

TABLE 7—5: WEAPONS

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight <sup>1</sup>	Type <sup>2</sup>	Source
<i>Unarmed Attacks</i>								
Gauntlet	2 gp	1d2	1d3	x2	—	1 lb.	B	PHB 116
Unarmed strike	—	1d2 <sup>3</sup>	1d3 <sup>3</sup>	x2	—	—	B	PHB 116
<b>Simple Weapons</b>								
<i>Light Melee Weapons</i>								
Dagger	2 gp	1d3	1d4	19–20/x2	10 ft.	1 lb.	P or S	PHB 116
Dagger, punching	2 gp	1d3	1d4	x3	—	1 lb.	P	PHB 116
Gauntlet, spiked	5 gp	1d3	1d4	x2	—	1 lb.	P	PHB 116
Mace, light	5 gp	1d4	1d6	x2	—	4 lb.	B	PHB 116
Muspelrule	2 gp	1d3	1d4	19–20/x2	—	1 lb.	B	PLH 69
Sickle	6 gp	1d4	1d6	x2	—	2 lb.	S	PHB 116
<b>Simple Weapons</b>								
<i>One-Handed Melee Weapons</i>								
Club	—	1d4	1d6	x2	10 ft.	3 lb.	B	PHB 116
Mace, heavy	12 gp	1d6	1d8	x2	—	8 lb.	B	PHB 116
Morningstar	8 gp	1d6	1d8	x2	—	6 lb.	B and P	PHB 116
Shortspear	1 gp	1d4	1d6	x2	20 ft.	3 lb.	P	PHB 116
Sickle, heavy	12 gp	1d6	1d8	x2	—	6 lb.	S	PLH 69
<b>Simple Weapons</b>								
<i>Two-Handed Melee Weapons</i>								
Fauchard <sup>4</sup>	7 gp	1d6	1d8	x3	—	10 lb.	S	DRA 331, 24
Longspear <sup>4</sup>	5 gp	1d6	1d8	x3	—	9 lb.	P	PHB 116
Quarterstaff <sup>5 11</sup>	—	1d4/1d4	1d6/1d6	x2	—	4 lb.	B	PHB 116
Spear	2 gp	1d6	1d8	x3	20 ft.	6 lb.	P	PHB 116
<b>Simple Weapons</b>								
<i>Ranged Weapons</i>								
Blowgun	1 gp	1	1	x2	10 ft.	2 lb.	P	DMG 145
Needles, blowgun (20)	1 gp	—	—	—	—	—	—	DMG 145
Crossbow, heavy	50 gp	1d8	1d10	19–20/x2	120 ft.	8 lb.	P	PHB 116
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—	PHB 116
Bolts, tumbling (1)	5 gp	1d8	1d10	x2	60 ft.	1/5 lb.	—	AEG 7
Crossbow, light	35 gp	1d6	1d8	19–20/x2	80 ft.	4 lb.	P	PHB 116
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—	PHB 116
Bolts, tumbling (1)	5 gp	1d6	1d8	x2	40 ft.	1/5 lb.	—	AEG 7
Dart	5 sp	1d3	1d4	x2	20 ft.	½ lb.	P	PHB 116
Javelin	1 gp	1d4	1d6	x2	30 ft.	2 lb.	P	PHB 116
Sling	—	1d3	1d4	x2	50 ft.	0 lb.	B	PHB 116
Bullets, sling (10)	1 sp	—	—	—	—	5 lb.	—	PHB 116
<b>Martial Weapons</b>								
<i>Light Melee Weapons</i>								
Axe, throwing	8 gp	1d4	1d6	x2	10 ft.	2 lb.	S	PHB 116
Cutlass	15 gp	1d4	1d6	19–20/x2	—	3 lb.	S	SW 107
Hammer, light	1 gp	1d3	1d4	x2	20 ft.	2 lb.	B	PHB 116
Handaxe	6 gp	1d4	1d6	x3	—	3 lb.	S	PHB 116
Kukri	8 gp	1d3	1d4	18–20/x2	—	2 lb.	S	PHB 116
Lancet, Gehennan	7 gp	1d3	1d4	18–20/x2	—	3 lb.	P	PLH 69
Pick, light	4 gp	1d3	1d4	x4	—	3 lb.	P	PHB 116
Sap	1 gp	1d4 <sup>3</sup>	1d6 <sup>3</sup>	x2	—	2 lb.	B	PHB 116
Shield, light	special	1d2	1d3	x2	—	special	B	PHB 116
Spiked armor	special	1d4	1d6	x2	—	special	P	PHB 116
Spiked shield, light	special	1d3	1d4	x2	—	special	P	PHB 116
Stabaxe	5 gp	1d4	1d6	x3	—	1 lb.	P	PLH 69
Straightblade	7 gp	1d4	1d6	19–20/x2	—	3 lb.	S	PLH 69
Sword, short	10 gp	1d4	1d6	19–20/x2	—	2 lb.	P	PHB 116
Wakizashi <sup>6</sup>	300 gp	1d4	1d6	19–20/x2	—	3 lb.	S	DMG 145

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight <sup>1</sup>	Type <sup>2</sup>	Source
<i>One-Handed Melee Weapons</i>								
Battleaxe	10 gp	1d6	1d8	x3	—	6 lb.	S	PHB 116
Flail	8 gp	1d6	1d8	x2	—	5 lb.	B	PHB 116
Longsword	15 gp	1d6	1d8	19–20/x2	—	4 lb.	S	PHB 116
Pick, heavy	8 gp	1d4	1d6	x4	—	6 lb.	P	PHB 116
Rapier	20 gp	1d4	1d6	18–20/x2	—	2 lb.	P	PHB 116
Scimitar	15 gp	1d4	1d6	18–20/x2	—	4 lb.	S	PHB 116
Shield, heavy	special	1d3	1d4	x2	—	special	B	PHB 116
Spiked shield, heavy	special	1d4	1d6	x2	—	special	P	PHB 116
Trident	15 gp	1d6	1d8	x2	10 ft.	4 lb.	P	PHB 116
Truncheon	2 gp	1d6 <sup>3</sup>	1d8 <sup>3</sup>	x2	—	12 lb.	B	BoED 34
Warhammer	12 gp	1d6	1d8	x3	—	5 lb.	B	PHB 116
<b>Martial Weapons</b>								
<i>Two-Handed Melee Weapons</i>								
Bardiche	9 gp	1d8	1d10	x3	—	12 lb.	S	DRA 331, 24
Executioner's mace	75 gp	1d10	2d6	x3	—	12 lb.	B/P or BS	DUN 135, 61
Falchion	75 gp	1d6	2d4	18–20/x2	—	8 lb.	S	PHB 117
Flail, heavy	15 gp	1d8	1d10	19–20/x2	—	10 lb.	B	PHB 117
Glaive <sup>4</sup>	8 gp	1d8	1d10	x3	—	10 lb.	S	PHB 117
Greataxe	20 gp	1d10	1d12	x3	—	12 lb.	S	PHB 117
Greatclub	5 gp	1d8	1d10	x2	—	8 lb.	B	PHB 117
Greatsword	50 gp	1d10	2d6	19–20/x2	—	8 lb.	S	PHB 117
Guisarme <sup>4</sup>	9 gp	1d6	2d4	x3	—	12 lb.	S	PHB 117
Halberd	10 gp	1d8	1d10	x3	—	12 lb.	P or S	PHB 117
Lance <sup>4</sup>	10 gp	1d6	1d8	x3	—	10 lb.	P	PHB 117
Lizardfolk maquahuitl	5 gp	1d8	1d10	x2	—	10 lb.	B and P	MM4 88
Lucerne hammer <sup>4</sup>	12 gp	1d6	2d4	x4	—	10 lb.	P	AEG 6
Naginata <sup>4</sup>	10 gp	1d8	1d10	x3	—	15 lb.	S	DRA 331, 24
Partisan <sup>4</sup>	12 gp	1d6	1d4	x3	—	12 lb.	P or S	DRA 331, 24
Pilum <sup>4</sup>	5 gp	1d6	1d8	X3	20 ft.	6 lb.	P	DRA 331, 24
Ranseur <sup>4</sup>	10 gp	1d6	2d4	x3	—	12 lb.	P	PHB 117
Ripper	55 gp	1d10	2d6	19–20/x2	—	9 lb.	P	PLH 69
Scythe	18 gp	1d6	2d4	x4	—	10 lb.	P or S	PHB 117
Spetum	10 gp	1d6	2d4	x3	—	8 lb.	P	DRA 331, 24
Voulge <sup>4</sup>	10 gp	1d8	1d10	x3	—	14 lb.	S	DRA 331, 24

