

FANTASY HERO WEAPONS COMPENDIUM

| AXES | OCV | RNG MOD | DAMAGE | STN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|------------------------|-----|---------|--------|---------|---------|-----|-----|-------|------|---------|
| Battle Axe | -- | -- | 1.5D6 | -- | 10/13 | 6 | 5 | 3.25 | 10 | 60 |
| Great Axe ² | -- | -- | 2D6+1 | -- | 14 | 6 | 7 | 4.75 | 10 | 70 |
| Hand Axe | -- | -1 | D6+1 | -- | 8 | 5 | 4 | 2.75 | 4 | 40 |

| BOWS | OCV | RNG MOD | DAMAGE | STN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|------------------------------|-----|---------|--------|---------|---------|-----|-----|-------|------|---------|
| Light Self Bow ² | -- | -- | 1D6 | -- | 8 | 4 | 2 | 1.25 | 8 | 30 |
| Medium Self Bow ² | -- | -- | D6+1 | -- | 10 | 4 | 2 | 2.0 | 9 | 40 |
| Heavy Self Bow ² | -- | +1 | 1.5D6 | -- | 13 | 4 | 2 | 2.25 | 10 | 50 |
| Light Long Bow ² | -- | +1 | D6+1 | -- | 10 | 4 | 2 | 2.25 | 12 | 45 |
| Med. Long Bow ² | -- | +1 | 1.5D6 | -- | 14 | 5 | 2 | 2.75 | 13 | 60 |
| Heavy Long Bow ² | -- | +2 | 2D6 | -- | 17 | 5 | 3 | 3.0 | 14 | 75 |

| CLUBS | OCV | RNG MOD | DAMAGE | STN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|-------------------------|-----|---------|--------|---------|---------|-----|-----|-------|------|---------|
| Baton | -- | -2 | (2D6) | -- | 5 | 4 | 2 | 1.0 | 3 | 15 |
| Club | -- | -- | (3D6) | -- | 8 | 4 | 3 | 1.25 | 5 | 20 |
| Large Club ² | -- | -- | (5D6) | -- | 16 | 4 | 4 | 1.75 | 9 | 45 |
| Great Club ² | -- | -- | (6D6) | -- | 10/12 | 5 | 3 | 1.5 | 7 | 30 |

| CROSSBOWS | OCV | RNG MOD | DAMAGE | STN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|-----------------------------|-----|---------|--------|---------|---------|-----|-----|-------|------|---------|
| Arbalest ² | -- | +2 | 2D6 | -- | 12 | 5 | 6 | 3.25 | 8 | 60 |
| Heavy Crossbow ² | -- | +1 | 1.5D6 | -- | 12 | 5 | 5 | 3.0 | 6 | 50 |
| Light Crossbow ² | -- | +1 | D6+1 | -- | 10 | 5 | 4 | 2.25 | 5 | 40 |

| DAGGERS | OCV | RNG MOD | DAMAGE | STN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|----------------|-----|---------|-----------------|---------|---------|-----|-----|-------|------|---------|
| Dagger | +1 | -- | D6-1 | -- | 5 | 5 | 2 | 1.0 | 3 | 10 |
| Stiletto | +1 | -- | 1/2D6 <i>ap</i> | -- | 4 | 4 | 2 | 1.0 | 2 | 12 |
| Throwing Knife | -- | -1 | 1/2D6 | -- | 3 | 4 | 2 | .75 | 1 | 10 |

| FLAILS | OCV | RNG MOD | DAMAGE | STN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|-----------------------------|------|---------|-----------------|---------|---------|-----|-----|-------|------|---------|
| Battle Flail ² | (+1) | -- | 2D6 | -- | 13 | 6 | 6 | 2.25 | 7 | 60 |
| Bladed Flail | (+1) | -- | 1.5D6 <i>rp</i> | -- | 10 | 5 | 4 | 2.0 | 5 | 40 |
| Flail | (+1) | -- | 1D6 | -- | 8 | 5 | 3 | 1.75 | 4 | 30 |
| Military Flail ² | (+1) | -- | 1.5D6 | -- | 11 | 6 | 5 | 2.25 | 6 | 50 |

| HAMMERS | OCV | RNG MOD | DAMAGE | STN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|-------------------------|-----|---------|--------|---------|---------|-----|-----|-------|------|---------|
| Hammer | -- | -- | D6 | +1 | 10 | 5 | 3 | 1.75 | 4 | 30 |
| War Hammer ² | -- | -- | D6+1 | +1 | 12 | 6 | 4 | 2.25 | 5 | 40 |
| Maul ² | -- | -- | 1.5D6 | +1 | 15 | 6 | 4 | 3.75 | 6 | 50 |

| MACES | OCV | RNG MOD | DAMAGE | STN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|--------------------------|-----|---------|--------|---------|---------|-----|-----|-------|------|---------|
| Heavy Mace ² | -- | -- | 1.5D6 | +1 | 12 | 6 | 5 | 2.75 | 7 | 45 |
| Light Mace | -- | -- | D6+1 | +1 | 10 | 6 | 4 | 2.25 | 5 | 35 |
| Morningstar ² | -- | -- | 1.5D6 | -- | 10 | 5 | 4 | 2.5 | 7 | 50 |

| MISC WEAPONS | OCV | RNG MOD | DAMAGE | STN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|--------------|-----|---------|--------|---------|---------|-----|-----|-------|------|---------|
| Blackjack | -- | -- | (3D6) | -- | 8 | 2 | 1 | 1.25 | 1 | 7 |
| Javelin | -- | -1 | D6 | -- | 7 | 4 | 3 | 1.25 | 8 | 30 |

