2	1d8	-	15 gp	6 lb.	Pick	High crit, versatile	PHB
Whip, Athasian	Leather lash	+2	1d4	-	1 gp	2 lb.	Flail	Off-hand, reach	DSCS, Dragon 368

### Two-Handed

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Heavy flail	Stone weight, leather strap or rope, wood shaft	+2	2d6	-	25 gp	10 lb.	Flail	-	PHB
Impaler (Heavy war pick)	Bone head, wood shaft	+2	1d12	-	20 gp	8 lb.	Pick	High crit	AV
Longspear	Bone or stone tip, wood shaft	+2	1d10	-	10 gp	9 lb.	Polearm, spear	Reach	PHB
Maul	Stone head, wood shaft	+2	2d6	-	30 gp	12 lb.	Hammer	-	PHB
Trikal (Halberd)	Bone or stone head, wood shaft	+2	1d10	-	25 gp	12 lb.	Axe, polearm	Reach	PHB, DSCS

## SUPERIOR MELEE WEAPONS

### One-Handed

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Bard's Friend <sup>2</sup>	Bone or stone blades, wood grip	+2	1d6	-	10 gp	1 lb.	Light blade	Brutal 1, defensive, high crit	AD&D
Craghammer	Stone head, wood handle	+2	1d10	-	20 gp	6 lb.	Hammer	Brutal 2, versatile	AV
Cutting wheel	Bone or stone blade, wood grip	+2	1d6	-	10 gp	1 lb.	Light blade	Defensive, off-hand	EPG
Forearm Axe (Gauntlet axe)	Stone head, leather bracer	+2	1d8	-	25 gp	3 lb.	Axe	Defensive, off-hand	DSCS
Net	Leather or rope netting	+2	1d6	2/5	20 gp	6 lb.	Flail	Heavy thrown, off-hand	DSCS, Dragon 368
Parrying dagger <sup>2</sup>	Bone or stone blade, bone or wood grip	+2	1d4	-	5 gp	1 lb.	Light blade	Defensive, off-hand	AV
Puchik (Katar)	Bone or stone blade, bone or wood grip	+3	1d6	-	3 gp	1 lb.	Light blade	High crit, off-hand	PHB, DSCS
Singing stick	Wood shaft	+3	1d6	-	15 gp	2 lb.	Mace	Defensive, off-hand	DSCS
Tortoise blade(Spiked shield) <sup>3</sup>	Bone spikes, bone or wood body	+2	1d8	-	10 gp	5 lb.	Light blade	Off-hand	AV, DSCS
Tangat (Talenta tangat)	Bone or stone blade, wood handle	+2	1d8	-	20 gp	8 lb.	Heavy blade	High crit, small, versatile	EPG
Tratnyr	Bone or stone tip, wood shaft	+2	1d8	10/20	10 gp	5 lb.	Spear	Heavy thrown, versatile	AV
Triple-headed flail	Stone weights, leather straps or rope, wood shaft	+3	1d10	-	15 gp	6 lb.	Flail	Versatile	AV
Whip, Master's	Bone or Stone head, leather lash	+3	1d4	-	3 gp	3 lb.	Flail	Defensive, off-hand, reach	AD&D

**SUPERIOR MELEE WEAPONS (CONTINUED)***Two-Handed*

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Datchi club	Bone or stone spikes, wooden shaft	+2	1d10	-	30 gp	13 lb.	Hammer, mace	High crit, reach	AD&D
Garrote	Leather strap or rope	+3	1d4	-	1 gp	1 lb.	Garrote	High crit, small	Dragon 373
Gouge	Stone blade, wood shaft	+2	2d6	-	30 gp	12 lb.	Axe, spear	Brutal 1	DSCS
Greatspear	Bone or stone tip, wood shaft	+3	1d10	-	25 gp	8 lb.	Polearm, spear	Reach	AV
Mordenkrad	Stone head, wood shaft	+2	2d6	-	30 gp	12 lb.	Hammer	Brutal 1	AV
Sharrash (Talenta sharrash)	Bone blade, wood shaft	+3	1d8	-	30 gp	10 lb.	Heavy blade, polearm	High crit, small	EPG
Zadatl	Bone head, wood shaft	+2	1d8	-	30 gp	7 lb.	Polearm, spear	High crit, reach	Dragon 391

