

ATHASIAN WEAPONRY

The Weapons of Athas are crude, brutish, effective, and by and large inferior to the weaponry of other worlds. Mostly made from wood, bone, stone, and obsidian due to the lack of available Iron and Steel in the Tablelands, Athasian weapons are prone to breaking apart from an ill-timed blow or a fantastic one.

But one uses what weapons one has available. And the peoples of Athas have gotten quite good at killing monsters, and each other, with each of the weapons listed in this document.

INFERIOR MATERIALS

Some of the weapons on the charts of the following pages have a property named "Inferior". These weapons are made of bone, obsidian, wood, and stone. Though occasionally you might find one with bronze components or lead. These Inferior weapons break on a critical failure to attack when you roll a Natural 1.

However, you can also choose to intentionally break such a weapon on your target. When you do so, declare you want to break your weapon before you make the attack roll. On a successful hit that isn't a critical hit, roll Weapon Breakage die, 1d8. On a 6, 7, or 8 the hit becomes a Critical Hit. No matter what you roll on the Weapon Breakage die, however, the weapon is broken.

Broken Inferior Weapons can be used as improvised weapons of their size, and can be repaired during a short rest.

STEEL WEAPONS

Weapons which have the Steel property on Athas are made of Iron, Steel, or harder and occasionally mythical materials. Such weapons do not break on a roll of a natural 1. Nor can you intentionally break a steel weapon on a target. Instead, treat all natural rolls of 19 or 20 as Critical Hits with a Steel Weapon.

This increased critical range represents both the increased strength of the weapon and the relative weakness of improvised armors that are common throughout Athas.

While it is possible to buy certain Steel weapons, such as an Impaler or an Alak, larger weapons, such as a Longsword, Greatsword, or Greataxe are essentially priceless. They contain too much metal for someone to reasonably agree to sell them, and are typically handed down from parent to child...

Until a Templar confiscates the item and delivers it to the Armory or the Treasury, depending on their Sorcerer-King's opinion on the weapon's quality.

HARNESSED WEAPONS

Certain weapons, such as Forearm Axes or Gougers, are weapons that are strapped to your body. These weapons cannot be taken away from you while you are conscious unless you willingly allow the weapon to be removed.

Such weapons are also impervious to any attempt to disarm you through even magical effects.

While wearing a Harnessed weapon you can ready the weapon as part of an attack action, and unready it with the same speed. Most harnessed weapons, including the Forearm Axe, Talid, Widow's Knife, and Wrist Razors are worn on the wrist or as a glove, and do not interfere with your ability to use or hold items in your hand or use a weapon with the hand that they are harnessed to. However you cannot use a weapon wielded in the same hand as your harnessed weapon in the same round.



SIMPLE MELEE WEAPONS

Weapon	Cost	Damage	Weight	Properties
Datschi Club	20cp	1d8 Bludgeoning	12lbs	Heavy, Inferior, Special, Two Handed
Ko	1cp	1d4 Piercing	3lbs	Inferior
Puchik	4cp	1d4 Piercing	1lbs	Finesse, Inferior
Quabone	3cp	1d6 Bludgeoning	4lbs	Inferior
Quarterstaff	8cp	1d6 Bludgeoning	4lbs	Versatile d8

SIMPLE RANGED WEAPONS

Weapon	Cost	Damage	Weight	Properties
Blowgun	5cp	1 Piercing	4lbs	Ammunition, Loading, Range 20/50
Dejada	4cp	1d6 Bludgeoning	2lbs	Ammunition, Range 50/120, Special
Pelota	2cp	1d4	1lb	Range 10/35

BLOWGUN

Blowguns are long tubes through which you blow air to fire a needle. While the needle itself does very little, if any, damage they are often coated in poisons.

DATSCHI CLUB

Datschi Clubs are large lengths of wood with a weighted core wrapped in rope into which teeth, bone, or obsidian have been bound. In the hands of a Half-Giant the Datschi Club deals 2d8 damage.

DEJADA

The Dejada is a wood or bone frame across which a loose weave of fabric is stretched. When used to throw stones, it deals 1d6 damage. However if you use Pelota as ammunition it will deal 1d8 piercing damage.

KO

A Ko is a Thri-Kreen tool that is useful as a weapon. It is a round rock with a pointed side. It is a chitin-punching tool.

