

# ADVENTURER'S ARSENAL



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## OLDSKULL GAME EXPANSIONS

BY KENT DAVID KELLY

DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**





# **Oldskull Game** **Expansions:** **Book III** **Adventurer's Arsenal**

A **Basic** / **Expert** / **Advanced**

**Compatible Supplement**

**For Classic Fantasy Role-Playing Games**

**V1.0**

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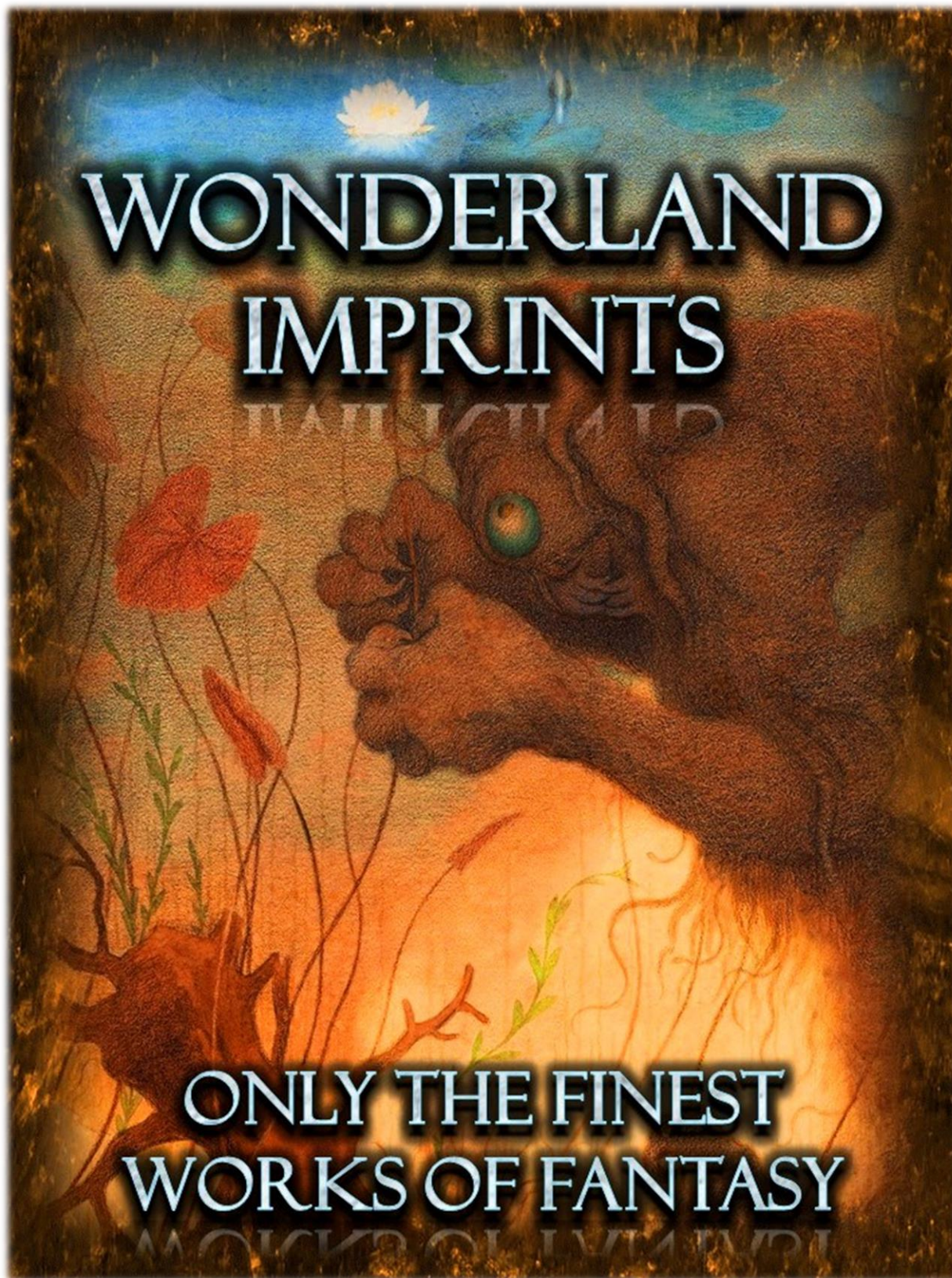
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*New Innovations, Classic Games*



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*Handwritten signature and date: 07/25*







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## [Alphabetical Weapon List](#)

**(Note:** The weapons featured in this book are presented in intuitive power-tier order, using thematic classifications. This system allows players and Game Masters to contrast and compare varying weapons within a type, so that considerations of cost, relative damage, accuracy, and special abilities can be considered easily. But for those readers who prefer a strictly alphabetical reference, this alternate index should do the trick.)

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## Chapter I:

### Description



Wonderland Imprints is proud to present the third volume of the Oldskull Game Expansion series, providing exciting and inspirational materials for players and Game Masters who prefer to play the Original (OSR), First Edition (1E), and Second Edition (2E) versions of the world's greatest role-playing game. If you're looking for universal and directly compatible old school materials to bridge the original game editions created by Arneson and Gygas (1974-1985), Holmes (1977), Moldvay and Cook (1981), Mentzer (1983-1986), and other luminaries of TSR (1974-1989), you've come to the right place. Players of Fifth Edition will also discover much of resourceful interest here, because these historically-informed systems are rules-light and concept-heavy, ready for quick conversion to the ruleset of your choice.

This book features over 170 different and detailed weapon types for characters and humanoid monsters to employ. I have worked here to bridge several dozen Basic and Advanced systems, ending 40+ years of frustration concerning the conflicting weapons lore between the various classic editions.

Through collation, redesign, and play testing in the Oldskull campaign I've addressed such issues as ranged rate of fire (how many bow shots in a round, and can you aim, and why are the rules different?); inconsistent data (how much damage does a mace inflict?); situational special abilities (which weapons can dismount a foe?); pole arms (how many are there, what is a type, what is a subtype?); damage dice ranges and averages; weapons vs. armor class; overall

accuracy; encumbrance as opposed to weight; cost and availability; weapon-relevant print errors (why is a footman's flail cheaper than a horseman's flail?); the lack of descriptions (is a Lucerne hammer blunt?); weapon size and heft (does a battle axe require one hand or two, and where did Gygas say so?); hundreds of unclassified weapon subtypes by culture or nation (the arming sword, francisca, sarissa, etc.); resolutions to unfinished systems (what is the cost of an underwater crossbow, or a bow built for strength?); and thousands of other nettlesome details.

I felt that the Basic weapon selection was far too narrow, while the Advanced systems were too conflicting and too complex, making conversion and cohesion between editions far more difficult than it should be. And I also wanted to factor in lore gaps and newer historical research, including such things as the cestrosphendone (dart sling), hurled maces, whistling Roman sling bullets, and more.

Some of the unusual weapons you will find herein include: new arrow and quarrel types, barbed impaling weapons, the cestus, the dwarven hammer, great maces and morning stars, mauls, hatchets, medium crossbows, sickles, scythes, and much more. All weapons have been codified in a simple format (just check the preview), with a full by-weapon index along with a full set of quick reference summary tables at the back. Optional rules in this volume cover simple and complex special effects (GM philosophies of rulings vs. rules), damage suffered by weapons, weapons of low and high quality, extended arrays of silver weapons, heroic weapons use, and so forth.

Best of all, everything is presented in itemized and modular format, so you can strip away the details you don't need, focus on what you do want, and arrive at your perfect level of complexity for your own game. Whether you just want to add 150 simple weapons to the Basic game (using just the normal damage amounts and little else), or whether you want a







fully cohesive system featuring all 170+ weapon classifications, you'll find the perfect fit to enhance your game world's combat options here. And all the many hundreds of rulings and data elements make sense and coincide with one another, too. At last!

I hope you enjoy this celebration of the old school TSR tradition. Be sure to watch for future volumes in this series which will detail character classes, races, equipment, domains, spells, treasures, and more. Another fine gaming supplement from Kent David Kelly and Wonderland Imprints, *Only the Finest Works of Fantasy*. (181 pages, 55,800 words.)

Requires *Old-School Essentials Core Rules*.

## Chapter II: Introduction

*Where we dive right into the morbid details. For fun!*

This book is intended for those players and Game Masters who want more detail to combat, more tactical options, and a flexible working compromise that stands between the Basic and Advanced paradigms, favoring fun choices and playability over complexity. Everything is finally available here, in a single deluxe compendium.