*Double Weapons*

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Cahulaks (Off-hand end)	Bone heads, leather strap or rope	+2 +2	1d8 1d8	3/6	25 gp	9 lb.	Flail Flail	Heavy thrown, reach, stout Off-hand	DSCS
Double-bladed spear (Off-hand end)	Bone or stone heads, wood shaft	+2 +2	1d8 1d8	-	20 gp	11 lb.	Spear Spear	Defensive, reach, stout Off-hand	AD&D
Dragon paw (Off-hand end)	Bone or stone blades, wood shaft	+2 +2	1d8 1d6	-	40 gp	10 lb.	Heavy blade Light blade	Defensive, stout Off-hand	DSCS
Gythka (Off-hand end)	Bone or stone blades, wood shaft	+2 +2	1d8 1d8	5/10	25 gp	9 lb.	Spear Spear	Defensive, heavy thrown Off-hand	DSCS
Lotulis (Off-hand end)	Bone or stone blades, wood shaft	+2 +2	1d10 1d8	-	40 gp	9 lb.	Heavy blade Heavy blade	Defensive, stout Off-hand	DSCS
Weighted pike (Off-hand end)	Bone or stone head and blades, wood shaft	+2 +2	1d10 1d8	-	30 gp	11 lb.	Heavy blade Mace	Reach, stout Off-hand	AD&D

**SIMPLE RANGED WEAPONS***One-Handed*

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Dejada	Bone or wood body, leather bracer	+2	1d8	10/20	10 gp	2 lb.	Sling	Load free	DSCS
Sling	Leather strap or rope	+2	1d6	10/20	1 gp	0 lb.	Sling	Load free	PHB

**MILITARY RANGED WEAPONS***One-Handed*

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Chatkcha	Stone body	+2	1d6	6/12	10 gp	1 lb.	Light blade	Light thrown	DSCS
Hand crossbow, Athasian	Wood limbs, wood body	+2	1d6	10/20	25 gp	2 lb.	Crossbow	Load free	PHB, now military

*Two-Handed*

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Crossbow, Athasian	Wood limbs, wood body	+2	1d8	15/30	25 gp	4 lb.	Crossbow	Load minor	PHB, now military
Longbow	Wood body	+2	1d10	20/40	30 gp	3 lb.	Bow	Load free	PHB
Shortbow	Wood body	+2	1d8	15/30	25 gp	2 lb.	Bow	Load free, small	PHB

**SUPERIOR RANGED WEAPONS***One-Handed*

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Bola	Bone or stone weights, leather straps or rope	+3	1d4	4/8	5 gp	2 lb.	Flail	Light thrown	Dragon 368
Light boomerang (Talenta boomerang)	Bone or wood body	+2	1d4	10/20	5 gp	1 lb.	Light blade	Light thrown	EPG
Heavy boomerang (Xen'drik boomerang)	Bone or wood body	+2	1d6	6/12	10 gp	2 lb.	Light blade	High crit, light thrown	EPG

*Two-Handed*

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Blowgun	Wood body	+3	1d4	5/10	5 gp	2 lb.	Blowgun	Load minor, small	Dragon 373
Greatbow	Wood body	+2	1d12	25/50	30 gp	5 lb.	Bow	Load free	AV
Superior crossbow	Wood limbs, wood body	+3	1d10	20/40	30 gp	6 lb.	Crossbow	Load minor	AV