| NETS | OCV | RNG MOD | DAMAGE | STN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|------------------------|-----|---------|--------|---------|---------|-----|-----|-------|------|---------|
| Net ² | -1 | -3 | -- | -- | 8 | 4 | 2 | 1.5 | 8 | 35 |
| Large Net ² | -1 | -3 | -- | -- | 10 | 4 | 4 | 3.0 | 12 | 45 |

| PICKS | OCV | RNG MOD | DAMAGE | STN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|-------------------------|-----|---------|---------------------|---------|---------|-----|-----|-------|------|---------|
| Pick | -- | -- | D6 ^{ap} | -- | 10 | 5 | 3 | 2.25 | 8 | |
| Military Pick | -- | -- | D6+1 ^{ap} | -- | 11 | 5 | 3 | 2.5 | 9 | |
| Great Pick ² | -- | -- | 1.5D6 ^{ap} | -- | 12 | 6 | 4 | 2.75 | 10 | |

| POLE ARMS | OCV | RNG MOD | DAMAGE | STN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|-----------------------------|-----|---------|--------------------|---------|---------|-----|-----|-------|------|---------|
| Awl Pike ² | -- | (2") | D6+1 ^{ap} | -- | 12 | 5 | 6 | 3.75 | 15 | 40 |
| Halberd ² | -- | (1") | 2D6+1 | -- | 15 | 6 | 7 | 4.25 | 15 | 50 |
| Heavy Lance ² | -- | (1") | 2D6-1 | -- | 12 | 5 | 7 | 3.75 | 15 | 45 |
| Jousting Lance ² | -- | (1") | D6+1 | -- | 10 | 3 | 4 | 2.5 | 13 | 50 |
| Light Lance ² | -- | (1") | D6+1 | -- | 10 | 4 | 6 | 3.0 | 13 | 40 |
| Lucerne Hammer ² | -- | (1") | D6+1 | +1 | 10 | 5 | 6 | 3.25 | 13 | 45 |
| Military Fork ² | -- | (1") | D6+1 | -- | 11 | 5 | 7 | 3.25 | 13 | 40 |
| Pike ² | -- | (2") | 1.5D6 | -- | 10 | 5 | 6 | 3.75 | 15 | 45 |
| Pole Axe ² | -- | (1") | 2D6 | -- | 11 | 6 | 7 | 4.25 | 14 | 45 |
| Spear ² | -- | (1") | D6+1 | -- | 10 | 5 | 6 | 2.75 | 11 | 35 |

| SLINGS | OCV | RNG MOD | DAMAGE | STN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|--------------------------|-----|---------|--------|---------|---------|-----|-----|-------|------|---------|
| Sling | -- | -1 | D6 | -- | 8 | 2 | 1 | 0.2 | 1 | 15 |
| Staff Sling ² | -- | +1 | D6+1 | -- | 10 | 3 | 3 | 1.0 | 6 | 30 |

| STAVES | OCV | RNG MOD | DAMAGE | STN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|---------------------------|-----|---------|--------|---------|---------|-----|-----|-------|------|---------|
| Rod | +1 | -- | (3D6) | -- | 8 | 4 | 2 | 1.0 | 8 | 15 |
| Quarterstaff ² | +1 | (1") | (4D6) | -- | 10 | 4 | 3 | 1.5 | 9 | 25 |

| SWORDS | OCV | RNG MOD | DAMAGE | STN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|--------------------------|-----|---------|--------|---------|---------|-----|-----|-------|------|---------|
| Bastard Sword | +1 | -- | 1.5D6 | -- | 12/14 | 7 | 6 | 3.75 | 7 | 50 |
| Long Sword | +1 | -- | D6+1 | -- | 10 | 6 | 5 | 3.25 | 6 | 40 |
| Great Sword ² | +1 | -- | 2D6 | -- | 15 | 7 | 7 | 4.25 | 8 | 60 |
| Short Sword | +1 | -- | D6 | -- | 8 | 6 | 4 | 2.75 | 5 | 35 |

² = two handed weapon

^{ap} = Armor Piercing

^{rp} = Reduced Penetration

n/n = STR MIN, first number with two hands, second with one hand
 Damage listed in (parentheses) is normal, not killing damage

| SHIELDS | | | | | | | | |
|---------|------|----|-----|-----|------|-------|---------|-------------|
| SHIELD | COST | CV | DEF | BOD | SIZE | KG WT | STR MIN | NOTES |
| Small | 20 | +1 | 5 | 3 | 6 | 2.0 | 5 | Buckler |
| Medium | 30 | +2 | 5 | 5 | 8 | 4.0 | 10 | Kite Shield |
| Large | 45 | +3 | 6 | 7 | 10 | 7.0 | 13 | Wall Shield |

| AMMUNITION | | | | | | | | |
|--------------|------|-------------|-----|-----|------|-------|----------------------|--|
| ARROWS | COST | COST/ GROUP | DEF | BOD | SIZE | KG WT | NOTES | |
| Arrow | 5ip | 9/20 | 2 | 0 | 3 | .02 | Armor Piercing | |
| Barbed Arrow | 8ip | 8/12 | 2 | 0 | 3 | .03 | Removal Damage | |
| Bird Arrow | 4ip | 8/20 | 2 | 0 | 3 | .03 | -1 Range Mod, -1 DC* | |
| Blunt Arrow | 5ip | 9/20 | 2 | 0 | 3 | .05 | normal damage +1D6 | |
| Silver Arrow | 3cp | 25/10 | 2 | 0 | 3 | .15 | vs lycanthropes, etc | |