So how does this modular supplement actually function? Simply, it completely replaces the weapons system found in the core rules. All details pertaining to weapon damage, encumbrance, cost, and special effects are superseded by the information in this resource. You choose how many rules you want. Of course, you are always 100% welcome to change any details that you disagree with. In doing so you will turn this general supplement into a detailed system that works for you, at your table, with no nasty surprises.

Also – as historians of the game and many fans know – do keep in mind that Gary Gygax fought a decades-long arms race in the game systems, trying to balance the power of spell casters vs. non-spell casters in his Lake Geneva campaigns over time. He first slowed down magic-user progression, and then he boosted fighter hit points and introduced exceptional strength. Later, he came up with a faulty weapons specialization system that tilted things (in my opinion) too far in the other direction. The struggle he tried to address however was always the same: non-spell caster characters lose relative power over time, while martial characters need to be balanced at lower levels to keep the inherent challenge of the game in place. It's hard to address all of these moving parts without yanking out the entire







system and replacing it (which I've done here), which is likely one of the reasons why you see so many labyrinthine course corrections and waffling compromises throughout the game's history.

The Oldskull weapons system addresses these issues on several fronts, answering the conundrum with a wider selection of weapons, more skill-oriented ammunition selections, rebalanced accuracy rules, a much-needed look at weapon quality, fully codified special effects (at two levels of detail), toned-down powerhouse weapons (such as harpoons and saps), and full details on intentional weapon power escalation (through rare bows, masterworks, and silver weapons). Together, these systems keep martial-character players engaged and interested, while growing the potentiality of combat-oriented characters in direct proportion to spell casters throughout the crucial middle experience levels. Thereafter the game's existing repertoire of magical weapons – missiles and intelligent swords in particular – will tend to keep things balanced in many ways, with the Oldskull weapon options filling in the gaps there. (Any of the weapons of this book can be introduced as +1, +2, or +3 magical items at the GM's direction, by the way, at the appropriate levels of play.)

The culminating result, I feel, is a fairer and more interesting weapon system that turns dozens of different sources into a single working unit that is more intuitive and deeper, without involving a colossal amount of technicality. Although there is a lot of detailed nuance here, you will find that the system grows with you over time.

So, what exactly did I look at in performing this redesign over the years, besides hundreds of magazine issues and dozens of house-ruled compromises? Well, to get specific there are numerous "core" old school weapon systems in twenty-odd published sources. You might think, "What are you talking about? There's just Basic and Advanced versions of the same

weapons system. It's not that complicated." Well, unfortunately that's just not true.

With the understanding that I cannot name some of those copyrighted sources within the constraints of the Open Game License, here is a quick look at some of the major pieces which need to be considered before a synergistic Basic / Advanced redesign can be performed:

- ❖ **#1 [1st Iteration]** A medieval fantasy wargame created by E. Gary Gygax and Jeff Perren (1971)
- ❖ **#2 [2nd Iteration]** An original boxed RPG published by Tactical Studies Rules (1974)
- ❖ **#3 [3rd Iteration]** A supplement to the Original rules that introduced new damage and accuracy systems (1975)
- ❖ **#4 [1st Simplification]** The first Basic Set edited by John Eric Holmes (1977)
- ❖ **#5 [1st Indirect Supplemental]** Various monster-specific weapon types and subtypes alluded to in the first hardcover bestiary (1977)
- ❖ **#6 [1st Reconsideration]** A detailed summary of most (but not all) of the weapon rules to date, in the hardcover players' volume, but ignoring the 1977 bestiary (1978)
- ❖ **#7 [2nd Reconsideration]** Missing pieces from the 1978 effort, with some conflicting information concerning initiative and weapon speed, in the hardcover Game Master's volume (1979)
- ❖ **#8 [2nd Indirect Supplemental]** More monster-specific weapon types, frequently dating back to 1978, alluded to in the second hardcover bestiary (1981)
- ❖ **#9 [2nd Simplification]** A new Basic Set by Moldvay, Cook, and others, creating new corrections and some inconsistencies with prior work (1981)
- ❖ **#10 [3rd Reconsideration]** A bit more information on the Basic paradigm in the Expert rules (1981)







- ❖ **#11 [1st Big Mess]** Multiple quasi-official articles from GygaX addressing pole arms, historical ranged weapons, medieval warfare, and other tangents in various magazines and newsletters (c. 1975-1982)
- ❖ **#12 [3rd Indirect Supplemental]** A few more monster-specific weapon types, alluded to in the third hardcover bestiary (1982-1983)
- ❖ **#13 [1st Separation]** Rules for a few new weapons, and reincorporated Advanced weapons, in a Companion set following the Basic / Expert rules set (1984)
- ❖ **#14 [4th Iteration]** Some messy newer weapon designs with little play testing for some mechanics, featured prominently in the Unearthed hardcover (1982-1985)
- ❖ **#15 [2nd Separation]** Oriental-themed weapons in a separate hardcover volume, creating a new sometimes-conflicting subset of cultural weapons (1985)
- ❖ **#16 [3rd Separation]** A new complex weapon skill system for the Basic / Expert / Companion rules subset, implying that it should be used beginning with level 1 characters, but introduced at a time when most campaigns would feature PCs of experience levels 15+ (1986)
- ❖ **#17 [4th Reconsideration]** More refined details in support of 2nd Advanced Edition in a fighters' supplement (1989)
- ❖ **#18 [5th Reconsideration]** An excellent, if partial, consolidation effort in a detailed guide to arms and armor (1991)
- ❖ **#19 [2nd Big Mess]** Online forum Q&A clarifications made by GygaX in later years (c. 2005-2008)
- ❖ **#20 [3rd Big Mess]** Semi-official, official, or unofficial systems for cultural weapons, redesigned weapons,

Q&A pieces, errata, and racial weapons featured prominently in a Draconian magazine throughout the years prior to 3rd Edition (c. 1976-1998)

- ❖ **#21 [4th Big Mess]** Varying interpretations in many OGL-compliant systems that work well within themselves, but don't necessarily play well with one another (c. 2007-2020)

There's a lot more to the puzzle actually, but this summary of the big pieces gives you an idea of just how many opportunities there were for conflicting, partial, and overlapping sets of weapon data to creep into the game system (and into the psyches of tortured Game Masters throughout the world).

And how do we go about cleaning all of this up? The first decision involves what *not* to include. Therefore, in this book you will find only a few Renaissance Era-exclusive weapons (no rapiers or foils), no firearms, no grenades, no quasi-weapons (acid, holy water, flaming oil, etc.), and no Oriental culturally-exclusive weapons. The reason for that last decision is a bit lamentable, but it is this: I have found that if players are told that there are powerful weapons (such as katanas, throwing stars, sword whips, the naginata, and the manrikigusari) that are not available to them without travel and questing, those players tend to complain until they have their way. That "way" generally involves a low-Dexterity "European" half-ogre warrior dual-wielding samurai swords while stomping about underneath medieval Italy, but we won't get into that sad story here. Suffice it to say that in this sanity-restoring volume – which is focused on simplification, balance, and easy system unification – disruptive and Advanced Oriental weapons are a no-no.

The next step is to decide, "Simpler is better for more Game Masters, more of the time." I stripped all of the systems down to the basics, and then built up tiers of options upon the







emergent foundation. This process allowed me to identify systems that should be reworked, as well as pieces of the Advanced puzzle that were better off being removed. Anyone who dearly misses those Advanced pieces is advised to stick strictly to the Advanced rule books, which have already been in print for 30-40+ years. Here we are more interested in taking the *spirit* of the cool Advanced systems into play, while ignoring the technical *letter of the rules* that often causes those game-destroying arguments to occur.

In many cases I asked myself, "What would Gary Gygax do?" and later asked the more pertinent and important question, "What would he have done in 2005?" Many people know that Gary never really played the Advanced game very much at his own table; he preferred a modified Basic rules system with a few fun add-ons bolted on. In later life, he came to be very happy with his "regressive" decision and the fun that resulted ... particularly when playing with highly varied groups of players.

Advanced systems such as weapons vs. armor class, weapon speed factors, surprise initiative segments, and weapon length as a determiner of first strike conflicted too much with fun and were left behind. My methodology involved taking Gary's hard-won lessons to heart, and simplifying wherever needed. I believe you will like the play balance that I've struck here. But if you disagree at any point, always feel free to make changes that make sense for your personal game. You might not like some of the decisions, corrections, and compromises I have made at first glance, but my goal was to make a unified "Basic Plus" system for my own campaign that serves as a quality consistent guideline for other GMs to consider.

