

Master Weapons List Notes:

- a This weapon cannot be used as a ranged weapon against targets within 5 feet.
- b Bone and Stone weapons have a chance of breaking any time maximum damage is rolled. Roll a break check on d20 vs DC 4. Any roll under 4 indicates that the weapon breaks. For glass weapons, any hit breaks the item unless a successful break check vs DC 14 is made.
- c These weapons inflict double damage if firmly set to receive a charge. See 3.5 PHB page 160 for rules regarding readying a weapon.
- d These weapons may inflict additional damage from burning fuel, holy water, acid, or poison. See the weapon description for more details. See 3.5 PHB pg 158 for rules regarding splash weapons.
- f This weapon is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon (see Attacking with two weapons, 3.5 PHB pg. 160). A creature using a double weapon in one-hand, such as a large creature using a quarterstaff can't use it as a double weapon.
- g This weapon can provide the wielder with an additional defensive bonus when the wielder fights defensively.
- h These weapons require two hands to wield regardless of the wielders size. Note that this restriction typically refers to characters. For instance, a giant may wield a two-handed weapon in one-hand. The DM may need to adjudicate any ruling in this case.
- m These weapons inflict double damage when wielded in a mounted charge.
- n This weapon deals non-lethal damage.
- o This weapon is specifically designed for use in a sapping attack. See house rules for rules regarding sapping attacks.
- p This weapon has an improved chance to disarm an opponent. See 3.5 PHB, pg 155. Unless otherwise stated, this improved chance includes the roll to avoid being disarmed if you fail to disarm your opponent
- r This weapon has a reach other than the standard 5'.
- s This is a special monk weapon. This designation gives a monk wielding this weapon special options (see 3.5 PHB, pg 40 (Weapon & Armor Proficiency and Flurry of Blows).
- t This weapon may be used to make a trip attack. See 3.5 PHB pg 159.
- var The statistics in this column vary depending on certain factors. Sometimes this depends on the size of the weapon wielder, in other instances you should see the weapon description for an explanation.

Master Weapons List References:

3.5 PHB	3.5 Players Hand Book
3.5 PHB/RW	3.5 Players Hand Book, with some modification for the Rob's World! campaign
A&EG	3.0 Accessory - Arms and Equipment guide
A&EG/RW	3.0 Accessory - Arms and Equipment guide, with some modification for

	the Rob's World! campaign
BOED	3.5 Supplement - Book of Exalted Deeds
CAD	3.5 Supplement - Complete Adventurer
CW	3.5 Supplement - Complete Warrior
CW/RW	3.5 Supplement - Complete Warrior, with some modification for the Rob's World! campaign
DgM	Weapon culled from Dragon Magazine
FRCS	3.0 Forgotten Realms Campaign Setting
MOTW	3.0 Accessory/guidebook - Masters of the Wild
MOTW/RW	3.0 Accessory/guidebook - Masters of the Wild, with some modification for the Rob's World! campaign
OA	3.0 Supplement - Oriental Adventures
OA/RW	3.0 Supplement - Oriental Adventures, with some modification for the Rob's World! campaign
ROF	3.0 Forgotten Realms campaign accessory - Races of Faerun
ROF/RW	3.0 Forgotten Realms campaign accessory - Races of Faerun, some modification for the Rob's World! campaign
ROS	3.5 Supplement - Races of Stone
RW	Rob's World! campaign house rules
S&S	3.0 Accessory/guidebook - Song and Silence
S&S/RW	3.0 Accessory/guidebook - Song and Silence, with some modification for the Rob's World! campaign

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WEAPON DESCRIPTIONS: Your weapons help determine how capable you are in a variety of combat situations. The weapons found on the preceding list are described below, along with any special options the wielder ("you") has for their use. Splash weapons are described under Special Substances and Items, 3.5 PHB pg 128.

Ammunition and Weapon Proficiencies: Ammunition for ranged weapons requires no particular proficiency to use (with a ranged weapon), although the weapons that propel the ammunition do. The Exotic Weapon Proficiency feat isn't required to use any of the ammunition listed below. When ammunition is used as a melee weapon it is rated as Tiny, deals 1d4 points of damage, has a critical threat range/multiplier of 20/x2, and the damage type varies depending on the type of ammunition. Since ammunition is not designed to be used in melee attacks, all characters are treated as non-proficient with it and suffers a penalty 'to-hit' (see below for non-proficiency penalties).

Unless otherwise noted, all ammunition has a 50% chance of being broken, lost, or damaged beyond repair after each use.

Ammunition enhancements: Normal ammunition which has been enhanced in some way. The enhancement may be an engineered characteristic, a modified head, an alchemical supplement, or some other form of enhancement. The enhancements listed here may be applied to the following ammunition types: Bolts (not grapple, winch, or vial bolts), Quarrels (not hand quarrels or bolts or gauntlet quarrels or bolts), and Arrows.

[Ammunition enhancement] Alchemist's enhancement: Each of these projectiles carries a deadly load of alchemists's fire in its hollow shaft. When it strikes a target, the ammunition's shaft shatters (on a failed save vs DC 20), releasing the alchemist's fire directly onto the target. One round after impact, the alchemist's fire ignites, dealing 1d4 points of damage. The target can use a full-round action to attempt to extinguish the flames before taking this damage. It takes a successful Reflex saving throw (DC 15) to extinguish the flames. Rolling on the ground earns the target a + 2 bonus on the save. Submerging (such as leaping into a lake) or magically extinguishing the flames automatically kills the flames. This enhancement will not function under water (i.e. in conjunction with a sea arrow)
 - Cost: + 75 GP, Damage: As base ammunition type (+ 1d4 on next round), Crit: As base ammunition type, Range increment: As base ammunition type, Weight: As base ammunition type + .05, Type: As base ammunition type

[Ammunition enhancement] Incendiary enhancement: Incendiary ammunition is any ammunition type (except bone or stone) with a wad of hemp soaked in bituminous substance (such as tar or oil) placed just beneath the head. The hemp is lit before the ammunition is fired. In addition to its normal damage, the ammunition causes one additional hit point of fire damage on the round of impact unless the target makes a successful reflex save against DC 13. At the DM's option, flaming arrows may ignite combustible materials contacting it. The target can use a full-round action to attempt to extinguish the flames before taking this damage (provided the target has an action after the ammunition hits). It takes a successful Reflex saving throw (DC 15) to extinguish the flames. Rolling on the ground earns the target a +2 bonus on the save. Submerging (such as leaping into a lake) or magically extinguishing the flames automatically kills the flames. This enhancement will not function under water (i.e. in conjunction with a sea arrow)

- Cost: +1 SP, Damage: As base ammunition type (+1 fire), Crit: As base ammunition type, Range increment: As base ammunition type - 10 ft., Weight: As base ammunition type + .1, Type: As base ammunition type

[Ammunition enhancement] Signal enhancement: This masterwork ammunition is specially designed to emulate a bird's call when fired. Wood Elf fletchers craft the ammunition to make calls that will be recognized as signals by their fellow Elves. For example, a hawk's cry might be used to signal an attack, while an owl's cry might signal a stealthy advance. Anyone overhearing the signal may, on a successful Survival check (DC 20), determine whether the call comes from a living bird or another source. The intricate carving of the ammunition makes them clumsy in flight, resulting in a -2 penalty on attack rolls.

- Cost: +5 SP, Damage: As base ammunition type, Crit: As base ammunition type, Range increment: As base ammunition type, Weight: As base ammunition type, Type: As base ammunition type

[Ammunition] Arrow: An arrow used as a melee weapon is Tiny and deals 1d2(S)/1d4(M) points of piercing damage x2 critical. Since it is not designed for this use, all characters are treated as not proficient with it and this suffers a penalty (see below for non-proficiency penalties) on their attack rolls. Arrows come in leather quivers that hold 20 arrows (a score). Regardless of whether an arrow hits its target or not, any arrow fired has a 50% chance of being destroyed or lost.

[Ammunition] Arrow, blunt: These projectiles have blunt tips wrapped in leather instead of pointed arrowheads. They have a shorter range increment than normal arrows and deal nonlethal damage.

- Cost: 1 SP/1 - 1 GP/20, Damage: As weapon, Crit: As weapon, Range increment: -50%, Weight: .15, Type: B

[Ammunition] Arrow, dragonsbreath: A dragonsbreath arrow has a shaft soaked in resin or pitch and a slightly enlarged head filled with a bad of alchemist's fire. Slots in the head force air into the chamber when the arrow is fired, igniting the alchemist's fire and the shaft as well. The slots in the head emit a low screech as the arrow flies through the air. A dragonsbreath arrow deals an extra one point of fire damage when it hits a target, and the target must make a DC 15 reflex save or catch on fire. A dragonsbreath arrow can't be reused on a miss.

- Cost: 50 GP/1, Damage: As weapon +1 pt from fire, Crit: As weapon, Range increment: See weapon, Weight: .15, Type: P

[Ammunition] Arrow, flight: Flight arrows are lightweight arrows, built for longer range, and used primarily for hunting. The light shaft and special design of this arrow increases a bow's range by 20%.

- Cost: 1 BP/1 - 10 SP/20, Damage: As weapon, Crit: As weapon, Range increment: +20%, Weight: .2, Type: P

[Ammunition] Arrow, frog crotch: The frog crotch arrowhead forms a "V", the inner edge of which is sharp. These are used to cut standards, armor cords, and inflict terrible wounds on things caught between the jaws. To successfully use the cutting action, the character must successfully hit a specific point. Make a called shot.

- Cost: 10 SP, Damage: 1d5(S)/1d7(M), Crit: x2, Range increment: -20%, Weight: .25, Type: S

[Ammunition] Arrow, humming bulb: The humming bulb arrow is fitted with a carved wooden head that whistles loudly when fired. The sound can be heard up to one mile away. It is normally used for signaling, and causes only 1 point of damage when used in this manner. The humming bulb can also be fitted with oil soaked cloth or straw and used as a fire arrow. When used this way, it causes an additional 1d3 points of damage from the flame. It also starts fires in flammable materials unless put out quickly.

- Cost: 1 GP, Damage: 1(S)/1(M) (+1d3 fire), Crit: x2, Range increment: -20%, Weight: .25, Type: B

[Ammunition] Arrow, pile: Also known as armor piercing arrows. Pile arrows are constructed with small, dense

points designed to pierce heavy armor. A pile arrow fired at short range penalizes the target's AC from armor by 2 points. This only applies to that portion of a target's armor that is derived from physical armor; Dexterity, cover, or magical bonuses are not affected. For example, an archer fires a pile arrow at a warrior wearing chainmail + 2 and a shield with a Dexterity of 16. The chainmail is considered to be 2 points worse. Overall, the warrior's AC is considered worse by 2. If the warrior wore nothing but magical bracers of defense, his AC would not be affected.

- Cost: 1 SP/1 - 1 GP/20, Damage: As weapon, Crit: As weapon, Range increment: - 20%, Weight: .2, Type: P

[Ammunition] Arrow, sea: These arrows, fletched by aquatic elves, are treated as masterwork, but they don't grant a + 1 enchantment bonus on attack rolls. Instead, when fired from an aquatic longbow, they negate the - 2 penalty per 5 feet for making a ranged attack underwater.

- Cost: 7 GP, Damage: 1d6(S)/1d8(M), Crit: x3, Range increment: 60 ft., Weight: .2, Type: P

[Ammunition] Arrow, serpentstongue: Arrows aren't very useful for attacking objects, so the Elves developed the serpentstongue arrow, which has a forked point with sharp edges on the tips and inside the prongs. A skilled archer can neatly sever a rope or leather strap with a serpentstongue arrow. A serpentstongue arrow deals both piercing and slashing damage, and it deals full damage (rather than the usual half damage) to objects with a hardness of 5 or less.

- Cost: 3 SP/1 - 3 GP/20, Damage: As weapon, Crit: As weapon, Range increment: See weapon, Weight: .15, Type: P+S

[Ammunition] Arrow, sheaf: Sheaf arrows are heavier than flight arrows. Sheaf arrows are made for warfare. They have a stronger metal head, but a reduced range when compared to flight arrows.

- Cost: 1 SP/1 - 1 GP/20, Damage: As weapon, Crit: As weapon, Range increment: - 20%, Weight: .2, Type: P

[Ammunition] Arrow, stone: Stone arrows reduce a bows effective range by 10 ft, cause less damage and have a tendency to shatter if they impact armor or similarly hard surfaces. If a stone arrow hits any object made of metal, stone, or harder substance, it has a 20% chance of surviving the hit without damage to the arrow. If a die roll does not indicate success, the arrow is still allowed a saving throw vs DC 15. Failure indicates that the arrow shatters. Additionally, stone arrows have a chance of breaking any time maximum damage is rolled. Roll a break check on d20 vs DC 4. Any roll over 4 indicates that the arrowhead shatters. Stone arrowheads are almond shaped or rhomboid and are usually made from stone splinters of flint or obsidian.

- Cost 4 CP/1 - 8 SP/20, Damage: As weapon, Crit: As weapon, Range increment: - 10%, Weight: .2, Type: P

[Ammunition] Arrow, flight: Flight arrows are lightweight arrows, built for longer range, and used primarily for hunting. The light shaft and special design of this arrow increases a bows range by 20 ft.

- Cost: 1 BP/1 - 10 SP/20, Damage: As weapon, Crit: As weapon, Range increment: + 20 ft., Weight: .2, Type: P

[Ammunition] Arrow, swiftwing: These arrows are made slightly longer than normal with a small, aerodynamic head and enlarged fletching (the feathers added to the shaft) for extra stability and accuracy on long shots. A swiftwing arrow incurs only half the usual penalty for attacking at range. (-1 per range increment, rather than the usual -2 per range increment)

- Cost: 1 GP/1 - 20 GP/20, Damage: As weapon, Crit: As weapon, Range increment: See weapon, Weight: .2, Type: P

[Ammunition] Arrow, thunder: Thunder arrows are tipped with thunderstones (see 3.5 PHB pg 129). A hit from a thunder arrow deals no damage, but triggers the thunderstone's sonic attack. Thunder arrows that miss should be treated as thrown splash weapons (see 3.5 PHB pg 158). A thunder arrow has no effect on the weapons range increment.

- Cost: 2 GP, Damage: Sonic, Crit: x2, Range increment: As weapon, Weight: .2 lbs, Type: n/a

[Ammunition] Blowgun dart, barbed: Designed for use with a Greater blowgun, this dart causes greater damage than a needle blowgun dart. Larger than a hand dart, this ammunition can be used to deliver poison. Cannot be effectively used as a weapon on its own (i.e. illegal use penalties would apply if used as a weapon).

- Cost: 2 SP/1 - 2 GP/20, Damage: 1d2(S)/1d3(M), Crit: x2, Range increment: 15 ft., Weight: .2 lbs, Type: P

[Ammunition] Blowgun dart, needle: Designed for use with a Common blowgun, this dart causes less damage than the barbed blowgun dart. Larger than a hand dart, this ammunition can be used to deliver poison. Cannot be effectively used as a weapon on its own (i.e. illegal use penalties would apply if used as a weapon).

- Cost: 1 SP/1 - 1 GP/20, Damage: 1(S)/1(M), Crit: x2, Range increment: 10 ft., Weight: .1 lbs, Type: P

[Ammunition] Bolt: A crossbow bolt used as a melee weapon is Tiny and deals 1d2(S)/1d4(M) points of blunt damage with a x2 critical. Since it is not designed for this use, all characters are treated as not proficient with it and this suffer a penalty on their attack rolls (see below for non-proficiency penalties). Bolts come in wooden cases that hold 10 bolts. Regardless of whether a bolt hits its target or not, any bolt fired has a 50% chance of to be destroyed or lost.

[Ammunition] Bolt, Heavy: Designed for use with Heavy crossbow's, Heavy repeating crossbow's and Quadratic interval crossbow's. This ammunition has a blunt head. The damage caused is bludgeoning in nature. The heavier shaft and larger weapon head results in more damage than with Light bolts.

- Cost: 4 SP/1 - 2 GP/10, Damage: As weapon, Crit: As weapon, Range increment: As weapon, Weight: .2 lbs, Type: B

[Ammunition] Bolt, Light: Designed for use with Light crossbow's, Cho-ku-no crossbow's and Light repeating crossbow's. This ammunition has a blunt head. The damage caused is bludgeoning in nature. The lighter shaft and smaller weapon head results in less damage than with heavy bolts.

- Cost: 2 SP/1 - 1 GP/10, Damage: As weapon, Crit: As weapon, Range increment: As weapon, Weight: .1 lbs, Type: B

[Ammunition] Bullet: Used in slings and the Pellet bow. Bullets are lead spheres, much heavier than stones of the same size. They come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 60% chance to be destroyed or lost. 5 CP/1 - 5 SP/10, Damage: As weapon, Crit: As weapon, Range increment: As weapon, Weight: .1 lbs, Type: B

[Ammunition] Gauntlet bolt: Designed for use with the Spring loaded gauntlet. The Gauntlet bolt is a miniature bolt made of steel. It's quillions are spring loaded and recessed into the ammunitions shaft to reduce drag and snag when fired. They snap out of the shaft when the bolt takes flight.

- Cost: 4 SP/1 - 2 GP/10, Damage: 1d2(S)/1d4(M), Crit: x2, Range increment: 20 ft., Weight: .05 lbs, Type: B

[Ammunition] Gauntlet quarrel: Designed for use with the Spring loaded gauntlet. The Gauntle quarrel is a miniature quarrel made of steel. It's quillions are spring loaded and recessed into the ammunitions shaft to reduce drag and snag when fired. They snap out of the shaft when the quarrel takes flight.

- Cost: 4 SP/1 - 2 GP/10, Damage: 1d3(S)/1d4(M), Crit: x2, Range increment: 20 ft., Weight: .05 lbs, Type: P

[Ammunition] Grapple bolt: Not intended as a weapon, this bolt is designed to be fired from a Grapple-firing crossbow in order to facilitate climbing. This metal ammunition is a scaled down climbing grapple specially weighted to facilitate flight. With an anchor grommet fashioned into the ammunitions shaft, 100 ft of stout cord/rope is attached to the ammunition in order to facilitate climbing after the bolt is fixed/set. A character can easily anchor a grapple-bolt by hand in a niche or use pitons to secure it on smooth stone. This provides the same aid for descent without the need to fire the weapon.

- Cost: 10 gp, Damage: 1d2(S)/1d3(M), Crit: n/a, Range increment: 120 ft., Weight: .8 lbs, Type: B

[Ammunition] Hand bolt: Designed for use with the Hand crossbow and Covered hand crossbow. The hand bolt is a slightly smaller version of the Light bolt. Made of a stout wooden shaft and a steel head, the hand bolt is bludgeoning ammunition.

- Cost: 2SP/1 - 1 GP/10, Damage: As weapon, Crit: As weapon, Range increment: As weapon, Weight: .1 lbs, Type: B

[Ammunition] Hand quarrel: Designed for use with the Hand crossbow and Covered hand crossbow. The hand quarrel is a slightly smaller version of the Light quarrel. Made of a stout wooden shaft and a steel head, the hand quarrel is piercing ammunition.

- Cost: 2SP/1 - 1 GP/10, Damage: As weapon, Crit: As weapon, Range increment: As weapon, Weight: .1 lbs, Type: P

[Ammunition] Skiprock: (The description here is for a skiprock when used as ammunition. See below for description of the skiprock as a weapon) The Halfling skiprock can be used as ammunition with a Halfling war sling. It is a polished, perfectly balanced stone.