| BOLTS OR QUARRELS | COST | COST/ GROUP | DEF | BOD | SIZE | KG WT | NOTES | |
|-------------------|------|-------------|-----|-----|------|-------|----------------------|--|
| Bolt/Quarrel | 5ip | 9/20 | 3 | 0 | 1 | .12 | Armor Piercing | |
| Barbed Bolt | 8ip | 8/12 | 3 | 0 | 1 | .13 | removal damage | |
| Silver Bolt | 25ip | 20/10 | 3 | 0 | 1 | .15 | vs lycanthropes, etc | |

| SLING STONES | COST | COST/ GROUP | DEF | BOD | SIZE | KG WT | NOTES | |
|---------------|------|-------------|-----|-----|------|-------|----------------------|--|
| Sling Bullet | 2ip | 3.5/20 | 2 | 0 | -- | .05 | as written | |
| Silver Bullet | 15ip | 3.5/10 | 2 | 0 | -- | .06 | vs lycanthropes, etc | |
| Sling Stone | -- | -- | 2 | 0 | -- | .04 | -1 DC (D6-1 damage) | |
| Clay Bullet | 1ip | 1.5/20 | 1 | 0 | -- | .07 | normal damage, +1D6 | |

*: Bird Arrows target such things as ropes, fingers, etc (anything that fits between the Y shaped head well) at +1 OCV

Cost per group is the cost in copper for a set amount, so 25/10 is 25 copper for 10 units. Removal damage indicates that the victim takes half the DC in damage when the weapon is removed. AP stands for armor piercing. DC stands for damage class, and normal damage indicates the damage is converted from killing into normal damage.

| WEAPON MAXIMUM RANGES (in inches) | | | | | |
|-----------------------------------|-----------|-----------|------------------|-----------|-----------|
| WEAPON | RANGE MOD | MAX RANGE | WEAPON | RANGE MOD | MAX RANGE |
| Arbalest | +2 | 150 | Longbow, Heavy | +2 | 175 |
| Crossbow, Light | +1 | 75 | Self Bow, Light | -- | 75 |
| Crossbow, Heavy | +1 | 100 | Self Bow, Medium | -- | 100 |
| Longbow, Light | +1 | 110 | Self Bow, Heavy | +1 | 150 |
| Longbow, Medium | +1 | 125 | | | |

STANDARD WEAPONS DESCRIPTIONS

AXES: Each of these follows the same basic design, a hafted weapon with one or more large, wide blades set perpendicular from the end of the shaft.

Battle Axe: This described a single bladed axe of large size, typical of Dwarven use. It has a haft of about 3 feet in length with a heavy blade.

Great Axe: A huge weapon with two blades opposite each other on a heavy haft 3 feet or longer. This is a two handed weapon that only the strongest can wield.

Hand Axe: A light weapon like a hatchet or tomahawk. Designed for use with one hand, mounted on a horse. Only with luck will a thrown hand axe be accurate, but is a good backup weapon.

BLACKJACK: A street weapon, consisting of little more than a weighted bag, usually lead or rocks in a leather pouch. It is only dangerous from surprise, but does excellent damage for its size. Typically the owner weaves these, as it is difficult to find such a notorious weapon for sale.

BOWS: Each of these is a simple recurve bow of the elven design. The bows come in one of two sizes, either Short (or Self) or Long. The 'weights' of the bows (heavy, medium, light) are a rough indication of the pound pull-the force required to draw the string to fire. Strength minima on bows are absolute: if you cannot match the strength needed, you cannot draw and fire the bow.

Assuming your arrows are close at hand, it takes an experienced archer a half phase to load and draw the bow, and half a phase to fire. Firing a bow is at $\frac{1}{2}$ DCV for the character, you simply cannot dodge about much and hope to fire accurately. In addition, Bows are fired at half the player's DEX rank.

Self Bows: Smaller and thinner bows, designed to be fired off of horseback. They are less powerful than the Longbows, but are much simpler to learn and fire. These are typically used by elves.

Longbows: Very large weapons, fully as long as the archer is tall. They have tremendous power and range, but are very difficult to master and draw. Humans are the primary users of longbows. Firing one of these while mounted takes an additional -2 OCV as well as requiring a successful riding skill roll to fire due to their size.

CLUBS: Clubs are instruments to make a human arm hit harder by providing more leverage and weight. If spikes or nails are used in the club, treat it as an appropriately sized mace. If the PC picks up something to beat on his opponent with that isn't an ordinary weapon, use these to simulate the device.

Baton: A light club like a Billy club once used by police.

Club: A heavier implement than the baton, like a baseball bat or table leg, usually tapered.

Great Club: A huge, heavy club, such as a small tree or 4x4 timber. Used by ogres and giants for a simple weapon.

Large Club: Intermediate between the Club and Great Club. Use this for any huge, crude weapon that isn't quite impressive enough for a Great Club.

CROSSBOWS: A mechanical weapon designed by Dwarves, but quickly adopted by other races. Easy to use, powerful, and accurate, the crossbow is excellent for untrained soldiers. It takes time to cock a crossbow, one phase for the light crossbow, and two phases for the heavy crossbow or Arbalest. During this time, the character doing so is ½ DCV. Again, the strength minimum is absolute, you cannot cock the crossbow without the required STR, but you *can* fire it if you can lift it.