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight <sup>1</sup>	Type <sup>2</sup>	Source
<i>Ranged Weapons</i>								
Atlatl	10 gp	1d3	1d4	x3	50 ft.	2 lb.	P	SA 96
Atlatl spear	1 gp	—	—	—	—	2 lb.	—	SA 96
Longbow	75 gp	1d6	1d8	x3	100 ft.	3 lb.	P	PHB 117
Arrows (20)	1 gp	—	—	—	—	3 lb.	—	PHB 117
Arrows, alchemist's (1)	75 gp	1d6	1d8	x2	100 ft.	1/5 lb.	—	AEG 7
Arrows, blunt (20)	1 gp	1d6 <sup>3</sup>	1d8 <sup>3</sup>	x2	50 ft.	3 lb.	B	RoW 165
Arrows, dragonsbreath (20)	50 gp	1d4	1d6	x3	100 ft.	3 lb.	P	RoW 165
Arrows, serpentstongue (20)	3 gp	1d6	1d8	x3	100 ft.	3 lb.	P and S	RoW 165
Arrows, signal (20)	10 gp	1d6	1d8	x2	100 ft.	4 lb.	P	AEG 7
Arrows, swiftwing (20)	20 gp	1d4	1d6	x3	100 ft.	3 lb.	P	RoW 165
Arrows, thundering (1)	2 gp	—	—	—	100 ft.	1/3 lb.	—	AEG 7
Longbow, aquatic	400 gp	1d6	1d8	x3	60 ft. (10 ft.)	3 lb.	P	SW 107
Arrows (20)	1 gp	—	—	—	—	3 lb.	—	PHB 117
Longbow, composite	100 gp	1d6	1d8	x3	110 ft.	3 lb.	P	PHB 117
Arrows (20)	1 gp	—	—	—	—	3 lb.	—	PHB 117
Arrows, alchemist's (1)	75 gp	1d6	1d8	x2	110 ft.	1/5 lb.	—	AEG 7
Arrows, blunt (20)	1 gp	1d6 <sup>3</sup>	1d8 <sup>3</sup>	x2	60 ft.	3 lb.	B	RoW 165
Arrows, dragonsbreath (20)	50 gp	1d4	1d6	x3	110 ft.	3 lb.	P	RoW 165
Arrows, serpentstongue (20)	3 gp	1d6	1d8	x3	110 ft.	3 lb.	P and S	RoW 165
Arrows, signal (20)	10 gp	1d6	1d8	x2	110 ft.	4 lb.	P	AEG 7
Arrows, swiftwing (20)	20 gp	1d4	1d6	x3	110 ft.	3 lb.	P	RoW 165
Arrows, thundering (1)	2 gp	—	—	—	110 ft.	1/3 lb.	—	AEG 7
Longbow, composite, Str +1	200 gp	1d6	1d8	x3	110 ft.	3 lb.	P	PHB 117
Longbow, composite, Str +2	300 gp	1d6	1d8	x3	110 ft.	3 lb.	P	PHB 117
Longbow, composite, Str +3	400 gp	1d6	1d8	x3	110 ft.	3 lb.	P	PHB 117
Longbow, composite, Str +4	500 gp	1d6	1d8	x3	110 ft.	3 lb.	P	PHB 117
Shortbow	30 gp	1d4	1d6	x3	60 ft.	2 lb.	P	PHB 117
Arrows (20)	1 gp	—	—	—	—	3 lb.	—	PHB 117
Arrows, alchemist's (1)	75 gp	1d4	1d6	x2	60 ft.	1/5 lb.	—	AEG 7
Arrows, blunt (20)	1 gp	1d4 <sup>3</sup>	1d6 <sup>3</sup>	x2	30 ft.	3 lb.	B	RoW 165
Arrows, dragonsbreath (20)	50 gp	1d3	1d4	x3	60 ft.	3 lb.	P	RoW 165
Arrows, serpentstongue (20)	3 gp	1d4	1d6	x3	60 ft.	3 lb.	P and S	RoW 165
Arrows, signal (20)	10 gp	1d4	1d6	x2	60 ft.	4 lb.	P	AEG 7
Arrows, swiftwing (20)	20 gp	1d3	1d4	x3	60 ft.	3 lb.	P	RoW 165
Arrows, thundering (1)	2 gp	—	—	—	60 ft.	1/3 lb.	—	AEG 7
Shortbow, composite	75 gp	1d4	1d6	x3	70 ft.	2 lb.	P	PHB 117
Arrows (20)	1 gp	—	—	—	—	3 lb.	—	PHB 117
Arrows, alchemist's (1)	75 gp	1d4	1d6	x2	70 ft.	1/5 lb.	—	AEG 7
Arrows, blunt (20)	1 gp	1d4 <sup>3</sup>	1d6 <sup>3</sup>	x2	40 ft.	3 lb.	B	RoW 165
Arrows, dragonsbreath (20)	50 gp	1d3	1d4	x3	70 ft.	3 lb.	P	RoW 165
Arrows, serpentstongue (20)	3 gp	1d4	1d6	x3	70 ft.	3 lb.	P and S	RoW 165
Arrows, signal (20)	10 gp	1d4	1d6	x2	70 ft.	4 lb.	P	AEG 7
Arrows, swiftwing (20)	20 gp	1d3	1d4	x3	70 ft.	3 lb.	P	RoW 165
Arrows, thundering (1)	2 gp	—	—	—	70 ft.	1/3 lb.	—	AEG 7
Shortbow, composite, Str +1	150 gp	1d4	1d6	x3	70 ft.	2 lb.	P	PHB 117
Shortbow, composite, Str +2	225 gp	1d4	1d6	x3	70 ft.	2 lb.	P	PHB 117
Shortbow, composite, Str +3	300 gp	1d4	1d6	x3	70 ft.	2 lb.	P	PHB 117
Shortbow, composite, Str +4	375 gp	1d4	1d6	x3	70 ft.	2 lb.	P	PHB 117

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight <sup>1</sup>	Type <sup>2</sup>	Source
<i>Light Melee Weapons</i>								
Battlepick, gnome	10 gp	1d4	1d6	x4	—	5 lb.	P	ÆG 6
Buckler-axe, dwarven	20 gp	1d4	1d6	x3	—	4 lb.	S	RoS 155
Claw bracer	30 gp	1d3	1d4	19–20/x2	—	2 lb.	P	ÆG 6
Collapsing crescent fan	40 gp	1d4	1d6	19–20/x2	—	2 lb.	S	SA 96
Dagger, barbed	35 gp	1d3	1d4	19–20/x2	—	1 lb.	P	CV 116
Eagle's claw	20 gp	1d4	1d6	18–20/x2	—	2 lb.	S and P	SA 96
Fingerblade	45 gp	1d4	1d6	x3	—	2 lb.	P	SA 96
Foot spike	8 gp	1d3	1d4	x3	—	1 lb.	P	RoW 165
Gauntlet, bladed	30 gp	1d4	1d6	19–20/x2	—	4 lb.	S	ÆG 6
Hammer, throwing	30 gp	1d4	1d6	x2	20 ft.	2 lb.	B	RoS 155
Kama <sup>11</sup>	2 gp	1d4	1d6	x2	—	2 lb.	S	PHB 117
Kusari-gama <sup>4</sup>	10 gp	1d4	1d6	x2	—	3 lb.	S	DMG 145
Lightblade, elven	50 gp	1d4	1d6	18–20/x2	—	1 lb.	P	RoW 165
Manople <sup>8</sup>	35 gp	1d4	1d6	19–20/x2	—	1 lb.	S or P	SA 96
Nekode	5 gp	1d3	1d4	x2	—	2 lb.	P	special
Nunchaku <sup>11</sup>	2 gp	1d4	1d6	x2	—	2 lb.	B	PHB 117
Panther claw	75 gp	1d3	1d4	x3	—	3 lb.	P and S	ÆG 6
Quickrazor, gnome	45 gp	1d3	1d4	19–20/x2	—	1 lb.	S	RoS 155
Sai <sup>11</sup>	1 gp	1d3	1d4	x2	10 ft.	1 lb.	B	PHB 117
Sapara	15 gp	1d4	1d6	19–20/x2	—	6 lb.	S	ÆG 6
Scorpion claws	160 gp	1d4	1d6	x2	—	6 lb.	S or P	SA 96
Siangham <sup>11</sup>	3 gp	1d4	1d6	x2	—	1 lb.	P	PHB 117
Stump knife	8 gp	1d3	1d4	19–20/x2	—	2 lb.	P	ÆG 6
Sword, butterfly <sup>11</sup>	10 gp	1d4	1d6	19–20/x2	—	2 lb.	S	ÆG 6
Sword, short, broadblade	75 gp	1d4	1d6	19–20/x2	—	3 lb.	P	CV 116
Tonfa <sup>11</sup>	0,2 gp	1d4	1d6	x2	—	2 lb.	B	ÆG 6
Tortoise blade, gnome	10 gp	1d4	1d6	19–20/x2	—	3 lb.	P	RoS 155
Tiger claws <sup>11</sup>	5 gp	1d3	1d4	x2	—	2 lb.	P	ÆG 6
Triple dagger	10 gp	1d3	1d4	19–20/x2	—	1 lb.	P	ÆG 6
Ward cestus	10 gp	special	special	special	—	4 lb.	B	ÆG 6
War fan <sup>11</sup>	30 gp	1d4	1d6	x3	—	3 lb.	S	ÆG 6

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight <sup>1</sup>	Type <sup>2</sup>	Source
<i>One-Handed Melee Weapons</i>								
Chain-and-dagger	4 gp	1d3	1d4	19–20/x2	—	4 lb.	P	ÆG 6
Chain, barbed	18 gp	1d10	2d6	x2	—	6 lb.	B and P	SS 45
Dragonsplit	?	1d4	1d6	19–20/x2 or x4	—	2 lb.	P or S	MM4 151
Ice axe	10 gp	1d4	1d6	x4	—	5 lb.	P or S	FB 76
Iuak	12 gp	1d4	1d6	19–20/x2	—	4 lb.	S	FB 76
Katana <sup>7</sup>	400 gp	1d8	1d10	19–20/x2	—	6 lb.	S	DMG 145
Khopesh	16 gp	1d4	1d6	18–20/x2	—	4 lb.	S	SA 96
Longsword, mercurial	400 gp	1d6	1d8	x4	—	6 lb.	S	ÆG 6
Maul	15 gp	1d8	1d10	x3	—	20 lb.	B	CW 154
Pick, dire	30 gp	1d6	1d8	x4	—	12 lb.	P	CW 154
Rapier, quickblade	75 gp	1d4	1d6	18–20/x2	—	3 lb.	P	CV 116
Scimitar, great	200 gp	1d6	1d8	18–20/x2	—	8 lb.	S	SA 96
Scorpion-tail whip	75 gp	1d3	1d4	x2 (plus poison)	—	3 lb.	P or S	SA 96
Scourge	20 gp	1d6	1d8	x2	—	2 lb.	S	CW 154
Stingray whip	15 gp	1d4	1d6	x3	10 ft.	3 lb.	P or S	SW 107
Swordcatcher, gnome	35 gp	1d4	1d6	19–20/x2	—	5 lb.	S	RoS 155
Sword, bastard	35 gp	1d8	1d10	19–20/x2	—	6 lb.	S	PHB 117
Thinblade, elven	100 gp	1d6	1d8	18–20/x2	—	3 lb.	P	RoW 165
Thrombash <sup>9</sup>	15 gp	1d4	1d6	x3	10 ft.	3 lb.	P or S	SA 96
Tigerskull club	15 gp	1d6	1d8	x4	—	8 lb.	B or P	FB 76
Waraxe, dwarven	30 gp	1d8	1d10	x3	—	8 lb.	S	PHB 117
Warmace	25 gp	1d10	1d12	x2	—	10 lb.	B	CW 154
Whip <sup>4</sup>	1 gp	1d2 <sup>3</sup>	1d3 <sup>3</sup>	x2	—	2 lb.	S	PHB 117
Whip, mighty +1 Str <sup>4</sup>	200 gp	1d2 <sup>3</sup>	1d3 <sup>3</sup>	x2	—	3 lb.	S	ÆG 10
Whip, mighty +2 Str <sup>4</sup>	300 gp	1d2 <sup>3</sup>	1d3 <sup>3</sup>	x2	—	4 lb.	S	ÆG 10
Whip, mighty +3 Str <sup>4</sup>	400 gp	1d2 <sup>3</sup>	1d3 <sup>3</sup>	x2	—	5 lb.	S	ÆG 10
Whip, mighty +4 Str <sup>4</sup>	500 gp	1d2 <sup>3</sup>	1d3 <sup>3</sup>	x2	—	6 lb.	S	ÆG 10
Whip-dagger <sup>4</sup>	25 gp	1d4	1d6	19–20/x2	—	4 lb.	S	ÆG 7
Whip-dagger, mighty +1 Str <sup>4</sup>	225 gp	1d4	1d6	19–20/x2	—	5 lb.	S	ÆG 10
Whip-dagger, mighty +2 Str <sup>4</sup>	325 gp	1d4	1d6	19–20/x2	—	6 lb.	S	ÆG 10
Whip-dagger, mighty +3 Str <sup>4</sup>	425 gp	1d4	1d6	19–20/x2	—	7 lb.	S	ÆG 10
Whip-dagger, mighty +4 Str <sup>4</sup>	525 gp	1d4	1d6	19–20/x2	—	4+ lb.	S	ÆG 10