## METAL AND METAL-REINFORCED WEAPONS

### SIMPLE MELEE WEAPONS

#### One-Handed

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Atlatl (Javelin)	Metal tip, wood shaft	+2	1d6	10/20	50 gp	2 lb.	Spear	Heavy thrown	PHB
Club	Metal bands, wood or bone shaft	+2	1d6	-	10 gp	3 lb.	Mace	-	PHB
Quabone (Mace)	Metal head, wood shaft	+2	1d8	-	250 gp	6 lb.	Mace	Versatile	PHB
Sickle	Metal blade, wood handle	+2	1d6	-	100 gp	2 lb.	Light blade	Off-hand	PHB
Spear	Metal tip, wood shaft	+2	1d8	-	50 gp	6 lb.	Spear	Versatile	PHB
Talid (Spiked gauntlet) <sup>1</sup>	Metal spikes, metal glove	+2	1d6	-	250 gp	1 lb.	Unarmed	Off-hand	AV, DSCS
Widow's knife (Dagger)	Metal blade, metal or wood grip	+3	1d4	5/10	100 gp	1 lb.	Light blade	Light thrown, off-hand	PHB, DSCS
Wrist razors	Metal blades, leather bracer	+3	1d4	-	50 gp	1 lb.	Light blade	Off-hand	DSCS

#### Two-Handed

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Greatclub	Metal bands, wood or bone shaft	+2	2d4	-	10 gp	10 lb.	Mace	-	PHB
Morningstar	Metal head, wood shaft	+2	1d10	-	500 gp	8 lb.	Mace	-	PHB
Quarterstaff	Metal bands, wood shaft	+2	1d8	-	50 gp	4 lb.	Staff	-	PHB
Scythe	Metal blade, wood shaft	+2	2d4	-	250 gp	10 lb.	Heavy blade	-	PHB

### MILITARY MELEE WEAPONS

#### One-Handed

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Alhulak	Metal head, chain or rope, wood handle	+3	1d8	-	1000 gp	5 lb.	Flail	Versatile	DSCS
Battleaxe	Metal head, wood shaft	+2	1d10	-	750 gp	6 lb.	Axe	Versatile	PHB
Broadsword	Metal blade, metal or wood grip	+2	1d10	-	2000 gp	5 lb.	Heavy blade	Versatile	AV
Carrikal	Metal head, wood handle	+2	1d8	-	750 gp	6 lb.	Axe	Brutal 2	DSCS
Flail	Metal weight, chain, wood handle	+2	1d10	-	500 gp	5 lb.	Flail	Versatile	PHB
Handaxe	Metal head, wood handle	+2	1d6	5/10	250 gp	3 lb.	Axe	Heavy thrown, off-hand	PHB
Khopesh	Metal blade, wood grip	+2	1d8	-	1000 gp	8 lb.	Axe, heavy blade	Brutal 1, versatile	AV
Light war pick	Metal head, wood handle	+2	1d6	-	500 gp	4 lb.	Pick	High crit, off-hand	AV
Longsword	Metal blade, metal or wood grip	+3	1d8	-	1500 gp	4 lb.	Heavy blade	Versatile	PHB
Rapier	Metal blade, metal or wood grip	+3	1d8	-	2500 gp	2 lb.	Light blade	-	PHB
Scimitar	Metal blade, metal or wood grip	+2	1d8	-	1000 gp	4 lb.	Heavy blade	High crit	PHB
Scourge	Metal weights, leather straps, metal or wood handle	+2	1d8	-	30 gp	2 lb.	Flail	Off-hand	AV
Short sword	Metal blade, metal or wood grip	+3	1d6	-	1000 gp	2 lb.	Light blade	Off-hand	PHB
Throwing Hammer	Metal head, wood handle	+2	1d6	5/10	250 gp	2 lb.	Hammer	Heavy thrown, off-hand	PHB
Trident	Metal tips, wood shaft	+2	1d8	3/6	100 gp	4 lb.	Spear	Heavy thrown, versatile	AV
War pick	Metal head, wood handle	+2	1d8	-	750 gp	6 lb.	Pick	High crit, versatile	PHB
Warhammer	Metal head, wood handle	+2	1d10	-	750 gp	5 lb.	Hammer	Versatile	PHB
Whip, Athasian	Metal spikes, leather lash	+2	1d4	-	10 gp	2 lb.	Flail	Off-hand, reach	DSCS, Dragon 368