Crossbows may be kept cocked, ready for a quarrel to be dropped into place and fire, but may also go off if dropped or something catastrophic happens to the carrier. If the crossbow is left cocked for more than an hour, it begins to weaken, the GM should apply a chance for it to break if fired or cocked again later, one that gets worse the longer it is left in this state. Firing a crossbow is done at -1 DCV, as it requires being fairly steady to fire accurately.

Arbalest: A very large crossbow of heavy stock and immense power. It is so heavy that no normal human could cock the thing, and has a hand powered winch attached to one end for this purpose. This takes two phases to complete (at 1/2 DCV) without the Winch, with 24 STR MIN to cock.

DAGGERS: Any small bladed weapon such as a steak knife, butcher knife, or machete can be considered a dagger.

Dagger: Also called a poniard, tanto, maine gauche, and several other names. This is any basic, one-handed, bladed weapon of no more than 17" in length.

Stiletto: A slim pointed dagger designed to pierce hard surfaces and not stay there. As a result it is armor piercing, but is not very sturdy, and useless as an off hand weapon.

Throwing Knife: A light dagger that has been balanced for throwing. It has no crossguard, and is useless as an off hand weapon, but is light and many can be carried.

FLAILS: Flails are designed to reach the opponent around shields. Against such foes, the flail is +1 OCV, to ignore part of the defense the shield provides. Flails are hafted weapons with a chain on one end and one or more weights on the other end of the chain. These are usually balls or blocks of metal, and strike very hard.

Battle Flail: Heavy infantry version, a heavy, very large weapon that has a shaft at least 2 feet in length. Looks like a two-section staff, with the shorter section plated and studded with metal and spikes.

Bladed Flail: This version has bladed implements on the chain rather than blunt crushing weapons. As a result, it does reduced penetration damage, but is very effective on unarmored foes.

Flail: The basic version, light enough to be used from horseback. Normally one to two spiked balls on chains.

Military Flail: The basic infantry flail, a two handed medium flail. Usually made up of 2-3 spiked balls on chains.

HAMMERS: As anyone who has hit a finger using the ordinary version of this weapon knows, hammers hit very hard and hurt very much. This impact translates into increased stun multiple, a nasty secret in Fantasy Hero.

Hammer: A one-headed implement much like the very large hammers you see at the hardware store, or a small, one-handed sledge.

Maul: A huge hammer, one that could only be used at the county fair or by an Ogre.

War Hammer: A very heavy, double headed hammer lighter than a full sledge hammer (try to fight with one of those in your hand), but brutal nonetheless.

JAVELIN: A light spear that can be thrown. Unlike the ones used at the Olympics, these have a metal tip and are fairly lethal.

MACE: A heavy, hafted implement that most certainly will draw blood. The exact design varies, but all are a hafted weapon over a foot in length with a head of stone or metal. This head normally has flanges or spikes jutting from it for that extra punch. There are two basic sizes as listed. If spikes or nails are used in a club, treat it as a light or heavy mace by size.

Morningstar: A gigantic club or mace with spikes and metallic points all about the business end. These are very popular with Ogres and Trolls.

NET: The net requires a full phase to prepare, and takes a full phase to use properly. It entangles the opponent with its weighted ends for the DEF and BOD of the net. These are useful for capturing targets alive.

Large Net: A hex-sized net that can be used as a hex-effect attack.

PICKS: A common mining and digging tool, the pick has been long used by Dwarves for war as well. Often double-headed, the pick is a weapon that penetrates armor well, causing terrible wounds.

Battle Pick: A larger pick for infantry use, heavy and awkward for horseback.

Great Pick: A huge, two-handed weapon like a mattock, with a long point that is only useful to the very strong and foot soldiers. Bound in iron and stronger than most hafted weapons.

POLE ARMS: These weapons are very large hafted devices, too long and heavy for use on a horse (except the lances, which are designed for such use). They are also too big for most underground use, which explains their lack of popularity among the D&D lot. Most are at least -1 OCV in cluttered or tight spaces.

Awl Pike: A very long pike with a thin, long point for the head. It is designed for piercing through hard surfaces such as plate armor, and is primarily a weapon of war, not adventure.

Halberd: A fancy weapon with an axe head as well as a spear point, useful even if you can't get the axe head into play. The Halberd is only -1 in cluttered spaces due to its design. It also is designed for unhorsing and disarming the opposition (+1 with these maneuvers).

Lance: Lances are primarily used from horseback, and are designed to protect the hand as well as deliver a powerful strike on a small point of attack. All lances can be capped with a point or with a blunted end. The blunted end is used for tournament jousts, changing the damage from killing to normal (of the same number of damage classes).

Jousting Lance: Because a hit in a joust does not count unless the lance breaks, jousting lances are significantly less durable and more ready to break than ordinary ones.

Lucerne Hammer: A medium hammer head mounted on the end of a pole of 3-4 feet in length. The opposite end is a beak or spike (the spike does D6+1 HKA AP), this is a popular infantry pole arm useful for denting heavy armor and convincing opponents to retreat.

Military Fork: The military's version of a pitchfork, but less curved and usually designed with curls and hooks to make it good at unhorsing and disarming the opposition (+1 with these maneuvers).

Pike: Much like a heavy dagger on a stick, if the stick was 12 feet long. Normally it has a crossbar near the head to prevent determined victims from walking up the shaft to gain access to the fellow using it. (see the movie *Braveheart* for a good representation of simple pikes in action at the battle of Selkirk).