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight <sup>1</sup>	Type <sup>2</sup>	Source
<i>Two-Handed Melee Weapons</i>								
Ankus <sup>4</sup>	15 gp	1d6	2d4	x2	—	15 lb.	B	DRA 331, 24
Axe, orc double <sup>5</sup>	60 gp	1d6/1d6	1d8/1d8	x3	—	15 lb.	S	PHB 117
Awl pike <sup>13, 14</sup>	10 gp	1d6	1d8	x3	—	10 lb.	P	DRA 331, 24
Battlehorn <sup>5</sup>	50 gp	1d6/1d6	1d8/1d8	x3	—	10 lb.	P	SA 96
Bec de corbin <sup>4, 13</sup>	28 gp	1d6	2d4	x4	—	14 lb.	P	DRA 331, 24
Chain lash <sup>4 5</sup>	5 gp	1d4/1d4	1d6/1d6	x2	—	5 lb.	B	SS 45
Chain, spiked <sup>4</sup>	25 gp	1d6	2d4	x2	—	10 lb.	P	PHB 117
Courtblade, elven	150 gp	1d8	1d10	18–20/x2	—	6 lb.	P or S	RoW 165
Crescent scythe <sup>5</sup>	18 gp	1d6/1d6	1d8/1d8	x3	—	20 lb.	S	SA 96
Duom <sup>4</sup>	20 gp	1d6	1d8	x3	—	8 lb.	P	AEG 6
Entangling pole <sup>4</sup>	4 gp	1d3	1d4	x2	—	5 lb.	P	BoED 34
Falchion, great	100 gp	1d8	1d12	18–20/x2	—	12 lb.	S	SA 96
Flail, dire <sup>5</sup>	90 gp	1d6/1d6	1d8/1d8	x2	—	10 lb.	B	PHB 117
Goad	8 gp	1d6 <sup>(3)</sup>	2d4 <sup>(3)</sup>	x2	—	10 lb.	B <sup>3</sup> or P	FB 76
Grasping pole <sup>4</sup>	8 gp	1d3 <sup>3</sup>	1d4 <sup>3</sup>	x2	—	8 lb.	B	BoED 34
Greathammer, goliath	30 gp	1d10	1d12	x4	—	30 lb.	B	RoS 155
Greathammer, greathorn	?	1d10	1d12	19–20/x4	—	30 lb.	B	MM4 101
Greatspear <sup>4</sup>	25 gp	1d10	2d6	x3	10 ft.	9 lb.	P	CW 154
Greatsword, mercurial	600 gp	1d10	2d6	x4	—	17 lb.	S	AEG 6
Gyrspike <sup>5</sup>	90 gp	1d6/1d6	1d8/1d8	19–20/x2	—	20 lb.	B and S	AEG 6
Hammer, double <sup>5</sup>	70 gp	1d6/1d6	1d8/1d8	x3	—	18 lb.	B	CW 154
Hammer, gnome hooked <sup>5</sup>	20 gp	1d6/1d4	1d8/1d6	x3/x4	—	6 lb.	B and P	PHB 117
Jovar	500 gp	2d4	2d6	18–20/x2	—	13 lb.	S	PLH 69
Khopesh, double <sup>5</sup>	30 gp	1d4/1d4	1d6/1d6	18–20/x2	—	8 lb.	S	SA 96
Lajatang <sup>5</sup>	90 gp	1d6/1d6	1d8/1d8	x2	—	7 lb.	S	CW 154
Lochaber axe <sup>4</sup>	18 gp	1d8	1d10	x3	—	15 lb.	S	DRA 331, 24
Longaxe <sup>(4)</sup>	35 gp	1d10	1d12	x3	—	15 lb.	S	CV 116
Longstaff <sup>6</sup>	15 gp	1d4/1d4	1d6/1d6	x2	—	6 lb.	B	CV 116
Lynxpaw <sup>5</sup>	30 gp	1d4/1d3	1d6/1d4	18–20/x2 or 20/x3	—	4 lb.	P or S	RoW 165
Mace, double <sup>5</sup>	125 gp	1d6/1d6	1d8/1d8	x2	—	25 lb.	B	AEG 6
Mancatcher <sup>4</sup>	20 gp	1d3 <sup>3</sup>	1d4 <sup>3</sup>	x2	—	8 lb.	B	CW 154
Manti	15 gp	1d6	1d8	x3	—	9 lb.	P	AEG 6
Pincer staff <sup>4</sup>	8 gp	1d8	1d10	x2	—	8 lb.	B	MM1 164
Poleaxe, heavy <sup>4</sup>	20 gp	1d10	2d6	x3	—	15 lb.	P or S	CW 154
Ranhammer <sup>4</sup>	100 gp	1d8	1d10	x2	—	15 lb.	B	PLH 69
Ritik	5 gp	1d6	1d8	x3	—	6 lb.	P	FB 76
Scimitar, double <sup>5</sup>	125 gp	1d4/1d4	1d6/1d6	18–20/x2	—	15 lb.	S	AEG 6
Sharktooth staff	20 gp	1d10	2d6	x3	—	10 lb.	S	SS 45
Spear, dwarven double <sup>5</sup>	115 gp	1d6/1d6	1d8/1d8	x3	—	15 lb.	S or P	RoS 155
Sugliin	35 gp	2d6	2d8	x2	—	20 lb.	P and S	FB 76
Sword, two-bladed <sup>5</sup>	100 gp	1d6/1d6	1d8/1d8	19–20/x2	—	10 lb.	S	PHB 117
Three-section staff <sup>11</sup>	4 gp	1d6	1d8	x3	—	8 lb.	B	AEG 6
Urgrosh, dwarven <sup>5</sup>	50 gp	1d6/1d4	1d8/1d6	x3	—	12 lb.	S or P	PHB 117
Warpike, dwarven <sup>4</sup>	45 gp	1d8	2d6	x3	—	15 lb.	S or P	RoS 155

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight <sup>1</sup>	Type <sup>2</sup>	Source
<i>Ranged Weapons</i>								
Annulat	30 gp	1d4	1d6	19–20/x2	30 ft.	½ lb.	S	PLH 69
Blowgun, greater	15 gp	1d2	1d3	x2	10 ft.	2 lb.	P	CW 154
Darts (10)	1 gp	—	—	—	—	½ lb.	—	CW 154
Bolas	5 gp	1d3 <sup>3</sup>	1d4 <sup>3</sup>	x2	10 ft.	2 lb.	B	PHB 117
Bolas, barbed	10 gp	1d3	1d4	x2	10 ft.	3 lb.	P	CW 154
Bone bow	250 gp	1d8	1d10	x3	120 ft.	4 lb.	P	FB 76
Arrows (20)	1 gp	—	—	—	—	3 lb.	—	FB 76
Arrows, alchemist's (1)	75 gp	1d8	1d10	x2	120 ft.	1/5 lb.	—	AEG 7
Arrows, blunt (20)	1 gp	1d8 <sup>3</sup>	1d10 <sup>3</sup>	x2	80 ft.	3 lb.	B	RoW 165
Arrows, dragonsbreath (20)	50 gp	1d6	1d8	x3	120 ft.	3 lb.	P	RoW 165
Arrows, serpentstongue (20)	3 gp	1d8	1d10	x3	120 ft.	3 lb.	P and S	RoW 165
Arrows, signal (20)	10 gp	1d8	1d10	x2	120 ft.	4 lb.	P	AEG 7
Arrows, swiftwing (20)	20 gp	1d6	1d8	x3	120 ft.	3 lb.	P	RoW 165
Arrows, thundering (1)	2 gp	—	—	—	120 ft.	1/3 lb.	—	AEG 7
Boomerang	10 gp	1d3 <sup>3</sup>	1d4 <sup>3</sup>	x2	20 ft.	2 lb.	B	SA 96
Calculus, gnome	50 gp	—	—	—	50 ft.	2 lb.	special	AEG 7
Chakram	15 gp	1d3	1d4	x3	30 ft.	2 lb.	S	AEG 7
Crossbow, aquatic	250 gp	1d6	1d8	19–20/x2	40 ft. (40 ft.)	4 lb.	P	SW 107
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—	PHB 116
Crossbow, great	150 gp	2d6	2d8	18–20/x2	120 ft.	14 lb.	P	RoS 155
Bolts (10)	1 gp	—	—	—	—	1 lb.	—	PHB 117
Bolts, tumbling (1)	5 gp	2d6	2d8	x2	80 ft.	1/5 lb.	—	AEG 7
Crossbow, hand	100 gp	1d3	1d4	19–20/x2	30 ft.	2 lb.	P	PHB 117
Bolts (10)	1 gp	—	—	—	—	1 lb.	—	PHB 117
Bolts, tumbling (1)	5 gp	1d3	1d4	x2	15 ft.	1/5 lb.	—	AEG 7
Crossbow, repeating heavy	400 gp	1d8	1d10	19–20/x2	120 ft.	12 lb.	P	PHB 117
Bolts (5)	1 gp	—	—	—	—	1 lb.	—	PHB 117
Bolts, tumbling (1)	5 gp	1d8	1d10	x2	80 ft.	1/5 lb.	—	AEG 7
Crossbow, repeating light	250 gp	1d6	1d8	19–20/x2	80 ft.	6 lb.	P	PHB 117
Bolts (5)	1 gp	—	—	—	—	1 lb.	—	PHB 117
Bolts, tumbling (1)	5 gp	1d6	1d8	x2	40 ft.	1/5 lb.	—	AEG 7
Desert throwing-knife	3 gp	1d4	1d6	19–20/x2	15 ft.	1 lb.	P	SA 96
Double bow, elven	1,000 gp	1d6	1d8	x3	90 ft.	3 lb.	P	AEG 7
Arrows (20)	1 gp	—	—	—	—	3 lb.	—	PHB 117
Arrows, alchemist's (1)	75 gp	1d6	1d8	x2	90 ft.	1/5 lb.	—	AEG 7
Arrows, blunt (20)	1 gp	1d6 <sup>3</sup>	1d8 <sup>3</sup>	x2	50 ft.	3 lb.	B	RoW 165
Arrows, dragonsbreath (20)	50 gp	1d4	1d6	x3	90 ft.	3 lb.	P	RoW 165
Arrows, serpentstongue (20)	3 gp	1d6	1d8	x3	90 ft.	3 lb.	P and S	RoW 165
Arrows, signal (20)	10 gp	1d6	1d8	x2	90 ft.	4 lb.	P	AEG 7
Arrows, swiftwing (20)	20 gp	1d4	1d6	x3	90 ft.	3 lb.	P	RoW 165
Arrows, thundering (1)	2 gp	—	—	—	90 ft.	1/3 lb.	—	AEG 7
Footbow	150 gp	1d6	1d8	x3	110 ft.	3 lb.	P	RoW 165
Arrows (20)	1 gp	—	—	—	—	3 lb.	—	PHB 117
Arrows, alchemist's (1)	75 gp	1d6	1d8	x2	110 ft.	1/5 lb.	—	AEG 7
Arrows, blunt (20)	1 gp	1d6 <sup>3</sup>	1d8 <sup>3</sup>	x2	60 ft.	3 lb.	B	RoW 165
Arrows, dragonsbreath (20)	50 gp	1d4	1d6	x3	110 ft.	3 lb.	P	RoW 165
Arrows, serpentstongue (20)	3 gp	1d6	1d8	x3	110 ft.	3 lb.	P and S	RoW 165
Arrows, signal (20)	10 gp	1d6	1d8	x2	110 ft.	4 lb.	P	AEG 7
Arrows, swiftwing (20)	20 gp	1d4	1d6	x3	110 ft.	3 lb.	P	RoW 165
Arrows, thundering (1)	2 gp	—	—	—	110 ft.	1/3 lb.	—	AEG 7
Fukini-bari	1 gp	1	1	x2	5 ft.	1/10 lb.	P	AEG 7
Gauntlet, spring-loaded	200 gp	1d3	1d4	x2	20 ft.	4 lb.	P	AEG 7
Glot	1 gp	1d3	1d4	18–20/x2	10 ft. <sup>10</sup>	1 lb.	B	FB 76