#### Two-Handed

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Falchion	Metal blade, metal or wood grip	+3	2d4	-	2500 gp	7 lb.	Heavy blade	High crit	PHB
Glaive	Metal blade, wood shaft	+2	2d4	-	1250 gp	10 lb.	Heavy blade, polearm	Reach	PHB
Greataxe	Metal blade, wood shaft	+2	1d12	-	1500 gp	12 lb.	Axe	High crit	PHB
Greatsword	Metal blade, metal or wood grip	+3	1d10	-	3000 gp	8 lb.	Heavy blade	-	PHB
Heavy flail	Metal weights, chain, wood shaft	+2	2d6	-	1250 gp	10 lb.	Flail	-	PHB
Impaler (Heavy war pick)	Metal head, wood shaft	+2	1d12	-	1000 gp	8 lb.	Pick	High crit	AV
Longspear	Metal tip, wood shaft	+2	1d10	-	100 gp	9 lb.	Polearm, spear	Reach	PHB
Maul	Metal head, wood shaft	+2	2d6	-	1500 gp	12 lb.	Hammer	-	PHB
Trikal (Halberd)	Metal head, wood shaft	+2	1d10	-	1250 gp	12 lb.	Axe, polearm	Reach	PHB, DSCS

## SUPERIOR MELEE WEAPONS

### One-Handed

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Bard's Friend <sup>2</sup>	Bone or stone blades, wood grip	+2	1d6	-	10 gp	1 lb.	Light blade	Brutal 1, defensive, high crit	AD&D
Bastard sword	Metal blade, metal or wood grip	+3	1d10	-	3000 gp	6 lb.	Heavy blade	Versatile	PHB
Craghammer	Metal head, wood handle	+2	1d10	-	1000 gp	6 lb.	Hammer	Brutal 2, versatile	AV
Cutting wheel	Metal blade, metal or wood grip	+2	1d6	-	1000 gp	1 lb.	Light blade	Defensive, off-hand	EPG
Forearm axe (Gauntlet axe)	Metal head, leather bracer	+2	1d8	-	1250 gp	3 lb.	Axe	Defensive, off-hand	DSCS
Katar (Puchik)	Metal blade, metal or wood grip	+3	1d6	-	300 gp	1 lb.	Light blade	High crit, off-hand	PHB, DSCS
Kukri	Metal blade, metal or wood grip	+2	1d6	-	1000 gp	2 lb.	Light blade	Brutal 1, off-hand	AV
Long knife (Drow long knife)	Metal blade, metal or wood grip	+3	1d6	5/10	1500 gp	2 lb.	Heavy blade	Heavy thrown, off-hand	EPG
Net	Metal wire	+2	1d8	4/8	2000 gp	6 lb.	Flail	Heavy thrown, off-hand	DSCS, Dragon 368
Parrying dagger <sup>2</sup>	Metal blade, metal or wood grip	+2	1d4	-	500 gp	1 lb.	Light blade	Defensive, off-hand	AV
Singing stick	Metal bands, wood shaft	+3	1d6	-	150 gp	2 lb.	Mace	Defensive, off-hand	DSCS
Tortoise blade(Spiked shield) <sup>3</sup>	Metal spikes, metal body	+2	1d8	-	1000 gp	5 lb.	Light blade	Off-hand	AV, DSCS
Tanget (Talenta tanget)	Metal blade, wood handle	+2	1d8	-	1000 gp	8 lb.	Heavy blade	High crit, small, versatile	EPG
Tratnyr	Metal tip, wood shaft	+2	1d8	10/20	100 gp	5 lb.	Spear	Heavy thrown, versatile	AV
Triple-headed flail	Metal weights, chains, wood shaft	+3	1d10	-	750 gp	6 lb.	Flail	Versatile	AV
Waraxe	Metal head, wood handle	+2	1d12	-	1500 gp	10 lb.	Axe	Versatile	AV
Whip, Master's	Metal head, leather lash	+3	1d6	-	30 gp	3 lb.	Flail	Defensive, off-hand, reach	AD&D