When you do decide to change things, be mindful with the purpose of your unique manipulations. In changing things back toward the more complicated side of the equation, just remember that many weapon-technical things that seem *cool* on paper will quickly reveal themselves as *not cool at all* once you're playing

at the table with half a dozen players of differing experience, interests, and personal skill levels!

\* \* \*

*(I now answer two of the more controversial Advanced concerns hereafter; if you are not personally interested in those battles and the hills that various grognards choose to die upon, you can safely ignore this section and flip forward a couple of pages to the next chapter. ~K)*

### **Q: Hey, why no weapon speed factors?**

**A:** Because the Advanced system as written is a can of worms that breaks the game. In Gary's words: "Aargh! Forget weapons speed factors. I must have been under the effect of a hex when I included them in the bloody rules."

In my opinion, the vexing question "Who gets to strike first?" should be adjudicated solely by the initiative rules. He who strikes first according to the dice, strikes first.

How do you get away with that as a Game Master? Well, you avoid giving players exact numbers. Instead of telling them "You're currently 32 feet away from the nearest orc," say instead, "The ground thunders as the charge begins. The first rank of orcs is now about 30 or 40 feet in front of you, closing rapidly." Confusion reigns in combat, and this uncertain approach reflects that. *You* might need to know that the orcs are exactly 32' away, but your *players* don't need to know that! (What, is Sir Percival standing there with a stopwatch and a measuring tape? A radar gun, perchance?)

GMs can pull off this variable state of affairs by avoiding precise play mats, and sticking to *theater of the mind*, generally describing whether a PC is stuck in melee, locked grappling with a particular target, away at short range, with his back to the wall, or some







such. Use careful yet general descriptions focusing on evocative action, not precise physical units of measurement. Any play mats or miniature figures should be regarded as relative and representational, not precisely placed by moment and coordinate.

Remember too that the more realistic details you add to combat concerning time, distance, weapon length, simultaneous movement, potential attacks of opportunity, facing, and positioning, the more your players are going to begin asking reasonable and exact questions that *you will be forced to answer numerically and/or scientifically*, rather than intuitively. And in doing so you sacrifice game control while introducing slower mechanics, more arguments, and more issues.

In short, weapon speed factors got the axe – *ha* – because they were sacrificing fun in the name of realism. And that’s the biggest no-no in the book.

### **Whoa, so why no weapons vs. armor class either?**

**A:** Because it’s a fatally flawed system. But its worthy ghost lives on.

For those who don’t know, this notorious calculation system involved comparing an attacker’s weapon type to a defender’s armor type, resulting in a specific per-attack to hit roll modifier. For example, a battle axe vs. AC 9 is at +2 to hit, vs. AC 5 is at -1 to hit, and so forth.

It seems quite cool in theory. A battle axe stands a better chance of cleaving flesh than it does through chain mail, so it all makes sense, right? Sadly, there is a fatal logic issue hidden and inherent in the 1978 Advanced system, which I suspect is why Gary’s opinion of his own design eroded over time. To understand why it’s broken, we need to take a closer look under the hood.

In the Advanced system, the worst Armor Class is 10. This equates to an unarmored target of

average Dexterity. Armor Class 9 equates to an unarmored target who is using a shield. This tells us that the weapons vs. AC system *does indeed* consider the use of shields, not just the type of armor that is worn by the defender. As a seemingly unassociated factoid, consider also that there are multiple types of Advanced armor that share the same AC tier in many cases. For example, ring mail and studded leather armor – despite being crafted from very different materials – are both factored as being base AC 7. So, when we carry the logic of shields and armor types through the weapons vs. AC modifier system, we arrive at a major issue: If we’re drilling down to this level of weapon vs. deflecting material detail, what does armor *type* (not necessarily armor *class*) number 7 even mean?

Well, it could mean leather armor and a wooden shield (hide supplemented by wood). It could also mean leather armor and a small iron shield (hide supplemented by metal). It could also mean padded armor plus either type of shield (cloth and wood; or alternately, cloth and metal). Or, it could mean ring mail (light metal chain) with no shield at all. Or why not studded leather? The armor type tiers are revealed to our study as an undifferentiated illusion, possessing no separate and concrete meanings whatsoever.

Let’s say for the sake of argument that there’s a dozen orcs, and all of these conditions apply, assigning the same “7” armor type tier to different defenders with *highly* differing types of individual protection. This means that when you look at a halberd’s +2 bonus to hit vs. armor type 7, you might be talking about hide and wood in one breath, or hide and metal, or cloth and wood, or cloth and metal, or un-supplemented ring mail, or studded leather. In short, the very specific to hit modifier, for a specific weapon, against a specific abstract number, applies to *many* different circumstances that have nothing to do with one another.







As a result of this ambiguity (where a simplified number can mean any number of very different things), there is no way to take the given table of modifiers seriously. In this one example, a single categorization covers at least six very different protective material types. (To say nothing of dragon scales, anhkheg chitin, air elemental agility, etc.) The problem gets worse when you add in the 1985 armor types, including bronze plate mail, field plate, full plate, and bucklers (again, of either wood or metal). The table's concrete modifiers then all become arbitrary, and indicative of *no* specific circumstance, despite *insistence of specificity!*

If you go back to a newsletter that Gary was writing for in the early days of TSR (Summer 1975, Volume 1, Number 2), you'll find an early version of this system that indicates he was already having issues with crunching together a workable table while acknowledging some armor material classifications, while also blending other conflicting materials into other abstracted categories. There, the system is not for AC 9, 8, 7, 6, 5, etc.; it's for No Armor, Leather or Padded Armor, Shield Only, Leather Armor + Shield, and so forth. This already-rickety attempted nuance was crushed when he tried to streamline the system for the 1978 hardcover rules tome where everything was laid down in one place for direct comparisons to be made by veteran Game Masters.

In all honesty, it looks like he eventually just decided "Forget it, my house rules are my house rules, and these complex numbers are just for tournament play, but I can't tear down the published official system without looking indecisive" and then just called it a day.

This is all quite sad, because a detailed study of the system reveals a few interesting facts:

- ❖ Wooden weapons are less accurate against metal armor than metal weapons are.
- ❖ Two-handed weapons are more accurate against heavy armor than lighter weapons are.

- ❖ Slower weapons have a harder time hitting quick unarmored targets.
- ❖ Lighter weapons have less penetration vs. mid-tier armors than heavy ones do.
- ❖ Plate mail is highly resistant to many weapon types, but vulnerable to crushing or impaling metal impact surfaces.
- ❖ (Etc.)

Considering how elegant the system's intent is, despite being fatally flawed I have tried to carry its spirit over into the Oldskull weapon accuracy system. I have taken the 1978 system – ignoring the 1985 system appendix, which up-ends the lower end of the scale with heavier plate armors – and I have divided the values from AC 10 to AC 2 to arrive at a general indicator of relative weapon accuracy as dictated by Gary's original medieval research.

For example, a two-handed sword has the following to hit modifier stats from 1978: AC 10 0, AC 9 +1, AC 8 +3, AC 7 +3, AC 6 +3, AC 5 +2, AC 4 +2, AC 3 +2, AC 2 +2. When we add these modifiers together, we learn that the sword has a +18 bonus vs. 9 possible defense classifications. Dividing this by 9, we arrive at the sword having a +2 to hit bonus in any average circumstance, vs. an aggregated average target. In other words, we now know this particular weapon's general (formerly hidden) "Gygaxian accuracy number", while ignoring the numeric quagmire that is the weapon vs. AC system (as Gary himself did).

And why are we ignoring the old system again? Because each abstract number there could mean just about anything. The original data that looks good in a table becomes meaningless in play. We can avoid this pitfall by using averaged Gygaxian accuracy numbers instead. And those numbers are quite interesting, because they make many "weak" weapons more powerful, and many "slow" weapons more viable, so that the game's overall arsenal is more tactically sound and interesting overall. I







wanted to be sure to keep that level of detail present, while cutting away the broken system that Gary himself didn't want to keep.

In other words, the *spirit* of the weapons vs. AC system has been retained, but the *letter of the rule* has been killed because it slowed everything down ... and honestly, as demonstrated here it made no sense due to the number of armor type variables in play.