- Cost: 3 GP, Damage: 1d4(S)/1d6(M), Crit: x4, Range increment: 50 ft., Weight: .25 lbs, Type: B

[Ammunition] Quarrel: A crossbow quarrel used as a melee weapon is Tiny and deals 1d2(S)/1d4(M) points of

piercing damage with a x2 critical. Since it is not designed for this use, all characters are treated as not proficient with it and this suffer a penalty on their attack rolls (see below for non-proficiency penalties). Quarrels come in wooden cases that hold 10 quarrels. Regardless of whether a quarrel hits its target or not, any quarrel fired has a 50% chance of to be destroyed or lost.

[Ammunition] Quarrel, Heavy: Designed for use with Heavy crossbow's, Heavy repeating crossbow's and Quadratic interval crossbow's. This ammunition has a piercing head. The damage caused is piercing in nature. The heavier shaft and larger weapon head results in more damage than with Light quarrels.

- Cost: 4 SP/1 - 2 GP/10, Damage: As weapon, Crit: As weapon, Range increment: As weapon, Weight: .2 lbs, Type: P

[Ammunition] Quarrel, Light: Designed for use with Light crossbow's, Cho-ku-no crossbow's and Light repeating crossbow's. This ammunition has a piercing head. The damage caused is piercing in nature. The lighter shaft and smaller weapon head results in less damage than with heavy quarrels.

- Cost: 2 SP/1 - 1 GP/10, Damage: As weapon, Crit: As weapon, Range increment: As weapon, Weight: .1 lbs, Type: P

[Ammunition] Siege bolt: Designed for use with Cranequin, Arbalest, and Great crossbows. A very heavy shaft and weighty head makes this ammunition ideal for siege warfare. At a half a pound each these bolts are very stout.

- Cost: 5 SP/1 - 5 EP/10, Damage: As weapon, Crit: As weapon, Range increment: As weapon, Weight: .5 lbs, Type: B

[Ammunition] Siege quarrel: Designed for use with Cranequin, Arbalest, and Great crossbows. A very heavy shaft and weighty head makes this ammunition ideal for siege warfare. At a half a pound each these bolts are very stout.

- Cost: 5 SP/1 - 5 EP/10, Damage: As weapon, Crit: As weapon, Range increment: As weapon, Weight: .5 lbs, Type: P

[Ammunition] Stinkpot: A stinkpot is specialized ammunition designed for use with a sling staff or Halfling war sling. It can be thrown by hand, but it is not designed for such use. When used as a ranged weapon it is rated as Tiny, deals 1(S)/1d2(M) points of damage, has a critical threat range/multiplier of x2, a range of 20 ft. and a damage type of B. Since this ammunition is specifically designed to be used with a sling, all characters are treated as non-proficient when using it in any other type of attack. As such, the character suffers a penalty 'to-hit' (see below for non-proficiency penalties). Stinkpots are small, clay vessels filled with noxious burning materials. On a successful hit, the attacker rolls normal damage. Any character within one square of a stinkpot hit must roll a successful fortitude save vs DC 16 or suffer a -2 penalty to all attacks due to choking and coughing for 1d6 combat rounds. If a stinkpot misses its target, it still scatters and breaks open (see splash weapons as described under Special Substances and Items, 3.5 PHB pg 128.)

- Cost: 1 SP/1, Damage: As weapon (or see above), Crit: As weapon (or see above), Range increment: As weapon (or see above), Weight: 1 lbs, Type: B

[Ammunition] Stone: A simple piece of ammunition. These may be found virtually anywhere.

- Cost: n/a, Damage: As weapon, Crit: As weapon, Range increment: As weapon, Weight: .1 lbs, Type: B

[Ammunition] Vial bolt: Special glass bolts which may contain any number of things such as holy water, poison, acid, etc. When purchased, these bolts are empty and must be filled with some type of liquid later. The damage caused by the bolt itself is negligible. The contents of the bolt are the basis for any damage caused.

- Cost: 5 SP/1 - 5 EP/10, Damage: depends on contents, Crit: As weapon, Range increment: As weapon, Weight: .3 lbs, Type: depends on contents/special

[Ammunition] Winch bolt: A special type of crossbow bolt. Similar to a grapple bolt, this ammunition is split down the head and center of the shaft, with the split head bending away from the shaft like a two-headed snake. two thin ropes are secured to the butt of each bolt. On a successful hit, the bolt snaps apart like a wishbone, taking the attached ropes past the target to wrap around and entangle it. If the target is a movable target of your size category or smaller, you can use the ropes to pull it toward you. If the target is stationary, or larger than yourself, you may be able to draw yourself towards it by operating the winch that is affixed to the crossbow.

- Cost: 10 SP/1 - 1 PP/10, Damage: 1d6(S)/1d8(M), Crit: As weapon, Range increment: As weapon, Weight: .x lbs, Type: x

Adze: Resembling an axe with a sideways blade, the adze is a common woodworkers construction tool. Some

savage tribes use a short-handled war adze as a close-combat weapon. Common adzes can be found in most woodworkers' shops.

Ankus: The ankus is an elephant goad. It is a three to four-foot staff with a metal hook and point at one end, used to steer elephants. It deals only subdual damage, but because of its hook, you can also use it to make trip attacks (See 3.5 PHB pg 159). You can drop the ankus to avoid being tripped during your own trip attempt.

The ankus has a 10-foot reach. You can attack opponents 10 ft. away, but not those adjacent to you. The ankus was intended to be both a tool and a weapon, and some were used as elaborate ceremonial pieces.

Aspergillum, heavy: The common aspergillum (detailed in the Forgotten Realms Campaign Setting, page 95) is a lightweight metal device resembling a small club or light mace with a perforated head for dispensing holy water. Although not a weapon per se, it can be used in combat to deliver ranged touch attacks.

The heavy aspergillum combines the properties of a common aspergillum with those of a heavy mace and is greatly favored by members of the Impilturan church of Ilmater. A heavy aspergillum can hold up to 3 flasks of holy water. In addition to serving as a common aspergillum, it can also be used in melee combat. When a button on the shaft is pressed, tiny holes open in the mace head, allowing holy water to touch a creature struck by the weapon. Each use of the weapon in this manner uses one flask of holy water per attack whether or not the attack is successful. If the wielder has multiple attacks per round with the weapon, the holy water can be released multiple times in one round (but no more than once per attack) until it is depleted. A heavy aspergillum may also be used to make ranged touch attacks with holy water in the manner of a normal aspergillum.

Pouring a flask of holy water into an Aspergillum or heavy aspergillum is a standard action that provokes an attack of opportunity.

Atl-Atl: The atl-atl, or spear thrower, is not actually a weapon, although proficiency is required in order to use it properly. The atl-atl is simply a throwing stick for a spear or javelin. The following weapons may be thrown using an atl-atl. Common spear, Long spear, Short spear, Common javelin, Spinning javelin, Stone javelin, Common harpoon, Bone harpoon, and Arctic harpoon. The atl-atl's leverage and throwing track provide greater range to any of the above weapons when thrown. Adding 15 ft. to the range of all weapons hurled using the atl-atl. The accuracy of such thrown weapons is also greatly improved. Adding a + 2 "to hit" at ranges up to the first range increment, and a +1 "to hit" at the next range increment.

Awl pike: Also known just as a "pike", and a Morris pike (corruption of Moorish), this is an infantry spear ranging 16 to 22 feet in length. Awl heads are usually leaf or lozenge shaped. The pole is made of a strong wood, such as ash. Many pike heads are made with two tongues of steel, nailed down the sides of the shaft in order to prevent the head from being hacked off. The grip is often bound with cloth and the butt capped in steel to prevent the shaft from splitting. The awl pike has the dubious distinction of being a very slow and very heavy weapon. Add this to its mediocre damage, and one is left with a weapon best left to the battlefield against massed cavalry.

The awl pike is a reach weapon. You can strike opponents 15 feet away with it, but you can't use it against an adjacent foe.

The awl pike can cause double damage if firmly set to receive a charge. See 3.5 PHB page 160 for rules regarding readying a weapon.

Axe: Many varieties of axes exist. Originally a tool for chopping wood, the axe was quickly adapted for war.

Axe, battle (battleaxe): Hundreds of variations on the battle 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 two-handed axe.) Battle axes often have a spike, hammer, or smaller blade backing the primary blade. In some cases, both blades are equal in size and weight can be used interchangeably. The battle axe is the most common melee weapon among Dwarves.

Axe, double, Orcish: An orc double axe is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were wielding a one-handed weapon and a light weapon (see two-weapon fighting, 3.5 PHB pg. 160). A creature using a

double weapon in one hand, such as an ogre using an orc double axe, can't use it as a double weapon—only one end of the weapon can be used in any given round.

Axe, great (two-handed): The great axe, greataxe, or two-handed axe. This mighty weapon consists of a four- to five-foot haft with a very heavy blade. The axe may be double-bitted, with blades on both sides of the haft, or it may only have a single blade. It is an unwieldy weapon, but a skilled warrior can strike blows of tremendous strength with it. Regardless of wielders size, this weapon requires two hands to wield. This weapon requires a lot of STR to wield. This big, heavy axe is a favorite of Barbarians and anybody else who wants the capability to deal out incredible damage.

Axe, hand (hatchet): Many smaller hand axes actually fall into this category. The hand axes small size permits it to be used as an off-hand weapon. Hatchets are also handy tools for wilderness travelers or people who work with wood. Dwarves favor these axes as off-hand weapons

Axe, ice: In addition to being an effective weapon, the ice axe grants a + 2 circumstance bonus on climb checks to a wielder proficient in its use.

Axe, stone: This crude weapon consists of an edged piece of stone lashed to a wooden haft. Normally, it's only found in the most primitive of settings.

Weapons made of bone or stone have a propensity to break when used in combat situations. Any time maximum damage is rolled you must roll a break check on d20 vs DC 4. Any roll under 4 indicates that the weapon breaks.

Axe, throwing: Variations on the medium sized axe exist in almost any setting. Not every hand axe can be thrown though; the weapon must be built for balance to be thrown, although this isn't particularly rare or unusual. Throwing axes are often thrown by Barbarians in a sunder attempt against shields (see 3.5 PHB pg 158 for sunder rules). Gnome fighters often use throwing axes for both melee and ranged attacks.

Axe, war, Dwarven: A Dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. A Dwarf treats a Dwarven waraxe as a martial weapon even when using it in one hand.

Bardiche: The word bardiche is the corrupted spelling of berdysh. The berdysh (Russian term) is in effect an elongated battleaxe with a large, narrow, curved axe head measuring 24 to 32 inches long, mounted on a pole five to eight feet long. The upper part of the head can be used for thrusting, while the lower part is of the form of a langet. A langet is an iron strap used to increase the strength of the head and protect the most exposed part of the weapon from blows. Berdysh require more room to wield than a standard pike or spear. Some berdysh have two rings for attaching to a shoulder strap. This arrangement is popular among horsemen.

Bardiches gain a + 2 circumstance bonus on attack rolls against' any type of plate or mail armor.

A bardiche has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

The bardiche can be set to inflict double damage when receiving a charge. See 3.5 PHB page 160 for rules regarding readying a weapon.

Buckler-axe, Dwarven: At first glance, the Dwarven buckler-axe appears similar to a standard buckler, but this weapon has enlarged bladelike edges at it's top and bottom, allowing the wielder to swing it like an axe. Thus, in addition to its obvious protective qualities, it proves a capable off-hand weapon or emergency weapon when disarmed.

A Dwarven buckler-axe grants its wielder a +1 shield bonus to AC. As with any shield, when you attack with a Dwarven buckler-axe, you do not get the shield bonus to your AC.

The buckler-axe also provides a -1 armor check penalty, and incurs a 5% arcane spell failure chance for its wielder. Like a spiked shield, a buckler-axe can be enhanced as a weapon, as a shield, or as both, but such enhancement must be paid for and applied separately.

Longaxe: A longaxe looks like a greataxe with an elongated haft. This feature makes the weapon awkward to wield by those unfamiliar with its use, but those proficient with the weapon can use the haft's extra length to attack foes more than 5 feet away as long as they are willing to forgo precision in favor of dealing extra damage.

If you are proficient with the longaxe, you can treat it as a reach weapon any time you use the Power Attack feat to shift 3 or more points of your attack bonus from attack to damage. When you use a longaxe in this manner, you can strike opponents 10 feet away, but you cannot use it against an adjacent foe. Because you determine the use of the Power Attack feat for an entire turn, you must wield the longaxe as either a reach weapon or a normal weapon until the beginning of your next turn. You cannot wield it as both a reach weapon and a non-reach weapon in the same turn.

Poleaxe, heavy: A heavy poleaxe has reach; you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. Normally, you strike with the heavy poleaxe's axe head, but the spike on the end is useful against charging opponents. If you use a ready action to set a heavy poleaxe against a charge, you deal double damage if you score a hit against a charging creature.

Bayonet: Sometimes an adventurer finds himself in a situation that requires self defense at a few seconds notice. That's when a mounted bayonet comes in handy. A bayonet (a long, thin dagger) can be affixed to many mundane items (instruments, a quarter staff, etc.) and used to fend off an attacker, or even to inflict respectable damage to receive a charge (see 3.5 PHB page 160 for rules regarding readying a weapon). However, some risk of damage to the mundane item exists from the sudden impact (see attacking an object/breaking objects 3.5 PHB, pg's 165-167).

Bear paws: An extremely versatile weapon. Bear Paws consist of two metal framed gauntlets equipped with dagger-like blades extending forward from the frame. The gauntlets are connected by a light strong chain. This weapon can be used in melee combat by clawing/punching with the gauntlets, as a reach weapon by wearing one gauntlet and swinging the other on the end of the chain, or in ranged combat by hurling the weapons like bolas.

When used as a double weapon, you wear both gauntlets and the chain is used to deflect blows. When using it as a double weapon, you incur all the normal attack penalties as if using a one-handed weapon and a light weapon. When wielded as a double weapon, you can only strike at an adjacent opponent.

The bear paws may also be used as a reach weapon (with a reach of 10 ft.). Unlike other weapons with reach, you can use it against an adjacent foe. In this case you can only use one end of the chain effectively; you cannot use it as a double weapon while using it as a reach weapon.

Because the chain can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped. If the chain is used for a pull/trip maneuver, the attacker gains a +4 circumstance bonus on his Strength check. This also applies to pull/trips against riders. This weapon may be used to make a trip attack. See 3.5 PHB pg 159.

The bear paws may also be thrown as a ranged weapon. The weapon is thrown in a manner similar to a set of Bola's. When thrown the weapon will not entangle an opponent in the same manner that bolas will.

When using a chain, you get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent). See 3.5 PHB, pg 155 for rules covering disarming.

You can use the Weapon Finesse feat (See 3.5 PHB, pg 102) to apply your Dexterity modifier instead of your Strength modifier to the attack rolls with bear paws.

Not suitable for use while casting spells.

Bec de corbin: Also called the bec de fauchon, the names mean "crow's beak" and "falcon's beak" respectively. This pole weapon has a hook much more like a bird's beak and is ideal for cutting open armor like some great can opener. The weapon also has a hammer or axe side that delivers a solid hit. This is a highly specialized weapon, designed for the purpose of cutting armor then striking the now unarmored victim with the other side of the weapon. The pole shaft is eight feet long.

A bec de corbin has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

The bec de corbin, or crow's beak, is a weapon designed to pierce heavy armor; it gains a +3 circumstance bonus to attacks versus any kind of plate armor.

Belaying pin: This is a weapon of convenience for sailors of any campaign. Belaying pins are used to secure the lines of a ship's rigging, and there's always one nearby on the deck of a ship.

A belaying pin gains a +1 'to-hit' when used in a sapping attack. See house rules for more information on sapping attacks.

Bhuj: A short, slightly heavy, single edged knife blade. Much like a butchers knife, or meat cleaver.

Bill-guisarme: Also known as a "bill", this weapon is derived from an agricultural tool, the bill hook. Throughout its years of use, the bill's head went through many changes. Its most common head form is a sharp spike with a sturdy hook whose inside and outside edges were sharpened, and a cutting blade reminiscent of a cleaver. The pole length around ranges around eight feet.

A bill-guisarme has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Bills are multifunction polearms that include a cutting surface, a spearlike spike, and hooks or curved blades on the back for dismounting riders. Bills or bill-guisarmes provide a +2 circumstance bonus to pull/trip attempts against riders. See 3.5 PHB pg 159 for rules regarding tripping a mounted opponent.

Blade boot: Custom-fitted to the wearer's own boot, this device consists of a sturdy sole assembly concealing a spring-loaded dagger. The buyer can simply add one blade to either of his boots at the given cost, or but a matched set for double the given cost.

The wearer's movement is not impaired when the blades are retracted. With one or both blades extended, the wearer cannot run or charge. A monk using the blade attacks as if unarmed. The weapon finesse feat can be applied to blade boots.

Note: A character wearing blade boots gains a +4 circumstance bonus on Escape Artist checks made to escape from rope bonds.

It takes a character trained in both Craft (cobbling), and Craft (weaponsmithing) to make blade boots. The Craft DC is 20 to refit an existing boot with a blade, or 15 to make a new pair. Refitting a boot takes about a day of work, if the blade and materials are on hand, or a week if they must be fashioned from scratch. Making a new pair of blade boots requires about a week.

Blowgun, common: The blowgun is a long tube through which you fire needle darts. A needle dart can be used to deliver poison of either the injury or contact type. Blowgun ammunition (needle dart) is very light, and cannot penetrate heavy armor. If a target is protected by a full suit of metal armor (other than chain/linked), the attacker suffers an additional -4 to his attack roll.

Loading a blowgun is a move action that provokes an attack of opportunity.

Blowgun, Greater: The greater blowgun is a long tube through which you fire a small barbed dart (smaller than thrown darts), suitable for hunting small fowl and animals. Blowgun ammunition (barbed dart) is very light, and cannot penetrate heavy armor. A blowgun dart can deliver poison of either the injury or contact type. If a target is protected by a full suit of metal armor (other than chain/linked), the attacker suffers an additional -2 to his attack roll.

Loading a blowgun is a move action that provokes an attack of opportunity.

A greater blowgun has a maximum range increment of 5 range increments.

Bo stick: This oriental staff is a tapering length of wood about four to six feet in length. The wielder of a bo stick

suffers a - 2 penalty to attacks against an opponent in plate armor of any kind. Its hard wood makes it difficult to cut or break.

Bolas: Bolas consist of two or three weights joined by a sturdy leather cord or rope. They have been used by hunters since the Stone Age. A character must be proficient with the bolas to throw them successfully. The damage caused by this weapon is non-lethal.

You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a set of bolas. See 3.5 PHB pg 159. If the trip attack succeeds, not only is the victim knocked prone, the victim must also spend a full round and make a Strength check vs DC 12 in order to detangle/remove the bolas before he can get up.

A sharp 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.

Bolas, barbed: This weapon is similar to a normal set of bolas, except that its weighted balls are studded with hooked barbs and thus deal lethal (not non-lethal) damage. Because the barbed hooks can wrap around an enemy's leg or other limb, you can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a set of barbed bolas. See 3.5 PHB pg 159. If the trip attack succeeds, not only is the victim knocked prone, the victim must also spend a full round and make a Strength check vs DC 12 in order to detangle/remove the bolas before he can get up.

A sharp 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.

For purposes of weapon proficiency and similar feats, barbed bolas are treated as if they were bolas. Thus, if you have Exotic Weapon proficiency (bolas), you are also proficient with barbed bolas.

Boomerang: An ancient hunting weapon, the boomerang is a heavy, aerodynamic, curved throwing stick. It does not normally return to its thrower. A proficient user can set up a throw that will return in the event of a miss. The weapon will only return if it is thrown in a large, non-confined space. There must be a clear line of site between thrower and target. There must be a 20 ft. radius clear of major obstructions surrounding the target, and there may be no more than two other creatures/characters within 15 ft. of the target.