### Two-Handed

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Datchi club	Metal spikes, wood shaft	+2	1d10	-	1500 gp	13 lb.	Hammer, mace	High crit, reach	-
Execution axe	Metal head, wood shaft	+2	1d12	-	1500 gp	14 lb.	Axe	Brutal 2, high crit	AV
Fullblade	Metal blade, metal or wood grip	+3	1d12	-	3000 gp	10 lb.	Heavy blade	High crit	AV
Garrote	Metal wire	+3	1d4	-	100 gp	1 lb.	Garrote	High crit, small	Dragon 373
Gouge	Metal blade, wood shaft	+2	2d6	-	1500 gp	12 lb.	Axe, spear	Brutal 1	DSCS
Greatspear	Metal tip, wood shaft	+3	1d10	-	250 gp	8 lb.	Polearm, spear	Reach	AV
Mordenkrad	Metal head, wood shaft	+2	2d6	-	1500 gp	12 lb.	Hammer	Brutal 1	AV
Sharrash (Talenta sharrash)	Metal blade, wood shaft	+3	1d8	-	1500 gp	10 lb.	Heavy blade, polearm	High crit, small	EPG
Spiked chain	Metal spikes, chain lash	+3	2d4	-	3000 gp	10 lb.	Flail	Reach	PHB
Zadatl	Metal head, wood shaft	+2	1d8	-	1500 gp	7 lb.	Polearm, spear	High crit, reach	Dragon 391

### Double Weapons

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Cahulaks (Off-hand end)	Metal heads, chains	+2	1d10	4/8	2500 gp	9 lb.	Flail Flail	Heavy thrown, reach Off-hand	DSCS
Double axe (Off-hand end)	Metal blades, wood shaft	+2	1d10	-	2000 gp	15 lb.	Axe Axe	Stout Off-hand	AV
Double flail (Off-hand end)	Metal heads, wood shaft	+2	1d8	-	1500 gp	11 lb.	Flail Flail	Defensive, stout Off-hand	AV
Double scimitar (Off-hand end)	Metal blades, metal or wood grip	+2	1d6	-	4000 gp	15 lb.	Heavy blade Heavy blade	Defensive, high crit, stout High crit, off-hand	EPG
Double -bladed spear (Off-hand end)	Bone or stone heads, wood shaft	+2	1d8	-	20 gp	11 lb.	Spear Spear	Defensive, reach, stout Off-hand	AD&D
Double sword (Off-hand end)	Metal blades, metal or wood grip	+3	1d6	-	4000 gp	9 lb.	Light blade Light blade	Defensive, off-hand Off-hand	AV
Dragon paw (Off-hand end)	Metal blades, wood shaft	+2	1d8	-	2000 gp	10 lb.	Heavy blade Light blade	Defensive, stout Off-hand	DSCS
Gythka (Off-hand end)	Metal blades, wood shaft	+2	1d8	5/10	1250 gp	9 lb.	Spear Spear	Defensive, heavy thrown Off-hand	DSCS
Lotulis (Off-hand end)	Metal blades, wood shaft	+2	1d10	-	2000 gp	9 lb.	Heavy blade Heavy blade	Defensive, stout Off-hand	DSCS
Urgrosh (Off-hand end)	Metal head, metal tip, wood shaft	+2	1d12	-	1500 gp	12 lb.	Axe Spear	Defensive, stout Off-hand	AV
Weighted pike (Off-hand end)	Bone or stone head and blades, wood shaft	+2	1d10	-	30 gp	11 lb.	Heavy blade Mace	Reach, stout Off-hand	AD&D
Zulaat (Off-hand end)	Metal blades, wood shaft	+2	2d4	-	1500 gp	12 lb.	Heavy blade, polearm Heavy blade, polearm	Defensive, stout Off-hand	EPG