Exotic Weapons, continued	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight <sup>1</sup>	Type <sup>2</sup>	Source
<i>Ranged Weapons</i>								
Greatbow	150 gp	1d8	1d10	x3	120 ft.	6 lb.	P	CW 154
Arrows (20)	1 gp	—	—	—	—	3 lb.	—	PHB 117
Arrows (20)	1 gp	—	—	—	—	3 lb.	—	PHB 117
Arrows, alchemist's (1)	75 gp	1d8	1d10	x2	120 ft.	1/5 lb.	—	AEG 7
Arrows, blunt (20)	1 gp	1d8 <sup>3</sup>	1d10 <sup>3</sup>	x2	80 ft.	3 lb.	B	RoW 165
Arrows, dragonsbreath (20)	50 gp	1d6	1d8	x3	120 ft.	3 lb.	P	RoW 165
Arrows, serpentstongue (20)	3 gp	1d8	1d10	x3	120 ft.	3 lb.	P and S	RoW 165
Arrows, signal (20)	10 gp	1d8	1d10	x2	120 ft.	4 lb.	P	AEG 7
Arrows, swiftwing (20)	20 gp	1d6	1d8	x3	120 ft.	3 lb.	P	RoW 165
Arrows, thundering (1)	2 gp	—	—	—	120 ft.	1/3 lb.	—	AEG 7
Greatbow, composite	200 gp	1d8	1d10	x3	130 ft.	6 lb.	P	CW 154
Arrows (20)	1 gp	—	—	—	—	3 lb.	—	PHB 117
Arrows (20)	1 gp	—	—	—	—	3 lb.	—	PHB 117
Arrows, alchemist's (1)	75 gp	1d8	1d10	x2	130 ft.	1/5 lb.	—	AEG 7
Arrows, blunt (20)	1 gp	1d8 <sup>3</sup>	1d10 <sup>3</sup>	x2	90 ft.	3 lb.	B	RoW 165
Arrows, dragonsbreath (20)	50 gp	1d6	1d8	x3	130 ft.	3 lb.	P	RoW 165
Arrows, serpentstongue (20)	3 gp	1d8	1d10	x3	130 ft.	3 lb.	P and S	RoW 165
Arrows, signal (20)	10 gp	1d8	1d10	x2	130 ft.	4 lb.	P	AEG 7
Arrows, swiftwing (20)	20 gp	1d6	1d8	x3	130 ft.	3 lb.	P	RoW 165
Arrows, thundering (1)	2 gp	—	—	—	130 ft.	1/3 lb.	—	AEG 7
Harpoon	15 gp	1d8	1d10	x2	30 ft.	10 lb.	P	SW 107
Icechucker	150 gp	1d10	1d12	x3	30 ft.	12 lb.	P	FB 76
Icecle (1)	—	—	—	—	—	1 lb.	—	FB 76
Javelin (1)	1 gp	—	—	—	—	2 lb.	—	PHB 116
Javelin, spinning	2 gp	1d6	1d8	19–20/x2	50 ft.	2 lb.	P	AEG 7
Kylie	15 gp	1d4	1d6	x2	20 ft.	5 lb.	B	SA 96
Lasso	1 gp	—	—	—	10 ft.	3 lb.	—	BoED 34
Net	20 gp	—	—	—	10 ft.	6 lb.	—	PHB 117
Razor skipdisk	15 gp	1d4	1d6	18–20/x2	10 ft. <sup>10</sup>	2 lb.	S	FB 76
Shotput, orc	10 gp	1d10	2d6	19–20/x3	10 ft.	15 lb.	B	AEG 7
Shuriken (5) <sup>11</sup>	1 gp	1	1d2	x2	10 ft.	½ lb.	P	PHB 117
Skiprock	3 gp	1d4	1d6	x2	15 ft.	¼ lb.	B	RoW 165
Skipping blade (3)	1 gp	1d2	1d3	x3	10 ft. <sup>12</sup>	½ lb.	S	SW 107
Throwing iron	8 gp	1d4	1d6	x3	10 ft.	3 lb.	S	AEG 7
War sling	5 gp	1d6	1d8	x4	50 ft.	1 lb.	B	RoW 165

<sup>1</sup> Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

<sup>2</sup> When two types are given, the weapon is both types if the entry specifies “and,” or either type (player’s choice at time of attack) if the entry specifies “or.”

<sup>3</sup> The weapon deals nonlethal damage rather than lethal damage.

<sup>4</sup> Reach weapon.

<sup>5</sup> Double weapon.

<sup>6</sup> Except as indicated, treat a wakizashi as a masterwork short sword.

<sup>7</sup> Except as indicated, treat a katana as a masterwork bastard sword.

<sup>8</sup> This weapon can also be used as a shield. See *Armor* for details.

<sup>9</sup> This weapon can be used in melee as a martial weapon but is an exotic weapon when thrown.

<sup>10</sup> This weapon’s range increment increases to 20 feet over smooth solid ground, and to 30 feet over smooth ice.

<sup>11</sup> Special monk weapon.

<sup>12</sup> Range is increased 50% when thrown across water.

<sup>13</sup> This weapon deals double damage when readied against a charge.

<sup>14</sup> See the description of this weapon for special rules.



**Ankus:** The ankus is made up of a long dull hook along with a blunt point attached to the pole. An ankus has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. You can use an ankus to make trip attacks. If you are tripped during your own trip attempt, you can drop the ankus to avoid being tripped.

**Annulat:** This exotic ranged weapon, invented by the neraphim (see page 12 of the *Planar Handbook*). Appears as a perfectly circular, nearly paper-thin hoop forged from dark ironlike metal and sharpened on the outside edge. The annulat's diameter is a little over 1 foot. The band of metal, while thin, measures some 2 inches in breadth.

When thrown, an annulat sails through the air with deadly accuracy, its cross-section so thin that it is almost invisible. Those proficient with the annulat are particularly accurate with the throwing hoop and can make it curve somewhat in flight. Targets who gain a cover bonus to their Armor Class have that bonus reduced by 2.

Neraphim treat the annulat as a martial weapon.

**Arrows:** An arrow used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

**Arrows, Alchemist's:** Each of these projectiles carries a deadly load of alchemist's fire in its hollow shaft. When it strikes a target, the arrow's shaft shatters, 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 by leaping into a lake) or magically extinguishing the flames automatically kills the flames.

**Arrows, 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.

**Arrows, Dragonsbreath:** A dragonsbreath arrow has a shaft soaked in resin or pitch and a slightly enlarged head filled with a dab 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 1 point of fire damage when it hits a target, and that target must make a DC 15 Reflex save or catch on fire. A dragonsbreath arrow can't be reused on a miss.

**Arrows, 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.

**Arrows, Signal:** This arrow is specially designed to emulate a bird's call when fired. Elven fletchers craft the arrows to make calls that will be recognized as signals by the elves of the community. For example, a hawk's cry might signal an attack, and an owl's screech might signal a stealthy advance. A successful Survival check (DC 20) determines whether the sound comes from a bird or another source. The intricate carving on the arrow shafts makes them clumsy in flight, imposing a –2 penalty on attack rolls.

**Arrows, 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).

**Arrows, Thunder:** Thunder arrows are tipped with thunderstones (see [...] the *Player's Handbook*). A hit from a thunder arrow deals no damage but triggers the thunderstone's sonic attack. Thunder arrows that miss should be treated as attacks with a grenadelike weapon (see [...] the *Player's Handbook*).

**Atlatl:** An atlatl is a cross between a thrown weapon and a projectile weapon. It uses a flat, thin board made of wood or antler, ranging from 1 to 3 feet long. One end is held in the hand while the butt of a light spear, 2 to 3 feet long, is placed in a groove at the other end. At the end of the groove is a raised spur or pin to hold the bottom of the spear in place. You hold the loaded spear and handle end of the atlatl in the same hand. With a sidearm or overhead throw, you propel the spear with a force far greater than that of a hand-thrown spear. An atlatl often has a carved stone weight attached to the board's underside, and many feature a thong or cord to attach to the hand.

**Awl Pike:** Built similarly to a longspear, the awl pike is almost 15 feet long. You can strike opponents 15 feet away with it, but you can't use it against foes closer than that. If you use a ready action to set an awl spike against a charge, you deal double damage on a successful hit against a charging character.

**Axe, Orc Double:** 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, just as if you were using a one-handed weapon and a light weapon.

A creature wielding an orc double axe in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

**Axe, Throwing:** A throwing axe is lighter than a handaxe and balanced for throwing. Gnome fighters often use throwing axes for both melee and ranged attacks.

**Bardiche:** This weapon combines a pole with a long curving cleaver blade, mounted near the tip. A bardiche is cumbersome and unwieldy but devastating when it strikes.

**Battleaxe:** The battleaxe is the most common melee weapon among dwarves.

**Battlehorn:** A battlehorn is a double weapon that consists of two large horns affixed together, facing in opposite directions. 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 attacking with a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160 of the *Player's Handbook*). A creature wielding a battlehorn in one hand can't use it as double weapon—only one end of the weapon can be used in any given round. If you use a ready action to set a battlehorn against a charge, you deal double damage if you score a hit against a charging character.

**Battlepick, Gnome:** A gnome Battlepick is crafted and weighted to be used by creatures of Small size. A Small character can use a gnome Battlepick two-handed as a martial weapon.

**Bec de corbin:** Also called a “rave’s beak”, the bec de corbin has both the head of an exceptionally heavy pick and a spear blade. 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. If you use a ready action to set a bec de corbin against a charge, you deal double damage on a successful hit against a charging character.

**Blowgun:** This weapon is used to propel small needles a long distance. It is silent, and its needles most often are used to poison foes.