And now that a swarm of screaming ultra-orthodox grognards are attempting to calculate my own blasphemous AC to hit me with their pitchforks, we can return back to our scheduled program of fun over realism ... right this way please, with utmost haste ...







## Chapter III:

# Understanding the Weapon Templates

Each weapon's modular information entry, or "stat template", contains the same details in the same order. You will find that these statistics are presented in full for comparative purposes, with the more detailed rules being designated by Keyword codes that are fully elaborated upon in a later chapter. At the end of this volume are the summary tables, which encapsulate all of this book's information in an abbreviated format for quick reference during play.

The various details provided on each weapon are described in this chapter.

### Weapon Name

The weapon's most commonly-used name is given at the heading of each template.

Game terms are favored over historical terms here; for example, you will find an entry titled Long Sword (a long-established game term), but you won't find one titled Arming Sword (a technical historical term).

Refer also to the explanatory Similar Weapons or Terminology section for more information.

### Frequency

For availability purposes in the game, weapons are generally classified as being Abundant (found virtually everywhere), Common (found more often than not), Uncommon, Rare, Very Rare, or Extremely Rare (hardly ever found at all).

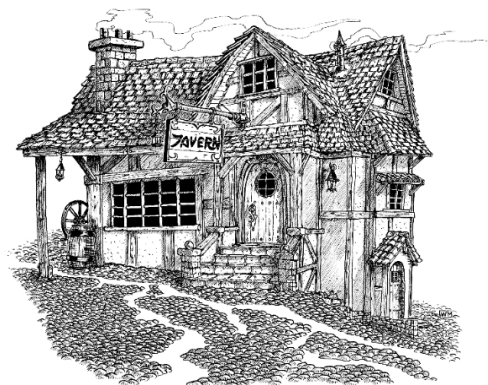
Players should be allowed to purchase any weapons for their characters at the beginning of the game prior to play, provided the following

standards are met: [1] The purchasing character possesses enough starting gold to make the purchase; [2] The weapon is classified as Abundant, Common, Uncommon, or Rare (not Very Rare or Extremely Rare); and, [3] The Game Master agrees that the purchase can be made and recorded during play.

In cases where all of these standards are not met, the weapon must be improvised (if the description says this can occur) or tracked down "in play". This might involve moving from shop to shop within a city, or tracking down information leading to a master craftsman, or even a short journey to a nearby demi-human enclave to arrange a trade.

During play, most PCs will be able to buy most of the weapons in this book, provided that they are situated in a large city with gold to spare. As the population of a weapons market decreases, the available supply of specific weapon types decreases as well. Also, for those cases where many weapons are being purchased at once – for example, when outfitting men-at-arms or a small number of troops – there will be times when a partial purchase must be made and then supplemented with a second weapon type, or waiting for the available supply to become larger over time.

I recommend the following general availability guide during play, which can answer tough questions about weapon purchases while guiding the harried GM in managing player expectations.







### Frequency of Weapon Availability, by Settlement Size and Item Rarity

**(I) If the settlement is a cluster of dwellings, a fortified encampment, or a trading post:** The total population will be between 15 and 20 (1D6+14, if the number needs to be randomly determined).

The availability of each type of weapon desired for purchase by the PCs is based on percentile dice (the chance for the weapon(s) to be available), followed by a smaller dice range (the number of weapons available for sale, if any).

- ❖ **Abundant Weapons:** 50% chance of 1D6 available for sale.
- ❖ **Common Weapons:** 30% chance of 1D4 available for sale.
- ❖ **Uncommon Weapons:** 20% chance of 1D3 available for sale.
- ❖ **Rare Weapons:** 10% chance of 1D2 available for sale.
- ❖ **Very Rare Weapons:** By GM decree or special circumstance only (technically 0%), and only available if characters are of experience level 2+; chance of 1 available for sale.
- ❖ **Extremely Rare Weapons:** By GM decree or special circumstance only (technically 0%), and only available if characters are of experience level 4+; chance of 1 available for sale.
- ❖ **Availability Threshold:** Only 4 types of weapons will be available at first, until PC requests are made for more types to be offered for sale by the merchant NPCs. If more than 4 different weapon types are sought at once for whatever reason, you should start applying a -10% availability chance for the 5th type, -20% for the 6th type, and so forth.

Weapons will either be available immediately (50%), or on order / via special shipment (50%), which means that a 1D4 day procurement delay will be in effect. (Add 1 day of further delay for the borderlands, or 2 days of delay in the wilderness.) Savvy players will quickly learn to choose weapons wisely and plan ahead, or to scout out multiple settlements in a given area when the imminent need is dire.

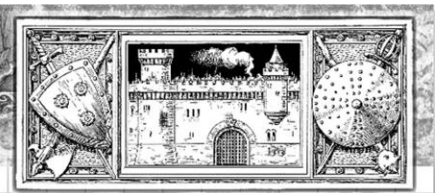
Note too that “ammunition clusters” – a quiver of 20 normal arrows, a bag full of sling stones, a case full of crossbow bolts, etc. – will each count as 1 item for availability purposes.

Supply replenishment rates – or the pace of rerolls for currently unavailable items – are totally up to the GM, and there are too many factors for me to be able to provide you much of a guideline; but in general, I would say that settlements are resupplied (in these calculation regards, with the same dice ranges) about once every month (30 days) in the wilderness, every 2 weeks in the borderlands, or weekly in the civilized realms. A replenishment phase results in new rolls for weapon types that were not originally available. Additionally, when a scripted event occurs, such as a caravan or merchant train arriving at the GM’s discretion, many supply replenishments would be automatically triggered at that time.





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(For weapons availability in more populous settlements, the information pertaining to the above example is abbreviated for space and brevity. The conditionals for the appearance of Very Rare and Extremely Rare weapons apply throughout; the availability chances for these items are only rolled if and when the GM decides that the rare weapon type *might* be present for sale. Otherwise, the chance is not as listed, it is always 0%.)

**(II) Thorp:** Total population 20 to 80 ( $2D4 \times 10$ ). Abundant 60%,  $1D4$ . Common 40%,  $1D3$ . Uncommon 30%,  $1D2$ . Rare 15%, 1. Very Rare 5%, 1. Extremely Rare 1%, 1. Availability threshold 5.

**(III) Small Hamlet:** Total population 80 to 180 ( $1D12+7 \times 10$ ). Abundant 70%,  $2D4$ . Common 50%,  $1D4$ . Uncommon 40%,  $1D3$ . Rare 20%,  $1D2$ . Very Rare 10%, 1. Extremely Rare 2%, 1. Availability threshold 6.

**(IV) Hamlet:** Total population 180 to 400 ( $2D12+16 \times 10$ ). Abundant 80%,  $2D4$ . Common 60%,  $1D4+2$ . Uncommon 50%,  $1D4$ . Rare 25%,  $1D3$ . Very Rare 15%,  $1D2$ . Extremely Rare 5%, 1. Availability threshold 7.

**(V) Small Village:** Total population 400 to 650 ( $1D6+7 \times 50$ ). Abundant 90%,  $3D4$ . Common 70%,  $2D4$ . Uncommon 60%,  $1D4+2$ . Rare 30%,  $1D4$ . Very Rare 20%,  $1D3$ . Extremely Rare 10%,  $1D2$ . Availability threshold 8.

**(VI) Village:** Total population 650 to 900 ( $1D6+12 \times 50$ ). Abundant 100%,  $4D4$ . Common 80%,  $2D6$ . Uncommon 70%,  $2D4$ . Rare 35%,  $1D4+2$ . Very Rare 25%,  $1D4$ . Extremely Rare 15%,  $1D2$ . Availability threshold 10.

**(VII) Small Town:** Total population 900 to 1,500 ( $2D4+7 \times 100$ ). Abundant 100%,  $4D6$ . Common 90%,  $2D6+3$ . Uncommon 80%,  $2D6$ . Rare 40%,  $2D4$ . Very Rare 30%,  $1D4+2$ . Extremely Rare 20%,  $1D3$ . Availability threshold 12.

**(VIII) Town:** Total population 1,500 to 3,000 ( $3D6+12 \times 100$ ). Abundant 100%,  $5D6$ . Common 100%,  $3D6$ . Uncommon 90%,  $2D6+2$ . Rare 45%,  $2D6$ . Very Rare 35%,  $2D4$ . Extremely Rare 25%,  $1D4$ . Availability threshold 14.