Pole Axe: More or less like it sounds, an axe head on a pole. Covers a wide variety of weapons such as a Glaive, Bill, or Guisarme with slight stylistic differences.

Spear: This is the long boar spear type of weapon, not as long as the pike, but longer than a javelin. This is a standard infantry weapon, good for discouraging cavalry charges.

QUARTERSTAFF: The common man's self defense tool, a heavy staff with the ends bound in leather and often studded with iron tacks for extra heft.

Rod: This represents any smaller staff that is not reinforced like the Quarterstaff. If a pole arm such as a spear is used with the shaft rather than the head of the weapon, use this for the effect.

SHIELDS: There are three basic sizes of shields for game use (although in war there are tower shields that an entire soldier can hide behind). Each grants a bonus for DCV, or if used to block with for OCV. The shield is hit if the CV added protects the wielder (that is, if the character would have been hit if they hadn't used a shield), and it adds the defense of the shield to that PC as extra armor. Shields take half damage from most weapons, unless the attacker targets the shield intentionally. Should the shield take as much BOD as it has defense and BODY it will be destroyed.

SLINGS: There are several loads for a sling, as listed in the ammunition section after the weapon summary. Listed damage is for sling bullets. Slings take a half phase to load and a half phase to attack with, leaving the character at ½ DCV.

Slingstaff: This is a sling mounted on the end of a staff or rod 3-4 feet long. The extra reach allows for a more powerful cast with the sling stone due to increased momentum. The staff of the Sling Staff acts as a Rod if used to strike people with.

SWORDS: A very well known weapon, the primary weapon of most soldiers. Of a standard design, all swords consist of a long blade extending from a short handle, usually with a guard over the handle or separating it from the blade. Many blades are sharp only on the single side unless very large, for extra strength.

Bastard Sword: A very large sword with a long hilt, designed for horseback combat, yet able to be used with both hands. This sword is Very popular with knights and cavalry.

Long sword: This covers most swords used and seen in movies, such as sabers, falchions, scimitars, and broad swords.

Great sword: The huge two-handed sword often depicted in fantasy art. This sword is too big for mounted use (+10 STR MIN from horseback), but very effective in the hands of a large warrior. Also called claymore, and two-handed sword.

Short sword: Any very large dagger can be defined as a short sword, as can a rapier or epee.

EXOTIC WEAPONS

| WEAPON | OCV | RNG MOD | DAMAGE | STUN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|-------------------------|-----|---------|---------|----------|---------|-----|-----|-------|------|---------|
| Blowgun | -- | -1 | 1 BOD | -- | 3 | 1 | 1 | .1 | 5 | 25 |
| Boomerang | -1 | -1 | (3D6) | -- | 5 | 3 | 2 | .7 | 2 | 10 |
| Bullwhip | -1 | 1" | ½ D6rp | -- | 8 | 4 | 2 | .8 | 3 | 25 |
| Cestus | +1 | -- | (+1D6) | -- | 5 | 3 | 1 | .6 | 1 | 20 |
| Dart | -- | -- | ½ D6 | -- | 5 | 4 | 1 | .3 | 2 | |
| Flesh Pincers | -- | -- | ½ D6rp | +1 | 3 | 4 | 2 | .2 | 2 | |
| Hooked Net ² | -1 | -3 | 1/2D6 | -- | 10 | 4 | 2 | 1.75 | 8 | 55 |
| Katar | +1 | -- | D6-1 ap | -- | 5 | 4 | 1 | .3 | 3 | |
| Scythe | -- | 1" | D6+1 | -- | 10 | 5 | 3 | 1.2 | 8 | |
| Slingshot | -- | -1 | D6-1 | -- | 3 | 3 | 1 | .5 | 2 | 20 |
| Triple Dagger | +1 | -- | ½ D6 | -- | 5 | 3 | 1 | .4 | 3 | |

These are weapons that are not commonly used in Morien, but might leak in through the borders or be used by monsters.

BLOWGUN: A long tube, sometimes up to 5 feet in length, either with or without a mouthpiece. This hollow tube is used to blow a feathered dart at a target, sometimes with astounding accuracy and distance. The dart does very, very little damage on its own, but is poisoned for more impressive effect.

BOOMERANG: This is a fairly familiar throwing weapon, shaped like a flat, slightly curved or angled stick of wood. Real, lethal boomerangs are fairly large and heavy, and can strike very, very hard. Using a boomerang to actually hit a target desired is not an easy task, taking a great deal of practice and skill. Making it come back and land in the thrower's hand takes even more skill: an additional familiarity point and -1 OCV to hit the target.

BULLWHIP: This covers any sort of whip and whip-like device such as the Rante (usually made of chains or a bundle of flexible strips of wood tied together). Whips require a great deal of space to be used at all, at least 2" clearance behind and 1" in front of the character, closing on a whip makes it useless as a weapon. Whips attack at half the DEX of the wielder, slowing them by requiring the whipping action. Bullwhips are +1 to grab maneuvers.

CESTUS: These are weighted fist wraps or brass knuckles, a method of making one's punches have significantly more impact. Cestus effectively add 1D6 to the wielder's strength, and as such do not use the ordinary strength minimum rules. If the strength minimum is not had, the weapon is -1 OCV, an additional -1 OCV per 5 STR under.