If all of these conditions are met when the boomerang is thrown, there is a chance that the boomerang will return in the round after it is thrown. If the boomerang struck the target, it will return if a DC 10 check is made (roll 10 or over). If the boomerang misses the target, it will return if a DC 1 check is made (roll anything other than 1).

When the boomerang returns it will have its own d20 initiative roll. If someone (usually the thrower) wishes to catch the boomerang, he must take a full round action in order to attempt the catch. Using the throwers position when the boomerang was thrown, the boomerang will return to a specific spot according to the chart shown here:

1	2	3
4	5-6	7
8	9	10

* Boomerang thrown from this location

Roll 1d10 and consult the chart above. The boomerang will return to the numbered square illustrated in the chart above (the target square). In order to catch the boomerang, the catcher must move to/occupy the target square on

the boomerangs initiative. On the round that the catch attempt is performed, the catchers initiative is the same as that of the boomerang. On the boomerangs initiative, the catcher must then make a reflex save vs DC 15 to successfully catch the weapon.

Otherwise the weapon falls out of range 1d4 x 10 ft. from the target square in a direction determined by the DM. Recovering the weapon will require a full round action to recover. If the weapon is not caught on the return, it may break. Make an item save against DC 10. If you roll below 10 the boomerang breaks.

Bottle: Bottles are found in taverns and alehouses all over the world. Each time a bottle hits, it must roll a successful saving throw vs. DC 14 or break. A broken bottle can be wielded as if it were a bone knife. If no gauntlet/glove is used to protect the wielders hand, the wielder will take 1 point of damage each time the broken bottle strikes a target. If the broken bottle hits, it must roll a successful saving throw vs DC 18 or break. If the broken bottle breaks, it cannot be used again.

Bow: One of the most common weapons throughout history is the bow. The simple self bow, or short bow, has been used for hunting and war since before the dawn of civilization. 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.

If a character has an unusually low Strength score, he *must* apply any attack or damage penalties to his archery. He is forced to use bows that have a lighter pull. However, for a character to gain his bonuses for a high Strength score, he must get a custom-made bow, which costs many times the normal price. 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 19 can use a bow made for a Strength of 17, gaining a +1 to hit and +1 to damage instead of his normal full bonuses. See 3.5 PHB, pg 119 for composite longbow, and pg's 120-121 for composite shortbow.

Bow, long: You need at least two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite longbow (see below) but not a regular longbow.

Long bows are simply bigger short bows. They are drawn to the cheek, instead of being drawn to the chest as other bows are. Long bows can fire any kind of arrow. Long bows cannot be used from horseback. Long bows fire flight, pile, sheaf, or stone arrows.

Bow, long, aquatic: This weapon, favored by aquatic elves, employs a special kelp string that dampens vibration and turbulence. The aquatic longbow functions as a normal longbow except when sea arrows are fired from it underwater. In this case, the weapon fires with the listed range increment and no penalty for being underwater (ranged attacks underwater ordinarily suffer a -2 penalty on attack rolls for every 5 feet of water they pass through). Mighty composite versions of the aquatic longbow are available (See 3.5 PHB pg 119), costing 600 gp for +1, 700 gp for +2, 800 gp for +3, and 900 gp for +4.

Aquatic long bows fire flight, pile, sea, sheaf, or stone arrows.

Bow, long, composite: You need at least two hands to use a bow, regardless of its size. Composite long bows are usually only found in eastern campaigns. Composite bows are made from laminated horn, wood, or bone and built with a recurve; meaning that they can be made with especially heavy pulls to take advantage of a character's above average strength. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it.

See 3.5 PHB pg 119. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost.

Composite long bows fire flight, pile, sheaf, or stone arrows. For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow.

Bow, short: You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow (see below) but not a regular shortbow.

Short bows can be found in any setting. Even if they are not used for war, they are the weapon of choice for many hunters. Short bows fire flight, pile, sheaf, or stone arrows.

Bow, short, composite: You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you can't effectively use it, so you take a – 2 penalty on attacks with it. The default composite shortbow requires a Strength modifier of +0 or higher to use with proficiency. A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 gp to its cost. See 3.5 PHB, pg's 120-121 for composite shortbow.

Composite short bows fire flight, pile, sheaf, or stone arrows. For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow.

Footbow: This exotic weapon resembles a composite longbow but is designed to be used in flight, with the archer holding the bow in her feet and drawing the weapon with one or both hands. Like a composite longbow (see page 119 of PHB), all footbows are made with a particular strength rating. If a character's Strength bonus is less than the strength rating of the footbow, she can't effectively use it, so she takes a -2 penalty on attacks with it. The default footbow requires a Strength bonus of +0 or higher to use with proficiency. A footbow can be made with a high strength rating just as a composite longbow can; each point of Strength bonus granted by the bow adds 100gp to its cost.

The wielder of a footbow can choose to use both hands to draw it back; in this case she may add 1-1/2 her strength bonus to damage (up to a maximum of 1-1/2 the strength rating of the bow), as long as she is strong enough to use it without penalty.

A footbow can be used on the ground, but the archer must be prone to do so and takes a -4 penalty on the attack roll.

For Raptorans, the footbow is a martial weapon rather than an exotic weapon.

Greatbow: You need at least two hands to use a bow, regardless of its size. A greatbow sized for a medium character is approximately 6 feet or more in length when strung. A greatbow is too unwieldy to use while mounted. Like other bows, if you have a penalty for low strength, apply it to the damage rolls when using a greatbow. If you have a bonus for high strength, you apply it to damage rolls when you use a composite greatbow (see below) but not a regular greatbow.

Greatbow, composite: You need at least two hands to use a bow, regardless of its size. A composite greatbow sized for a medium character is approximately 6 feet or more in length when strung. A greatbow is too unwieldy to use while mounted. Composite greatbows follow all of the normal rules for composite bows, including strength ratings. Each point of strength bonus granted by the bow adds 200gp to the cost of the bow.

Bracer, claw: Popular with sorcerers and wizards of the cult of the Dragon, a claw bracer is a metal armband with three steel claws projecting from the top, extending about 4 inches beyond the tip of the wearer's extended fingers. The wearer can cast spells normally while wearing the bracers and cannot be disarmed.

Brandistock: The brandistock is an iron-shod walking staff that conceals three blades. When deployed, the blades form a small trident. In situations where the enemy isn't expecting a character to be so armed, the DM can assign a + 1 surprise or initiative bonus.

Brass knuckles: An iron or brass piece of metal with holes punched in it, so that ones fingers may be slipped through like rings. This weapon is intended to be used in conjunction with a pummeling, sapping, or punching attack. In general a character using brass knuckles doubles the chance of an opponent being knocked out when struck in a

such an attack. See house rules for rules regarding a sapping attack. Additionally a character will inflict normal (not temporary damage) damage when using brass knuckles.

Brass knuckles gain a +2 'to-hit' when used in a sapping attack. See house rules for rules regarding a sapping attack.

Bullova: A long handled axe like weapon. The weapons shaft is a heavy oak two tined fork. Two blades are set vertically on each tine. The main blade on each tine is triangular, narrowest near the bottom, flaring to it's widest at the top of the tine. The second blade is actually a hook set directly below the triangular blade. The combination of the gap between the two tines, and the blade and hook combination all make for several ways to parry (see house rules), disarm (see 3.5 PHB pg 155) or sunder (see 3.5 PHB pg 158) an opponents weapon. The wielder of this weapon gains a +4 "to hit" when attempting any such maneuver.

Caber: A caber is a heavy pole that you can throw at one or more targets grouped closely together. To throw a caber, you must target a 10 ft. square area and hit AC 15. Success means that everyone in the target area must make a Reflex save (DC = attack roll) or move 5 ft. backward. If a creature or object in the target area is incapable of movement, it takes 2d6(M) points of damage. The caber is usually used for breaking up military formations. Any attack with a caber is a ranged attack.

Calculus, Gnomish: This oversized sling is made to fire flasks filled with liquid. Common ammunition includes acid, alchemist's fire, and other alchemical substances. Alchemical ammunition deals damage according to its properties, but it gains the range increment of the Gnomish calculus. The Gnomish calculus can also be used to fire the following sling ammunition: bullet, skiprock, stinkpot, stone. When a flask is slung using the Gnomish calculus, the flask will break if you make a DC 1 save. (Roll anything but a 1).

A user must be proficient in both the Gnomish calculus (or Halfling warsling) and skiprocks in order to take advantage of the skiprocks ricochet capability when using skiprock ammunition with this sling.

Caltrop: A caltrop is a cluster of four or more iron spikes, designed so that one point is always facing up (they would look similar to a d4, one point is always up). They are intended to be scattered in the path of an enemy, who may step on one if he's not careful.

In order to be effective, at least 10 caltrops must be scattered in a 5'x5' square. Any character entering the area must make a DC 12 Reflex save or step on a caltrop, suffering the listed damage. The victim is reduced to 1/2 movement until he spends a full round removing the caltrop from his foot. In addition, the character must make a second DC 12 Reflex saving throw; if he fails, his foot is considered to be struck and he is reduced to 1/3 movement until it heals.

A character moving at half his normal speed or slower can pick his way through the caltrops without trouble; as long as he can see them. A low ground fog or long grass may hide caltrops from even the most observant characters.

Chain: Also called the manriki-gusari, this is a weaponized length of chain, with weighted ends. It is used to strike and tangle an opponent. It can be whirled quickly, striking with hard blows from the weights. One end can also be swung out to entangle an opponent.

The chain can be used either as a double weapon or as a reach weapon. You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a a handed weapon and a light weapon. In this case, you can only strike at an adjacent opponent. (see 3.5 PHB, pg 160 for two-weapon fighting)

If you use the chain as a reach weapon, you can strike opponents 10 feet away with it. In addition, unlike other weapons with reach, you can use it against an adjacent foe. In this case you can only use one end of the chain effectively; you cannot use it as a double weapon.

Because the chain can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped. (see 3.5 PHB, pg 158-159 for Trip rules) If the chain is used for a trip maneuver, the attacker gains a +4 bonus on his Strength check. This also applies to trip attacks against mounted opponents.

When using a chain, you get a + 2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent). (see 3.5 PHB, pg 155 for Disarm rules)

You can use the Weapon Finesse feat (See 3.5 PHB, pg 102) to apply your Dexterity modifier instead of your Strength modifier to the attack rolls with a chain sized for you, even though it isn't a light weapon for you.

Chain, Spiked: Also called the Vekshwami. The spiked chain is a length of chain with a large hoop handle at the center of two lengths of barbed, and spiked chain. The chain itself is studded with spikes and barbs. It can be whirled quickly, striking with hard blows and lashing barbs and spikes. It can also be swung out to disarm, trip, or reach opponents.

A spiked chain has reach, so you can strike opponents 10 ft. away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

Because the chain can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped. (see 3.5 PHB, pg 158-159 for Trip rules) If the chain is used for a trip maneuver, the attacker gains a + 2 bonus on his Strength check. This also applies to trip attacks against mounted opponents.

When using a spiked chain, you get a + 2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails). (see 3.5 PHB, pg 155 for Disarm rules)

You can use the Weapon Finesse feat (See 3.5 PHB, pg 102) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a spiked chain sized for you, even though it isn't a light weapon for you.

Chain-and-dagger: When wielding the chain-and-dagger, you gain a + 2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself, if you fail to disarm your foe).

You can also use this weapon to make trip attacks, gaining a + 2 bonus on your trip attempt. If you are tripped during your own trip attempt, you can opt to drop the chain-and-dagger instead of being tripped.

Chakram: The chakram is a throwing quoit or disk with a sharpened outer rim, about a foot in diameter. It is thrown frisbee-style, with a rapid spin. The chakram is not as effective against armored opponents and suffers a - 2 penalty to attacks against targets in any kind of mail, scale, or plate armor.

Chijikiri: This composite weapon consists of a spear with a length of chain attached to the butt. It can be wielded as an ordinary spear, or reversed and used to tangle or flail at an enemy. The chijikiri is a double weapon, allowing you to strike with the spear end or whip out the chain end to entangle your opponent. You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon.

If the chain end is used, the chijikiri is a type B weapon that inflicts damage as a chain: 1d4(S)/1d6(M). If the spear end is used, the chijiriki is a type P weapon that inflicts damage like a spear: 1d3(S)/1d4(M).

The chijikiri adds + 4 to the attacker's effective Strength for trip attacks (see 3.5 PHB, pg 159) but cannot be used to trip/dismount a mounted opponent. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

Club: Mankind's oldest weapon exists in thousands of varieties. Clubs range from something as simple as an animal's thigh bone to a well-balanced work of art. Not all clubs can be thrown, but throwing weapons are common enough that a PC can obtain one as easily as a melee-only weapon. Clubs are effectively free, but if a PC wants to get one that is recognized as a warrior's weapon it may cost anywhere from nothing to 10 gp.

Club, common: The common club is simply a tapered piece of wood. A wooden club is so easy to find and fashion that it has no cost.

The common club, like many clubs is well suited to sapping attacks. If used in a sap attack, a common club gains a + 1 'to-hit' when used in a sapping attack. See house rules for rules regarding a sapping attack.

Club, great: A great club is a two-handed version of a regular club. It is often studded with nails or spikes and ringed by bands of iron. Its greater size and mass gives it a better damage potential than its smaller forebear.

Club, war: The war club is considered a work of art in many cultures. The war club is a one handed club made for combat. Equipped with iron bands and fixed blades running along the upper end of a short haft, the war club is a formidable weapon. This stout weapon is even balanced for ranged combat.

A war club gains a +1 'to-hit' when used in a sapping attack. See house rules for rules regarding a sapping attack.

War club:

Crossbow: A crossbow is a short, powerful bow mounted on a rifle-like stock. It is aimed and fired like a rifle. Historically, crossbows were more powerful than bows and had better hitting power at a greater range, but they were also far slower. The English longbow was never decisively bested by the crossbow simply because a trained archer could fire six arrows to the crossbowman's single bolt.

Crossbows were invented sometime in the Dark Ages, but didn't come into widespread use until the Crusades. The earliest crossbows were pellet bows that fired small stones or bullets instead of quarrels. The weapon rapidly grew larger and more powerful. By the Renaissance, many crossbows couldn't be drawn by hand and had to be winched back by a hand-held crank.

Crossbow, arbalest: The arbalest is a large, heavy crossbow which is stirrup and lever drawn. The weapon fires special siege bolts and quarrels. In order to become proficient with this weapon a character must meet high strength requirements. Loading an arbalest is a time consuming process which requires two full rounds to complete, and leaves the loader susceptible to attacks of opportunity. One must use two hands to load and fire an arbalest.

An arbalest can fire Siege bolts or quarrels.

Crossbow, Cho-ku-no: The chu-ko-nu is a repeating light crossbow, capable of firing several bolts before needing reloading. Mounted on the top of the crossbow is a gravity fed magazine that can hold up to 10 quarrels/bolts. The cocking and reloading action is worked by a single lever, pushed forward and then pulled back (a free action). This allows a faster rate of fire than normal. Replacing an empty magazine with a fully loaded one is a full-round action that provokes an attack of opportunity. Up to two quarrels/bolts can be manually reloaded into the magazine per round. Thus six full-rounds are required to completely reload the chu-ko-nu magazine. Five rounds to reload the magazine, plus one full round to remove and replace the magazine itself.

The cho-ku-no is heavier than a normal crossbow and has a poorer range. One drawback to the Cho-ku-no is its jam or fail rate. The weapon often jams or fails to fire. Every time it is fired there is a 15% chance (rolled just prior to the "to hit" roll), that the weapon will jam. A character who is proficient with the weapon can clear the jam within 1d6 rounds. The jam must be cleared before the cho-ku-no can be fired or a new magazine can be used.

The cho-ku-no fires light bolts and quarrels. Two hands are required to load and operate a cho-ku-no.

Crossbow, cranequin: A very heavy crossbow, equipped with a rack and pinion cocking mechanism, makes this weapon one of the most powerful personal missile weapons available. In order to become proficient with this weapon a character must meet high strength requirements. Loading a cranequin is a time consuming process which requires two full rounds to complete, and leaves the loader susceptible to attacks of opportunity.

This weapon uses special siege bolts, and quarrels. One must use two hands to load and fire a cranequin.

Crossbow, grapple-firing: This device helps adventurers scale unclimbable walls, bridge chasms, escape down sheer cliffs, and the like. A grapple-firing crossbow is a heavy crossbow modified to fire a special, grapple-headed metal bolt attached to 100 ft. of thin, light rope.

A successful shot at an appropriate target (see Attack an Object section in 3.5 PHB, pg's 165-166) indicates that the grapple has hooked onto something, anchoring the rope firmly enough for a character to ascend it with a successful Climb check (DC 15). Failure brings one of three results: The grapple simply failed to snag anything, that it has lodged

but is not secure enough to support a character's weight, or that there's simply nothing up there for it to catch. In the first case, the user can simply recoil the rope (which takes three full-rounds, and leaves the character vulnerable to Attacks of Opportunity) and try again. In the second case, a successful Use rope check (DC 15) made before anyone tries to climb reveals the instability. The user cannot free that grapple, but may try to fire another. (Should anyone try to climb the unstable rope, the grapple gives way after the climber has progressed 1d10 ft. Determine damage normally from the resulting fall. See 3.5 DMG, pg 303) In the third case, retries automatically fail.

A character can easily anchor a grapple-bolt by hand in a niche or use pitons to secure it on smooth stone. This provides the same aid for descent without the need to fire the weapon.

This weapon requires two weapons to wield, and fires grapple-bolts.

Crossbow, great: A great crossbow requires two hands to use effectively, regardless of the user's size. You draw a great crossbow back by turning a winch. Loading a great crossbow is a full-round action that provokes an attack of opportunity.

A medium size character cannot shoot or load a great crossbow with one hand at all. With training, a large creature can shoot, but not load, a great crossbow with one hand at a -4 penalty 'to-hit'. If a large creature attempts to fire a separate great crossbow in each hand simultaneously, the standard penalties for two weapon fighting apply (see 3.5 PHB, pg 160). These penalties are cumulative with the penalty for firing the crossbow on-handed.

This weapon fires siege bolts and quarrels.

Crossbow, hand: This exotic weapon is common among rogues and others who favor stealth over power. You can draw a hand crossbow back by hand (two hands are required to load/reload the weapon). Loading a hand crossbow is a move equivalent action which provokes an attack of opportunity. The hand crossbow is derived from the Drow weapon, but could have been built in Renaissance-like settings as a weapon for personal defense or assassination. You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons (see 3.5 PHB, pg 160).

This weapon requires two hands to load, but only one to fire. This weapon fires hand quarrels or bolts.

Crossbow, hand, covered: Rogues often find themselves hanging from ropes, clinging to walls, and in other positions that make normal missile fire impossible. However, a covered hand crossbow, in which a thin sheet of wood holds the bolt in its firing groove, can be fired from any position without the bolt slipping out. This device is very similar to the cut-down repeating crossbow in appearance, except that it lacks a clip. The covered hand crossbow loads from the rear and holds only one bolt/quarrel at a time. You can shoot a covered hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons (see 3.5 PHB, pg 160).

This weapon requires two hands to load, but only one to fire. This weapon fires hand quarrels or bolts.

Crossbow, heavy: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a -4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons (see 3.5 PHB, pg 160). This penalty is cumulative with the penalty for one-handed firing.

A heavy crossbow fires heavy bolts or heavy quarrels.