**(IX) Large Town:** Total population 3,000 to 6,500 ( $1D8+5 \times 500$ ). Abundant 100%,  $6D6$ . Common 100%,  $3D8$ . Uncommon 100%,  $3D6$ . Rare 50%,  $2D6+2$ . Very Rare 40%,  $2D6$ . Extremely Rare 30%,  $1D4+2$ . Availability threshold 16.



**(X) Small City:** Total population 6,500 to 12,000 ( $1D12+12 \times 500$ ). Abundant 100%,  $6D10$ . Common 100%,  $3D10$ . Uncommon 100%,  $3D8$ . Rare 60%,  $3D6$ . Very Rare 50%,







2D6+2. Extremely Rare 35%, 2D4. Availability threshold 20.

**(XI) City:** Total population 12,000 to 20,000 (1D4+1D6+10) x 1,000). Abundant 100%, 6D12. Common 100%, 3D12. Uncommon 100%, 3D10. Rare 70%, 3D8. Very Rare 60%, 3D6. Extremely Rare 40%, 2D4+2. Availability threshold 25.

**(XII) Large City:** Total population 21,000 to 40,000 (1D20+20) x 1,000). Abundant 100%, 6D20. Common 100%, 3D20. Uncommon 100%, 3D12. Rare 80%, 3D10. Very Rare 70%, 3D8. Extremely Rare 45%, 3D4. Availability threshold 30.

**(XIII) Great City:** Total population 41,000 to 60,000 (1D20+40) x 1,000). Abundant 100%, 8D20. Common 100%, 4D20. Uncommon 100%, 3D20. Rare 90%, 3D12. Very Rare 80%, 3D10. Extremely Rare 50%, 3D4+2. Availability threshold 40.

**(XIV) Incomparable City:** Total population 62,000 to 100,000 (2D20 + 60) x 1,000). Abundant 100%, 10D20. Common 100%, 5D20. Uncommon 100%, 4D20. Rare 100%, 3D20. Very Rare 90%, 3D12. Extremely Rare 55%, 4D4. Availability threshold 50.

## Weapon Type

The weapon type is a very broad at-a-glance classification of a weapon's "family". The major weapon types are axes, blades, bludgeons, bows, slings, and so forth.

Weapons of a given type are clustered into chapters in this volume. For players, this gives you a reference guide for those times when you know you want your character to have a sword (for example), but the exact type is going to depend on cost, size, or other circumstances.

Similarly, GMs can use these categorizations to quickly generate encounters with humanoids, troops, companies of men-at-arms, and so forth. If you write down "40 orcs armed with axes", you can figure out the ratios later on using the chapters as a reference (10 with battle axes, 10 with hand axes, 5 with throwing axes, etc.).

## Description

This is a very straightforward explanation of what the weapon looks like, occasionally with dimensions or other notations. Some energy is spent on distinction (telling one weapon type apart from another) where necessary. I wish that I had the ability to illustrate each and every pole arm type for you, but sometimes the artwork is just not available and the description will need to suffice.

## Cost

Costs – typically in gold pieces – are general averages presented for GM consideration. They sometimes reflect the cost of materials and the social station of the weapon, not only combat effectiveness. Costs can always be modified by the GM to account for game balance, supply and demand, regional availability, racial or cultural preferences between different clans or cities, etc.

Wise shoppers can save a few gold pieces here and there by selecting the proper weapon for







the task. You might want a short bow on first impression, but in some peculiar short-range circumstances – underground in poor lighting, for instance – a handful of darts might actually be the superior purchase, leaving more funds available for armor and special equipment.

Less-intelligent humanoids and lower-class soldiers (militia, some guards, etc.) do not have the luxury of such tactical choices and might well be armed with inferior weapons, or weapons that are not perfectly suited to their current situation.

Costs are given in the Basic “factor of 10” coinage system, 100 copper pieces = 10 silver pieces = 1 /2 electrum piece = 1 gold piece = 1 /5 platinum piece. The costs reflect the Advanced rules over the Basic rules where there is disagreement, with some rebalancing here and there to give the “min-max” power gamers a bit of an intuitive workout in calculating the various advantages of similar weapon types by wealth bracket and played character class.



### **Burden**

Burden is measured in coin equivalents of bulk and encumbrance, which sometimes (but not always) equate to 1 /10th of a pound. Refer to your core encumbrance rules for more information.

I've refused to get into weight arguments in this supplement, but any Game Master who wishes to research the weights of historical weapons while ignoring the “it's not just the weight” precepts of Gygax's encumbrance rules system

can certainly feel free to do so! Additional burden factors have been added for items that are unwieldy, bulky, dangerous, very sharp, long, spiky, fragile, or difficult to carry.

### **Striking Accuracy**

The striking accuracy of a weapon is a modifier that is made to every D20 hit roll made with that weapon type, at various ranges. The range brackets are melee range, short, medium, and long. Some weapons are melee-only (such as two-handed swords), some are ranged-only (such as bows), and some are hybrid with a focus on short ranges (such as throwing axes).

These numbers are not arbitrary; they are Gygaxian averages based upon the principles of the Advanced weapon vs. AC system. If you want to know how they were calculated, you can refer to the relevant data essay in the Introduction chapter. A few minor adjustments were made here and there in the interests of viability, variation, play balance, and the comparative effectiveness gradients between weapons of similar power.

Please remember that in the classic RPG, “accuracy” is not necessarily the chance for a weapon to physically hit a target! Rather, it represents the chance to strike a *telling blow*, one that causes damage and not just superficial bruising or a minor flesh wound. Therefore, following from Gygaxian systems we find that small weapons tend to be less accurate, unless they are impaling, while heavy and two-handed weapons tend to be more accurate due to increased force of impact. Glancing blows, ineffective strikes landing on deflective armor, and minor hits with small missiles or wooden weapons on heavy armor are all considered misses – not hits – according to this abstract definition that is built into the game.

Whenever you are considering ranges beyond melee, remember that in outdoor situations (outside of the dungeons) all indicators of range





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in *feet* should be read instead as *yards*. Refer to the core rules, Wilderness Adventuring, Distance and Movement as a citation of this oft-overlooked rule.



## Attack Type

Attack types have been simplified down to three major types of damage whenever possible: [1] crushing (bludgeoning effects without large sharp edges), [2] slashing (edges and blades), and [3] impaling (punctures and piercing strikes). In the core rules, these distinctions are mostly there for descriptive purposes.

If you want to use a fun little system I designed for random description of attack types, you can roll 1D20 for each blow as follows based on this information:

## Crushing Attacks

D20 Roll	Description
1	Batters
2	Beats on
3	Bludgeons
4	Clobbers
5	Clouts
6	Clubs
7	Conks
8	Crunches
9	Crushes
10	Cudgels
11	Hammers
12	Mauls
13	Pounds on
14	Pummels
15	Slams
16	Slugs
17	Smashes
18	Smites
19	Thrashes
20	Wallops



Example use of descriptor: "Rebecca hits the spider with her mace, and clouts it for 3 points of damage!"







### Slashing Attacks

D20 Roll	Description
1	Carves into
2	Chops into
3	Cleaves
4	Cuts
5	Deflects and counterattacks
6	Dices
7	Feints and strikes
8	Gashes
9	Guillotines
10	Hacks at
11	Hews
12	Jabs at
13	Lacerates
14	Reaps
15	Rends
16	Scythes
17	Shears
18	Slashes
19	Slices
20	Spars with

Have fun with the system, it works well to get your players into the action. 'Tis merely a flesh wound ...

### Normal Damage

The normal damage figure shows the amount of damage inflicted on a successful hit, before any modifiers (such as for wielder Strength or a magic weapon).

The dice notation should be familiar from the core rules. 1D4 means "roll a four-sided die", 1D6+1 means "roll a six-sided die and add one", etc.

The average amount of damage per strike is listed as well.

### Damage vs. Large Foes

This separate damage entry carries over one of the most important components of the Advanced weapon system, which actually premiered in the Original edition's supplement in 1975. Targets that are of small or medium size suffer normal damage when struck (as above), but targets that are *larger than man-sized* suffer a different amount of damage as listed here.

You will note that there is a definite method to the madness here: small and short weapons inflict less damage on large targets, while large and heavy weapons inflict more due to a larger impacting surface. Players will note that there is no perfect weapon; wise survivalists are advised to carry one weapon for killing small opponents, another weapon for killing large ones, and so forth.