DART: Darts are heavier, larger versions of the kind used in pubs for a game. These are hurled at targets with fairly dangerous effect, like smaller spears. Often these are poisoned.

FLESH PINCERS: These are very rare but awful weapons, a pair of tongs like ice tongs that are made of a piece of metal folded into a tight U shape about six to eight inches long, with the ends designed with teeth to hold the target better. When used, these twist and rip flesh off the target, a painful but not very lethal effect. They have very little effect on armored targets. Flesh Pincers are +1 to grab maneuvers, but only grab one limb at most.

HOOKED NET: A very nasty weapon borrowed from Goblins and Orcs. A standard net, with many hooks sewn into the joints of the cords, so that when cast upon someone, it causes an autofire 1/2D6 HKA on the poor fellow within whenever he moves and tries to escape at OCV 3.

KATAR: Also called a Punch Dagger. This weapon is like a dagger but the blade juts out from the fist of the wielder, and is usually triangular in design. The hilt is a set of bars set perpendicular to the blade like a stylized "H" design, allowing the dagger to be punched with. This makes it very effective against armor.

SCYTHE: Scythes are a different design than the agricultural ones, made more for slicing and war. These are rare but can be very effective.

SLINGSHOT: These are designed more like a Wrist Rocket, with a brace on the arm for added power. Faster and easier to use than a sling, these are very deadly in the right hands.

TRIPLE DAGGER: A parrying dagger or Maine Gauche used often in fencing, this holds a secret. With a switch, the blade opens up and separates into a "W" shaped design, with a section on either side of the blade that allows the user to catch and hold weapons easier. Triple Daggers are +1 to block and weapon bind maneuvers.

WEAPONS OF DWARVES

| WEAPON | OCV | RNG MOD | DAMAGE | STUN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|---------------|-----|---------|---------------|----------|---------|-----|-----|-------|------|---------|
| Disk Axe | -- | -1 | 1D6 | -- | 10 | 6 | 4 | 3.0 | 5 | 55 |
| Dragontooth | -- | -- | 1D6 <i>ap</i> | -- | 8 | 5 | 3 | 2.5 | 5 | 50 |
| Flying Fist | -- | (1") | 1D6 | +1 | 10 | 5 | 3 | 2.0 | 4 | 45 |
| Prodd | -- | -1 | D6+1 | +1 | 10 | 5 | 3 | 2.5 | 6 | 45 |
| Repeater Xbow | -- | -- | D6 <i>ap</i> | -- | 11 | 5 | 4 | 2.75 | 7 | 95 |
| Stone Hammer | -- | -- | D6+1* | (+1) | 11 | 6 | 3 | 3.0 | 6 | 50 |

DISK AXE: This is only an axe in name, shaped rather like a ring of steel, 10-12 inches in diameter. The edges are sharpened, and the ring is about 2 inches wide. Through the center a handle bisects the ring, and a strap usually is fixed to one end of the handle. The effect is of two C shaped (or D shaped, depending on your perspective) blades with a handle connecting them. This weapon can be used to hack with, but is designed and balanced for throwing as well. It is difficult to throw long distances due to the weight, but is a favorite Dwarven weapon.

DRAGONTOOTH AXE: Designed to pierce heavy armor, since Dwarves consider the Pick a tool, and eschew most ranged weapons. The head is shaped like a triangle, and does Armor Piercing damage due to the design.

FLYING FIST: This chain weapon is often as dangerous to the wielder as it is the target. It consists of an iron ball and ring grip connected by 3-4 feet of chain. It gives an extra inch of reach to the Dwarf, useful for their stature and slow movement. The chain design gives a +1 OCV bonus for bind, block, disarm, takeaway, and grab maneuvers as well. But on a 17-18, the user suffers the ill effects of the weapon rather than his target (increase this to 15-18 for those not familiar with it).

PRODD: This is simply a light crossbow with a pouch for firing stones or lead bullets rather than quarrels. Soft balls of clay can be used as well, for -2 range modifier, 3/4 range, and does normal rather than killing damage (4D6).

REPEATER CROSSBOW: The most famous weapon that the Dwarves have made is the Repeater Crossbow, or Kolner in Dwarven. The Kolner is a light crossbow that takes slightly shorter quarrels than normal. It has a magazine of 6-8 quarrels that connects to the top of the Kolner, and a double action firing lever. Pulling the lever back releases the string, firing a quarrel, pushing it back into position (this is where the STR MIN comes into play) redraws the string and drops a new quarrel into place. 16-18 on the attack roll means the quarrel did not load correctly, and cannot fire. Instead of the normal full phase to recock a crossbow, this can actually fire once per phase, loading one half phase, firing the other.

STONE HAMMER: A mining and digging tool that Dwarves have used so many times in emergency combat that they converted it into a weapon. The head has dual devices. One side is a pick, and does D6+1 Armor Piercing damage. The opposite side is a hammer head, and it does D6+1 damage with +1 Stun Multiple.

WEAPONS OF THE ELENCAL

| WEAPON | OCV | RNG MOD | DAMAGE | STUN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|------------------|-----|---------|-----------|----------|---------|-----|-----|-------|------|---------|
| Branchhead Arrow | -- | -1 | <i>rp</i> | -- | -- | -- | -- | -- | -- | 25/10 |
| Willowleaf Arrow | -- | -- | <i>ap</i> | -- | -- | -- | -- | -- | -- | 9/20 |
| Woodfist Arrow | -- | -2 | (normal) | -- | -- | -- | -- | -- | -- | 13/20 |
| Elfin Bow | -- | -- | D6+1 | -- | 8 | 5 | 2 | 1.5 | 9 | 85 |
| Steel Butterfly | -- | +1 | 3DC* | -- | 5 | 4 | 2 | .2 | 1 | 12 |
| Steelhands | +1 | -- | (2D6) | -- | 5 | 4 | 2 | .5 | 2 | 15 |
| Whipstaff | +1 | (2") | (3D6) | -- | 8 | 4 | 4 | 1.0 | 8 | 40 |

ELENCAL ARROWS: The arrows listed are the standard types that elves use in addition to the ones listed on the weapon chart.