Crossbow, heavy, repeating: The heavy repeating crossbow holds 5 crossbow bolts/quarrels. As long as it holds ammunition, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts/quarrels is a full-round action that provokes attacks of opportunity. Reloading a case takes 3 full rounds and provokes attacks of opportunity.

You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the

reloading lever, and you must use two hands to load a new case of bolts.

The heavy repeating crossbow fires heavy bolts or heavy quarrels.

Crossbow, light: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity.

Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing (see 3.5 PHB, pg 160).

A light crossbow fires light quarrels or light bolts.

Crossbow, light, repeating: The light repeating crossbow holds 5 crossbow bolts/quarrels. As long as it holds ammunition, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts/quarrels is a full-round action that provokes attacks of opportunity. Reloading a case takes 3 full rounds and provokes attacks of opportunity.

You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

The light repeating crossbow fires light bolts or light quarrels.

Crossbow, one-handed, vial bolt: This exotic weapon is common among rogues and others who favor stealth over power. You can draw a hand crossbow back by hand. Loading a hand crossbow is a move equivalent action which provokes an attack of opportunity. You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons (see 3.5 PHB, pg 160).

This specialized crossbow is used to deliver vial bolts which may contain any number of things such as holy water, poison, acid, etc.

Crossbow, quadratic interval: This heavy crossbow fires heavy quarrels or bolts from a preloaded rotating chamber (not a detachable case/magazine). The bolts may be fired one per round for four rounds. Thus with this weapon, a character can fire one heavy quarrels or bolts per round, without the need to reload. Of course each bolt must be diced for separately. It takes one round to reload one quarrel. Thus it takes four rounds to completely reload this weapon. The user is susceptible to attacks of opportunity while reloading. One must use two hands to load and fire this weapon.

This weapon is designed to fire heavy bolts or quarrels.

Crossbow, winch: The winch crossbow fires a rope and pulley attached to a special crossbow bolt (winch bolt). Two thin light weight ropes are attached to the bolt. On a successful hit, the bolt snaps apart like a wishbone, taking the attached ropes past the target to wrap around and entangle it. If the target is a movable object of your size category or smaller, you can use the ropes to pull it towards you. The damage caused by the initial strike of the winch bolt is non-lethal/subdual in nature.

An entangled creature suffers a - 2 penalty on attack rolls, and a - 4 penalty to Dexterity. It can only move at half speed and cannot charge or run. If you control the trailing rope by succeeding at an opposed Strength check while holding it, the entangled creature can move only within the limits of that rope allows (The attached rope is typically 100 ft. long). Casting a spell while entangled requires a successful concentration check (DC 15).

The entangled creature can escape the ropes with an Escape Artist check (DC 20), which is a full-round action that provokes an attack of opportunity. The rope has 5 hit points and can be burst (see 3.5 PHB, pg's 165-166) with a Strength check (DC 25, also a full-round action which provokes an attack of opportunity).

A winch crossbow's entangling effect is useful only against creatures between Tiny and Large size, inclusive. The subdual damage can affect any creature.

A winch crossbow requires two hands for effective use, regardless of the user's size. Loading a winch crossbow is a full-round action that provokes an attack of opportunity.

A medium-size or larger creature can shoot, but not load, a winch crossbow with one hand at a -4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons (see 3.5 PHB, pg 160). This penalty is cumulative with the penalty for one-handed firing.

The winch crossbow is designed to fire the winch bolt.

Dagger: Mankind's second oldest weapon is probably the stone dagger. The dagger is a common secondary weapon. Daggers are short, stabbing blades ranging from six inches to more than a foot in length. Their size and utility have made them a very long-lived weapon used in many times and places.

You can use the Weapon Finesse feat (See 3.5 PHB, pg 102) to apply your Dexterity modifier instead of your Strength modifier to the attack rolls with a dagger.

You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill 3.5 PHB, pg's 81-82).

Dagger, barbed: Barbed daggers, as their name implies look like normal daggers with long barbs covering the blade. The design makes the weapon more difficult to wield properly, but it allows those skilled in the weapon's use to deal more damage with a well-placed attack.

If you have 5 or more ranks in Sleight of Hand and use a barbed dagger, you gain a +2 bonus on damage rolls on any successful sneak attack made with the weapon as it twists in the wound. This bonus also applies (and is therefore doubled) on successful critical hits with the weapon.

Characters proficient with the barbed dagger can treat it as a dagger for the purpose of any of the following feats: Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Dagger, bone: Common in stone age or savage settings, where metal daggers may not be available. A bone dagger is made of sharpened and hardened (through a fire curing process) bone. The dagger is not as strong as metal, and has a chance of breaking any time maximum damage is rolled. Roll a break check on d20 vs DC 4. Any roll under 4 indicates that the weapon breaks.

Dagger, common: A common secondary weapon. The common dagger is a simple and effective weapon. It has a pointed, double-edged blade. Used throughout history in combat and for personal protection, the common dagger remains a standard weapon among adventurers everywhere.

Dagger, haladie: A double ended dagger with two short, curved, or straight blades connected to opposite ends of a straight handle. A complete hand guard protects the wielder's hand from an opponent's blade.

Dagger, jambiya: A traditional Arab dagger with a double edged, sharply curved blade. It is often ornately decorated. Some are so curved that the end points upward. If chosen in this form, the jambiya may not be thrown. Found most often in eastern lands. This hooked dagger, common among the Calishites and Zakharans, leaves long thin wounds in its target.

Dagger, kris: Highly prized by rogues and barbarians, the blade of this dagger is made of a very rare type of meteoritic iron. These blades will dispel all 1st level spells cast at or around (weapons wielder) the blade 35% of the time, as if a 10th level magic user. One check is made per spell.

The blade has many undulations, and often contains graven designs or runes. The weapon is forged with the meteoritic iron mentioned, plus some special secret magic spells which dampen low level magic. No spell casting is required, and the effect is automatically triggered when the blade, or the blades wielder is targeted with a spell.

There is no way to turn off the power of the blade, and the effect is not checked for until after a spell is cast. First the blade must make the 35% activation check. Then the dispel check is made. 1d20+10 (dagger) vs DC 11 + spell caster's level. If the dispel check exceeds the DC of the spell cast, the spell is dispelled. If multiple spells are cast at the dagger/wielder in the same round, all spells are checked after the initial 35% activation check.

The dagger must be held, or kept in close personal contact for the dispel ability to be activated. In a scabbard at the waist will suffice, but in a back pack, sack, bag, or box will not. If a spell caster carries the weapon, the spells he/she casts are subject to the effects of the dagger.

Dagger, main-gauche: The main-gauche (French for 'left hand') is a large dagger with a basket hilt. Since most swordsmen use their right hand to wield a sword, this dagger is meant for the left hand, wielded as a defensive weapon when the warrior is using the two weapon fighting technique (see 3.5 PHB, pg 160). The main-gauche is also called a 'left-handed dagger'.

Characters using the weapon to disarm (see 3.5 PHB, pg 155) or parry (see house rules) gain a + 2 bonus when using this weapon.

Dagger, punching (Katar): Punching dagger's are also known as a Katar. The katar is a dagger with an 'H' shaped handle. The weapon is designed to be held in a closed fist with the blade projecting out over the knuckles. Wielded with a punching motion, this weapon can be used to effectively penetrate an opponents armor.

When used against opponents in armor, penalize the target's AC from armor by 2 points. This only applies to that portion of a target's armor that is derived from physical armor; Dexterity, cover, or magical bonuses are not affected. For example, a Rogue uses a Katar against a warrior wearing chainmail + 2 and a shield with a Dexterity of 16. The chainmail is considered to be 2 points worse. Overall, the warrior's AC is considered worse by 2. If the target wore nothing but magical bracers of defense, his AC would not be affected.

Dagger, stiletto: The stiletto is a long, thin blade designed solely for piercing. It can punch through armor or slip between the links of chainmail.

When used against opponents in armor, penalize the target's AC from armor by 2 points. This only applies to that portion of a target's armor that is derived from physical armor; Dexterity, cover, or magical bonuses are not affected. For example, a Rogue uses a stiletto against a warrior wearing chainmail + 2 and a shield with a Dexterity of 16. The chainmail is considered to be 2 points worse. Overall, the warrior's AC is considered worse by 2. If the target wore nothing but magical bracers of defense, his AC would not be affected.

Dagger, stone: Common in stone age or savage settings, where metal daggers may not be available. A stone dagger is made of sharpened, hard stone. The dagger is not as strong as metal, and has a chance of breaking any time maximum damage is rolled. Roll a break check on d20 vs DC 4. Any roll under 4 indicates that the weapon breaks.

Dagger, sword breaker: This dagger like weapon has a serrated edge. A short heavy blade with many teeth on the back of the serrations in order to catch an opponents blade and snap it. The wielder of this weapon gains a + 4 bonus on opposed checks when attempting to break an opponents blade (see 3.5 PHB, pg 158 for sunder rules).

Dagger, triple (parrying): This dagger is often used in the off-hand as a means to disarm or attack an opponent. When wielded in the off-hand, the normal two-weapon fighting penalties apply (see 3.5 PHB, pg 160).

This specialized type of dagger is used in conjunction with a sword. It is used to catch or break an opponent's sword. The dagger is equipped with spring blades that split the dagger into three blades at the push of a button.

The dagger can be used offensively, with the blades joined together to form one thrusting blade. When used in this fashion it gains no bonuses to parry or disarm attempts. The dagger can be used defensively, with the triple blade deployed. When used in this fashion attacks against opponents are made at a -2 'to hit'. Lastly, it may be thrown as a ranged weapon. If the triple blades are deployed, it is considered illegal use (see house rules for illegal use), and as such non-proficiency penalties are applied (see below for non-proficiency penalties).

The users of a parrying dagger gain a + 5 bonus on any parry attempt (when the triple blades are deployed) with the

weapon (see house rules for rules regarding parrying).

In addition, the parrying dagger gains a + 4 bonus on sunder attempts (when the triple blades are deployed) with the weapon (see 3.5 PHB, pg 158).

Dart: These weapons are not the tiny modern darts you may be familiar with. They're much larger and heavier than their sporting counterparts. Darts were usually as large as a typical arrow, with a weighted head. They were popular among ancient peoples and eastern cultures, and were used as small javelins by skirmishers and light cavalry.

Dart, acid: When these hollow darts hit a target, they break (provided a DC 1 saving throw is made), splashing the victim with acid. This does an additional 1d6 points worth of acid damage in addition to the weapons piercing damage. Once used, (and broken) the dart is useless.

Dart, barbed: This crude and heavy throwing dart is both fletched and barbed. It measures from two to three feet long. Lizardfolk usually hurl these at a target before charging into melee.

Dart, common: A common dart is the size of an arrow and has a weighted head. Essentially, it is a small javelin.

Dart, stun: When one of these hollow darts hits a target, it releases a small puff of poison gas (provided a DC 1 saving throw is made). The victim must make a Fortitude save (DC 12) or be stunned (see 3.5 DMG, pg's 300-301) for one round. After one round, the target must make another Fortitude save (DC 12) or be stunned for an additional 1d4 rounds.

Duom: The duom is a long spear with a standard spearhead, as well as two blades curved so that they point backward along the shaft. The weapon has reach, allowing you to strike opponents 10 ft. away with it.

Those proficient with the duom can also attack adjacent foes with the reversed heads using a practiced "reverse thrust". Apply a -2 penalty on the attack roll if you use a duom to attack a second, adjacent opponent in the same round that you attack an opponent 10 ft. away.

Entangling pole (sodegarami): The entangling pole (also known as a sodegarami) is a highly specialized weapon, used to catch and entangle an opponent without causing great harm. It is normally used to hook and catch the clothing of an opponent. When you use an entangling pole in this way, you make a grapple attack (see 3.5 PHB, pg's 155-157) without provoking an attack of opportunity. You make a melee touch attack with the weapon to "grab" the target's clothing. This attack does not work against a character in heavy armor, or against monsters that do not wear clothing (though it does work against a monster with shaggy fur). If the touch attack is successful, you make an opposed grapple check, using the size modifier for the entangling pole (+ 4 for a two-handed weapon) instead of your own size. If you win the opposed check, you have a hold on the target, but you do not deal any damage. If you lose, you fail to start the grapple.

To maintain the grapple, you do not need to move into your opponent's space. The entangling pole holds your opponent 10 ft. away from you. While you maintain the grapple, you do not have the option to damage or pin your opponent. Your opponent can try to escape or wriggle free, attack with a light weapon (remember you're 10 ft. away), or cast a spell with no somatic components and a casting time of 1 standard action.

An entangling pole can also be used as a normal weapon, dealing the damage shown on the weapons list, but not entangling the opponent.

An entangling pole has reach. You can strike opponents 10 ft. away with it, but you can't use it against an adjacent foe.

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

The fauchard is classified as a glaive. It is not very good as a thrusting weapon, but is used mainly as a slashing weapon. It fulfills the need for a weapon that puts some distance between the wielder and his enemy.

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

A fauchard has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Flail: Developed from the farmer's threshing tool, flails were used on battlefields throughout the Middle Ages. The common grain flail can be found on the Tools list, since nearly every farm has several around. The flail is a sturdy wooden handle attached to an iron rod, a wooden rod with spikes, or a spike iron ball. Between the handle and its implement is either a hinge or chain link.

Flail, dire: A dire flail is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a light weapon (see Attacking with Two Weapon, 3E-PHB pg. 124). A creature using a double weapon in one hand, such as an ogre using a dire flail, can't use it as a double weapon.

With a dire flail, you get a +2 bonus on your opposed attack roll when attempting to disarm (see 3.5 PHB, pg 155) an enemy (including the opposed attack roll to avoid being disarmed if you fail to disarm your enemy).

You can also use this weapon to make trip attacks (see 3.5 PHB, pg's 158-159). If you are tripped during your own trip attempt, you can drop the dire flail to avoid being tripped.

Flail, flind bar: A special type of flail. Typically wielded by the Flind (a type of Groll). This weapon consists of three to six, 2.5 foot long, slightly heavy chains, linked to an 8 inch iron handle.

The weapon is highly effective in the disarm maneuver. When used in the disarm maneuver the wielder receives a +3 bonus on your opposed attack roll when attempting to disarm (see 3.5 PHB, pg 155) an enemy (including the opposed attack roll to avoid being disarmed if you fail to disarm your enemy).

You can also use this weapon to make trip attacks (see 3.5 PHB, pg's 158-159). If you are tripped during your own trip attempt, you can drop the dire flail to avoid being tripped.

Flail, grain: A common laborer's tool, the grain flail is an improvised weapon used by peasants and farmers. It is an agricultural implement designed to separate grain from the stalk.

Flail, heavy (footman's): Also known as a footman's flail. With a heavy flail, you get a +2 bonus on opposed attack rolls made to disarm (see 3.5 PHB, pg 155) an enemy (including the roll to avoid being disarmed if such an attempt fails).

You can also use this weapon to make trip attacks (see 3.5 PHB, pg's 158-159). If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Flail, light (horseman's): Also known as a horseman's flail. The light version of the flail has a two foot long handle. The horseman already has a good positional advantage, sitting atop a horse, and consequently does not need the greater reach afforded by the long handle of the footman's flail. This is a one-handed weapon.

The horseman's flail gains a +1 bonus on attacks against targets using shields, since it can easily strike around them.

The weapon is highly effective in the disarm maneuver. When used in the disarm maneuver the wielder receives a +2 bonus on your opposed attack roll when attempting to disarm (see 3.5 PHB, pg 155) an enemy (including the opposed attack roll to avoid being disarmed if you fail to disarm your enemy).

Foot spike: The Raptorans developed this exotic weapon for use in aerial combat. A foot spike resembles a sharp knife blade strapped to the bottom of a sturdy boot. The spike is spring-loaded and folds into the boot for walking, and thus has no effect on movement. When a foot spike is unfolded, the wearer's land speed is reduced to 5 feet, and he can't make a 5-foot step (see page 304 of the PHB). Extending or retracting a foot spike is a move action, the equivalent of drawing or storing a weapon.

Foot spikes are primarily intended for use by airborne combatants. A character who uses a foot spike while on the ground takes a -4 penalty on attack rolls.

A character wearing a pair of foot spikes can attack with both as if wielding two light weapons. A character can't use a single foot spike as part of a two-weapon attack.

When a character proficient with foot spikes makes a dive attack (see page 68 of Races of the Wild) while wearing a pair of foot spikes, he can attack with both foot spikes at the end of the charge.

Fukimi-bari (mouth darts): These slim, almost needle-like metal darts are concealed in the mouth, then spit at the target. Their effective range is extremely short, and they deal little damage, but they are highly useful when taking an opponent by surprise. You can fire up to three fukimi-bari per attack (all at the same target).

Do not apply your Strength modifier to damage with fukimi-bari. They are too small to carry the extra force that a strong character usually imparts to a thrown weapon.

Gaff/hook: The gaff is a short, T-handled hook used to boat fish or handle heavy crates. For 5 gp, a hook can be attached in place of a missing hand, which provides a character with a weapon that cannot be disarmed.

Garotte: A garotte is a strangling device usually made of cord, but which can also be fashioned from cloth or wire. In order to be employed effectively, the wielder of the garotte must strike from behind, and the victim must be either unaware of the impending attack or else unable to take defensive action. A target that is completely surprised from behind would be subject to the effects of a successful garotte attack, but such a target engaged in melee with other characters (and as such dodging and evading blows) would not. The victim must be humanoid and have a relatively unprotected neck. Even a stout collar of leather will prevent successful use of the garotte. The victim's neck must be no more than 1 foot above the shoulder height of the garotte wielder, and any limb, instrument, or weapon raised to prevent encirclement of the neck will foil the attack.

See the 3.0 accessory, *Song and Silence*, pg's 86-87 for full rules regarding garotte attacks.

Garrote, cord: This type of garrote is a simple cord used to strangle an opponent. Using this weapon requires a special garrote attack (see S&S pg's 86-87). An experienced strangler can also use scarves, vines, and the like as impromptu cord garrotes.

Garrote, locking: This nasty variant of the wire garrote comes with a pair of metal grips, each of which contains one portion of a locking mechanism. Once the garrote has begun to deal damage after a garrote attack, the attacker can link the two ends and twist the grips into their locked position. This maintains strangling pressure on the victim even after the attacker lets go. The victim continues to make grapple checks (each one opposed by the last attack roll the attacker made) until freed or unconscious.

The DC for the Disable device check to free a victim from a locked garrote is 10 if the character attempting the task has Exotic Weapon feat, or 25 otherwise. If someone other than the victim makes the attempt, a -5 circumstance penalty applies to the check unless the victim is held, unconscious, or otherwise kept from moving. A character attempting to remove a locking garrote from his or her own neck suffers the same penalty on the Disable device check, this time for working blind. Naturally, it's impossible for any character to take 10 or take 20 on this check unless the victim trapped in the device is already dead. Smashing the locking garrote leaves it frozen in the locked position.

Using this weapon requires a special garrote attack (see S&S pg's 86-87).

Garrote, wire: This weapon is nothing but a thin wire set into a pair of wooden grips. Like the cord version, it is used to strangle an opponent. The grips protect the attacker's hands from the wire. A character using a wire garrote without grips or some other form of hand protection takes 1d3 points of damage per round from the wire.

Using this weapon requires a special garrote attack (see S&S pg's 86-87).

Gauntlet, bladed: Unlike with a standard gauntlet, an attack with a bladed gauntlet is not considered an unarmed attack. The bladed gauntlet has two blades that extend from the back of the wrist following the line of the forearm.

The cost and weight are for a single gauntlet.