## SIMPLE RANGED WEAPONS

### One-Handed

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Dejada	Metal bands, bone or wood body, leather bracer	+2	1d8	10/20	100 gp	2 lb.	Sling	Load free	DSCS

## MILITARY RANGED WEAPONS

### One-Handed

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Chatkcha	Metal body	+2	1d8	10/20	1000 gp	1 lb.	Light blade	Light thrown	DSCS
Hand crossbow, Athasian	Metal limbs, metal or wood body	+2	1d6	15/30	2500 gp	2 lb.	Crossbow	Load free	PHB, now military

### Two-Handed

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Crossbow, Athasian	Metal limbs, metal or wood body	+2	1d8	20/40	2500 gp	4 lb.	Crossbow	Load minor	PHB, now military
Longbow	Metal bands, wood body	+2	1d10	20/40	300 gp	3 lb.	Bow	Load free	PHB
Repeating crossbow, Athasian	Metal limbs, metal or wood body	+2	1d8	15/30	3500 gp	6 lb.	Crossbow	Load free	AV, now military
Shortbow	Metal bands, wood body	+2	1d8	15/30	250 gp	2 lb.	Bow	Load free, small	PHB

## SUPERIOR RANGED WEAPONS

### One-Handed

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Bola	Metal weights, chains	+3	1d6	6/12	500 gp	2 lb.	Flail	Light thrown	Dragon 368
Light boomerang (Talenta boomerang)	Metal body	+2	1d6	15/30	500 gp	1 lb.	Light blade	Light thrown	EPG
Heavy boomerang (Xen'drik boomerang)	Metal body	+2	1d8	10/20	1000 gp	2 lb.	Light blade	High crit, light thrown	EPG

### Two-Handed

Weapon	Typical Materials	Prof.	Damage	Range	Price	Weight	Group	Properties	Source
Blowgun	Metal bands, wood body	+3	1d4	6/12	50 gp	2 lb.	Blowgun	Load minor, small	Dragon 373
Greatbow	Metal bands, wood body	+2	1d12	25/50	300 gp	5 lb.	Bow	Load free	AV
Superior crossbow	Metal limbs, metal or wood body	+3	1d10	25/50	3000 gp	6 lb.	Crossbow	Load minor	AV

<sup>1</sup> This weapon may also occupy the magic item hand slot.

<sup>2</sup> A rogue proficient with this weapon can treat it as a dagger for the purpose of the Rogue Weapon Talent class feature.

<sup>3</sup> This weapon is combined with a light shield.

## WEAPON BREAKAGE

When you roll a natural 1 on an attack roll, your weapon has a chance to break. You can accept the result, automatically missing the attack as usual, but keeping your weapon intact. Alternatively, you can reroll. Regardless of the reroll result, a nonmetal weapon breaks once the attack is complete. A metal weapon, however, breaks only if your natural roll is equal to or lower than the breakage value for the type of metal in the table below.

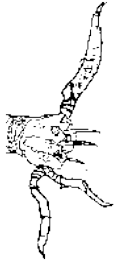
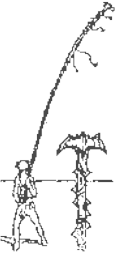


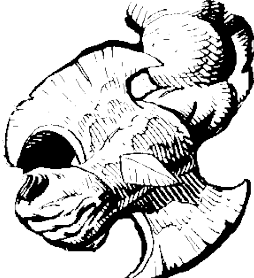
Metal	Breakage Value	Cost Modifier	Comments
Iron weapon	Natural 5 or less	-	The most common type of metal weapon. Typically made from wrought iron or meteoric iron.
Bronze weapon	Natural 4 or less	x1.5	Typically made from an alloy consisting of 80%-90% copper and 10%-20% tin; two rare metals which are not often found in the same location.
Steel weapon	Natural 3 or less	x3	An extremely rare alloy consisting of iron and carbon. The secrets of production are known by very few if any, and are highly guarded.
Silvered weapon	-	+3000 gp	Can be added to any of the metal weapons above. Useful against some monsters, such as lycanthropes.