PELOTA

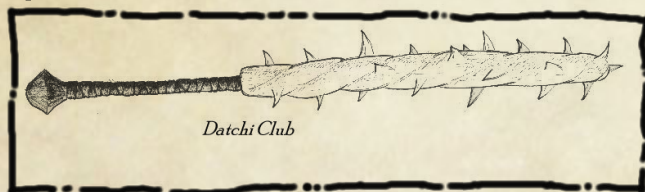
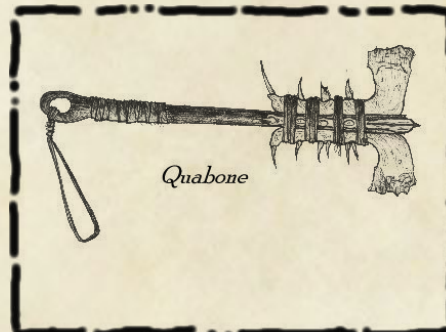
Pelota are hollow stone or wooden spheres with holes in them that whistle and are often used in street and arena games. Weaponized pelota have obsidian or bone spikes plugging most, if not all, of their holes. A Pelota cannot be thrown long distances by hand, but is very useful as ammunition for a Dejada.

PUCHIK

A puchik is a 3 bladed punching dagger, typically made of obsidian or sharpened bone.

QUABONE

Quabones are short-hafted weapons with four animal jawbones cut into and lashed to the distal end of the weapon forming four brutal striking surfaces that jut out from the weapon.



MARTIAL MELEE WEAPONS

Weapon	Cost	Damage	Weight	Properties
Alhulak	70cp	1d6 Piercing	6lbs	Inferior, Light, Reach
Alak	700cp	1d6 Piercing	4lbs	Light, Steel
Bard's Friend	20cp	1d4 Piercing	2lbs	Finesse, Inferior, Light, Special
Carrikal	80cp	1d8 Slashing	9lbs	Inferior, Versatile 1d10
Calhulak	120cp	1d6 Slashing	12lbs	Inferior, Special, Two Handed
Dragon's Paw	80cp	1d8 Slashing	9lbs	Special, Two Handed
Elven Longblade	100cp	1d8 Slashing	3lbs	Finesse, Inferior
Forearm Axe	30cp	1d6 Slashing	6lbs	Harnessed, Inferior
Gouge	300cp	1d12 Slashing	25lbs	Harnessed, Heavy, Two Handed
Gythka	80cp	1d8 Slashing	25lbs	Heavy, Inferior, Special, Two Handed
Handfork	20cp	1d4 Slashing	2lbs	Finesse, Light
Heartpick	9cp	1d8 Piercing	2lbs	Inferior
Impaler	800cp	1d10 piercing	6lbs	Reach, Steel, Two Handed
Macahuitl	120cp	3d4 Slashing	12lbs	Inferior, Special, Two Handed
Singing Sticks	10cp	1d6 Bludgeoning	1lbs	Finesse, Light, Special, Thrown 20/60
Talid	40cp	1d6 Slashing	2lbs	Inferior, Harnessed, Light
Tortoise Blade	200cp	1d6 Piercing	3lbs	Inferior, Light, Special
Trikal	180cp	1d10 Slashing	8lbs	Inferior, Reach, Two Handed
Weighted Pike	75cp	1d8 Bludgeoning or Piercing	15lbs	Heavy, Reach, Special, Two Handed
Widow's Knife	50cp	Unarmed Strike	2lbs	Harnessed, Special
Wrist Razors	15cp	1d4 slashing	2lbs	Finesse, Inferior, Harnessed, Light

MARTIAL RANGED WEAPONS

Weapon	Cost	Damage	Weight	Properties
Atlatl	25cp	1d8	2lbs	Ammunition, Range 90/180
Chatchka	20cp	1d6 Piercing	3lbs	Inferior, Ranged 80/150
Pelota Crossbow	300cp	1d4 Piercing	15lbs	Ammunition, Loading, Range 120/240, Special
Skyhammer	50cp	1d10	6lbs	Range 30/90, Special, Thrown, Two Handed
Zerka	30cp	1d8 Piercing	8lbs	Inferior Range 40/80, Special

ALHULAK

An Alhulak consists of a wooden handle, a leather or thin rope cord, and a bone Alak or grappling hook that is swung in a manner similar to a flail.

ALAK

Alak are grappling hooks that are wielded as one-handed weapons, and are swung in a manner similar to a handaxe.

BARD'S FRIEND

The Bard's Friend is a fitted weapon that conforms to the shape of a closed fist. Two blades, often made of obsidian or bone, jut from the top and bottom, while a set of claws or teeth jut outward from the knuckleguard. A Bard's Friend can hold 3 doses of Poison on it's blades, each applied individually to the weapon. Each attack thereafter uses one of the three doses.