Gauntlet, common: These metal gloves protect your hands and let you deal normal damage with unarmed strikes rather than subdual damage. A strike with a gauntlet is otherwise considered an unarmed attack. Your opponent cannot use a disarm action to disarm you of common gauntlets. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.

Common gauntlets gain a +1 'to-hit' when used in a sapping attack. See house rules for rules regarding a sapping attack.

Gauntlet, Spiked: Your opponent cannot use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Common gauntlets gain a +1 'to-hit' when used in a sapping attack. See house rules for rules regarding a sapping attack.

Gauntlet, spring-loaded: Otherwise identical to a common gauntlet, this gauntlet possesses a broad ridge of metal that extends along the bottom of the forearm to the edge of the wrist articulation, where a circular orifice is visible. This ridge of metal hides a spring-loaded mechanism that can expel a bolt or quarrel with great force, akin to a miniscule crossbow.

You load the gauntlet by inserting the ammunition in the hole and pressing down on the head of the weapon with a blunt object. Loading the spring-loaded gauntlet is a move action that provokes an attack of opportunity. You fire the spring-loaded gauntlet by sighting down your arm, then flip your hand back so that your palm faces your opponent. This motion fires the gauntlet. The cost and weight are for a single gauntlet.

A character who attempts to fire two spring-loaded gauntlets at once incurs the standard penalty for two-weapon fighting (see 3.5 PHB, pg 160).

Spring-loaded gauntlets gain a +1 'to-hit' when used in a sapping attack. See house rules for rules regarding a sapping attack.

Glaive: A glaive has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Goblin stick: This is a forked and hooked polearm, first used by bugbears trying to catch hiding goblins. The wooden stick is 6 to 9 ft. long, usually gripped in the middle. Each end is tipped with three wicked blades. The central blade is hooked to help extract targets from tight places. The other blades, which are set off at slight angles and different directions from the center, are used to poke around corners.

The Goblin stick is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were wielding a one-handed weapon and a light weapon (see two-weapon fighting, 3.5 PHB pg. 160). A creature using a double weapon in one hand, such as an ogre using an orc double axe, can't use it as a double weapon—only one end of the weapon can be used in any given round.

Goblin sticks can also be used to make trip attacks (see 3.5 PHB, pg's 158-159). If you are tripped during your own trip attempt, you can drop the goblin stick to avoid being tripped.

Grapple: Grapples are often used at sea and in sieges. Usually, they are made from three or four iron hooks welded together and a sturdy length of rope. Grapples can be thrown 5 ft. horizontally or 3 ft. vertically per point of Strength. Although grapples aren't intended for personal combat, a creative character can improvise a number of trip maneuvers with a grapple and length of rope.

A grapple can be used to make trip attacks (see 3.5 PHB, pg's 158-159). If you are tripped during your own trip attempt, you can drop the grapple to avoid being tripped.

Grapplers: Three, two-foot lengths of chain attached to a one-foot haft by a common link. The free end of each

chain is fitted with a three pronged hook. This weapon is highly effective at disarming/de-shielding opponents so they may be attacked more easily.

When using a chain, you get a + 4 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent). This weapon may also be used to de-shield/disarm a defenders shield with a successful disarm attack. See 3.5 PHB, pg 155 for rules covering disarming.

Grapples can be used to make trip attacks (see 3.5 PHB, pg's 158-159). If you are tripped during your own trip attempt, you can drop the grapplers to avoid being tripped.

Grasping pole (sasumata/mancatcher): The grasping pole is a polearm designed to capture opponents with a minimum of harm. A wielder who hits a target of its size or one size category smaller can immediately initiate a grapple (as a free action) without provoking an attack of opportunity (see 3.5 PHB, pg's 155-157). Any grapple check you make using a mancatcher includes the mancatters enhancement bonus (if any) and any other bonuses you might have on attack rolls with the weapon (such as from the Weapon Focus feat). If you grapple a target with a mancatcher, you are considered grappling, but unless your opponent can reach you, he can't attempt to attack you, damage you, or pin you. You can escape/end the grapple by releasing the target as a standard action.

In addition to the normal options available to a grappler, the wielder of a grasping pole can attempt to pull his target to the ground (the equivalent of a trip attack, though no attack roll is necessary).

A grasping pole has reach. You can strike opponents 10 ft. away with it, but you can't use it against an adjacent foe.

Guisarme: A guisarme has reach. You can strike opponents 10 ft. away with it, but you can't use it against an adjacent foe.

Because of the Guisarme's curved blade, you can also use it to make trip attacks. Guisarmes provide a + 2 bonus to trip attempts against mounted riders. If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped.

Halberd: Normally, you strike with the halberd's axe head, but the spike on the end is useful against charging opponents. A halberd has reach. You can strike opponents 10 ft. away with it, but you can't use it against an adjacent foe.

The halberd can cause double damage if firmly set to receive a charge. See 3.5 PHB page 160 for rules regarding readying a weapon.

You can use a halberd to make trip attacks (see 3.5 PHB, pg's 158-159). If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

Hammer: Used in almost any craftsman's trade, hammers can be found in shops and work sheds everywhere. Most working hammers are much smaller and lighter than any military versions.

Greathammer, Goliath: This big, heavy hammer is a favorite of Goliath barbarians and warriors. The incredibly heavy head of the hammer allows it to make particularly devastating strikes against weapons and shields, granting the wielder a +2 bonus on opposed attack rolls to sunder an enemy's weapon or shield.

Hammer, double: A double hammer is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see two-weapon fighting, 3.5 PHB pg. 160).

Hammer, hooked, Gnomish: A gnome hooked hammer is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see two-weapon fighting, 3.5 PHB pg. 160).

The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit x3). Its hook is a piercing weapon that deals 1d4 points of damage (crit x4). You can use either head as the primary weapon. The other head is the offhand weapon. A creature wielding a gnome hooked hammer in one hand can't use it as a double weapon—only

one end of the weapon can be used in any given round.

You can use a gnome hooked hammer to make trip attacks (see 3.5 PHB, pg's 158-159). If you are tripped during your own trip attempt, you can drop the gnome hooked hammer to avoid being tripped.

Gnomes treat gnome hooked hammers as martial weapons.

Hammer, light: This is a small sledge light enough to throw. It is favored by Dwarves.

A light hammer gains a + 1 'to-hit' when used in a sapping attack. See house rules for more information on sapping attacks.

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

A lucern hammer has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

The Lucern hammer gains a + 2 bonus to attacks versus targets in plate armor.

Hammer, war: The war hammer is very similar in size and balance to the horseman's pick, but instead of a point for piercing armor the war hammer is equipped with a blunt striking head.

A war hammer gains a + 2 'to-hit' when used in a sapping attack. See house rules for more information on sapping attacks.

The warhammer gains a + 1 bonus to attacks versus plate armors.

Sledge hammer: Sledges are used in construction and masonry work of all kinds. Not particularly suited for warfare, it is generally too heavy and slow to be used as a weapon except in an emergency.

Harpoon, arctic: Favored by arctic Dwarves, the harpoon is a broad-bladed spear forged with cruel barbs. The shaft of the harpoon has a trailing rope attached to control harpooned opponents. Though sometimes used for hunting whales and other large sea creatures, the harpoon is equally at home on dry land. Unlike the common harpoon, the head of the arctic harpoon is fixed.

If you deal damage to your opponent, the harpoon may lodge in the victim if it fails a Reflex saving throw against a DC equal to 10 + the damage you dealt. The harpooned creature moves at only half speed and cannot charge or run. If you control the trailing rope by succeeding at an opposed Strength check while holding it, the harpooned creature can only move within the limits that the rope allows (the trailing rope is typically 30 ft. long). If the harpooned creature attempts to cast a spell, it must succeed on a Concentration check (DC 15) or fail, losing the spell.

Once the harpoon has struck its target, and the wielder has won an opposed Strength check for control, You can make a trip attacks (see 3.5 PHB, pg's 158-159) at a + 4 on any opposed Strength checks. If you are tripped during your own trip attempt, you can drop the harpoon to avoid being tripped.

The harpooned creature can pull the harpoon from its wound if it has two free hands and takes a full-round action (provoking attacks of opportunity) to do so, but in so doing it deals damage to itself equal to the initial damage the harpoon caused (in other words, the damage coming out equals the damage going in). For example, if you hit with a harpoon and deal 8 points of damage, the target takes another 8 points of damage when it removes the harpoon. A harpoon can be removed safely with a successful Heal check (DC 10 + damage dealt), but this requires 1 minute.

Harpoon, bone: Rarely used on the battlefield, the harpoon is the weapon of sealers and whalers throughout the world. The shaft of the harpoon has a trailing rope attached to control harpooned opponents. Though sometimes used for hunting whales and other large sea creatures, the harpoon is equally at home on dry land. Unlike the common harpoon, the head of a bone harpoon is fixed.

If you deal damage to your opponent, the harpoon may lodge in the victim if it fails a Reflex saving throw against a DC equal to 10 + the damage you dealt. The harpooned creature moves at only half speed and cannot charge or run. If you control the trailing rope by succeeding at an opposed Strength check while holding it, the harpooned creature can only move within the limits that the rope allows (the trailing rope is typically 30 ft. long). If the harpooned creature attempts to cast a spell, it must succeed on a Concentration check (DC 15) or fail, losing the spell.

Once the harpoon has struck its target, and the wielder has won an opposed Strength check for control, You can make a trip attacks (see 3.5 PHB, pg's 158-159) at a + 4 on any opposed Strength checks. If you are tripped during your own trip attempt, you can drop the harpoon to avoid being tripped.

The harpooned creature can pull the harpoon from its wound if it has two free hands and takes a full-round action (provoking attacks of opportunity) to do so, but in so doing it deals damage to itself equal to the initial damage the harpoon caused (in other words, the damage coming out equals the damage going in). For example, if you hit with a harpoon and deal 8 points of damage, the target takes another 8 points of damage when it removes the harpoon. A harpoon can be removed safely with a successful Heal check (DC 10 + damage dealt), but this requires 1 minute.

Weapons made of bone or stone have a propensity to break when used in combat situations. Any time maximum damage is rolled you must roll a break check on d20 vs DC 4. Any roll under 4 indicates that the weapon breaks.

Harpoon, common: Rarely used on the battlefield, the harpoon is the weapon of sealers and whalers throughout the world. The head of a harpoon is hinged to lodge in a wound and fix the harpoon to its target.

If you deal damage to your opponent, the harpoon may lodge in the victim if it fails a Reflex saving throw against a DC equal to 10 + the damage you dealt. The harpooned creature moves at only half speed and cannot charge or run. If you control the trailing rope by succeeding at an opposed Strength check while holding it, the harpooned creature can only move within the limits that the rope allows (the trailing rope is typically 30 ft. long). If the harpooned creature attempts to cast a spell, it must succeed on a Concentration check (DC 15) or fail, losing the spell.

Once the harpoon has struck its target, and the wielder has won an opposed Strength check for control, You can make a trip attacks (see 3.5 PHB, pg's 158-159) at a + 4 on any opposed Strength checks. If you are tripped during your own trip attempt, you can drop the harpoon to avoid being tripped.

The harpooned creature can pull the harpoon from its wound if it has two free hands and takes a full-round action (provoking attacks of opportunity) to do so, but in so doing it deals damage to itself equal to the initial damage the harpoon caused (in other words, the damage coming out equals the damage going in). For example, if you hit with a harpoon and deal 8 points of damage, the target takes another 8 points of damage when it removes the harpoon. A harpoon can be removed safely with a successful Heal check (DC 10 + damage dealt), but this requires 1 minute.

Helmet, horned: A horned helmet resembles a normal helmet with bull's horns attached to each side. A horned helmet deals double normal damage when used during a charge action (see 3.5 PHB, pg's 154-155), but the helmet has a reach of 0 ft.

Helmet, spiked: A spiked helmet resembles a normal helmet with a single spike standing straight out from the top. A spiked helmet deals double normal damage when used during a charge action (see 3.5 PHB, pg's 154-155), but the helmet has a reach of 0 ft.

Holy symbol/bludgeon: Only the most impressive personal holy symbols are large enough to be wielded as bludgeons. If a creature is subject to damage from coming into contact with a holy symbol, this is in addition to the bludgeoning damage inflicted by the weight of the blow. Of course, if a creature is only hit by magical weapons, then the holy symbol must be enchanted to inflict bludgeoning damage.

Javelin, common: Light throwing spears have been used in warfare and hunting for thousands of years. By the time of the Crusades, javelins are generally found in the hands of nonWestern cultures. They lack the penetrating power to be effective against heavy Western armor. A light, flexible spear intended for throwing.

You can use the javelin in melee, but not well. Since it is not designed for melee, all characters using it in melee are penalized (see house rules for illegal use rules) as if they were non-proficient (see non-proficiency penalties table

below).

Javelin, spinning: This light flexible spear intended for ranged attacks resembles a standard javelin except for the spiral grooves that run down its length. You can loop a throwing string around the shaft (the other end is tied to your finger). The string imparts spin to the javelin upon release, improving the weapon's accuracy, range, and penetrating power by permitting a harder cast.

Looping a string around the javelin is a move action that provokes an attack of opportunity. Tying a casting string around your finger is a full-round action that provokes an attack of opportunity, but the same string is reused for multiple javelins. The javelin can be thrown without spinning it, in which case the damage, range, and threat range are those of a common javelin.

You can use the spinning javelin in melee, but not well. If used in melee it is considered to be a common javelin. Since it is not designed for melee, all characters using it in melee are penalized (see house rules for illegal use rules) as if they were non-proficient (see non-proficiency penalties table below).

Javelin, stone: Light throwing spears have been used in warfare and hunting for thousands of years. By the time of the Crusades, javelins are generally found in the hands of nonWestern cultures. They lack the penetrating power to be effective against heavy Western armor. A light, flexible spear intended for throwing.

You can use the javelin in melee, but not well. Since it is not designed for melee, all characters using it in melee are penalized (see house rules for illegal use rules) as if they were non-proficient (see non-proficiency penalties table below).

Stone javelin's have a tendency to shatter if they impact armor or similarly hard surfaces. If a stone javelin hits any object made of metal, stone, or harder substance, it has a 20% chance of surviving the hit without damage to the javelin. If a die roll does not indicate success, the javelin must make a saving throw versus DC 15 or shatter.

Jitte: The jitte is an iron parrying bar with a short hook at one end. It isn't sharp, but can be used to strike bludgeoning blows.

The jitte provides a special + 2 bonus on disarm maneuvers (see 3.5 PHB, pg 155).

Kama: This weapon is a straight-bladed sickle derived from the common peasant's tool. Since it is regarded as a tool, it can be carried by a character who wishes to conceal the fact that he is armed. The kama is a special monk weapon. This designation gives a monk wielding a kama special options. A monk using a kama can strike with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers.

You can use a kama to make trip attacks (see 3.5 PHB, pg's 158-159). If you are tripped during your own trip attempt, you can drop the kama to avoid being tripped.

Kau sin ke: The kau sin ke, or whipping chain, is an oriental version of the flail. It consists of four to six iron bars linked end-to-end by short lengths of chain. The kau sin ke gains a special + 1 bonus to attack rolls against opponents using shields, since it can strike around the shield.

You can use a kama to make trip attacks (see 3.5 PHB, pg's 158-159) at a + 2 bonus on your opposed Strength roll. If you are tripped during your own trip attempt, you can drop the kama to avoid being tripped.

Kawanaga: This weapon is a length of light chain with a weight at one end and a sharp-bladed grappling hook on the other. It can be whirled quickly, striking with hard blows from either end. The hook or weight can be used to strike at opponents, and the grapple is handy for climbing as well.

The kawanaga can be used either as a double weapon or as a reach weapon. You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon (see 3.5 PHB, pg 160). In this case, you can only strike at an adjacent opponent.

If you use the kawanaga as a reach weapon, you can strike opponents 10 ft. away with it. In addition, unlike other

weapons with reach, you can use it against an adjacent foe. In this case, you can only use one end of the kwanaga effectively; you cannot use it as a double weapon.

Because the kwanaga can wrap around an enemy's leg or other limb, you can make trip attacks with it (see 3.5 PHB, pg's 158-159). The kwanaga adds + 4 to the attacker's effective Strength when used to perform the trip maneuver. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

When using a kwanaga, you get a + 2 bonus on your opposed attack roll when attempting to disarm (see 3.5 PHB, pg 155) an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent).

You can use the Weapon Finesse feat (see 3.5 PHB, pg 102) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a kwanaga.

A kwanaga also serves as a climbing tool. It is the equivalent of 10 ft. of rope with a grappling hook attached.

Knife: Perhaps the most common weapon is the humble knife. Almost everyone carries small knives for eating, as an all-purpose tool, or for personal defense. Knives are shorter than daggers and are used to both slash and stab. They can be easily concealed in a variety of specialty sheaths, ranging from a dandy's hatband to spring-loaded wrist sheaths. Bone and stone knives can be manufactured in settings where iron and steel are unavailable.

Knife, bone: A primitive culture's hunting weapon. The bone knife is usually used for skinning animals, but it can be used as a weapon if need be.

Weapons made of bone or stone have a propensity to break when used in combat situations. Any time maximum damage is rolled you must roll a break check on d20 vs DC 4. Any roll under 4 indicates that the weapon breaks.

Knife, common: A modern hunters weapon. This weapon has a blade of hardened steel, and often finds itself in the hands of a desperate rogue or ranger in the wilds.

Knife, stone: A primitive culture's hunting weapon. The stone knife is usually used for skinning animals, but it can be used as a weapon if need be.

Weapons made of bone or stone have a propensity to break when used in combat situations. Any time maximum damage is rolled you must roll a break check on d20 vs DC 4. Any roll under 4 indicates that the weapon breaks.

Knife, stump: A stump knife is akin to a punching dagger, except that it can be securely attached to the stump of a missing forelimb. For someone proficient in its use, the stump knife becomes an extension of his body. Against foes to whom you have dealt damage during a continuous melee, the stump knife's threat range is doubled (17-20). Your opponent cannot disarm you of a stump knife.

Knife, throwing: This terrifying weapon resembles a sword with three or four points. The handle and lower part of the blade appear normal, but the blade forks several times into a number of dagger-like points. It's thrown horizontally, so that it spins parallel to the ground. The throwing knife is usually considered a weapon of savage cultures.

This weapon is not made for use in melee, and anyone using it in melee is considered to be using it in an illegal fashion (see house rules for illegal use). As such, anyone using it in melee is penalized as if they were non-proficient with the weapon (see below for non-proficiency penalties).

Quickrazor, Gnome: The Gnome quickrazor is a fast flashy weapon favored by Gnome bards because it allows them to hold an instrument, attack with a weapon, and still keep one hand free for spellcasting. In addition, many two-weapon-wielding spellcasters find it a perfect off-hand weapon because it allows them to keep their primary weapon in hand and still cast spells with their off hand.

The quickrazor features a light, wide knife blade with a very small hilt. The weapon is worn tied to the wielder's wrist in a specially designed sheath. When you attack with a quickrazor, you flick it out in a quick, slashing circle, catching the hilt in your hand at the end of the arc and then snapping it back into its rest.

Because of this flicking technique, drawing a quickrazor is always a free action, but at the end of your action, you must stow the quickrazor in order to use it properly again on your next turn. Stowing the weapon after attacking with it in this fashion is a free action. Because you must stow the quickrazor at the end of each attack with it, you are treated as unarmed during other creatures' actions.

If you draw a quickrazor, and simply wield it instead of using its intended attack method, it counts as an improvised weapon, imposing a -2 penalty on attack rolls even if you have the appropriate Exotic Weapon Proficiency feat.