**Blowgun, Greater:** Like its smaller cousin (see page 145 of the *Dungeon Master’s Guide*), the greater blowgun is often used to deliver poison. The darts it fires are larger than blowgun needles, but smaller than a thrown dart. These darts deal damage in addition to delivering poison. A greater blowgun requires two hands to use or reload. Loading a blowgun is a move action that provokes attacks of opportunity.

A greater blowgun has a maximum range of five range increments.

Characters proficient with the greater blowgun can treat it as a blowgun for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization [Complete Adventurer, page 116].

**Bolas:** A set of bolas consist of two of three heavy wooden spheres connected by lengths of cord. Because the bolas 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 bolas.

**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 nonlethal) damage. Because the barbed bolas 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.

Characters proficient with the barbed bolas can treat it as (a) bolas for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization [Complete Adventurer, page 116].

**Bolts:** A crossbow bolt used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (crit x2). Bolts come in a wooden case that holds 10 bolts (or 5, for repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

**Bolts, Tumbling:** A tumbling bolt resembles a standard crossbow bolt except for a few minuscule holes and vents along the shaft. A channel allows air to pass through the bolt, which causes the bolt to tumble when fired. The bolt deals +2 damage but only has one-half its normal range increment due to the way the projectile moves through the air.

**Bone Bow:** This powerful and oversized bow is designed to fire exceptionally large arrows specially made for it. Made of the bones and sinews of huge animals such as woolly mammoths and dire rhinoceroses, these bows were designed by primitive cultures expressly for the hunting of huge creatures that require a lot of damage to take down. A bone bow functions as a composite longbow with regard to applying the user’s Strength bonus to damage done with arrows shot from it. The bow has a long, thick spike protruding from both ends; this spike is used to brace against a solid object (either the ground or an overhanging protrusion or ceiling) to aid in pulling the bow’s string. A character may use a bone bow as a martial weapon. But doing so imparts a –4 penalty on attack rolls, and firing an arrow from the bow requires a full-round action.

For purposes of feats such as Weapon Focus and Weapon Specialization, a bone bow is treated as if it were a longbow; thus if you have Weapon Focus (longbow), that feat applies to bone bows as well.

**Boomerang:** This weapon is a lightweight throwing stick, flat and curved, that returns to you if it misses its target. It does not deal much damage, but it has good range, and being able to retrieve it is useful. Boomerangs are used mainly for hunting birds and other small creatures.

**Bolts:** A crossbow bolt used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (crit x2). Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

**Buckler-Axe, Dwarven:** At first glance the dwarven buckler-axe appears similar to a standard buckler, but this weapon has enlarged bladelike edges at its 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 the wielder a +1 shield bonus to Armor Class. 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 both, but such enhancements must be paid for and applied separately.

**Bullets, Sling:** 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 50% chance of being destroyed or lost.

**Calculus, Gnome:** 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 gnome calculus.

**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.

**Chain, Barbed:** This weapon is a length of four to six short, barbed iron bars connected by links of chain. Kytons often wield these weapons in place of their chain rakes and apply their dancing chains ability on them.

**Chain Lash:** This is a simple chain with weighted ends. It can be whirled quickly, striking with hard blows because of the weights. One end can also be swung out to entangle an opponent. Kyttons often wield these weapons in place of their chain rakes and apply their dancing chains ability to them.

The chain lash can be used either as 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. In this case, you can only strike at an adjacent opponent.

If you use the chain lash 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 lash 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 lash to avoid being tripped.

When using a chain lash, 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).

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a chain lash.

**Chain, Spiked:** A spiked chain has reach, so you can strike opponents 10 feet 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 the chain. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

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).

You can use the Weapon Finesse feat 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.

**Chakram:** The chakram is a throwing disk or quoit about 1 foot in diameter, with a sharpened outer rim.

**Claw Bracer:** 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 bracer and cannot be disarmed. Many claw bracers are enhanced as magic weapons.

**Club:** A wooden club is so easy to find and fashion that it has no cost.

**Collapsing Crescent Fan:** Only a few desert societies have the wherewithal to forge the exotic weapon known as the collapsing crescent fan. Of those, the bhukas are most commonly associated with the weapon, and so another name for this weapon is the "bhuka blade". When not in use, a crescent fan blade folds into a compact shape not too much larger than a wand. However, with a mere flick of the wrist, the many segments of a crescent blade slide into view and lock into place. The vanes of the fan are thin, razor-sharp sheets. When you attack a flat-footed foe with it, you gain a +4 bonus on the attack roll.

**Courtblade, Elven:** 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 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.

**Crescent Scythe:** Consisting of a staff with a half-disc blade on either end, the crescent scythe is a variation of the standard glaive. The edge of the blade is perpendicular to the shaft, allowing you to whirl the weapon in deadly circles. When used in conjunction with the Whirlwind Attack feat, a crescent scythe deals an extra 1 point of damage.

**Crossbow, Aquatic:** This special version of a light crossbow is strung especially tautly with thicker wire and reinforced so as not to snap under the increased tension. The aquatic crossbow is not subject to the normal -2 penalty on ranged attack rolls for every five feet of distance (see Ranged Attacks Underwater, page 93 of the *Dungeon Master's Guide*), and uses its normal range increment of 40 feet both in and out of the water. Aquatic crossbows are favored by aventi, merfolk, and tritons.

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

Normally, operating a great crossbow requires two hands. However, you can shoot, but not load, a great crossbow with one hand at a -4 penalty on attack rolls. You can shoot a great crossbow with each hand, but you take a penalty on attack rolls as if attacking with two weapons (see Table 8—10, page 160 of the *Player's Handbook*). These penalties are cumulative with the penalty for firing the crossbow one-handed.

**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. Loading a hand crossbow is a move action that provokes attacks 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.

**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. This penalty is cumulative with the penalty for one-handed firing.

**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.

**Crossbow, Repeating:** The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that 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.

**Cutlass:** A light slashing weapon especially favored by pirates and other nautical raiders, the cutlass is a heavy blade about 2 feet long with a curved edge. It is easy to wield in close quarters and can deal vicious gashes to an opponent. Its heavy basket hilt gives the wielder a +2 circumstance bonus on any checks to resist being disarmed.

**Dagger:** The dagger is a common secondary weapon. You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill, page 81 of the *Player's Handbook*).

**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 than a normal dagger, 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 purposes of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, Weapon Specialization.

**Dagger, Punching:** This dagger puts more force from your punch behind it, making it capable of deadly strikes.

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

**Dart, Blowgun:** A blowgun dart resembles a lightweight, undersized arrow. You don't apply your Strength modifier to damage with a blowgun dart. A blowgun dart can't effectively be used as a melee weapon. Blowgun darts come in a leather pouch that holds 10 darts. A dart that hits its target is destroyed; one that misses has a 50% chance to be destroyed or lost.

**Desert Throwing-Knife:** A desert throwing-knife is unwieldy for melee combat. Even if you are proficient with this weapon, you take a –2 penalty on attack rolls and damage rolls when using it in melee.

**Double Bow, Elven:** This double-stringed longbow can be used as a normal longbow by anyone proficient in that weapon. Characters with the Exotic Weapon Proficiency (elven double bow) can use the bow to fire two arrows at once. Nocking an arrow on the second string requires a move action. Once the wielder has taken an action to load the second string, his next attack is a double shot that launches both arrows simultaneously at the same target. The wielder makes one attack roll at a –2 penalty to determine whether or not both arrows strike the target. If the attack is successful, both arrows deal normal damage. If the attack is a critical hit, only one arrow deals extra damage, and extra sneak attack damage is applied only once.

**Dragonsplit:** A greenspawn sneak (see MM4) wields a pair of dragonsplits, one-handed exotic melee weapons with which all sneaks are proficient. A dragonsplit can be used as a piercing weapon like a short sword. Alternative grips use its long edge for slashing attacks or its short edge for chopping and hacking. It counts as a light weapon for the purpose of Two-Weapon Fighting and Weapon Finesse.

**Duom:** The duom is a longspear with a standard spear head, as well as two blades curved so that they point backward along the shaft. The weapon has reach, allowing you to strike opponents 10 feet 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 the duom to attack a second, adjacent opponent in the same round you attacked the first opponent.

**Eagle's Claw:** The asheratis invented the first eagle's claw. This light, exotic melee weapon has a quarter-circle blade that is equally sharp on both the inner and outer edges. The blade is about 6 inches long and looks very much like an eagle's claw enlarged and forged in steel. The handle of an eagle's claw is slightly curved with a hole at the end to facilitate the use of a finger (middle or index) in wielding the weapon, allowing you to instantly swing the blade between differing grips. You get a +1 bonus on Sleight of Hand checks made to conceal an eagle's claw on your body (see the Sleight of Hand skill, page 81 of the *Player's Handbook*).

**Entangling Pole:** The entangling pole 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 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 most 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 feet 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 wiggle free, attack with a light weapon, 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 damage shown [...] but not entangling the opponent.

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

**Executioner's Mace:** This martial two-handed weapon was the favored weapon of executioner's in Kyuss' ancient city of Kuluth-Mar. Kyuss himself wielded one of these terrible weapons, further increasing its popularity among his followers. An executioner's mace is a combination axe and mace fitted with a long spike, giving the wielder wide versatility in damage type.

**Falchion:** This sword, which is essentially a two-handed scimitar, has a curve that gives it the effect of a keener edge.

**Falchion, Great:** This heavy executioner's sword has the same basic profile as a falchion, albeit with a much greater blade surface. Because it is an executioner's weapon, it is often crafted as a masterwork weapon, marked with a royal seal, and created with one or more gems in the hilt.

**Fauchard:** A simple pole arm with a curved, slashing blade, not unlike a gently curved sickle. A fauchard has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

**Fingerblade:** In its most basic definition, a fingerblade is a double-edged short sword. However, this weapon is customized to your hand. The hilt is something like a hand crossbow grip. It fits snugly in the palm of your hand such that your attack motion with the weapon is akin to a punch. Held correctly, a fingerblade becomes an extension of your forefinger, allowing maximized control. When an attack is properly executed, the hilt pushes into the palm so that no slippage occurs and maximum force is transferred into the thrust. If you are proficient with a fingerblade, you deal an extra 1d6 points of damage to a foe who is flat-footed on the first round of combat. Creatures with immunity to extra damage from critical hits and sneak attacks are not subject to this extra damage.

**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, just as if you were using a one-handed weapon and a light weapon. A creature wielding a dire flail in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round. When using a dire flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the opposed attack roll to avoid being disarmed if such an attempt fails).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the dire flail to avoid being tripped.

**Flail or Heavy Flail:** With a flail, 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).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

**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 it with one or both hands. Like a composite longbow (see page 119 of the *Player's Handbook*), 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 100 gp to its cost.

The wielder of a footbow can choose to use both hands to draw it back; in this case she may add 1½ her Strength bonus to damage (up to a maximum of 1½ 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.

**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 *Player's Handbook*). Extending or retracting a foot spike is a move action, the equivalent of drawing or stowing 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 the foot spikes makes a dive attack (see page 68 of the *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 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. The cost and weight are for a single fukimi-bari.