As general rules of thumb, Game Masters should note the following:

- ❖ The Player Characters and Non-Player Characters are never Large, unless they are half-ogres or under the influence of special magic.

### Impaling Attacks

D20 Roll	Description
1	Bores into
2	Cuts through
3	Drills into
4	Gashes
5	Gouges
6	Impales
7	Lances
8	Nails down
9	Perforates
10	Pierces
11	Pins down
12	Punctures
13	Runs through
14	Scissors into
15	Skewers
16	Skivers
17	Spears
18	Spikes
19	Sticks
20	Transfixes





- ❖ Monsters are usually considered Large if their height is 7' or more, or if their length is 8' or more.
- ❖ And because characters are rarely Large and the monsters frequently are, this means that there is a huge strategic potential for those players who are willing to consider unusual weapons that inflict extra damage on Large creatures.



For those GMs who need a hard and fast rule instead of a personal ruling, here is a page-by-page listing of all the Large creatures from the core rules:

Gnoll, Amber Golem, Bronze Golem, Gorgon, Gray Ooze (only those with 22 or more hit points), Griffon

Herd Animal (only those of HD 3 or more), Hippogriff, Horse (all), Hydra

Invisible Stalker

Giant Tuatara Lizard, Devil Swine, Werebear, Wereboar, Weretiger

Manticore, Mastodon, Minotaur

Giant Octopus, Ogre, Owl Bear

Pegasus, Pteranodon, Pterodactyl (only those with 7 or 8 hit points), Purple Worm

Rhagodessa, Rhinoceros (all), Roc (all)

Flame Salamander, Frost Salamander, Giant Scorpion (only those with 22 or more hit points), Sea Serpent, Shark (all), Shrieker (only those with 20 or more hit points), Giant Rattlesnake, Giant Rock Python, Giant Squid, Stegosaurus

Titanotheres, Treant, Triceratops, Troll, Tyrannosaurus Rex

Unicorn

Warp Beast, Giant Weasel, Whale (all), Wyvern

### Summary of Large Monsters

Basilisk, Cave Bear, Grizzly Bear, Polar Bear, Black Pudding (unless of below-average hit points), Bugbear

Caecilia, Camel, Carcass Crawler, Lion, Sabre-Toothed Tiger, Tiger, Centaur, Chimera, Giant Crab, Crocodile (all), Cyclops

Djinni, Dragon (all), Dragon Turtle

Efreeti, Elemental (all), Elephant

Giant Catfish, Giant Rockfish, Giant Sturgeon, Gelatinous Cube, Giant (all),







### **Keywords**

Following from the core rules, this is a system through which all detailed rules pertaining to a weapon type are denoted by a phrase (Melee, One-Handed, Thrown, and so forth) that is defined in the Keywords chapter. All of the Keywords appropriate to each weapon type are listed alphabetically, and similar-but-different rules for confusing weapons have been standardized for ease of play.

### **Design Notes**

This is a bit of insider information, where I explain some of the design decisions made, minor issues, things that Gygax wanted to preserve, distinctions that might not be intuitive upon a first reading, historical notes, and so forth.

### **Similar Weapons or Terminology**

These are necessarily partial lists of similar weapons, cultural names for weapons, roughly equivalent weapons, in-game terms for weapons that are used by soldiers, and so forth. For example, if you look at the sword entries, you will note that dozens of sword types from around the world are acknowledged, while avoiding endless descriptions of what is – for game purposes – essentially the same type of weapon.

Professionals and academic researchers may quibble with some of my distinctions, but overall considering the hundreds of weapons I've compared I think you will find these notations useful to any further weapons research you might undertake.

### **In the World of Oldskull**

These are notes that pertain to my campaign, typically noting regional variations in a weapon's overall availability. I provide details for various types of humans, demi-humans,

humanoids, etc. that favor different types of weapons. And since the World of Oldskull is based on a mythic and folkloric version of our Earth, I also note when a weapon is more common in fantasy Italy, England, the New World (Americas), or what-have-you.

You can ignore this information, carry it over intact to your own campaign, or use these sections as guidelines as you grow your own fantasy world.





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## Chapter IV:

### Axes and Picks



[1]

#### HATCHET

(Abundant Axe)

**Description:** A hatchet is simply a light hand axe. It is more commonly used as a tool than a weapon, but remains deadly regardless.

**Cost:** 1 electrum piece (0.5 gp)

**Burden:** 30 coin equivalents

#### **Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** -1 (-5%)
- ❖ **Long Range:** -2 (-10%)

**Attack Type:** Slashing

**Normal Damage:** 1D4 (average 2.5)

**Damage vs. Large Foes:** 1D4 (average 2.5)

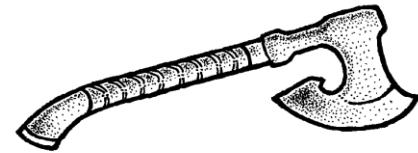
**Keywords:** Melee, One-Handed, Thrown (S 10' / M 20' / L 30')

**Design Notes:** This weapon is designed to provide an axe-like weapon that is smaller than a hand axe, and to encompass axe tools that are used as weapons.

When the GM is designing encounters, this weapon is appropriate for smaller races, such as goblins, NPC halflings, and kobolds. They are also used by hunters and woodsmen.

**Similar Weapons or Terminology:** Hachete (French)

**In the World of Oldskull:** Hatchets are Abundant in all cultures, although the materials might be more primitive in less advanced regions (bronze, copper, obsidian, stone, etc.).



[2]

#### HAND AXE

(Common Axe)

**Description:** The hand axe is a relatively lightweight tool and weapon, designed for versatility as well as lethality. It can only be wielded in one hand, but it is also balanced to be thrown with relative ease. Some rarer combat hand axes have two heads instead of one.

**Cost:** 1 gold piece

**Burden:** 50 coin equivalents

#### **Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** -1 (-5%)





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❖ **Long Range:** -2 (-10%)

**Attack Type:** Slashing

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D4 (average 2.5)

**Keywords:** Melee, One-Handed, Thrown (S 10' / M 20' / L 30')

**Design Notes:** This category includes both single- and double-bladed axes of medium size.

Hand axes are commonly wielded by barbarians, buccaneers, dwarves, halflings, kobolds, orcs, and pirates.

**Similar Weapons or Terminology:** Batak Kapak (Sumatra), Bhuj (India), Boarding Axe, Bolox (Norse), Cleaver, Dolabra (Roman), Hache (German), Ox (Norse), Piso Tonkeng (Indonesia), etc.

**In the World of Oldskull:** Common as a crafted weapon, Abundant in many places where a tool (wood axe, carpenter's axe, etc.) can suit the same purpose.

In barbarian, halfling, hill dwarf, kobold, mountain dwarf, and orc communities and lairs, hand axes are Abundant.

In the World of Oldskull, hand axes are Abundant in the Indus Reaches, Midgard, Teutonia, and Tyrrhenia.



[3]

## SILVER-EDGED HAND AXE

(Very Rare Axe)

**Description:** A silver-edged hand axe is an axe with pressed silver aligned along the cutting edge. The material cost is reduced via a narrower striking surface, with a heavier mass behind the edge.

**Cost:** 15 gold pieces

**Burden:** 50 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** -1 (-5%)
- ❖ **Long Range:** -2 (-10%)

**Attack Type:** Slashing

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D4 (average 2.5)

**Keywords:** Melee, One-Handed, Silver, Thrown (S 10' / M 20' / L 30')

**Design Notes:** This weapon has been added to allow for a relatively inexpensive melee weapon that can cause damage to enchanted creatures.

If you as the GM feel that this item is too powerful for widespread use, you can easily restrict availability until PC experience level 2.

**Similar Weapons or Terminology:** Demon Slayer

**In the World of Oldskull:** Very Rare. In hill dwarf and mountain dwarf communities and lairs – those which are particularly wealthy and facing enchanted adversaries, such as demons or gargoyles – the silver-edged hand axe is Rare.







[4]

**THROWING AXE****(Uncommon Axe)**

**Description:** A throwing axe is a specialized hand axe that has been balanced for more effective hurling, as well as longer range.

**Cost:** 2 gold pieces

**Burden:** 40 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Slashing

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D4 (average 2.5)

**Keywords:** Melee, One-Handed, Thrown (S 15' / M 30' / L 40')

**Design Notes:** Hand and throwing axes have been differentiated in this system, with throwing axes having longer range and being more expensive (due to balancing and craftsmanship).