BRANCHHEAD: Branchhead arrows are shaped somewhat like a Y, with twin points and a sharp crotch. The arrow is specialized, and normally does reduced penetration, armor piercing damage. But against small targets that fit between the points, such as branches, fingers, bowstrings, and similar objects, the damage is no longer reduced penetration. Branchhead arrows are +2 to hit such targets as well, and are designed to cut enemy bowstrings and hunt birds with.

WILLOWLEAF: The Willowleaf head is a simple slim, pointed head with no barbs. It looks much like a leaf of a willow tree, and is the standard Elenca arrowhead. It does armor piercing damage, and is identical in all aspects to the human broadhead arrow.

WOODENFIST: Instead of a bladed metal head on this arrow, a wood ball has been fixed. This ball does normal damage to the target rather than killing (converting killing dice into normal; 1½D6 is 5 damage classes, converting into 5D6 normal). The ball is not very balanced, and flies poorly at range and has only .75 normal range. It is used by the Elenca to incapacitate targets rather than kill.

ELFIN BOW: Elenca are masters of the bow, as indicated by their Way of Archery training. Their bows are finer crafted and more balanced than human bows, and have a lighter draw for the same effect. These bows are slightly smaller and more durable as well, well suited for the slighter Elenca frame.

STEEL BUTTERFLY: This is an edged throwing weapon shaped like a butterfly. Its leading edge (the head of the butterfly) is sharpened, and is often poisoned for better effect. The opposite end is thicker and dull, and the Steel Butterfly can be thrown for stunning the target rather than killing. The Steel Butterfly does either D6-1 HKA (range by STR) or 2D6 normal damage. If the Steel Butterfly is thrown by an untrained hand, it can only be used for the normal damage due to balance.

STEEL HANDS: Elenca are as a rule slighter and weaker than many other races, and while an Ursid can use his bare hands to pummel a target into submission, the Elenca need a little help. Although it is an uncommon weapon, the Steel Hands are used by some Elenca for a little extra punch, literally. The Steel Hand is grasped in the palm, a metal bar across the knuckles for extra damage with a punch.

WHIPSTAFF: This weapon looks like an ordinary staff, slightly shorter, with metal caps on either end. The 4-5 foot staff has a hidden surprise, however, for one end separates with a twist, and hangs connected with a chain or rope up to six feet in length. This increases the reach of the staff by an additional inch, and allows the user certain benefits. The chain gives grab, bind, disarm, throw, and takeaway maneuvers an additional +1 OCV – but has only 1 BOD to be broken or cut.

WEAPONS OF SAURIAN

| WEAPON | OCV | RNG MOD | DAMAGE | STUN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|-------------|-----|---------|----------------------|----------|---------|-----|-----|-------|------|---------|
| Bhuj | -- | -- | D6 | -- | 8 | 5 | 3 | 2.25 | 4 | 35 |
| Flying Claw | -- | (3") | D6-1 | -- | 6 | 4 | 2 | 1.2 | 3 | 35 |
| Hooked Net | +1 | -1 | D6 _{rp} | -- | 10 | 3 | 3 | 1.75 | 10 | 45 |
| Long Scythe | -- | (2") | 4DC* | -- | 9 | 3 | 3 | 1.0 | 5 | 55 |
| War Talons | +1 | -- | D6-1 | -- | 5 | 4 | 2 | .3 | 2 | 20 |
| Whipsword | -- | -- | 1 ½ D6 _{rp} | -- | 10 | 3 | 5 | 2.2 | 5 | 65 |
| Winged Star | -- | -1 | 1/2D6 | -- | 5 | 3 | 2 | .1 | 1 | 10 |
| Powder Gun | -- | -- | Varies | -- | 1 | 2 | 2 | .1 | 1 | 25 |

BHUJ: This is a hafted cleaver weapon, very heavy and designed for hacking. It is normally detailed with etching and designs very heavily, and is often passed down through several generations as an heirloom.

FLYING CLAW: Although this is simply a grappling hook, the Saurian use this for self defense as well. It is shaped like a claw, three times curved in a fan-like alignment with barbs for a better grip. The design gives +2 to climbing, and for bind, block, grab, and takeaway maneuvers it gives +1 OCV.

HOOKE NET: This is a standard net, requiring a full turn to prepare. It has small hooks sewed into each juncture of the strands, and this addition makes it a horrible weapon. When on the victim, it acts as a damage shield, doing 1D6 reduced penetration damage each segment that he attempts to move. The net takes a full phase to cast, at 1/2 DCV. A 15-18 roll indicates that the net fails to activate, and on 17-18, the net actually hooks the caster.

LONG SCYTHE: This is a rope weapon that has a hand sickle for the handle. Attached to the top of the handle is a rope with a weight on the opposite end. The Long Scythe Does D6+1 with the scythe and 4D6 normal with the weight, and is used to ensnare and hack the target. When used for bind, block, grab, and takeaway maneuvers it gives +1 OCV.