Quickrazors are easier to conceal than most weapons, and they grant a +4 bonus on Sleight of Hand checks to conceal them. Quickrazors grant a +2 bonus on Bluff checks made to feint in combat.

Attaching a quickrazor and sheath to your wrist so that it can be wielded properly is a full-round action that provokes attacks of opportunity. A character can have only one quickrazor attached to each wrist at a time.

Koda-maki-chu: A weapon developed by orcs, this particular weapon has gained popularity among many adventurers due to its several uses.

The koda-maki-chu is a peculiar looking weapon to say the least. A long wooden pole (6'+) is set with an iron crossbar on one end. The pole is encased with a metal sheath near the crossbar end. The sheath is studded with sharp spikes or barbs. The other end of the pole is set with a counter balanced weight to provide better balance. The 3 foot crossbar is also studded with sharp spikes and barbs.

The ends of the crossbar are equipped with two implements. The first is a pick like attachment which is turned inward. This attachment is used for puncturing armor when the weapon is swung like a pick axe with the crossbar end turned vertically. Any natural "to hit" number of 13 or greater (which hits) will pierce the opponents armor unless a DC 10 + 1 for each point of damage caused (see the house rules for rules regarding armor deterioration).

The second implement is a broad single edged curved blade, facing outward. This implement is used when the weapon is swung in an arcing motion horizontally. The weapon can also be used to perform a trip maneuver (see 3.5 PHB, pg's 158-159) due to the spiked area on the crossbar, and pole shaft, facing towards the wielder. The weapons various catching surfaces also provide an excellent surface for disarming (see 3.5. PHB, pg 155) and parrying (see house rules), gaining a + 2 with both attempts. The weapon is heavy but not so long as to be difficult to wield outside of the conventional polearm formation.

Kukri: A large knife with one edge. the kukri has a 5 inch handle, followed by a 7 inch straight blade, approximately 1.5 inch to 2 inch wide blade. The blade then bends downward at a 33.3° angle, with the blade continuing straight from there for another 6 inches, with the bottom edge (the sharp edge) curving up to meet the top edge (the straight edge) at the tip. This weapon is not intended as a thrusting weapon, but instead is intended for the chop.

Kumade (rake): Also known as a "rake". This dual-purpose tool consists of a spear-length wooden shaft (with notches or a gripping surface) with a rake head fitted to one end. By setting the rake prongs in a crack, ledge, or sill, one can climb up the shaft. The kumade can also be used as a weapon. Because the kumade has multiple uses and can be carried without arousing suspicion, it is a common item for rogues to use.

A kumade has reach. You can strike opponents 10 ft. away with it, but you can't use it against an adjacent foe.

Kusari-gama: The kusari-gama consists of a kama, or sickle, with an attached length of chain. It is extremely versatile and can be employed in a number of ways.

The kusari-gama can be used either as a double weapon or as a reach weapon. You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon (see 3.5 PHB, pg 160). In this case, you can only strike at an adjacent opponent.

If you use the kusari-gama as a reach weapon, you can strike opponents 10 ft. away with it. In addition, unlike other weapons with reach, you can use it against an adjacent foe. In this case, you can only use one end of the kusari-gama effectively; you cannot use it as a double weapon. You can choose which end of the kusari-gama to use. The kama end deals 1d4(S)/1d6(M) points of damage and is a slashing weapon. The chain end deals 1d3(S)/1d4(M) points of damage and is a bludgeoning weapon.

Like several other chain weapons, it adds a +4 bonus to the attacker's Strength checks when used to perform the trip attack option (see 3.5 PHB, pg's 158-159). If you are tripped during your own trip attempt, you can drop the kusari-gama to avoid being trapped.

When using a kusari-gama you get a +2 on your opposed attack roll when attempting to disarm (see 3.5 PHB, pg 155) an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent).

You can use the Weapon Finesse feat (see 3.5 PHB, pg 102) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a kusari-gama.

Lajatang: The lajatang is a staff with a crescent-shaped blade at each end.

A lajatang is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon (see 3.5 PHB, pg 160). A creature using a double weapon in one hand, such as a Large creature using a lajatang, can't use it as a double weapon.

A monk using a lajatang fights with her unarmed base attack bonus, including her more favorable number of attacks per round, along with other applicable modifiers. The monk can only use her more favorable number of attacks per round with one end of the weapon. Each end of counts as a separate weapon for the purposes of flurry of blows ability, similar to how the quarterstaff works.

The lajatang is a special monk weapon. This designation gives a monk wielding a lajatang special options.

Lance: The lance is the horseman's spear. It has been used in warfare since the Bronze Age. Prior to the invention of the stirrup, the lance could not be couched for a charge; instead, the horseman would stab overhand with the weapon or even throw it.

As a rule of thumb, a rider must be mounted on a horse appropriate for his lance, or else his weapon will be reduced in effectiveness. A heavy lance requires a heavy warhorse, a medium lance requires a medium warhorse, and so on. If the lance is too heavy for the horse, it does damage as if it were the correct type, so a heavy lance used from a light warhorse 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. (Stirrups appeared during the Dark Ages in Western Europe.) As noted above, a rider with stirrups can couch the lance for a mounted charge, which causes double damage.

Lance, common (medium): A lance, or horseman's spear designed for use with the medium warhorse. A lance deals double damage when used from the back of a charging mount (see 3.5 PHB, pg's 154-155).

The lance has reach, so you can strike opponents 10 ft. away with it, but you can't use it against an adjacent foe.

While mounted, you can wield a lance with one hand.

Lance, flight: This is a 10 ft. wooden shaft topped by a blade. The back end is fletched to the lance's flight true. This weapon is normally used with a charge while flying (from the back of a flying mount), hurled at the bottom of a swoop maneuver to impale the target. It may also be used as a melee weapon as if it were a short spear.

Lance, heavy: A lance, or horseman's spear designed for use with the heavy warhorse. Generally, the heavy warhorse was a European development that appeared in the later stages of the Crusades. Before the development of heavy plate armor, it wasn't necessary to use draft horses for mounts.

A lance deals double damage when used from the back of a charging mount (see 3.5 PHB, pg's 154-155).

The lance has reach, so you can strike opponents 10 ft. away with it, but you can't use it against an adjacent foe.

While mounted, you can wield a lance with one hand.

Lance, jousting: A lance, or horseman's spear designed for use in contests of skill. The jousting lance may be of any size (heavy, medium, or light). The jousting lance is blunted to prevent its target from being severely injured during a tournament. All damage caused by the jousting lance is non-lethal.

A lance deals double damage when used from the back of a charging mount (see 3.5 PHB, pg's 154-155).

The lance has reach, so you can strike opponents 10 ft. away with it, but you can't use it against an adjacent foe.

While mounted, you can wield a lance with one hand.

Lance, light: A lance, or horseman's spear designed for use with the light warhorse. This lance does not cause double damage when employed in a mounted charge.

The lance has reach, so you can strike opponents 10 ft. away with it, but you can't use it against an adjacent foe.

Lantern: On occasion, a character has to make do with whatever's handy. A lantern can be used as a crude club, inflicting light damage, but if it is lit it may spill burning oil over the defender. Upon impact with an opponent, make a DC 17 save. If you fail the lantern breaks. If the lantern breaks, the victim is burned for an additional 1d4 points of damage and may be on fire. In addition, every creature within 5 ft. of the target takes 1 point of fire damage from the splash.

If desired the target can use a full-round action to attempt to extinguish the flames before taking any additional damage (in the next round). Extinguishing the flames requires a DC 15 reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire. If the target fails to take any extinguishing action, they take an additional 1d4 points of damage. The fire burns out after this.

If the target fails his save, or fails to take action to extinguish the flames, the target must make saving throws for all worn/carried items. The save is versus a DC 15, failure indicates that the item is destroyed by the flames. Items inside containers are not affected, but the containers themselves must save (if they are worn/carried).

If the lantern is thrown, see splash weapons (see 3.5 PHB, pg 158).

Lasso (lariat): A lasso (also known as a lariat) is an entangling weapon that deals no damage, but it entangles parts of an opponent's body. When you use a lasso to entangle your opponent's arms, you make a ranged touch attack against your target. A lasso's maximum range is 30 ft. If you hit, the target is partially entangled, taking a -2 on attack rolls and a -4 penalty on effective Dexterity. The creature's speed is not reduced, and it can still charge or run, but if you control the trailing rope by succeeding at an opposed Strength check while holding it, the lassooed creature can only move within the limits that the rope allows. If the lassooed creature attempts to cast a spell, it must succeed on a DC 15 Concentration check or be unable to cast the spell.

The lassooed creature can escape with a DC 20 Escape Artist check as a full-round action. The lasso has 2 hp and can be broken with a DC 23 Strength check (also a full-round action).

Alternatively, you can use a lasso to make trip attacks (see 3.5 PHB, pg's 158-159). If you are tripped during your own trip attempt, you can drop the lasso to avoid being tripped.

Longstaff: As its name implies, the longstaff is a longer version of the quarterstaff. The extra length makes the weapon much more difficult to use, but those skilled in its use are better able to protect themselves from multiple attackers when fighting cautiously.

If you are proficient with the longstaff and you fight defensively or employ the total defense combat maneuver, you cannot be flanked for the rest of the round. This benefit also applies if you are proficient in the weapon, have the Combat Expertise feat, and shift at least 2 points of your attack bonus to AC for the round.

A longstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were fighting with a one-handed

weapon and a light weapon (See Two-Weapon fighting, page 160 of the PHB). You can also strike with either end singly. A creature wielding a longstaff in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

The longstaff is a special monk weapon. This designation gives the monk wielding a longstaff special options (See the Flurr of Blows description, page 40 of the PHB).

Characters proficient with the longstaff can treat it as a quarterstaff for the purposes of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Lynxpaw: A lynxpaw is a double weapon, consisting of a length of finely wrought steel chain with a blade similar to a rapier at one end and a spiked weight at the other. A character can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon (see 3.5 PHB, pg 160). The lynxpaw's rapier end is a piercing weapon that deals 1d6 points of damage (18—20/x2). The lynxpaw's spiked weight end, which resembles a feline paw with the claws extended (hence the name), is a slashing weapon that deals 1d4 points of damage (20/x3). A character can use either end as a primary weapon; the other end becomes the off-hand weapon. A creature wielding a lynxpaw in only one hand cannot use it as a double weapon and can only use one end of the weapon in any given round.

A proficient character can make trip attacks with a lynxpaw's chain. If he is tripped during his own trip attempt, he can drop the lynxpaw to avoid being tripped.

When using the lynxpaw's chain a character gets a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed himself if such an attempt fails).

A character can use the Weapon Finesse feat (see page 102 of PHB) to apply your dexterity modifier instead of your strength modifier to the attack rolls with a lynxpaw sized for him, even though it isn't a light weapon.

Mace: The mace is a direct descendant of the basic club, being nothing more than a wooden club with a stone or iron head mounted on one end. The head design varies, with some being spiked, others flanged, and still others with pyramidal knobs.

The mace has existed since man began working with metal. The first maces were made in order to give the club wielder more power in his swing.

High-level priests, knights, and even paladins may have a personalized, decorated mace that serves primarily as a symbol of rank.

Since the mace is a weapon that requires very little in the way of specialized training, it is a favored weapon among Goblins.

Mace, double: A stout shaft with a spiked, cylindrical head at each end, this is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon (see 3.5 PHB, pg 160). A creature wielding a double weapon in one hand can't use it as a double weapon.

The double mace gains a + 1 'to-hit' when used in a sapping attack. See house rules for more information on sapping attacks.

Mace, heavy (footman's): The heavy mace (also known as a footman's mace) is a hafted weapon with a heavy iron or bronze head. The head can be spherical or flanged, and may feature spikes or knobs.

The heavy mace gains a + 2 'to-hit' when used in a sapping attack. See house rules for more information on sapping attacks.

Mace, light (horseman's): The light mace (also known as a horseman's mace) is another ancient weapon that remained in use until the 19th century in many parts of the world. The light mace is lighter and shorter than the

footman's for ease of use from horseback. Most horseman's maces are constructed from four to eight iron flanges.

The light mace gains a + 1 'to-hit' when used in a sapping attack. See house rules for more information on sapping attacks.

Mace-axe: This Bronze Age weapon features a mace-like head with a single curving axe blade projecting from it. It is heavy and awkward, but delivers a formidable blow.

Machete (parang): The machete (also known as a parang) is regarded as a tool by some cultures, and as a weapon of war by others. It consists of a short, heavy, slightly curved blade designed for slashing. Many varieties of tribal swords or fighting knives fall into the category of machetes, and may be elaborately decorated blades of superior construction and balance.

Manti: A manti is a shortspear with four additional spear heads that project vertically from the shaft, creating a star pattern of five blade heads instead of just a single forward-pointing blade. The advantage of the unusual blade arrangement is that you can make one additional attack of opportunity during the round.

Maul: The maul is simply a two-handed warhammer of enormous size. It is favored by Dwarves. The maul is a military sledgehammer designed for two-handed use. It is about three to four feet in length with a heavy square head. It receives a + 1 bonus to attacks against opponents in plate or mail armors. Traditionally, the maul was carried by lightly armored troops such as archers for use against dismounted knights.

The maul is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat). A character can use a maul two-handed as a martial weapon.

Military fork: The common pitchfork has been adopted as a ready means of defense by farmers throughout the ages. Almost any farm or town has a plentiful supply of forks. The military fork is a somewhat sturdier version of the pitchfork.

This weapon, when readied to receive a charge deals double damage to charging opponents (see 3.5 PHB, pg 155).

The military fork is a reach weapon. You can use it to attack opponents that are 10 ft. away. Unlike many other reach weapons, you can also use it to attack adjacent opponents.

Morningstar: The morningstar is a hafted weapon three to five feet in length with a heavy, spiked head. It is designed for two-handed use and often features a polearm-like spike at its end. Like the maul, the morningstar was built to penetrate a knight's armor. It receives a + 1 bonus to attack rolls against any type of plate armor.

Nagaika: The nagaika is a leather lash studded with glass. Unlike the whip, it deals normal damage and can damage armored foes. Although you keep it in your hand, treat it as a projectile weapon with a maximum range of 15 ft. and no range penalties.

Because the nagaika can wrap around an enemy's leg or other limb, you can make trip attacks with it (see 3.5 PHB, pg's 158-159). You can drop it to avoid being tripped during your own trip attack.

Attempts to disarm (see 3.5 PHB, pg 155) opponents using the nagaika. You gain a + 2 bonus on your opposed attack rolls when you use the nagaika in an attempt to disarm an opponent (including the roll to keep from being disarmed if your attempt fails).

Nagamaki: The nagamaki is a polearm similar to the naginata, but somewhat shorter. It is commonly used by mounted samurai. While mounted, you can wield a nagamaki with one hand.

A nagamaki deals double damage when used from the back of a charging mount (see 3.5 PHB, pg's 154-155).

This weapon, when readied to receive a charge deals double damage to charging opponents (see 3.5 PHB, pg 155).

Naginata: A curved sword blade on the end of a long pole, the naginata is often used by and against cavalry. A naginata has reach. You can strike opponents 10 ft. away with it, but you can't use it against an adjacent foe. While

mounted, you can wield a naginata with one hand.

A naginata deals double damage when used from the back of a charging mount (see 3.5 PHB, pg's 154-155).

This weapon, when readied to receive a charge deals double damage to charging opponents (see 3.5 PHB, pg 155).

Net: Rarely used as a weapon, the net is only found in unusual settings. 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 is most dangerous when it is thrown to entangle an enemy. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 ft. If you hit, the target is entangled.

An entangled creature takes a – 2 penalty on attack rolls and a – 4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action).

A net is useful only against creatures within one size category of you.

A net requires two hands to properly wield, and must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a – 4 penalty on attack rolls with it.

It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Nunchaku: The nunchuks consist of two wooden or iron bars linked by a small length of chain. Like the western flail, they are descendants of the common grain flail. A proficient user may wield nunchaku in each hand, despite the fact that they are identical in size-but the attack penalties for attacking with two weapons still apply.

The nunchaku is a special monk weapon. This designation gives a monk wielding a nunchaku special options.

With a nunchaku, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

Nunchaku gain a + 1 'to-hit' when used in a sapping attack. See house rules for more information on sapping attacks.

Panther claw: The panther claw looks much like a punch dagger with two extra blades. The weapon retains the punch dagger's deadly force, and the extra blades are useful when disarming opponents.

With panther claws, you get a + 4 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

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

The wielder of this weapon gains a +2 bonus on opposed checks when attempting to break an opponents blade (see 3.5 PHB, pg 158 for sunder rules).

A partisan has reach. You can strike opponents 10 ft. away with it, but you can't use it against an adjacent foe.

This weapon, when readied to receive a charge deals double damage to charging opponents (see 3.5 PHB, pg 155).

Pellet bow: The pellet bow is a special type of light crossbow. Although almost identical in construction and use to a normal light crossbow, the pellet bow has a small pocket in the bowstring for holding a stone or pellet of lead or clay.

The pellet bow can fire a bullet with more force than from a sling (giving the weapon extra range, though not extra damage).

Pellet bows use sling ammunition: Stones and bullets.

Pick, dire: A dire pick resembles a heavy pick, but with a longer shaft and a more massive head. A dire pick is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat). A character can use a dire pick two-handed as a martial weapon.

Pick, farming tool: This common tool can be used as a weapon but is very heavy and unwieldy.

Pick, light (horseman's): Also known as a horseman's pick. The light pick is a military version of the stonemason's or miners tool features a short, beaked spike designed for punching through heavy armor. The light pick has a +1 bonus to attacks against opponents in plate armor of any type. Many picks are equipped with a hammer or axe blade on the reverse side of the head, and may be P/B or P/S type weapons for a small cost increase.

Pick, heavy (footman's): Also known as a footman's pick. The heavy pick is a larger and heavier version of the horseman's pick, the heavy pick gains a +2 bonus to attacks versus opponents in plate armors. Many picks are equipped with a hammer or axe blade on the reverse side of the head, and may be P/B or P/S type weapons for a small cost increase.

Pitchfork: A common farmer's implement. This device often finds itself in the hands of a town's militia, or an unruly mob. Equally at home in a stack of hay or an unfortunate's chest, the influence of a common pitchfork should never be overlooked.

Prybar/Crowbar: Generally, a pry bar is a weapon of convenience, not choice. It can be used as an effective bludgeon.

A crowbar is an excellent choice as a sapping weapon. The prybar gains a +2 'to-hit' when used in a sapping attack. See house rules for more information on sapping attacks.

Quarterstaff: The staff is the favored weapon of travelers and peasants everywhere. Its iron-shod ends are used to strike powerful blows or jab at an enemy. The oriental bo stick resembles the quarterstaff in length and balance, but lacks the quarterstaff's iron bands and is used differently.

A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a quarterstaff in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

The quarterstaff is a special monk weapon. This designation gives a monk wielding a quarterstaff special options.

Ranseur: Also known as the rancoon and the rawcoon, the ranseur resembles a partisan, except that the ranseur's flukes are longer, resulting in a three-pronged head. The flukes are, however, shorter than the middle blade. Partisans are sturdier than ranseurs. The three prongs are large enough to puncture armor or trap a weapon and disarm the opponent (considered a called shot, -4 to hit).

The ranseur has side blades or spikes that give the user a +2 bonus on any sunder attempts (see 3.5 PHB, pg 158).

A ranseur has reach. You can strike opponents 10 ft. away with it, but you can't use it against an adjacent foe.