**Similar Weapons or Terminology:**

Francisca (Franks), Hurlbat (England), Nzappa Zap (Congo), Tomahawk (Native American)

**In the World of Oldskull:** Uncommon. In hill dwarf, mountain dwarf, and orc communities and lairs, throwing axes are Common.

In the World of Oldskull, throwing axes are Common in the realms of Afrik, Britannia, Gaul, and the Terra Nova.



[5]

**BATTLE AXE****(Common Axe)**

**Description:** A battle axe is a reinforced heavy axe which is solely used as a weapon. The weapon might have one head, which allows for a heavier blow with more mass in the blade; or two heads, which make it easier to wield when recovering from a missed strike.

These axes can be used with either one or two hands, but they are too unwieldy for anyone to effectively throw.

(As Gary Gygax once noted, the battle axe "is a relatively short-hafted weapon that is wielded with one hand, although two [hands] can be used as with a bastard sword.")

**Cost:** 5 gold pieces

**Burden:** 75 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Attack Type:** Slashing

**Normal Damage:** 1D8 (average 4.5)

**Damage vs. Large Foes:** 1D8 (average 4.5)

**Keywords:** Melee, One-Handed

**Design Notes:** Gary Gygax specified, in comments made in the Dragonsfoot forums, that the battle axe is a one-handed weapon that could be used in two hands. The published rules sometimes refer to the battle axe as weapon which requires two hands, however.

These two size classifications – roughly representing the Viking bearded axe and the two-headed variant of the Sparr axe – have been distinguished separately to appease both rulings. (See the Great Battle Axe weapon entry, below.)

Refer also to the bardiche weapon, as well as the optional rule in this volume pertaining to wielding one-handed weapons with two hands.

**Similar Weapons or Terminology:** Bearded Axe, Bipennis (Roman), Breidox (Norse), Ch'i Fu (Chinese), Ch'iang (Chinese), Chi (Chinese), Chien (Chinese), Chin (Chinese), Dane Axe (Norse), Danish Axe (Norse), Fu (Chinese), Gnoll Axe, I Huang (Chinese), Keteriya (Sri Lanka), Liu (Chinese), Long Axe, Masakari (Japanese), Ono (Japanese), Qi (Chinese), Parashu (India), Sagaris (Iran), Shoka (Basuto), Skeggox (Norse), Stone Axe (e.g., of the Troglodytes), Tabar (India), Tabarzin (Persian), Tungi (India), Yue (Chinese), Yueh (Chinese), etc.

**In the World of Oldskull:** Common. In barbarian, berserker, gnoll, hill dwarf, mountain dwarf, and orc communities and lairs, battle axes are Abundant.

In the World of Oldskull, battle axes are Abundant in the realms of Cathay, the Indus Reaches, Midgard, Nippon, Persia, Troglodyta, and Tyrrhenia.



*Oldskull* 108, 109, 25



[6]

## GREAT BATTLE AXE (Uncommon Axe)

**Description:** Great two-handed battle axes are heavy melee weapons, with more weight behind the blade and a thicker haft that always requires two hands to use.

This is a classic barbarian weapon, and it is also favored by dwarves and some of the stronger humanoids.

**Cost:** 7 gold pieces

**Burden:** 100 coin equivalents

**Striking Accuracy:**





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



- ❖ **Melee:** +1 (+5%)
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing

**Normal Damage:** 1D8+1 (average 5.5)

**Damage vs. Large Foes:** 1D8+1 (average 5.5)

**Keywords:** Melee, Slow, Two-Handed

**Design Notes:** As noted above, this is the two-handed and heavier version of the battle axe.

**Similar Weapons or Terminology:** Great Sparr Axe (Ireland), Labrys (Lydian), Pale-Axe, Pelekus (Greek), Sparth Axe (England / Scotland)

**In the World of Oldskull:** Uncommon. In barbarian, berserker, gnoll, hill dwarf, mountain dwarf, and orc communities and lairs, great battle axes are Common.

In the World of Oldskull, great battle axes are Common in Archaea, Britannia, Caledonia, Hibernia, and Lydia.

head. Further, it has a longer haft and a lighter striking end, so that it can be used effectively by a mounted attacker.

**Cost:** 5 gold pieces

**Burden:** 40 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Impaling

**Normal Damage:** 1D4+1 (average 3.5)

**Damage vs. Large Foes:** 1D4 (average 2.5)

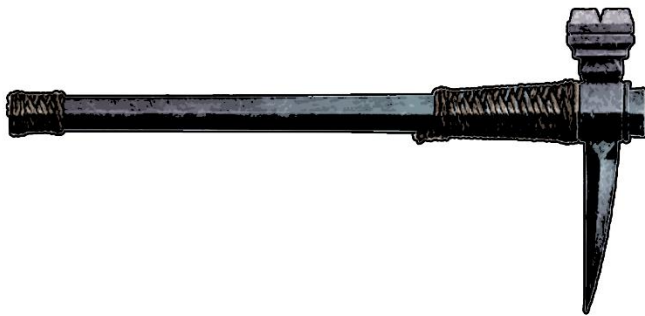
**Keywords:** Melee, One-Handed

**Design Notes:** This category covers all lighter one-handed pick weapons, including pickaxes and mining picks being used as improvised weaponry.

**Similar Weapons or Terminology:** Nadziak (Polish), Pickaxe

**In the World of Oldskull:** Rare as a crafted weapon, Common in mining communities where a small mining pick can serve the same purpose.

In chivalric (knightly order), deep gnome, duergar, and goblin communities and lairs, one-handed (technically horsemen's) military picks are Common.



[7]

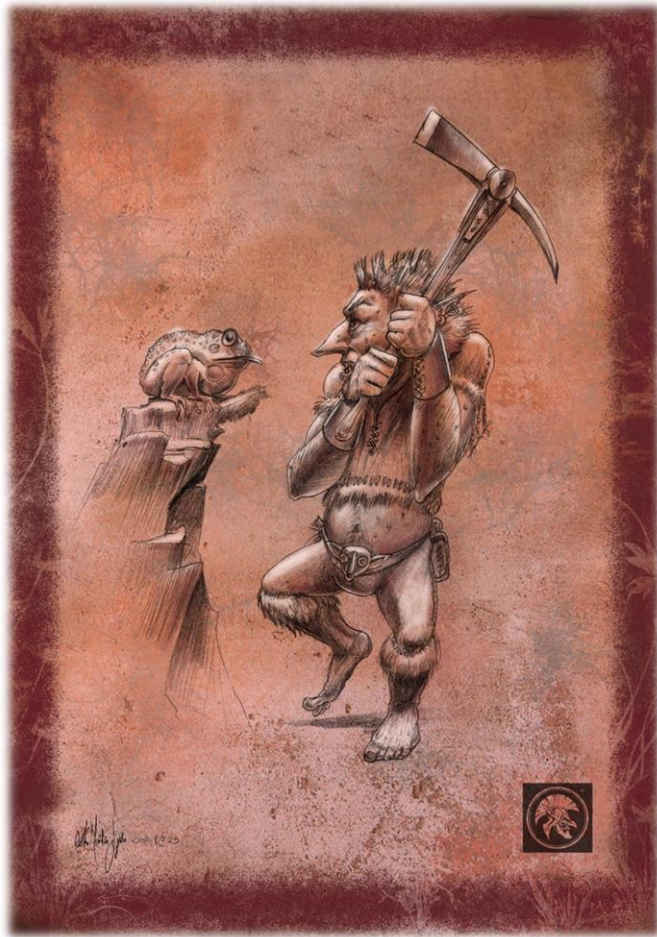
## HORSEMAN'S MILITARY PICK

(Rare War Hammer)

**Description:** A horseman's military pick is a light war hammer with a smaller bludgeoning head, and a larger impaling







[8]

### **FOOTMAN'S MILITARY PICK** (Uncommon War Hammer)

**Description:** A footman's military pick is a subtype of war hammer with a smaller bludgeoning head, and a larger impaling head.

**Cost:** 8 gold pieces

**Burden:** 60 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Impaling

**Normal Damage:** 1D6+1 (average 4.5)

**Damage vs. Large Foes:** 2D4 (average 5)

**Keywords:** Melee, One-Handed

**Design Notes:** This weapons category encompasses all heavy one-handed pick weapons.

See also the War Hammer entries (below) for heavier two-handed weapons of similar nature.