POWDER GUN: A weapon that is designed to blow dust or powder at a target. The range is very short on this, requiring the target to be adjacent. Powder Guns are shaped like a small box or round flat pouch of wood with a mouthpiece on one side and a nozzle on the other, through which the dust is blown. This is usually loaded up with an irritant such as pepper or a poison to weaken or kill the victim, but is easily concealed.

WAR TALONS: Similar to the Tiger Claws of the Lengothians, this is a hand weapon shaped like a bar with 2-4 perpendicular curved blades. When held in the palm, the blades jut between the fingers for a killing attack instead of a punch. The blades are usually poisoned, as they do little damage.

WINGED STARS: Also a Lengothian weapon, these stars are shaped in a variety of ways, all based on a pattern of radial points in a circular layout. They are thrown, and do little damage, but are normally poisoned. They can be used to disarm or up to five cast at once in the hands of a master, however, and are a potent weapon.

WHIPSWORD: This odd weapon is made up of 5 or more semi flexible metal strips that are very sharp and thin. They are attached at the base in a sword hilt, and the proper use of this is a difficult task to learn, due to the flexible, whip-like action of the blades. However, when they are learned, the whipsword is a gruesome weapon that is scary to face. The damage is reduced penetration, so any heavy armor will make the weapon considerably less effective, but against unarmored foes, the Whipsword is a deadly weapon.

WEAPONS OF LENGOTH-YTAME

| WEAPON | OCV | RNG MOD | DAMAGE | STUN MOD | STR MIN | DEF | BOD | KG WT | SIZE | CP COST |
|-----------------|-----|---------|--------|----------|---------|-----|-----|-------|------|---------|
| Chain Whip | -- | (2") | 4D6 | -- | 8 | 6 | 3 | 1.0 | 2 | |
| Chakram | -- | -1 | D6 | -- | 5 | 3 | 1 | .8 | 2 | 30 |
| Flying Claw | -- | (3") | D6-1 | -- | 6 | 4 | 2 | 1.2 | 3 | 35 |
| Iron Staff | -- | -- | 4D6 | +1 | 12 | 5 | 3 | 1.5 | 6 | |
| Long Scythe | -- | (2") | 4DC* | -- | 9 | 3 | 3 | 1.0 | 4 | 55 |
| Rice Flail | -- | -- | 3D6 | -- | 4 | 3 | 1 | .3 | 2 | |
| Shuriken | -- | -1 | 1/2D6 | -- | 5 | 3 | 2 | .1 | 1 | 10 |
| 3 Section Staff | -1 | 2" | 3D6 | -- | 8 | 4 | 3 | .7 | 4 | |
| Tiger Claws | +1 | -- | D6-1 | -- | 5 | 4 | 2 | .3 | 2 | 20 |

CHAIN WHIP: This weapon is formed of two weights connected by a long chain, up to ten feet long. The weapon is very easy to conceal and has a good range to it. Due to the construction, Chain Whips are excellent for bind, grab, and takeaway maneuvers, giving a +1 OCV modifier when attempting these maneuvers. In addition, the weapon gives +5 STR for grabs and takeaways.

CHAKRAM: A disc of metal, with the outer edge sharpened. These weapons are hurled at the target like a Frisbee, doing slightly more damage than smaller thrown weapons like the Saurian Winged Stars.

FLYING CLAW: Although this is simply a grappling hook, it has evolved into use for self defense as well. It is shaped like a claw, three tines curved in a fan-like alignment with barbs for a better grip. A rope is tied to the base of this claw, up to twenty feet in length. The design gives +2 to climbing, and for bind, block, grab, and takeaway maneuvers it gives +1 OCV. This weapon does not have range, but if used for its up to 3" reach, it is -1 OCV.

IRON STAFF: This is a huge staff with a metal weighted end, often studded with round rivets to hold the metal on the shaft. Iron Staves are similar to a very large heavy mace, and are 3-4 feet long.

LONG SCYTHE: This is a rope weapon that has a hand sickle for the handle. Attached to the top of the handle is a rope with a weight on the opposite end. The Long Scythe Does D6+1 with the scythe and 4D6 normal with the weight, and is used to ensnare and hack the target. When used for bind, grab, and takeaway maneuvers it gives +1 OCV.

RICE FLAIL: This simple weapon is a pair of wooden batons connected by a rope or chain. This humble beginning has developed into a rather dazzling weapon in the hands of an expert, giving a bit of extra range to the punch as well as some more damage. For block and bind maneuvers, the Rice Flail is +1 OCV.

SHURIKEN: These throwing are shaped in a variety of ways, all based on a pattern of radial points in a circular layout. Although shuriken do little damage, they are normally poisoned. They can be used to disarm or up to five cast at once in the hands of a master, however, and are a potent weapon.

3 SECTION STAFF: This is a more complex weapon than many, but can be very effective in the right hands – but is difficult to master. The 3 section staff consists of three staff sections, each 2-3 feet long, connected together like a chain with very long alternate links. This weapon grants +2 OCV for block maneuvers, and +1 OCV for bind and takeaway maneuvers. It also has a significant range due to the length of the weapon, but folds up well for storage.

TIGER CLAWS: This is a hand weapon shaped like a bar with 2-4 perpendicular curved blades. When held in the palm, the blades jut between the fingers for a killing attack instead of a punch. The blades are usually poisoned, as they do little damage on their own, but they can be very lethal against unarmored targets.