**Gauntlet:** This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.

**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, 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.

**Gauntlet, Spring-Loaded:** 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 with great force, akin to a minuscule crossbow. You load the gauntlet by inserting a bolt in the hole and pulling back a hidden lever. 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 back so that your palm faces your opponent—this motion fires the gauntlet.

A character who attempts to fire two spring-loaded gauntlets at once incurs the standard penalty for two-weapon fighting. [...]

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

**Glott:** The glott is a specially balanced sphere of metal designed to be thrown low to the ground. It then skips and bounces across the ground with little reduction in velocity to strike its target. If the ground between you and your target is solid, flat, and relatively free of obstructions, the glott's range increment increases to 20 feet. If the ground is also icy, the glott skips even more readily over the frozen ground and its range increment increases to 30 feet. If you use a glott to attack an airborne target, its range increment is always 10 feet. You can make ranged trip attacks with a thrown glott.

**Goad:** A goad is a long, thin wooden pole mounted with a heavy stone or metal weight and a large spike at one end. Primarily intended as a tool to direct the movement of large animals, a goad makes an excellent weapon in a pinch. When you attack with a goad, you must decide if you are attacking with the spike to deal piercing damage or the weight to deal bludgeoning damage. The flexibility of the goad's shaft absorbs much of the force behind blows made with the bludgeoning head, and all bludgeoning damage dealt by a goad is nonlethal as result. Piercing damage remains lethal.

If you are proficient with its use, the goad grants a +2 circumstance bonus on all Handle Animal checks made against animals of Huge size or larger.

**Grasping Pole:** The grasping pole is a pole arm designed to capture opponents with a minimum of harm. A wielder who hits a Small or Medium opponent with a grasping pole can immediately initiate a grapple (as a free action) without provoking attacks of opportunity. (See Grapple in Chapter 8: Combat of the *Player's Handbook* for more information.) 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 feet away with it, but you can't use it against an adjacent foe.

**Greataxe:** This big, heavy axe is a favorite of barbarians and anybody else who wants the capability to deal out incredible damage.

**Greatbow:** You need at least two hands to use a bow, regardless of its size. A greatbow sized for a Medium character is 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 damage rolls when using a greatbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite greatbow (see below) but not a regular greatbow.

Characters proficient with the greatbow can treat it as a longbow for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization [Complete Adventurer, page 116].

**Greatbow, Composite:** You need at least two hands to use a bow, regardless of its size. A greatbow sized for a Medium character is 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 200 gp to the cost.

Characters proficient with the composite greatbow can treat it as a composite longbow for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization [Complete Adventurer, page 116].

**Greatclub:** A greatclub is a two-handed version of a regular club. It is often studded with nails or spikes or ringed by bands of iron.

**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.

**Greathammer, Greathorn:** Greathorn minotaurs (see MM4) wield these big, heavy hammers, which are considered exotic weapons for other creatures. The incredibly heavy head of the hammer allows it to make devastating strikes against weapons and shields, granting the wielder a +2 bonus on opposed attack rolls to sunder an enemy's weapon or shield.

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

Characters proficient with the greatspear can treat it as a longspear for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization [Complete Adventurer, page 116].

**Greatsword:** Adventurers recognize the greatsword as one of the best melee weapons available. It's reliable and powerful.

**Greatsword, 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 swung, the heavy liquid flows out into the blade, making it heavier. In nonproficient hands, this shifting mass penalized the wielder by an additional -3 penalty on attack rolls, beyond the normal -4 penalty for using an exotic weapon untrained.

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

Because of a guisarme's curved blade, you can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped.

**Gyrspike:** A gyrspike is a double weapon. A stout shaft holds a flail on one end and a longsword on the other. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties for two-weapon fighting, as if you were using a one-handed weapon and a light weapon.

You get a +2 bonus on your opposed attack roll when attempting to disarm an enemy when you wield a gyrspike (including the opposed attack roll to avoid being disarmed yourself if you fail to disarm your enemy).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the gyrspike to avoid being tripped.

**Halberd:** Normally, you strike with a halberd's axe head, but the spike on the other end is useful against charging opponents. If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character.

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

**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 as if you were attacking with a one-handed weapon and a light weapon. (See page 160 of the *Player's Handbook* for details on fighting with two weapons.)

**Hammer, Gnome Hooked:** 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. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit x3). Its hook is a P 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. 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.

**Hammer, Throwing:** Essentially a light hammer that has been carefully balanced for throwing, the throwing hammer is a favorite weapon of dwarf rangers.

**Handaxe:** Dwarves favor these axes as off-hand weapons.

**Harpoon:** The harpoon is a broad-bladed spear forged with barbs. The shaft of the harpoon has a trailing rope attached to the control harpooned creatures. Though designed for hunting whales and other large sea creatures, the harpoon can be used on dry land.

If it deals damage, the harpoon lodges in an opponent who fails a Reflex saving throw (DC 10 + the damage dealt). A harpooned creature moves 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 harpooned creature can move only within the limits that the rope allows (the trailing rope is 30 feet long). If the harpooned creature attempts to cast a spell, it must succeed on a DC 15 Concentration check or lose the spell.

The harpooned creature can pull the harpoon 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 harpoon dealt. A character who succeeds on a DC 15 Heal check can remove a harpoon without further damage.

**Ice Axe:** More a tool than weapon, the ice axe has a sharp metal head that is perpendicular to the shaft and has a spiked handle. It grants a +1 circumstance bonus on Climb checks in mountainous and/or icy terrain, even if you do not possess the Exotic Weapon Proficiency (ice axe) feat. If you do possess this feat, the bonus increases to a +4 circumstance bonus. An ice axe may be used as a martial weapon, but takes a –2 penalty on attack rolls in this case.

**Icechucker:** The icechucker appears to be a large crossbow at a casual glance, larger even than a heavy crossbow. Its launching mechanism is designed to fire large shards of ice (usually icicles) rather than regular crossbow bolts. You draw an icechucker back by pulling on a thick lever on the underside of the weapon. Loading an icechucker is a full-round action that provokes attacks of opportunity.

If icicles aren't handy to load into the icechucker, it can also be used to fire a javelin, dealing the same damage.

**Iuak:** An iuak is a heavily weighted machete-shaped blade, usually made of bone or stone. While it makes an excellent weapon, its primary purpose is to cut through and destroy ice and other hard materials. If used against an object, an iuak ignores the first 3 points of hardness possessed by the object.

**Javelin:** This weapon is a light, flexible spear intended for throwing. You can use it in melee, but not well. Since it is not designed for melee, you are treated as nonproficient with it and take a –4 penalty on attack rolls if you use a javelin as a melee weapon.

**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 its damage, range, and threat range are those of a standard javelin. If used in melee, treat the spinning javelin as a standard javelin.

**Jovar:** Named for the layer of Celestia on which the city of Yetsira sits, the exotic weapon known as Jovar is the preferred weapon of the Heavenly City's archon guards. The greatswordlike weapon is weighted oddly, but in the hands of a trained wielder, the blows landed with the blade are more likely to deal considerable damage.

**Kama:** The kama is a special monk weapon. This designation gives a monk wielding a kama special options.

Because of a kama's shape, you can use a kama to make trip attacks. If you are tripped during your own trip attempt, you can drop the kama to avoid being tripped.

**Katana:** While functionally a bastard sword, this sword is the most masterfully made nonmagical weapon in existence. It counts as a masterwork weapon and grants its wielder a +1 bonus on attack rolls. A katana is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium creature can use a katana two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. With Exotic Weapon Proficiency (katana), a Medium creature can use it in one hand. A masterwork weapon's bonus on attack rolls does not stack with an enhancement bonus on attack rolls.

**Khopesh:** You can use the hooked blade of a Khopesh to make trip attacks. If you are tripped during your own trip attempt, you can drop the Khopesh to avoid being tripped.

**Khopesh, Double:** A double Khopesh 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 double khopesh in one hand can't use it as double weapon—only one end of the weapon can be used in any given round. A double khopesh can be used to make trip attacks like a normal khopesh.

**Kukri:** This heavy, curved knife has its sharp edge on the inside of the curve.

**Kusari-Gama:** This small sickle is attached to a length of chain. A kusari-gama is an exotic weapon that has reach. It can strike opponents 10 feet away. In addition, unlike other weapons with reach, it can be used against an adjacent foe. It can be used in all respects like a spiked chain (see page 115 of the *Player's Handbook*) for trip attacks, disarming other foes, and using its wielder's Dexterity modifier instead of her Strength modifier in attack rolls.



**Kylie:** This weapon is a heavy, curved throwing stick, 3 to 4 feet long, used for hunting and as a weapon of war. The shape of the weapon allows it to travel great distances in flat arcs.

**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 were attacking with a one-handed weapon and a light weapon. (See page 160 of the *Player's Handbook* for details on fighting with two weapons.)

A monk who is proficient with the lajatang can treat it as a special monk weapon, as described in the monk class description (page 40 of the *Player's Handbook*). Each end counts as a separate weapon for the purpose of the flurry of blows ability, similar to how the quarterstaff works.

**Lance:** A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

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

**Lancet, Gehennan:** The lancet is somewhat similar to a punching dagger, but it is weighted to deliver extra clout. The lancet is a popular criminal weapon in the streets of the Crawling City of Gehenna.

**Lasso:** A lasso is an entangling weapon that deals no damage, but it entangles only 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 feet. 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 lassoed creature can only move within the limits that the rope allows. If the lassoed creature attempts to cast a spell, it must succeed on a DC 15 Concentration check or be unable to cast the spell.

The lassoed 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 a trip attack. If you are tripped during your own trip attempt, you can drop the lasso to avoid being tripped.

**Lightblade, Elven:** This rapierlike weapon is the size of a short sword, but weighs only as much as a dagger. Dexterous 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 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.

**Lizardfolk Maquahuatl:** Dark Talon lizardfolk (see MM4) champions wield weapons they call maquahuatl. These martial weapons are greatclubs embellished with the teeth or claws so that they deal piercing damage as well as bludgeoning damage.

**Lochaber Axe:** An axe-headed weapon with a hook for tripping, the lochaber axe is essentially a large halberd lacking the top spike. A lochaber axe has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. You can also use a lochaber axe to make trip attacks. If you are tripped during your own trip attempt, you can drop the lochaber axe to avoid being tripped.

**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 forego 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 with it, 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 once you make the decision. You cannot wield it as both reach and a normal weapon in the same turn.

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

**Longbow:** 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.

**Longbow, Aquatic:** Made by the aquatic elves, the aquatic longbow functions as a normal ranged weapon out of the water, with a 60-foot range increment. Underwater, it has a range increment of 10 feet, but it does not take the normal penalty for a ranged attack through water. If you have the Aquatic Shot feat [see Stormwrack], the aquatic longbow's range increment improves to 30 feet underwater. Aquatic longbows are favored by aquatic elves.