With a ranseur, you get a +2 bonus on opposed attack rolls made to disarm (see 3.5 PHB, pg 155) an opponent (including the roll to avoid being disarmed if such an attempt fails).

This weapon, when readied to receive a charge deals double damage to charging opponents (see 3.5 PHB, pg 155).

Ritiik: A Ritiik is a spearlike weapon with an additional hooked blade protruding from the base of the spear head. When you successfully hit a target with a Ritiik, you can twist the weapon and hook this blade into the target's flesh if

the target fails a Reflex saving throw (DC 10 + the damage dealt). If you hook the target, you can immediately make a trip attack against the target. If you fail, you can let go of the Ritiik to avoid the retaliatory trip attack.

The damaged creature can pull the Ritiik from its wound if it has two free hands and takes a full-round action to do so, but it deals damage to itself equal to the initial damage the Ritiik dealt. A character who succeeds on a DC 15 Heal check can remove a Ritiik without further damage.

Rock: Do I really need to describe this weapon?

Sai: The sai is a parrying weapon with a large crossguard. It resembles a dagger, but the "blade" is round with no edges. It is normally used for bludgeoning attacks.

With a sai, you get a +4 bonus on opposed attack rolls made to disarm (see 3.5 PHB, pg 155) an enemy (including the roll to avoid being disarmed if such an attempt fails).

A monk using a sai fights with her unarmed base attack bonus, including her more favorable number of attacks per round, along with other applicable modifiers.

Sang kauw: This weapon resembles a short, double-ended spear with a buckler or bladed guard at the center. It requires both hands to wield effectively.

The buckler in the middle of the sang kauw gives you a +1 shield bonus to AC if you attack with only one end of the sang kauw in a round. Like the lajatang, the sang kauw threatens both of the wielder's flank squares as well as his front spaces.

A sang kau is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a light weapon (see Attacking with Two Weapon, 3.5 PHB, pg 160). A creature using a double weapon in one hand, such as an ogre using a dire flail, can't use it as a double weapon.

Sap: The sap is a leather bag filled with sand or lead shot. It is used to render an unsuspecting victim unconscious. All damage caused by a sap is non-lethal in nature.

The sap gains a +4 'to-hit' when used in a sapping attack. See house rules for more information on sapping attacks.

Scourge: The scourge is a torturer's weapon. It consists of a handle with several leather whips, often studded with barbs, nails, or other similar devices. The scourge is often dipped in poison delivered via injury (such as greenblood oil, Medium-sized spider venom, or Large scorpion venom).

The scourge's whips can catch and grab an enemy's weapon, and the wielder of a scourge gains a +2 bonus on opposed attack rolls when attempting to disarm (see 3.5 PHB, pg 155) an enemy (including the roll to avoid being disarmed if you fail your disarm attempt).

You can also use this weapon to make trip (see 3.5 PHB, pg's 158-159) attacks. If you are tripped during your own trip attempt, you can drop the scourge to avoid being tripped.

Scythe: Another tool converted into a weapon, the scythe mounts a curving blade perpendicular to a long wooden haft. It was originally intended to be used for harvesting grain, and is slow and awkward as a weapon.

A scythe can be used to make trip (see 3.5 PHB, pg's 158-159) attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

Shield, heavy: You can bash (see house rules) with a shield instead of using it for defense. See Armor for details.

Shield, heavy, spiked: You can bash (see house rules) with a shield instead of using it for defense. See Armor for details. This heavy shield has a spike for extra damage.

Shield, light: You can bash (see house rules) with a shield instead of using it for defense. See Armor for details.

Shield, light, spiked: You can bash (see house rules) with a shield instead of using it for defense. See Armor for details. This light shield has a spike for extra damage.

Shikomi-zue: This ninja weapon appears to be a stout bamboo or wooden staff, but a quick twist or press of a button causes a spear head to spring from each end. Without the blade, the shikomi-zue deals the same damage as a quarterstaff 1d4(S)/1d6(M), crit: x2, type: B, and can even be used as a double weapon.

When the blades are protruding from both ends the damage is 1d6(S)/1d8(M), crit: x3, type: P, and it can be used as a double weapon.

A shikomi-zue can be wielded as a double weapon in two different ways. As a bludgeoning weapon, just like a quarterstaff. Or, with the spear ends extended. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a shikomi-zue in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Shotput, Orcish: Special training turns a grapefruit-sized sphere of crude iron into a deadly projectile.

Shuriken: Also known as shaken or throwing stars, shuriken come in a variety of shapes and sizes. The most common designs are large throwing needles and flat, star-shaped blades. Shuriken are the favored weapons of assassins in oriental campaigns.

A shuriken is a special monk weapon. This designation gives a monk wielding shuriken special options. A shuriken can't be used as a melee weapon without incurring illegal use (see house rules) penalties (see below for non-proficiency penalties).

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them and what happens to them after they are thrown. Each shuriken that is thrown has a 25% chance of being lost or destroyed.

Siangham: This weapon hardly looks useful at all and can only be used effectively by a character trained in it's proper use. The siangham looks like a metal-shafted arrow with a small wooden handle replacing the fletching. It is normally used in pairs, one for each hand. The siangham can be used to jab, thrust, slash, and parry. It cannot be thrown effectively, even though it has the appearance of an arrow or dart.

The siangham is a special monk weapon. This designation gives a monk wielding a siangham special options.

Sickle: Like the scythe, the sickle is primarily a tool that occasionally sees use as a weapon. The sickle's curving blade is used for cutting crops for harvest, and priests of nature or agriculture often use the sickle as a ceremonial weapon.

A sickle can be used to make trip (see 3.5 PHB, pg's 158-159) attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

Skiprock: Halfling weaponsmiths have developed these polished, perfectly weighted stones. Each skiprock is perfectly weighted and shaped for throwing. If the skiprock hits its target, it ricochets toward another target of the thrower's choice. The second target must be adjacent to the original target (no more than 5 feet away). The thrower immediately makes a second attack roll for the skiprock against the new target, with an attack bonus 2 lower than that of the initial attack.

Although they are thrown weapons, skiprocks can be used as ammunition in various ranged weapons, but using a skiprock's ricochet ability with skiprock ammunition requires taking the Exotic Weapon Proficiency feat specifically for that purpose (Skiprock).

Skiprocks are treated as ammunition for purposes of drawing them, crafting masterwork or otherwise special versions of them, and what happens to them after they are thrown (50% break/loss chance).

Slasher: A very versatile weapon; the slasher is a specialized dagger. A single edged blade which is angled slightly forward to reduce wrist strain.

The slasher handle is in fact a set of brass knuckles (see above) which may be used in a sapping attack (see house rules for sapping attack). The wielder of slashers gain a +2 'to-hit' when used in a sapping attack. See house rules for rules regarding a sapping attack.

In addition to the brass knuckled handle, there is a double edged blade protruding from the end of the slasher. A character should specify the manner in which the weapon is being used so that the type of damage caused can be determined.

The slasher is a special monk weapon. This designation gives a monk wielding a slasher special options. A monk using a slasher can strike with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers.

Sleeve, weighted: Subtle weapons often used for self-defense, weighted sleeves are usually found only in lands where long, loose sleeves are fashionable. A weighted sleeve consists of one or more metal weights sewn into a sleeve hem. Tailors who incorporate these weapons into finely made garments take care to spread out the weight so that the clothing hangs normally. In simpler peasant versions, a small pocket just inside the cuff of each sleeve holds a single metal ball weighing about 1 pound. Typically, both of a garment's sleeves are weighted.

To use this weapon, the wearer first swings the sleeve around to build momentum, much as if it were a sling. Instead of releasing a missile, however, the user simply clubs the target with the weight. Building up sufficient momentum is a move action, so only one blow with each sleeve is normally possible in a round. Attacking with both sleeves simultaneously incurs the standard penalties for fighting with two weapons (see 3.5 PHB, pg 160). The wielder might also alternate between left and right sleeves, striking with one and building up speed with the other during one round, then striking with the second sleeve and building momentum with the first on the following round. This tactic incurs the standard penalty for using a weapon in the off hand each round.

Wearing a garment with weighted sleeves as part of a disguise is a favorite trick of assassins. Once the assassin has carried out his mission, he can simply discard the weights in the nearest convenient trashbin or pond and continue posing as an unarmed servant or guest in the house, even if a search is conducted.

Sling: One of the most common missile weapons is the humble sling. This is not a child's toy slingshot; this is a weapon that can hurl small stones or lead bullets with lethal force. The sling is a simple length of cord or cloth with a cup in the center. The projectile is placed in the cup, and the sling is whirled rapidly in a sidearm or overhead motion. Slings can be improvised from many materials, and are among the cheapest of weapons. Slingstones can be found in any rocky landscape. Normally, small round rocks are best, such as the type found in streambeds. Sling bullets are made of lead, bronze, or iron, much like the bullets for a firearm.

Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, you take a -1 penalty on attack rolls.

Spade: Spades, or shovels, can be used as a weapon of last resort if there is nothing more warlike at hand. Folding military spades with sharpened blades were used in hand to hand fighting in both World Wars.

Spear: The spear is one of mankind's oldest weapons. Literally thousands of variations exist, but they all feature a head designed for stabbing or thrusting. Throughout the Bronze Age and the years of the Roman Empire, the spear was the most common weapon on the battlefield. In primitive settings, stoneheaded spears are common. The spear can be used either one-handed or two-handed.

Greata spear: This broad-bladed spear has a long, flat blade, and is too heavy to wield properly without proficiency.

Spear, common: The common spear can be thrown or used in a thrusting melee attack.

If you use a ready action to set this spear against a charge (see 3.5 PHB, 155), you deal double damage on a successful hit against a charging character.

Spear, Dwarven double: A Dwarven double spear is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a light weapon (see Attacking with Two Weapon, 3.5 PHB, pg 160). A creature using a double weapon in one hand, such as an ogre using a dire flail, can't use it as a double weapon—only one end of the weapon can be used in any given round.

The weapon looks much like a standard spear, although the shaft is a bit thicker. The spearpoint is also longer and heavier, sharpened on the sides as well as the tip to allow for either slashing or piercing attacks. In addition, a second identical spear point is attached at the opposite end of the spear, making the weapon doubly dangerous.

The tougher pointed ends on the blade allow the wielder to set the weapon against a charge. If you use a ready action to set a Dwarven double spear against a charge, you deal double damage on a successful hit against a charging opponent.

Spear, gouge: A hollow ended spear. The edges around the rim on the business end of this spear are razor sharp. This weapon will gouge large chunks of flesh from an opponent.

The weapon must be cleaned after each successful attack, or all subsequent attacks will be at half damage.

If you use a ready action to set this spear against a charge (see 3.5 PHB, 155), you deal double damage on a successful hit against a charging character.

Spear, long: Longer than your typical spear. This particular version is effective in battlefield formations. The long spear is nothing more than a heavier spear with a longer reach. A normal spear ranges from 5-8 feet in length, but a long spear is about 10-12 feet long. The long spear is a two-handed weapon.

The long spear has reach. You can strike opponents 10 ft. away with it, but you can't use it against an adjacent foe.

If you use a ready action to set this spear against a charge (see 3.5 PHB, 155), you deal double damage on a successful hit against a charging character.

Spear, short: A shortspear is small enough to wield one-handed. It may also be thrown.

Spetum: Spetums are similar to ranseurs, except that the side blades sometimes angle backwards, increasing the damage when the blade is pulled out of a wound.

When the weapon is pulled out of a victim, he suffers an additional 1d2 points of damage due to the side blades. The spetum's shaft is eight feet long.

A spetum has reach. You can strike opponents 10 ft. away with it, but you can't use it against an adjacent foe.

The side blades on the spetum make it an excellent weapon to use in trip (see 3.5 PHB, pg's 158-159) attacks. If you are tripped during your own trip attempt, you can drop the spetum to avoid being tripped.

If you use a ready action to set the spetum against a charge (see 3.5 PHB, 155), you deal double damage on a successful hit against a charging character.

Spiked Armor: You can outfit your armor with spikes, which can deal damage in a grapple or as a separate attack. See Armor for details (see 3.5 PHB, pg 124).

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 (stones, bullets, halfling skiprocks, stinkpots), but can't throw them as far or as accurately.

The staff sling has no short range category, and cannot hit targets within 10 ft. All ranged attacks start at a range of

10 ft. The first range increment ends at 70 ft., and the range increments are measured in normal 70 ft. increments after that.

In addition to throwing stones, bullets and skiprocks, staff slings can also be used to throw stinkpots—small clay vessels filled with noxious burning materials (see [Ammunition] stinkpot, above). If a stinkpot misses its target, it still scatters and breaks open (see splash weapons, 3.5 PHB, pg 158).

Aside from the use of the attached sling, this weapon is also a quarterstaff. A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a quarterstaff in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

The staff sling (like the quarterstaff) is a special monk weapon. This designation gives a monk wielding a staff sling special options.

A character with proficiency in staff sling is automatically considered proficient with the quarterstaff and the sling.

Steelsword, Chondathan: Available in the Dalelands, Cormyr, and Sembia, this broad-bladed one-handed sword is treated as a masterwork longsword that grants +2 bonus when attempting to break a foe's weapon (see 3.5 PHB, pg 158).

Strangle noose: A long hollow metal pole with a wire lasso/loop going through the center of the pole. There is a wooden handle at the other end, which when pulled tightens the noose around an opponents neck or limb.

In order to get the noose around an opponents limb one must make a touch attack which does not take worn armor (shields are effective against the strangle noose), or natural armor bonuses into account.

This is a reach weapon. You can attack opponents that are 10 ft. away, but you cannot attack adjacent opponents with the strangle noose.

If the opponent is aware of the attack, the attacker suffers a "to hit" penalty of -4 when attempting to lasso a limb. Or a -8 when attempting to lasso the head. If the weapon is placed around an opponents neck it is treated as a wire garotte. (See that weapon above) In addition, the opponent will not be able to attack the weapon wielder unless some type of pole weapon or ranged weapon is used.

Strike, Unarmed: A Medium character deals 1d3 points of nonlethal damage with an unarmed strike. A Small character deals 1d2 points of nonlethal damage. A monk or any character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with unarmed strikes, at her option. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

An unarmed strike is always considered a light weapon. Therefore, you can use the Weapon Finesse feat (see 3.5 PHB, pg 102) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an unarmed strike.

Sword cane: This is simply a long, slender, rapier-like blade concealed within what appears to be a simple walking stick or cane. The weapon can usually be smuggled into places where weapons are prohibited. The wielder of this weapon may be granted a +1 surprise bonus if opponents fail a spot check on any initial encounter (as adjudicated by the DM).

Swordcatcher, Gnome: This short, heavy sword resembles a broad-bladed short sword with two heavy prongs extending up from the hilt. These prongs are designed to help catch and disarm opponents' weapons. When using a Gnome swordcatcher, you gain a +4 bonus on attack rolls made to disarm an opponent (including the roll to avoid being disarmed yourself if such an attack fails).

Sword: Swords are the most efficient weapons of ancient times, combining ease of use with excellent armor penetration. The earliest copper swords appeared thousands of years before the rise of the Roman Empire, and ceremonial swords are carried today by most of the world's armies and navies.

Quickblade, rapier: Quickblade rapiers are longer and thinner than normal rapiers, with specially tapered blades and carefully balanced pommels. The design makes the weapon more difficult to wield, but it allows those skilled in the weapon's use to disarm opponents more easily and to feint more effectively in combat. Most quickblade rapiers are at least masterwork in quality.

If you are proficient with the quickblade rapier, you gain a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). You also gain a +2 circumstance bonus on Bluff checks made to feint in combat.

You can use the Weapon Finesse feat (see page 102 of PHB) to apply your dexterity modifier instead of your strength modifier to the damage.

Characters proficient with the quickblade rapier can treat it as a rapier for the purposes of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Sword, bastard: Bastard swords are also known as hand-and-a-half swords. They are nothing more than longer, heavier long swords.

A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon. The bastard sword can only be used in one hand by a character with exotic weapon proficiency (bastard sword) feat.

The extra weight of a bigger blade enabled the sword's wielder to hack through the heavier armor that appeared at the end of the Crusades. Whether used one-handed or two-handed, the bastard sword gains a +1 bonus to hit opponents in any type of mail or plate armor.

Sword, broad: Broadswords have existed in a number of settings. Any medium-sized blade designed for slashing can be called a broadsword. In ancient times, the best blades fall into this category; by the Middle Ages, this describes a civilian's sword or a court blade. Later broadswords were built with basket hilts, which give the weapon user a +1 bonus on any block attempts.

Sword, butterfly: A short, straight, single edged blade with a generous hand guard. The butterfly sword is well balanced, and sturdy.

A monk using a butterfly sword fights with her unarmed base attack bonus, including her more favorable number of attacks per round, along with other applicable modifiers.

Sword, cutlass: The cutlass is a short, heavy, slightly curved blade useful for both stabbing and slashing. It is popular with many sailors. Its heavy basket hilt gives the wearer a +2 circumstance bonus on any checks to resist being disarmed (see 3.5 PHB, pg 155).

Sword, Elven, courtblade: These exotic swords seem impossibly long and thin, tapering to a needlelike point. One edge of the blade is sharpened along its entire length, and the opposite edge is sharpened only for the final quarter length near the tip. A courtblade has a basket-shaped hilt (usually made to resemble leaves and vines), a long grip, and a heavy pommel. The weapon is intended for thrusting attacks, but the wielder can slash with it as well.

A character with the Exotic Weapon Proficiency (Elven courtblade) feat finds the weapon well suited for quick feints and thrusts. A character can use an Elven courtblade in conjunction with the Weapon Finesse feat, applying her Dexterity bonus (if any) to melee attacks she makes with the weapon, though it remains a two-handed weapon and not a light weapon.

Characters proficient with the Elven courtblade may treat it as a greatsword for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Sword, Elven, lightblade: The rapier-like exotic weapon is the size of a short sword, but weighs only as much as a dagger. Dextrous Elf fighters and rogues favor it. Its thin flexible blade slips easily into the seams of armor or

between the ribs of a foe. Some Elf nobles carry a lightblade—often decorated with intricate filigree and tiny gemstones—as a sign of their station, even if they aren't proficient in its use.

Characters proficient with the Elven lightblade may treat it as a rapier or shortsword for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Sword, Elven, thinblade: This rapierlike exotic weapon is the size of a longsword but much lighter. Like the lightblade, it is favored by dexterous Elf fighters and rogues.

A character can use the Weapon Finesse feat to apply his Dexterity modifier instead of his Strength modifier to attack rolls with an Elven thinblade.

Characters proficient with the Elven thinblade may treat it as a rapier or longsword for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Sword, estoc: The estoc is the grandfather of the rapier. It is an edgeless thrusting sword designed for piercing armor. It gains a +2 bonus to attacks against opponents in any kind of mail, and a +1 bonus to attacks against opponents in any kind of plate armor. Estocs were often made with perfectly triangular or square blades.

You can use the Weapon Finesse feat (see 3.5 PHB, pg 102) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon for you. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

Sword, falchion: The falchion is a sword with a single-edged, heavy blade. The blade's back is usually straight or slightly curved, while the edge has a definite curve. The blade also broadens close to the tip, which gives the blade a cleaver-like appearance and increases the damage inflicted. The sword is heavy, which also contributes to a fearsome cutting blow.

Sword, flamberge: A very large sword. Approximately six feet long, with a two-edged broad blade. The blade is approximately three inches wide. The blade has a fuller running straight down the length of the blade to strengthen the blade. The most unusual feature of the flamberge is the blade's wavy undulating edges. Rather than a straight edge the blade's edges curve in a wavy undulating fashion; making the cuts caused by this particular blade exceedingly damaging.