CARRIKAL

Often crafted from the sharpened pelvis of a Crodlu or the scapula of an Inix, a Carrikal is a form of axe with two forward-facing bone blades.

CALHULAK

A Calhulak is an Alhulak with no handle. Instead it has a second alak. When you use the attack action with this weapon you may make a bonus action attack with the other end.

DRAGON'S PAW

A double-ended spear with a bladed handguard in the center, the Dragon's Paw is excellent for both offense and defense. When you attack with this weapon you may choose to expend your bonus action to gain a +2 AC bonus until the start of your next turn. This bonus does not stack with a shield.

ELVEN LONGBLADE

Typically made from a slender piece of obsidian or an extremely carefully shaped bone, elven longblades are delicate weapons used by the highest ranking members of the Jura-Dai and several other tribes.

FOREARM AXE

Affixed to the arm like a buckler, a Forearm Axe uses two knapped stone axeblades to turn the wrist into a weapon haft. If you do not use the Forearm Axe to attack during your turn, you gain a +2 AC bonus until the start of your next turn. This bonus does not stack with a shield.

GOUGE

A Gouge is a large stone or bone double-bladed weapon with a piercing spike. The haft of the weapon has a handle much like a shovel, as well as a second handle for your other hand sticking out of the side of the haft. The entire thing is strapped over your shoulder, even in use, by a leather strap.

GYTHKA

Created by the Thri-Kreen, the Gythka is a hafted polearm with two W shaped blades on either end, sharpened within and without. Typically made of knapped obsidian or flint, they bear a deadly edge. When you use the Gythka in an attack action you can make a single attack with the opposite end of the weapon as a bonus action.

HANDFORK

Similar to the Gythka, a handfork is a weapon with a W shaped blade made of bone or stone. However it is wielded one-handed, ahead of the knuckles, by a horizontally oriented grip.

HEARTPICK

The Heartpick is a simple weapon in construction consisting of a long spike of bone, chitin, or stone affixed to a wooden haft with a flattened head on the reverse. Heartpicks are often, but not always, serrated to create terrible torn wounds.

IMPALER

Affixed to the end of a 4 foot long haft the impaler's blade is a small, generally curved, piece of metal sharpened on both ends. The flexible wooden haft allows the weapon to generate significant force as it flexes and bends in motion.

MACAHUITL

Two large wooden boards, shaped into a paddle shape, are lashed together around sharpened obsidian or bone shards to create a sword-like weapon that leaves sharp bits of broken material in the wound. When you use a Macahuitl's Inferior property to attempt to force a critical hit, the weapon does not become broken. Instead it drops from 3d4 to 2d4 damage. Attempting to use the Inferior property a second time causes the weapon to break normally.

PELOTA CROSSBOW

This ungainly weapon fires special hinged pelota long distances. The hollow ball can contain poisons, alchemical mixtures, and acids in addition to the damage caused by the impact. The Pelota Crossbow has a bow roughly 5 feet wide, making it impossible to conceal without taking it apart.

SINGING STICKS

Often purchased and used in pairs, Singing Sticks are small one-handed clubs which bear channels, holes, hollows, or other structures that cause them to whistle, hum, drone, or rattle when they're swung through the air. When used in melee combat, the weapons can be heard to "Sing" at a distance of 50ft. When thrown this distance increases to 100ft.

TALID

A Talid, or Bladed Glove, is a full hand and wrist-guard which has a long blade along the back of the thumb, studs along the back of the hand, spines on each knuckle of the fingers, and long spikes along the outside of the hand and wrist. A brutal looking weapon typically reserved for Gladiatorial fights.

TORTOISE BLADE

Tortoise Blades are often made from the shells of tortoises, the chitin of kanks, or even out of wood and leather. Looking largely like a shield, one or more short blades just out the front of a Tortoise Blade, making it into a useful weapon. If you do not use the Tortoise Blade to make an attack on your turn you may add +2 to your AC until the start of your next turn. This bonus does not stack with a shield.

TRIKAL

A three-bladed polearm typically made from sharpened bone or stone, the long and flexible haft of the Trikal allows it to generate significant force when swung by it's end, rather than the center of the haft. The three blades are arranged as a triptych around the haft, rather than all facing in one direction.

WEIGHTED PIKE

A Weighted Pike is a long spear with a heavy stone ball on the other end of the haft. Either end can be used interchangeably. When you take the Attack action with a Weighted Pike you may make an additional attack with the opposite end as a bonus action.