**Longbow, Composite:** You need at least two hands to use a bow, regardless of its size. 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. 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. [...]

For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow.

**Longspear:** A longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

**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 so, 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 *Player's Handbook*). You can also strike with either end singly. A creature wielding a longstaff in one hand can't use it as 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 a monk wielding a longstaff special options (see the flurry of blows description, page 40 of the *Player's Handbook*).

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

**Longsword:** This classic, straight blade is the weapon of knighthood and valor. It is a favorite weapon of many paladins.

**Longsword, Mercurial:** As the mercurial greatsword, except that in nonproficient hands, the shifting mass and feel of the blade penalizes the wielder by an additional –2 penalty on the attack rolls, beyond the normal –4 penalty for using an exotic weapon untrained.

**Lucerne Hammer:** This polearm resembles a pick on a pole and is designed to puncture heavy armor.

**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 he does, he incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160 of the *Player's Handbook*). 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 the primary weapon; the other end becomes the off-hand weapon. A creature wielding a lynxpaw in only one hand can't use it as 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, the 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 to apply his Dexterity modifier instead of his Strength modifier to attack rolls with a lynxpaw sized for him, even it isn't a light weapon.

**Mace, Heavy or Light:** A mace is made of metal, even the haft, which makes it quite heavy and very hard to break.

**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 [...] the *Player's Handbook*). A creature wielding a double weapon in one hand can't use it as a double weapon.

**Mancatcher:** City guards and other who prefer to capture their opponents unharmed use the mancatcher. A wielder who hits a target of its size or one size category smaller than it with a mancatcher can immediately attempt to grapple (as a free action) without provoking an attack of opportunity. Any grapple check you make using a mancatcher includes the mancatcher's 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 target can reach you, he can't attempt to attack you, damage you, or pin you. You can escape the grapple automatically by releasing the target as a standard action.

In addition to the normal options available to a grappler, the wielder of a mancatcher can attempt to force his target to the ground (the equivalent of a trip attack, though no attack roll is necessary). The mancatcher is a reach weapon and cannot be used against adjacent opponents.

**Manople:** Resembling a sai with blades, a manople is actually a gauntlet worn over your hand. Since it is worn this way, however, you cannot carry anything else in that hand, nor can you use it to cast spells or use skills.

A manople give you a +1 shield bonus to AC. Unlike with a spiked shield, you retain this bonus to AC even on a round in which you make an attack with the manople. If you lack the appropriate Exotic Weapon Proficiency feat, you do not retain the shield bonus to AC, as you would with a spiked shield. A manople has no armor check penalty and a 5% arcane spell failure chance. Like a spiked shield, a manople can be enhanced as a weapon, as a shield, or both, but such enhancements must be paid for and applied separately.

An opponent cannot use a disarm action to disarm you of this weapon. The cost and weight given are for a single manople.

**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:** A 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.

**Morningstar:** This simple weapon combines the impact of a club with the piercing force of spikes.

**Muspelrune:** Originally designed as a punishment rod for Muspelheim fire giant children, this light, clublike shaft is strong enough to be used as a weapon.

**Naginata:** Similar to a fauchard in design, the naginata is a heavy curved blade on the end of a long pole. A naginata has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

**Needles, Blowgun:** These 2-inch-long iron needles are sold in small wooden cases of 20. A full case is so light that its weight is negligible. The tips of the needles are often coated with poison such as greenblood oil, bloodroot, blue whinnies, shadow essence, or deathblade.

**Nekode:** See **Tiger Claws**, below.

**Net:** A fighting net has small barbs in the weave and a trailing rope to control netted opponents. You use it to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. 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 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 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).

**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 for disarming opponents. Wielders proficient with the panther claw gain a +4 circumstance bonus when making disarm attempts with it.

**Partisan:** The partisan consists of a central spike with two slashing axelike spikes protruding from the sides of the main blade. A partisan has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

**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.

Characters proficient with the dire pick can treat it as a heavy pick for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization [Complete Adventurer, page 116].

**Pick, Heavy or Light:** A pick is designed to concentrate the force of its blow on a small area. A light or heavy pick resembles a miner's pick but is specifically designed for war.

**Pilum:** A thin spear, over a foot of its length is metal. A pilum can be used to attack an enemy's shield (and only a shield) as a sunder attempt. This attempt can be made at range. If attempted in melee combat, this draws an attack of opportunity unless you have the Improved Sunder feat. If the pilum deals more damage than the shield's hardness, the spear is stuck in the shield. This deals only 1 point of damage to the shield regardless of how much damage was actually done over the hardness. Removing a pilum takes 2d4 rounds. While the pilum is attached to a shield, the target must drop the shield or suffer a –2 penalty to Armor Class and on attack rolls and Reflex saves due to the added weight and awkwardness. Obviously, you lose use of the pilum while it is attached in this way.

**Pincer Staff:** A pincer staff [...] has a 10-foot reach and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small but no larger than Large size can attempt to start a grapple as a free action without provoking an attack of opportunity. If the wielder wins the grapple check, the staff establishes a hold and grabs the opponent, dealing 1d10 points of damage each round the hold is maintained.

**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.

Characters proficient with the heavy poleaxe can treat it as a halberd for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization [Complete Adventurer, page 116].

**Quarterstaff:** The quarterstaff is the favorite weapon of many characters, from travelers, peasants, and merchants to monks, rangers, and wizards. 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.

**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 creature's action. 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 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.

**Ramhammer:** This long-handled hammer is an exotic weapon favored among some dwarves of Nidavellir, the third layer of Ysgard. It is treated as a melee weapon with 10-foot reach, though the wielder doesn't threaten the area into which he can make an attack. Using a ramhammer provokes attacks of opportunity, just as if the wielder had used a ranged weapon. Because of the wide hammer head and the considerable force a trained wielder can bring to bear using leverage, it's possible to make bull rush attacks with this weapon. When using a ramhammer, a wielder does not have to enter his foe's square (and thus does not provoke attacks of opportunity for this move, though, as noted above, the wielder provokes attacks of opportunity from adjacent foes as if making a ranged attack). The wielder gains a +2 bonus on his opposed Strength check (see the rules for bull rush, page 154 of the *Player's Handbook*). If the wielder has the Improved Bull Rush feat, he gains the noted +4 bonus on his opposed Strength check (but the ability to avoid attacks of opportunity for entering his foe's square is irrelevant).

**Ranseur:** A ranseur has reach. You can strike opponents 10 feet 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 an opponent (including the roll to avoid being disarmed if such an attempt fails).

**Rapier:** You can use the Weapon Finesse feat (page 102 of the *Player's Handbook*) 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 1½ times your Strength bonus to damage.

**Rapier, Quickblade:** 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 properly than a normal rapier, 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 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 the *Player's Handbook*) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a quickblade rapier sized for you. You can't use a quickblade rapier in two hands to apply 1½ your Strength modifier to damage. Characters proficient with the quickblade rapier can treat it as a rapier for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

**Razor Skipdisk:** A razor skipdisk is a flat, circular disk of metal with a razor-sharp rim. One surface of the razor skipdisk is slightly convex and smooth, while the other is concave with a small knob protruding from the center. You attack with a razor skipdisk by gripping the knob and then hurling it so the convex surface skips and slides across the ground toward its target. If the ground between you and your target is solid, flat, and relatively free of obstructions, the razor skipdisk's range increment increases to 20 feet. If the ground is also icy, the razor skipdisk skips even more readily over the frozen ground and its range increment increases to 30 feet. If you use a razor skipdisk to attack an airborne target, its range increment is always 10 feet.

**Ripper:** A favorite on many levels of the Abyss, a ripper is a short-shafted spear with grooves in its head designated to improve the penetration of the point.

**Ritiik:** A ritiik is a spearlike weapon with an additional hooklike 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.

**Sai:** A sai's pronglike extrusions are designed to help catch and disarm opponent's weapons. With a sai, 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). The sai is a special monk weapon. This designation gives a monk wielding a sai special options.

**Sap:** A sap comes in handy when you want to knock an opponent out instead of killing it.

**Sapara:** This ancient sword is a smaller version of the khopesh. You can use a Sapara to make trip attacks with its hoodlike blade. If you are tripped during your own trip attempt, you can drop the Sapara to avoid being tripped.

**Scimitar, Double:** The curved blades of the double scimitar are used most effectively when spinning and twirling with the weapon. Despite its 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 as if you are using a one-handed weapon and a light weapon (see *Attacking with Two Weapons* in [...] the *Player's Handbook*). A creature using a double weapon in one hand can't use it as a double weapon.

**Scimitar:** The curve on this blade gives it the effect of a keener edge.

**Scimitar, Great:** A great scimitar is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat). You can use a great scimitar two-handed as a martial weapon. Great scimitars are most often the personal weapons of heroes, crafted as masterwork weapons and inscribed with the hero's deeds and the weapon's name on the blade. Such names commemorate a great event in the hero's life [...].

**Scorpion Claws:** Designed as grappling weapons, scorpion claws are worn over the forearm. These metal weapons resemble scorpion pincers, and they open and close by means of an internal mechanical handle. Scorpion claws grant you a +4 bonus on grapple checks and can be used to deal slashing damage with a successful grapple check. The open claws can be used as a slashing weapon in melee combat, while the closed pincers can be used as a piercing weapon. The claws can be opened or closed as a free action. Since the claws strap onto the arm, you get a +4 bonus on opposed checks to avoid being disarmed. Scorpion claws come in pairs; the cost and weight given is for two.

**Scorpion-Tail Whip:** A scorpion-tail whip is made from the dried tail of a Large monstrous scorpion, with the stinger intact. Used by some of the crueler desert tribes, the whip deals nonlethal damage except on a critical hit. On a critical hit, the whip deals lethal damage and injects a small amount of Large monstrous scorpion venom (injury, Fortitude DC 18, initial and secondary damage 1d6 Str), which is stored in a small bladder in the stinger. The bladder can hold only one dose at a time, and adding a dose of venom takes 1 minute. The whip can hold any other contact or injury poison (see page 297 of the *Dungeon Master's Guide* for details on other poisons).

**Scourge:** This multitailed, barbed whip is often dipped in a poison delivered via injury. You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the attack fails) with this weapon.

**Scythe:** While it resembles a standard farm implement of the same name, this scythe is balanced and strengthened for war. The design of the scythe focuses tremendous force on the sharp point as well as allowing devastating slashes with the blade edge.

Because of a scythe's shape, you can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

**Sharktooth Staff:** This weapon is a pole arm designed to tear at the flesh of targets. A wielder who hits a Small or Medium opponent with a sharktooth staff does normal damage and can immediately initiate a grapple as a free action without provoking an attack of opportunity [...]. The wielder of a sharktooth staff may choose to deal normal damage for the weapon on subsequent rounds without making further attack rolls against the grappled victim.

**Shield, Heavy or Light:** You can bash with a shield instead of using it for defense. See *Armor* for details.

**Shortbow:** 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.

**Shortbow, 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. [...]

For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow.