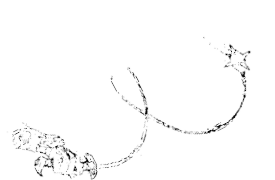
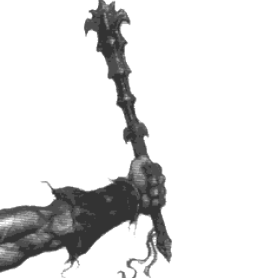

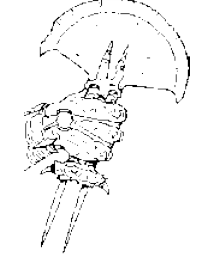

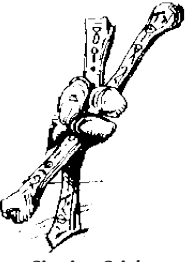

## WEAPON SUBSTITUTION

When you break a weapon, you may only make improvised unarmed attacks (PHB). You may also be able to pick up a weapon during combat, such as from a defeated foe, with a minor action. Makeshift weapons may be crafted with a Nature or History check if materials/survival days are available. Weapons may be found in treasure or hidden in surroundings (Perception).

When using a substitute weapon for which you are not proficient, you do not gain the weapon's proficiency bonus. However, if the weapon is of the same Weapon Group as the weapon you typically employ, you may treat the weapon as having a +1 proficiency bonus.

NEW WEAPON DESCRIPTIONS:

	<p><b>Bard's friend:</b> Popularized by the bards of Balic, this weapon sports several blades and prongs. The blades are carved from obsidian, then strapped and mounted to a wooden grip. The prongs are made of sharpened wood, though fangs can be used to similar effect. The grip either has finger holes or leather straps for gripping. Bards normally coat the blades with poison.</p>
	<p><b>Crusher:</b> A spiked stone (or, rarely, metal) ball at the end of a 20- to 25-foot-long flexible pole makes up this unique melee weapon. The user plants the end of the pole into the ground, then whips the weighted end back and forth until it nearly strikes the ground in front and behind. This weapon is difficult to use in individual combat, but it makes a formidable weapon in troop battle.</p>
	<p><b>Datchi club:</b> This specialized arena weapon inflicts horrible wounds. A 4- to 5-foot-long head made of either dried insect hive or dried roots is attached to a 3-foot-long wood or bone handle. Teeth, claws, or (rarely) metal razors are embedded into the head, which is then swung with lightning-quick strokes.</p>
	<p><b>Double-Bladed Spear:</b> The double-bladed spear is nearly identical to the normal spear. However, it carries an additional spearhead on the butt end. Proficient users often twirl the weapon at great speeds so as to confuse an opponent or attack multiple foes.</p>
	<p><b>Forearm axe:</b> Worn on the forearm like a buckler, this weapon consists of a large, double-bladed axe on either end of a bracer with a spike protruding perpendicularly from the upper sheath. This weapon is particularly formidable in close-quarter fighting. It is similar to the Gauntlet Axe, which extends as a glove over the hand.</p>

	<p><b>Impaler:</b> An impaler is a weapon developed for arena combat. It has a single shaft about 4 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.</p>		
	<p><b>Master's whip:</b> 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, setting this weapon apart from normal whips.</p>		
	<p><b>Quabone:</b> 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. However, it's often used in arena situations where combat is intended to be drawn out for a long period of time.</p>		
	<p><b>Weighted pike:</b> This weapon combines the effectiveness of a pike with the impact damage of a mace. The 8-foot-long shaft has a blade of bone or fang at one end and a weighted, spiked bail at the other, usually made of baked ceramic.</p>		
 <p style="text-align: center;"><b>Widow's Knife</b></p>	 <p style="text-align: center;"><b>Puchik</b></p>	 <p style="text-align: center;"><b>Singing Sticks</b></p>	 <p style="text-align: center;"><b>Macuahuitl</b></p>