

## Weapon Mastery – Additional Weapons

### New Weapon Descriptions

**Broad Axe:** Otherwise known as a hand-and-half axe, this is a longer shafted, single handed axe. Lighter than a battle axe but more substantial than a hand axe, it can only be thrown at high levels of mastery.

**Chackram:** A ring of sharpened steel, typically of a ribbon around one inch wide, the ring having a total diameter around the size of a dinner plate, this weapon cannot effectively be used to attack in melee but can be wielded defensively. To attack, the wielder typically spins the disc around the hand or fingers to build up speed to throw.

**Flail, Heavy:** A studded ball on a short chain, attached to a handle, wielded by swinging the ball on the chain to hit a foe. Clerics can use the heavy flail, which is a two handed weapon for all characters with a strength score of 15 or less, while exceptionally strong (16+) characters can wield it in a single hand.

**Flail, Light:** A single, light ball or multiple smaller balls on the end of chains, attached to a handle and swung such that the ends of the chains or the ball strikes foes. A lighter option than the heavy flail, any character who can use light flail may do so with a single hand. Light flails can be used by clerics.

**Haladie:** A central handle with a dagger blade protruding from either side, often with a knuckle guard that may be spiked. While being in many ways equivalent to the

dagger, it has certain defensive benefits but cannot be thrown. Magic users may use haladies.

**Hand Crossbow:** Also known as an assassins crossbow, this small hand-held crossbow fires smaller bolts, for less damage, and to a shorter distance than two handed crossbows. It can however be loosed using a single hand, although two hands are needed to reload.

**Holy Water Sprinkler:** A heavy, spiked ball at the end of a pole weapon, when swung at full speed able to cause terrible wounds. Also known as the aspergillum, it takes its name from its resemblance to holy water sprinklers used in certain temples.

**Kumade:** A short pole weapon derived from agricultural rakes, with the tines sharpened to inflict damage. A two handed weapon.

**Maul, Heavy:** Usually a longer wooden haft with a stout, heavy, sharpened metal hammer point reminiscent of a sledgehammer, typically with a hammer head on the opposite side. The heavy head allows huge, piercing damage to be inflicted.

**Maul, Light:** Varying from all metal to wooden construction, essentially a single spike on swung shaft. This can be as simple as a short plank with a nail in it (referred to as a kobold morningstar) to a fully metal construction referred to as a footmans maul.

**Morningstar:** A club or mace with sharp spikes (hence unlike clubs or maces cannot be used by clerics).

**Pellet Bow:** A short bow strung to hold a pouch in the centre of the string. The pouch may be cloth or leather, and it is used to propel a small stone or bullet rather than an arrow. This offers great advantage when hunting small game (that would otherwise may be an inedible mess after being impaled on an arrow), and allows the bow to be used by clerics.

**Prodd:** A crossbow made with a wider groove fitting stone or lead bullets rather than crossbow bolts. The Prodd can be used by clerics.

**Scyth:** Adapted from the agricultural implement of the same name, scythes are rarely used as weapons but either for religious reasons (clerics of Thanatos are obliged to use scythes) or out of desperation they may be adapted for such use.

**Shuriken:** Small, sharpened, metallic star shaped objects otherwise known as throwing stars. Often little more than a nuisance, they are however small and very quick to use. They cannot be used in melee combat.

**Tetsubo:** A mace, in two handed form, at the end of a longer pole. Essentially a pole arm version of the mace, useable by clerics.

**Throwing Axe:** Historically the Francesca was a large axe thrown at bodies of men, but in game terms this is a smaller, lighter throwing axe balanced to fly further than a hand axe. It is less durable than a hand axe, and less useful as a tool.

**Hand Crossbow**

<b>Cost: 80</b>	BS	30/65/100	1d4		
Enc: 20 (small)	SK	40/70/100	1d6	H: -1AC/1	
P=H	EX	50/80/100	1d6+2	H: -1AC/2	Delay (s)
1 hand (use)	MS	60/85/100	P: 1d8+4 S: 1d6+4	H: -2AC/2	Delay (s)
2 hands (load)	GM	70/90/100	P: 1d6+6 S: 2d4+4	H: -2AC/3	Delay (s)

**Prodd (pellet crossbow)**

Cost: 60	BS	80/120/200	1d4		
Enc: 60 (med)	SK	100/140/200	1d6	M: -1AC/1	Stun (s/m)
P=A	EX	120/160/200	2d4	M: -2AC/2	Stun (s/m)
2 hands	MS	130/170/200	3d4	M: -2AC/3	Stun (s/m)
	GM	150/180/200	4d4	M: -3AC/3	Stun (s/m)

**Pellet Bow**

Cost: 30	BS	50/100/150	1d4		
Enc: 25 (med)	SK	60/110/160	1d6	H: -1AC/1	Delay (s)
P=A	EX	80/130/170	2d4	H: -1AC/2	Delay (s)
2 hands	MS	90/130/180	3d4	H: -2AC/2	Delay (s)
	GM	110/140/190	4d4	H: -2AC/3	Delay (s)

**Broad Axe**

Cost: 10	BS	-/-/-	1d6+1		
Enc: 50 (med)	SK	-/5/10	1d6+3	M: -1AC/1	Delay
P=M	EX	5/10/15	1d8+3	M: -2AC/2	Delay
1 hand	MS	5/10/15	P: 1d8+5 S: 1d6+6	M: -3AC/3	Delay
	GM	10/15/20	P: 1d10+5 S: 1d8+5	M: -3AC/4	Delay, Stun