**Shortspear:** A shortspear is small enough to wield one-handed. It may also be thrown.

**Shotput, Orc:** Special training turns a grapefruit-sized sphere of crude iron into a deadly projectile. Even with the Exotic Weapon Proficiency (orc shotput) feat, a wielder must be Medium or larger to use the weapon effectively (or take an additional -3 penalty on attack rolls in addition to the standard -4 penalty).

**Shuriken:** 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.

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.

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

**Sickle:** This weapon is like a farmer's sickle, but it is strengthened for use as a weapon. It is favored by druids and by anyone who wants a weapon that might be overlooked by guards.

Because of a sickle's shape, you can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

**Sickle, Heavy:** This sickle, slightly larger than those generally used as weapons, enjoys popularity among the vicious tieflings that make their home in the Abyss.

**Skiprock:** Halfling weaponsmiths developed these polished 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 target.

Although they are thrown weapons, skiprocks 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.

Skiprocks can be used as sling bullets, but using a skiprock's ricochet ability in conjunction with a sling requires taking the Exotic Weapon proficiency (war sling) feat.

**Skipping Blade:** This is a double-bladed throwing weapon, about the size of a shuriken but heavier. A skipping blade can't be used as a melee weapon.

This blade is carefully shaped to allow skipping across water or another liquid surface. The weapon's range increment is increased to 15 feet if there is an intervening body of water between the attacker and the opponent.

Although they are thrown weapons, skipping blades 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.

**Sling:** A sling hurls lead bullets. It doesn't shoot as far as a crossbow, nor is it as powerful as a bow, but it's cheap and easy to improvise from common materials. Druids and halflings favor slings. 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, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you, and you take a –1 penalty on attack rolls.

**Spear:** One of the simplest weapons in existence, the spear is favored by druids and sorcerers. It can be thrown. If you use a ready action to set a spear against a charge, 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, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160 of the *Player's Handbook*). 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 weapon looks much like a standard spear, although the shaft is a bit thicker. The spear point 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 fastened to the butt 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 character.

**Spetum:** A spetum is similar to a ranseur but on a shorter pole. With a spetum, 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).

**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.

**Spiked Shield, Heavy or Light:** You can bash with a spiked shield instead of using it for defense. See Armor for details.

**Stabaxe:** This weapon is similar to a handaxe, but the blade is refined to a longer, narrower, and straighter form designed to achieve penetration. It sees some use on Avalas, the first layer of Acheron.

**Stingray Whip:** The barbed tail of a stingray can be converted into a flexible weapon, something akin to a riding crop. A stingray whip deals no damage to any creature with a +2 or higher armor bonus or a natural armor bonus +4 or higher.

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a stingray whip sized for you.

The stingray tail no longer contains poison glands, but a residue of its venom remains.

A creature that takes damage from the stingray whip must make a DC 12 Fortitude save or take a –1 penalty on attack rolls, damage rolls, and skill checks from painful welts.

Treat a stingray whip as leather for purposes of sunder attempts.

**Straightblade:** Unlike a standard short sword, a straightblade is wider and slightly heavier, making it an ideal slashing weapon. The straightblade is a favorite among the "citizens" of the city of Dis.

**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 to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an unarmed strike.

**Stump Knife:** 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.

**Sugliin:** The infamous Sugliin was created by primitive tribes more to strike terror into the hearts of their enemies rather than to be an effective weapon. This massive polearm consists of several sets of sharpened caribou and/or megaloceros antlers affixed to a long wooden shaft. You attack with the Sugliin as if it were a massive axe or scythe, slashing and chopping at the targets with great arcs. This weapon is so unwieldy and heavy that making a single attack with it is a full-round action. Sugliins are favored weapons for low-level characters who want to deal huge amounts of damage and lack the skill to make additional attacks; higher-level characters only rarely use Sugliins due to their awkwardness. The Sugliin Mastery feat (see page 50 of *Frostburn*) allows a character to make attacks with this massive weapon normally.

**Sword, Bastard:** Bastard swords are also known as hand-and-a-half sword. 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.

**Sword, Butterfly:** 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.

**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 opponent's 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 attempt fails).

**Sword, Short:** This sword is popular as an off-hand weapon.

**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 better when fighting cautiously.

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 from the combat maneuver (+2 for fighting defensively or +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, 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, just as if you were using a one-handed weapon and a light weapon. A creature wielding a two-bladed sword in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

**Thinblade, Elven:** This rapierlike weapon is the size of a longsword, but much lighter. Dexterous elf fighters and rogues favor it. Its thin, flexible blade slips easily into the seams of armor, or between the ribs of an enemy.

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an elven thinblade.

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

**Three-Section Staff:** Originally a farm implement for threshing grain, this weapon is composed of three sections of wood of equal length, joined at the ends by chain, leather, or rope.

A monk using a three-section staff (for which she must take an Exotic Weapon Proficiency feat) fights with her unarmed base attack bonus and her more favorable number of attacks per round, along with other applicable attack modifier. The three-section staff requires two hands to use.

**Thrombash:** This fearsome weapon features two wicked, hooked blades facing in opposite directions at the end, and a third blade jutting at an angle near the hilt. A thrombash is an exotic ranged weapon; it can be up to 30 inches long and is awkward to throw without special training. A character can use a thrombash in melee as a martial weapon.

**Throwing Iron:** These weapons have complex blades with two or more edged or pointed protrusions. Unlike most hurled weapons, throwing irons are as often thrown along a horizontal plane as along a vertical one.

**Tiger Claws:** Also known as "bagh nakh", this is a strap or glove fitted with spikes in the palm and wielded like brass knuckles. Your opponent cannot use a disarm action to disarm you of tiger claws. An attack with tiger claws is considered an armed attack.

A monk using tiger claws can strike with her unarmed base attack bonus, including her more favorable number of attacks per round, along with other applicable modifiers.

The cost and weight are for a single tiger claw.

A slightly different version, the **nekode**, is both a weapon and a climbing tool. Using a pair of nekodes while climbing grants a +1 circumstance bonus on Climb checks. This bonus does not stack with the +2 bonus from using a climber's kit, because they're essentially the same circumstance.

**Tigerskull Club:** The snailodon's skull is remarkably sturdy; it would have to be, to absorb the impacts of its terrible bite. Many primitive tribes have capitalized on this fact of nature and use snailodon skulls (sans lower jaw) lashed to a short length of wood. The twin sabers of the skull's upper jaw then function as a highly effective picklike weapon.

Disarm and trip attacks made with a tigerskull club gain a +2 circumstance bonus. If you fail to trip your opponent, you may choose to drop your tigerskull club to avoid the retaliatory trip attack.

**Tonfa:** A monk using a tonfa can strike with her unarmed base attack bonus, including her more favorable number of attacks per round, along with other applicable modifiers.

**Tortoise Blade, Gnome:** This contraption is designed to be used by a gnome in his or 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 Armor Class. 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 both, but such enhancements must be paid for and applied separately.

**Trident:** This three-tined piercing weapon can be thrown just as a shortspear or spear can be, but its range increment is shorter because it's not as aerodynamic as those other weapons. If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging character.



**Triple Dagger:** This weapon is used in the off hand as a means to disarm an opponent—you hold it as you would a shield, not another weapon, and so do not take penalties for fighting with two weapons. When using a triple dagger, you get a +3 circumstance bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm your opponent). The triple dagger could also be used as a normal dagger, if desired, but if used in the off hand, all normal penalties for fighting with two weapons apply.

**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.

**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, just as if you were using a one-handed weapon and a light weapon. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a P weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other is the off-hand weapon. 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.

If you use a ready action to set an urgrosh against a charge, you deal double damage if you score a hit against a charging character. If you use an urgrosh against a charging character, the spear head is the part of the weapon that deals damage.

Dwarves treat dwarven urgroshes as martial weapons.

**Voulge:** The voulge is simply a long cleaver blade mounted on the end of a long pole. A voulge has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

**Wakizashi:** This small, slightly curved short sword is made with a skill only masterful weaponsmiths possess. It counts as a masterwork weapon and grants its wielder a +1 bonus on attack rolls. A masterwork weapon's bonus on attack rolls does not stack with an enhancement bonus on attack rolls.

**Waraxe, 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.

**War Fan:** This weapon appears to the untrained eye 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. When first entering melee using a war fan, 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.

**Warhammer:** This weapon, favored by dwarves, is a one-handed sledge or maul with a large, heavy head.

**Warmace:** Anyone wielding a warmace takes a –1 penalty to Armor Class because the weight of the weapon makes it difficult to recover quickly from swinging it. A warmace is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat). A character can use a warmace two-handed as a martial weapon.

Characters proficient with the warmace can treat it as a heavy mace for the purpose of any of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization [Complete Adventurer, page 116].

**Warpike, Dwarven:** The dwarven warpiki resembles a halberd with a greatly elongated shaft, to the end of which a counterweight has been added. A dwarven warpiki 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 a dwarven warpiki's axe head, but the spike on the end is useful against charging opponents. If you use a ready action to set a dwarven warpiki against a charge, you deal double damage on a successful hit against a charging character.

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

**Ward Cestus:** This is a stout leather gauntlet with a well-forged metal weight sewn into it over the knuckles. A strike with a ward cestus is considered an armed attack. If you take a Total Defense action, you gain an additional +1 bonus to your Armor Class, representing blows you block with the back of your protected hand. Your opponent cannot disarm you of a ward cestus. The cost and weight are for a single ward cestus.

**War Sling:** This exotic weapon is a heavy sling used with a special sidearm throw to hurl a skiprock (see above) with deadly power. Without skiprock ammunition, a war sling is treated as a normal sling and deals the appropriate damage when used to throw normal sling bullets or stones.

A user proficient with both the skiprock and the war sling can ricochet a sling-thrown skiprock just like a hand-thrown skiprock; see the skiprock description, above.

**Whip and Whip, Mighty:** 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. The whip is treated as a melee weapon with 15-foot reach, 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.

You can make trip attacks with a whip. 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 an opponent (including the roll to keep from being disarmed if the attack fails).

You can use the Weapon Finesse feat 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.

A character who takes the Exotic Weapon Proficiency (whip\*) feat is also proficient in the mighty whip. A mighty whip is made with especially heavy material that allows a strong wielder to take advantage of an above-average Strength score. The mighty whip allows you to add your Strength bonus to its Subdual damage, up to the maximum bonus indicated.

**Whip-Dagger and Whip-Dagger, Mighty:** A character who takes the Exotic Weapon Proficiency (whip) feat is also proficient in the whip-dagger. Unlike standard whips, the whip-dagger's ability to deal damage is unhindered by armor bonuses and natural armor bonuses. [...] The whip is treated as a melee weapon with 15-foot reach, 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 dagger 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 whip-dagger to avoid being tripped.

You get 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 opponent).

A mighty whip-dagger is made with especially heavy material that allows a strong user to take advantage of an above-average Strength score. The mighty whip-dagger allows you to add your Strength bonus to damage, up to the maximum bonus indicated.

## SOURCES

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