WIDOW'S KNIFE

The Widow's Knife is an assassin's weapon. Worn on the inside of the wrist and forearm, it contains two small spikes that are kept inside a closed sheath. When you make a successful unarmed strike you can release the small spikes to cause them to spring forward, striking your target for an additional 1d3 damage on top of your unarmed strike damage.

These spines are commonly coated in poison.

WRIST RAZORS

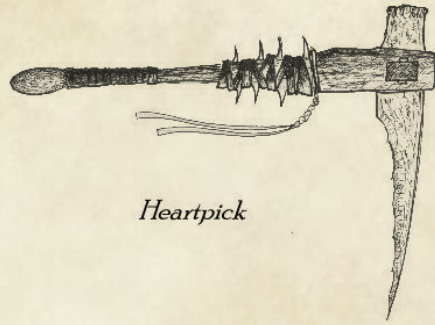
Two, Three, or even Four blades grace this wrist-mounted weapon. Each of the blades arcs over the back of the user's hand for clawing strikes.

ZERKA

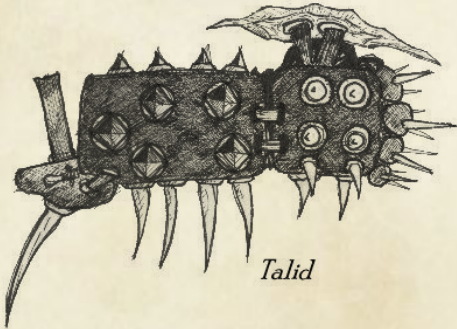
A long bone javelin with backwards facing teeth, the Zerka embeds itself deeply into it's target and, if they are Large size or smaller, reduces their movement speed by half until the target spends an action removing the barbed weapon.



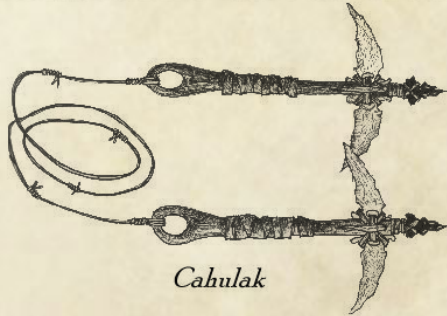
Singing Sticks



Heartpick



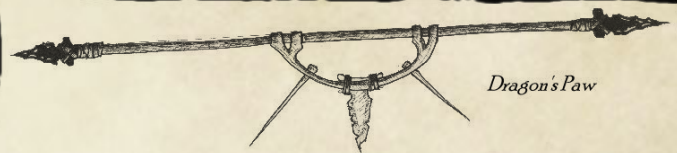
Talid



Cahulak



Widow's Knife



Dragon's Paw



Gythka



Wrist Razors



Weighted Pike



Elvish Longblade



Chatkcha



Gouge



Trikal



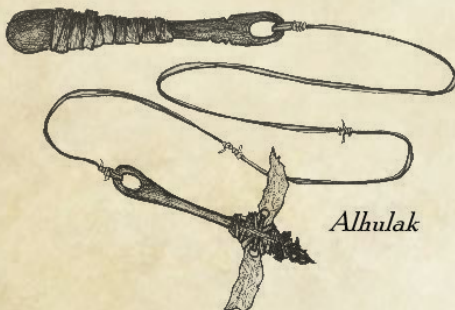
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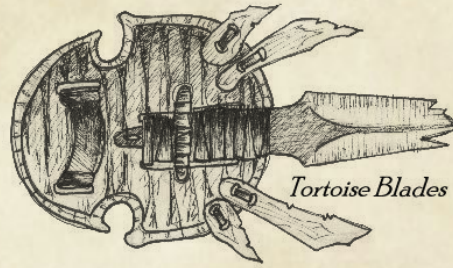
Carrikal



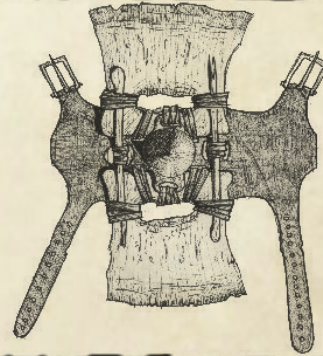
Impaler



Alhulak



Tortoise Blades



*Forearm
Axe*



Handfork



Bard's Friend

NON-ATHASIAN WEAPONS

Longswords, Longbows, Shortbows, Crossbows, Halberds, and Greatswords can all equally exist within a Dark Sun Game. It is just recommended that the setting-specific weapons are showcased whenever possible to maintain the gritty feel of the setting.