Sword, fullblade: A fullblade is 18 inches longer than a greatsword and is too large for a medium-size character to use with two hands without special training; thus, it is an exotic weapon (Medium-size creatures cannot use a fullblade one-handed at all).

A large creature could use a fullblade with one hand, but it would be assessed the standard non-proficiency penalty (see below for non-proficiency penalties) on its attack rolls; Large creatures can use the fullblade in two hands as a martial weapon. A Large creature with the Exotic Weapon Proficiency (fullblade) feat can use the fullblade in one hand, but a medium-size creature must use both hands even if it has the relevant feat. A fullblade is also called an Ogre's greatsword.

Sword, great: Adventurers recognize the greatsword as one of the best melee weapons available. It's reliable and powerful.

Sword, great, mercurial: This huge blade hides a secret reservoir of quicksilver (also called mercury by alchemists) that runs along the interior of the blade in a slender channel. When the blade is vertical, the mercury swiftly fills an interior bulb in the haft, but when the sword is swung, the heavy liquid flows out into the blade, making it heavier. In nonproficient hands, the shifting mass penalizes the wielder by an additional -3 on attack rolls, beyond the normal non-proficiency penalty for using an exotic weapon untrained (see below for non-proficiency penalties).

Sword, katana: The samurai's katana may be the single finest sword ever made. It is a slashing weapon with a sharp, chisel-shaped point. The steel was often of exceptional quality, built up with a laborious process of folding and re-folding; some blades had hundreds of folds. This created a sword of tremendous resilience and strength. The hilt

accommodates one or two hands equally well.

The katana is a masterwork bastard sword that grants a +1 bonus on your attack rolls. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack. Like a bastard sword, the katana can only be used in one hand by a character with exotic weapon proficiency (katana) feat. A medium-size character can use a katana two-handed as a martial weapon, or a large creature may use it one-handed in the same way. Among the samurai of Rokugan, only dragons routinely use their katanas one-handed.

Sword, khopesh: The famed sword of the Mulhorand, the khopesh looks like a normal longsword whose blade suddenly turns sickle-shaped about a foot from the hilt. It is heavy and awkward to use without a lot of training. You can use the khopesh to make trip (see 3.5 PHB, pg's 158-159) attacks due to its hooklike blade. If you are tripped during your own trip attempt, you may drop the khopesh to avoid being tripped.

Sword, long: This classic, straight blade is the weapon of knighthood and valor. It is the favored weapon of paladins. The long sword is meant to represent the weapon of the typical western knight, but also includes any medium-length straight blade designed for both slashing and thrusting. The advent of heavy plate armor helped make the long sword obsolete; longer, heavier blades were required to pierce a knight's armor.

Sword, long, mercurial: This blade hides a secret reservoir of quicksilver (also called mercury by alchemists) that runs along the interior of the blade in a slender channel. When the blade is vertical, the mercury swiftly fills an interior bulb in the haft, but when the sword is swung, the heavy liquid flows out into the blade, making it heavier. In nonproficient hands, the shifting mass penalizes the wielder by an additional -2 on attack rolls, beyond the normal non-proficiency penalty for using an exotic weapon untrained (see below for non-proficiency penalties).

Sword, ninja-to: Just as the samurai has his traditional katana, the ninja has his ninja-to, the traditional sword of the assassin. The ninja-to is smaller than the katana and generally not as well made. Unlike the katana, the ninja-to features a larger guard and a sturdy scabbard which can be used as a climbing step.

The ninja-to is a short, straight sword similar to a wakizashi. It is the standard sword of the ninja. True to a ninja's methods, the scabbard of the ninja-to is a multi-purpose tool. Is open at both ends, allowing it to be used as a blowpipe for powders and poisons or as a breathing tube. It is also stiff and strong, allowing it to be used as the rung of a ladder or even as a weapon (see statistics for common club).

Sword, no-dachi: The largest oriental sword is the no-dachi, a twohanded katana-like weapon almost six feet in length. Some no-dachi are built to the exacting specifications of a katana, but most are not of the same quality.

Sword, rapier: One of the later swords to appear was the rapier, a light, long thrusting weapon. The rapier was the gentleman's weapon in the Renaissance and later centuries, remaining in use until the 18th century. The rapier appeared largely because armor was beginning to disappear from the battlefields of Europe.

You can use the Weapon Finesse feat (see 3.5 PHB, pg 102) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon for you. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

Sword, saber: A weapon of the Tuigan and Nars, the saber (also spelled saber) is a long, heavy sword specialized for the long cuts used in mounted combat. You gain a +1 circumstance bonus on your attack rolls when you use a saber while mounted.

Sword, scimitar: One of the most distinctive swords is the scimitar, a gracefully curved weapon favored by many Arabian cultures. The scimitar was carried by Muslim warriors from Spain to India and became a symbol of the strength and subtlety of Islam.

Sword, scimitar, double: The curved blades of the double scimitar are used most effectively when spinning and twirling the weapon. Despite it's size, the weapon benefits more from quick, precise movement than from brute force. The double scimitar is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons (see 3.5 PHB, pg 160) as if you are using a one-handed weapon and a light weapon. A creature using a double weapon in one hand can't use it as a double weapon.

Sword, scimitar, great: The great scimitar, a two-handed version of the scimitar, was a weapon reserved for ceremonial guards and elite palace troops.

Sword, short: By far the most common blade is the humble short sword. Thousands of varieties have been created by nearly every culture on Earth. Regardless of the setting, some equivalent to the standard short sword can be found. The short sword is primarily a thrusting weapon, ranging from 1.5 to 2.5 feet in length.

Sword, short, broadblade: Broadblade short swords have a wider blade and crossguard than normal swords. This feature makes them more difficult to wield in combat, but the design allows skilled users to defend themselves more effectively when they are fighting defensively.

If you are proficient with the broadblade short sword, and you fight defensively, or employ the total defense combat maneuver, you gain a +2 dodge bonus to AC for the rest of the round in addition to the normal AC bonus for the combat maneuver (+2 for fighting defensively, +4 for total defense). This bonus also applies if you are proficient with the weapon, have the Combat Expertise feat, and shift at least 2 points of your attack bonus to AC for the round. Because of its benefit when fighting defensively, the broadblade short sword is a popular off-hand weapon.

Characters proficient with the broadblade short sword can treat it as a short sword for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Sword, slasher: A very versatile weapon, the slasher sword like the slasher is a specialized sword. A single edged blade is angled slightly forward to reduce wrist strain. The sword handle has a dagger protruding from the pommel and a set of brass knuckles for use in close combat and punching/pummeling attacks. (see brass knuckles above).

The handle of the slasher sword is in fact a set of brass knuckles (see above) which may be used in a sapping attack (see house rules for sapping attack). The wielder of slasher sword gains a + 1 'to-hit' when using the slasher sword's handle/brass knuckles in a sapping attack. See house rules for rules regarding a sapping attack.

A character should specify the manner in which the weapon is being used so that the type of damage caused can be determined in the event of a critical hit.

Sword, swain: The edges of this short sword are jagged, and hooked (like razor wire). This weapon is excellent for disarming opponents.

When using a swain sword, you get a + 4 bonus on your opposed attack roll when attempting to disarm (see 3.5 PHB, pg 155) an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent)

Sword, terbutje: A wooden sword with sharks teeth lashed to both edges to create a ripping slicing weapon. Useless for thrusting attacks. The weapon does not rust.

Sword, tulwar: The tulwar bears a small resemblance to the falchion, but is found in eastern settings. Unlike the falchion, the tulwar curves inward for chopping power, instead of outward for a longer slash. The famous Ghurka knife is a good example of a tulwar-like blade.

Sword, two-bladed: A two-bladed sword is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a light weapon (see 3.5 PHB, pg 160). A creature using a double weapon in one hand, such as an ogre using a dire flail, can't use it as a double weapon—only one end of the weapon can be used in any given round.

Sword, two-handed: The largest and most powerful sword is the two-handed sword, or zweihönder. It was developed in the Renaissance to deal with pikemen and dismounted knights. It often stood well over six feet tall. The two-handed sword gains a +2 bonus to attacks against opponents in any kind of mail or plate armor, since its heavy blade can easily penetrate even the heaviest armor.

Sword, wakizashi: The companion to the samurai's katana is the wakizashi, a shorter blade of similar construction and design. In eastern cultures, only a samurai may wear these two blades together. It is very common for a katana and wakizashi to be paired as a matched set.

The wakizashi is a masterwork short sword that grants a +1 bonus on your attack rolls. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Tail spikes: A character with a tail who has proficiency with tail spikes can use them to make one extra attack in a round at her highest base attack, in addition to all attacks with a hand-held weapon (or natural attacks). The tail spike attack and each other attack made that round suffer a -2 penalty each.

For example, at 6th level, Min'tchap gets two attacks with a nagamaki at +8 and +3 (including her strength bonus and weapon focus feat). If she uses tail spikes in addition, she gets three attacks: two with nagamaki at +6 and +1, and one with the tail spikes at +6. This penalty applies for 1 round, so it affects attacks of opportunity the character might make before her next action.

Tetsubo: The iron staff. This is a bo-stick with at least half its length sheathed in studded iron strips. It is often used by travelers because it can also serve as a walking stick.

Three-section staff: Also known as a three-piece rod. It is said this weapon was invented by a master of the martial arts whose staff had been broken by his enemy. The three-piece rod consists of three short wooden staves, linked by rope or chain. It is exceptionally useful for performing disarms; the three-piece rod confers a +4 bonus to any disarm (see 3.5 PHB, pg 155) attempts (including the roll to avoid being disarmed if you fail to disarm your opponent).

The three section staff is a special monk weapon. This designation gives a monk wielding a three section staff special options. A monk using a three section staff can strike with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers.

The three section staff requires two hands to wield effectively.

Tiger claws (bagh nakh): Also known as "tiger claws" or a nekode. A bagh nakh is a strap or glove fitted with a set of metal claws. Bagh nakh are worn on the palm or hands. It is used with a cat-like clawing motion. Usually, the bagh nakh is used in pairs, one on each hand.

Using a pair of bagh nakh while climbing provide a +1 circumstance bonus on climb wall attempts. This bonus does not stack with the +2 bonus from a climber's kit.

Favored as both a weapon and a climbing tool, this weapon cannot be disarmed. An attack with the bagh nakh is considered an armed attack.

Tiger claws are a special monk weapon. This designation gives a monk wielding bagh nakh special options. A monk using tiger claws can strike with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers.

Tonfa: Also known as tui-fa, or a police baton. This is a hardwood rod with a small handle sticking out perpendicularly. The entire length is about 2 to 3 feet. Originally the handle of a millstone, it is now a martial arts weapon. With it, the trained fighter can block, break weapons, and effectively attack. It is often used in pairs. The tonfa can be twirled to bash a foe (as with a club) or the weapons outstretched section can be used to punch or gouge an opponent. The tonfa is easily held and carried along the arm of the user. The weapon is easily concealed in the sleeve of a robe.

Anyone wielding a tonfa gains a +1 bonus on any attempt to sunder (see 3.5 PHB, pg 158) or break an opponent's weapon.

Tonfa are a special monk weapon. This designation gives a monk wielding tonfa special options. A monk using tonfa can strike with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers.

Tonfa gains a + 1 'to-hit' when used in a sapping attack. See house rules for more information on sapping attacks.

Torch: Most torches can be used as serviceable clubs in a pinch. If the torch is burning, it inflicts 1 extra point of damage. In addition, most animals fear open flame and may avoid a character waving a burning torch around. Torches only ignite very flammable substances, so normal clothes and the like won't usually be set afire by a single blow from a lit torch.

Tortoise blade, Gnome: This contraption is designed to be used by a Gnome in his/her off-hand. It is particularly useful in cramped tunnels or warrens where swinging a weapon is difficult or impossible. It looks like a turtle shell strapped to the wielder's wrist, with a daggerlike blade jutting out where the wielder's fingers should be.

A tortoise blade grants a +1 shield bonus to AC as with any shield, when you attack with a tortoise blade, you do not get the shield bonus to your AC.

A tortoise blade also provides a -1 armor check penalty, and incurs a 5% arcane spell failure chance for its wielder. Like a spiked shield, a tortoise blade can be enhanced as a weapon, as a shield, or as both, but such enhancements must be paid for and applied separately.

Trident: The trident is the famous three-pronged spear of seafarers and mercreatures. Fishermen of many cultures use tridents as hunting weapons, but military tridents are much more scarce.

This weapon can be thrown, and is often equipped with a short length of retrieving cord.

If you use a ready action (see 3.5 PHB, pg's 158-159) to set a trident against a charge, you deal double damage on a successful hit against a charging character.

Truncheon: A truncheon is essentially a heavier version of the sap—a one handed martial weapon that deals nonlethal damage. As with a sap, a rogue wielding a truncheon can deal extra nonlethal damage with a sneak attack, but only if she is proficient in its use.

Characters gain a +2 'to-hit' when using a truncheon in a sapping attack. See house rules for more information on sapping attacks.

Uncinated stave: Very long, thin pole, which has a sharp hook on the end. The weapon can be used to perform a trip (see 3.5 PHB, pg's 158-159) maneuver at a + 4 to hit.

An uncinated stave has reach. You can strike opponents 10 ft. away with it, but you can't use it against an adjacent foe.

Urgrosh, Dwarven: A Dwarven urgrosh is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a light weapon (see 3.5 PHB, pg 160). A creature wielding a dwarven urgrosh in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

The urgrosh's axe head is a slashing weapon that deals 1d6(S)/1d8(M) points of damage. The other end of the Urgrosh is a barbed spear head which deals 1d4(S)/1d6(M) points of piercing damage. You can use either head as the primary weapon head. The other end is considered the off-hand weapon.

If you use a ready action (see 3.5 PHB, pg's 158-159) to set a urgrosh against a charge, you deal double damage on a successful hit against a charging character. If you use an urgrosh against a charging character, the spear head is the part of the weapon that does damage.

An urgrosh is also called a spear-axe.

Dwarves treat dwarven urgrosh's as martial weapons.

Voulge: Also called the vouge and the lochaber axe, this weapon is a large, long blade, narrowing to a spike at the top, with a hook-shaped fluke at the blades rear. The staff is eight feet long. Though it is a simple weapon to make,

this advantage is offset by the fact that it is one of the slowest polearms around.

A voulge gain a +2 bonus on attack rolls against any type of plate or mail armor.

A voulge has reach. You can strike opponents 10 ft. away with it, but you can't use it against an adjacent foe.

War fan (gunsen): This deceptive weapon resembles an oriental fan. To the untrained eye it appears as nothing more than a beautifully crafted lady's fan. In fact, the vanes of the fan are crafted from steel, and the tips are needle sharp.

It is both a parrying device and an effective slashing weapon. The metal fan portion of a gunsen is used to distract and confuse an opponent, and is often decorated with beautiful designs. When first entering melee using a war fan (against opponents unfamiliar with the weapon), you may attempt a Bluff check against an opponent's Sense Motive check. If you win the contest, you gain a + 4 bonus on attacks made against that foe during the first round of combat.

War sling: Perfect balance, and sturdier construction distinguish this sling from its simpler counterparts. Very similar to a Gnomish Calculus, the Halfling war sling can fire four types of ammunition: simple stones, lead bullets, skiprocks, and stinkpots.

A user must be proficient in both the war sling (or Gnomish Calculus) and skiprocks in order to take advantage of the skiprocks ricochet capability when using skiprock ammunition with this sling.

Ward cestus: The cestus is stout leather gauntlet with a well-forged metal weight sewn into the gloves knuckles. It is worn over the fist and used for punching an opponent.

A strike with the ward cestus is considered an unarmed attack. If you take a Total Defense action, you can gain an additional + 1 bonus on your Armor Class, representing blows you block with the back of your protected hand. This same bonus applies in any parry attempts (see house rules for parrying).

If a ward cestus is used in a sapping attack, the wielder gains a +4 'to-hit'. See house rules for more information on sapping attacks.

The cestus suffers a - 2 penalty to attacks against enemies in any kind of plate armor.

The wearer of a ward cestus cannot be disarmed.

Warpike, Dwarven: The Dwarven warprike resembles a halberd with a greatly elongated shaft, to the end of which a counterweight has been added. A Dwarven warprike has reach. You can attack opponents 10 feet away with it, but you can't use it against an adjacent foe.

Normally, you strike with a Dwarven warprike's axe head, but the spike on the end is useful against charging opponents. If you use a ready action to set a Dwarven warprike against a charge, you deal double damage on a successful hit against a charging creature.

You can use the hook on the back of a Dwarven warprike to make trip attacks. If you are tripped during your own trip attempt, you can drop the Dwarven warprike to avoid being tripped.

Whip: A whip deals nonlethal damage. It deals no damage to any creature with an armor bonus of + 1 or higher or a natural armor bonus of + 3 or higher. Although you keep it in hand, the whip is treated as a ranged weapon with a maximum range of 15 ft. and no range penalties, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

Because the whip can wrap around an enemy's leg or other limb, you can make trip (see 3.5 PHB, pg's 158-159) attacks with it at a + 3 'to-hit'. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on opposed attack rolls made to disarm (see 3.5 PHB, pg 155) an opponent (including the roll to keep from being disarmed if the attack fails).

You can use the Weapon Finesse feat (see 3.5 PHB, pg 102) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon for you.

The sting of a well aimed whip may force normal animals to retreat at the DM's discretion.

Whip-dagger: A character who takes the Exotic Weapon Proficiency (whip) feat is also proficient in the whip-dagger. Unlike standard whips, the whip-daggers' ability to deal damage is unhindered by armor bonuses and natural armor bonuses. Although you keep it in hand, the whip-dagger is treated as a ranged weapon with a maximum range of 15 ft. and no penalties.

Because the whip-dagger can wrap around an enemy's leg or other limb, you can make trip (see 3.5 PHB, pg's 158-159) attacks with it at a +2 'to-hit'. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on opposed attack rolls made to disarm (see 3.5 PHB, pg 155) an opponent (including the roll to keep from being disarmed if the attack fails).

Weapons and Ability Bonuses: Generally, a character may apply his Strength bonuses to any weapon powered by his own muscle. Any hand-held weapon used to slash, bludgeon, or thrust at an enemy certainly counts, but weapons that don't inflict damage or don't have a type don't allow a character to use his attack bonuses (from Strength). For example, a character's Strength has no effect on the use of a lasso or net. Characters may use their reaction adjustment for high Dexterity when throwing or firing any kind of ranged weapon. However, they do not use their Strength bonuses unless the weapon is thrown and complies with the conditions above. Bows, slings, and crossbows are not normally affected by a character's Strength. Bows and whips can be made to take advantage of a character's Strength bonuses, but must be custom-made. Refer to 3.5 PHB, pg's 119-120, and AE&G, pg's 10-11.

You apply your character's Strength modifier to: Melee attack rolls and damage rolls when using a melee weapon or a thrown weapon (including a sling). Exceptions: Off-hand attacks receive only one-half the character's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)

You apply your character's Dexterity modifier to: Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and other ranged weapons.

WEAPON NON-PROFICIENCY PENALTIES:

Each character class has a 'Weapon & Armor proficiency' category/paragraph under that particular classes list of class features. If a character uses a weapon outside that list of permitted weapons, they suffer a combat penalty. That penalty depends on the characters class as follows:

<u>Character class</u>	<u>non-prof. penalty</u>
Barbarian, Fighter, Paladin, Ranger	- 2
Bard, Cleric, Druid, Monk, Rogue	- 4
Wizard, Sorcerer	- 6

(These non-proficiency penalties apply when a character is using a weapon that she/he is not proficient with.)