**Morningstar**

Cost: 8	BS		1d6		
Enc: 75 (med)	SK		1d6+3	A: -1AC/1	Deflect (1)
P=M	EX	-/10/20	1d6+5	A: -2AC/1	Deflect (1)
1 hand	MS	-/15/30	P: 1d8+8 S: 1d6+7	A: -3AC/2	Deflect (2)
	GM	10/25/35	P: 1d8+10 S: 1d6+8	A: -4AC/3	Deflect (2)

**Flail, Light**

Cost: 10	BS		1d6		
Enc: 50 (med)	SK		2d4	H: -1AC/1	Disarm
P=A	EX		2d4+4	H: -1AC/2	Disarm (save +2), Delay
1 hand	MS		1d6+7	H: -2AC/3	Disarm (save +3), Delay
	GM		1d6+9	H: -3AC/4	Disarm (save +4), Delay

**Flail, Heavy**

Cost: 15	BS		1d8		
Enc: 80 (large)	SK		1d12	H: -1AC/1	Disarm
P=A	EX		2d8	H: -2AC/2	Disarm, Stun
1 hand (Strength 3-15)	MS		2d8+4	H: -3AC/2	Disarm (save +1), Stun
2 hands (Strength 16+)	GM		2d8+8	H: -4AC/3	Disarm (save +1), Stun

**Holy Water Sprinkler**

Cost: 9	BS		1d10		
Enc: 150 (large)	SK		1d10+3	H: -1AC/1	Deflect (1)
P=M	EX		1d10+6	H: -2AC/1	Deflect (1), Delay
2 hands	MS		P: 1d10+10 S: 1d10+8	H: -2AC/2	Deflect (2), Delay
	GM		P: 1d8+16 S: 1d8+12	M: -3AC/2	Deflect (2), Delay (save -1)

**Kumade**

Cost: 5	BS		1d6		
Enc: 90 (large)	SK		1d6+4	A: -1AC/2	Deflect (1)
P=A	EX		1d8+4	A: -2AC/2	Deflect (2)
2 hands	MS		1d8+6	A: -3AC/3	Deflect (2), Stun
	GM		1d8+9	A: -4AC/4	Deflect (3), Stun

**Maul, Heavy**

Cost: 7	BS		1d8+1		
Enc: 80 (Large)	SK		1d8+3	M: -1AC/1	Hook
P=M	EX		1d8+5	M: -2AC/1	Hook (Save -1)
2 hands	MS		P: 1d8+7 S: 1d8+6	M: -2AC/2	Hook (Save -2), Stun
	GM		P: 1d10+7 S: 1d8+8	M: -3AC/2	Hook (Save -3), Stun (Save -1)

**Maul, Light**

Cost: 3	BS		1d6-1		
Enc: 35 (small)	SK	0/5/10	1d6+2	A: -1AC/1	Deflect (1)
P=M	EX	5/10/15	2d4+2	A: -1AC/2	Deflect (2)
1 hand	MS	10/15/20	P: 2d4+5 S: 2d4+3	A: -2AC/3	Deflect (2)
	GM	15/20/25	P: 2d4+7 S: 2d4+5	A: -3AC/4	Deflect (3)

**Scyth**

Cost: 2	BS		1d8		
Enc: 80 (large)	SK		1d8+2	A: -1AC/1	Delay
P=M	EX		2d8	A: -2AC/1	Delay, Double Damage (20)
2 hands	MS		P: 2d8+2 S: 2d8+1	A: -2AC/2	Delay (save -1), Double Damage (20)
	GM		P: 2d8+6 S: 2d8+3	M: -3AC/3	Delay (save +2), Double Damage (19-20)

**Tetsubo (pole mace)**

Cost: 10	BS		1d8		
Enc: 80 (large)	SK		1d8+2	H: -2AC/1	Delay
P=A	EX		1d8+4	H: -3AC/2	Delay
2 hands	MS		1d8+8	H: -3AC/3	Delay, Stun
	GM		1d8+10	H: -4AC/4	Delay, Stun

**Haladie**

Cost: 10	BS		1d4		
Enc: 15 (small)	SK		1d6	H: -1AC/1	Double Damage (20)
P=H	EX		2d4	H: -2AC/3	Double Damage (19-20)
1 hand	MS		P: 3d4 S: 2d4+2	H: -3AC/4	Double Damage (18-20), Deflect (1)
	GM		P: 4d4 S: 3d4+1	H: -4AC/5	Double Damage (17-20), Deflect (2)

**Shuriken**

Cost: 2	BS	10/30/50	1d3		
Enc: 2 (small)	SK	15/35/55	1d5		+1 initiative
P=H	EX	20/40/60	1d8		+2 initiative
1 hand	MS	25/45/65	P: 1d10 S: 1d8+1		+2 initiative, double damage (20)
	GM	35/55/70	P: 1d12		+3 initiative, Double Damage (19-20)

**Chackram**

Cost: 5	BS	20/40/60	1d4		
Enc: 10 (small)	SK	40/50/65	1d6	H: -1AC/1	Deflect (1)
P=M	EX	50/60/70	2d4	H: -2AC/2	Deflect (2)
1 hand	MS	60/70/80	P: 2d4+4 S: 1d6+4	H: -2AC/2	Deflect (2), Disarm
	GM	70/80/90	P: 2d4+7 S: 1d6+6	H: -3AC/3	Deflect (3), Disarm (save +1)

**Throwing Axe  
(Fancesca)**

Cost: 6	BS	20/30/40	1d4		
Enc: 15 (small)	SK	30/40/50	1d6	M: -1AC/1	
P=M	EX	40/50/60	1d6+2	M: -2AC/2	
1 hand	MS	60/70/80	P: 1d6+4 S: 1d4+4	M: -2AC/3	
	GM	70/80/90	P: 1d6+6 S: 1d4+6	M: -2AC/4	