**Similar Weapons or Terminology:** Dolabra (Roman, see also hand axe), Great Pickaxe, Heavy Pickaxe, Zaghna (India)

**In the World of Oldskull:** Uncommon as a crafted weapon, Abundant in mining communities where a large mining pick can serve the same purpose (but requiring two hands to use).

In duergar, goblin, hill dwarf, and mountain dwarf communities and lairs, footmen's military picks are Common.

[9]

### **WAR HAMMER**

(Uncommon War Hammer)

**Description:** A war hammer proper is a two-headed weapon, designed to kill any opponent regardless of armor worn. It features a bludgeon on one side, and a spiked impaling beak on the other. It is similar to a military pick, but larger and heavier with a pronounced crushing strike surface. It is one of the most favored weapons among dwarvenkind.

**Cost:** 15 gold pieces

**Burden:** 100 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** +1 (+5%)
- ❖ (Not a ranged weapon)





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Attack Type:** Crushing or Impaling

**Normal Damage:** 2D4 (average 5)

**Damage vs. Large Foes:** 2D4+1 (average 6)

**Keywords:** Dwarven Mastery, Melee, Slow, Two-Handed

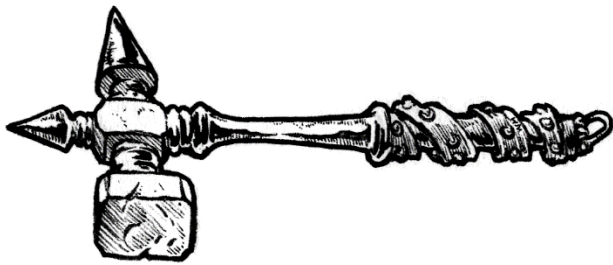
**Design Notes:** This category can also include Oriental pole arms of the “dagger beak” variety.

Gygax mentioned these weapons in a 1978 Drow module, wielded by bugbears.

Cost is fairly high to balance this weapon’s deadly effectiveness.

**Similar Weapons or Terminology:** Giant Killer, Great War Hammer, Warhammer

**In the World of Oldskull:** Uncommon. In hill dwarf and mountain dwarf communities and lairs, war hammers are Common.



[10]

## DWARVEN WAR HAMMER

(Very Rare War Hammer)

**Description:** This is a military pick with a spiked tip, allowing it to be used in either swinging or thrusting impaling attacks.

The weapon is lighter than a normal war hammer, and balanced for throwing.

**Cost:** 12 gold pieces

**Burden:** 60 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** +1 (+5%)
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** -1 (-5%)
- ❖ **Long Range:** -2 (-10%)

**Attack Type:** Crushing or Impaling

**Normal Damage:** 1D6+1 (average 4.5)

**Damage vs. Large Foes:** 2D4 (average 5)

**Keywords:** Dwarven Mastery, Melee, One-Handed, Thrown (S 10' / M 20' / L 30')

**Design Notes:** These spiked hammer weapons are made to account for fantasy dwarven culture, a bit beyond the existence of standard military picks. They are inspired by the magical dwarven hammer designed by Gary Gygax as well.

Non-dwarven throwers will have difficulty with ensuring that the crushing head or the impaling head strikes a target; and as a result, the damage type inflicted from a thrown hammer will effectively be random.

At a bit of a stretch, this category can also include one-handed Oriental weapons of the “dagger beak” variety.

**Similar Weapons or Terminology:** Ogre Smiter

**In the World of Oldskull:** Uncommon in dwarven communities, Very Rare elsewhere.







## Chapter V:

### Blades and Swords



[11]

#### KNIFE

(Abundant Knife)

**Description:** A knife is a small utilitarian bladed weapon with many uses, ranging from fish cleaning to whittling to rope cutting to gutting a foe.

Many adventurers hide one in a boot as a last ditch weapon in close combat.

Knives are also favored in urban and castle settings because the small ones are frequently deemed as “socially acceptable” even in situations where other larger weapons might well be temporarily confiscated.

**Cost:** 1 gold piece

**Burden:** 6 coin equivalents

#### **Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Slashing or Impaling

**Normal Damage:** 1D3 (average 2)

**Damage vs. Large Foes:** 1D2 (average 1.5)

**Keywords:** Fast Throw, Melee, One-Handed, Thrown (S 10' / M 20' / L 30')

**Design Notes:** In this system, knives have been split into normal and large varieties, so that a knife is potentially more effective than an unarmed attack (punch, kick, etc.) under the Basic rules paradigm. A knife however is always less effective than a dagger.

Generous Game Masters might allow for the existence of death knives, which are either swivel blades on the bottom of a boot, or spring blades in a boot tip. In such cases the death knife suffers a -1 to hit penalty (kicking someone with it is tougher than you might think), with a +1 bonus to knife damage due to the added force. Surprise!

**Similar Weapons or Terminology:** Blade, Death Knife, Hunter's Knife, Karambit (India), Knifr (Norse), Thief's Blade, etc.

**In the World of Oldskull:** Abundant (universally) as both a tool and a weapon, although materials vary from culture to culture.

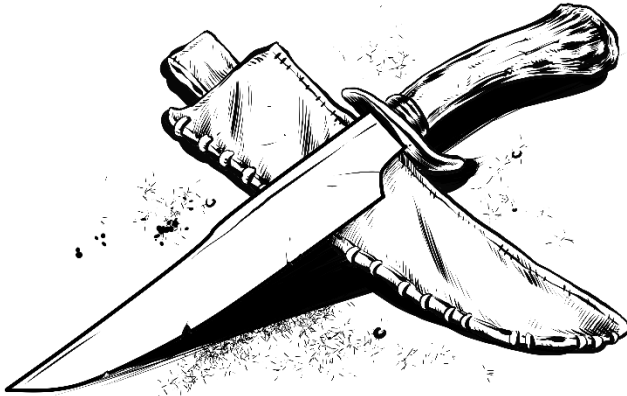




# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**In the World of Oldskull:** Rare. In the World of Oldskull, silver knives are Uncommon in demi-human communities that are beset by enchanted creatures.



[12]

## SILVER KNIFE

(Rare Knife)

**Description:** Similar to a silver dagger, this is a “silver-edged knife,” somewhat smaller than a dagger. The weapon can be used to slash or impale.

**Cost:** 15 gold pieces

**Burden:** 6 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Slashing or Impaling

**Normal Damage:** 1D3 (average 2)

**Damage vs. Large Foes:** 1D2 (average 1.5)

**Keywords:** Fast Throw, Melee, One-Handed, Silver, Thrown (S 10' / M 20' / L 30')

**Design Notes:** Similar to the silver-edged hand axe, this is intended as a relatively inexpensive weapon that is (barely) effective against enchanted creatures.

**Similar Weapons or Terminology:** Elf Blade, Silvered Blade



[13]

## THROWING KNIFE

(Uncommon Knife)

**Description:** A throwing knife is simply a fine, well-balanced knife with maximized throwing range. It can still be used as a tool, but it is primarily a weapon. Elven-crafted throwing knives are favored.

**Cost:** 2 gold pieces

**Burden:** 6 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Attack Type:** Slashing or Impaling

**Normal Damage:** 1D3 (average 2)

**Damage vs. Large Foes:** 1D2 (average 1.5)

**Keywords:** Fast Throw, Melee, One-Handed, Thrown (S 15' / M 30' / L 45')

**Design Notes:** This weapon is designed to be distinguished from a normal knife, with improved balance and increased range. The multi-bladed variety might be more appropriately considered a Large Knife (with the same range figures), depending upon its design.

**Similar Weapons or Terminology:** Blade, Hunter's Knife, Hurl-Blade, Karambit (India), Knifr (Norse), Three-Bladed Knife, etc.

**In the World of Oldskull:** Uncommon in most circumstances, but Common in demi-human enclaves.

In the Oldskull realms, throwing knives are Uncommon in the Indus Reaches and Midgard.



[14]

## LARGE KNIFE

(Common Knife)

**Description:** A large knife is simply a knife with a longer, thicker, and heavier blade. It deals more damage than a normal knife, but is more difficult to conceal.

**Cost:** 3 electrum pieces (1.5 gp)

**Burden:** 8 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Slashing or Impaling

**Normal Damage:** 1D3 (average 2)

**Damage vs. Large Foes:** 1D3 (average 2)

**Keywords:** Fast Throw, Melee, One-Handed, Thrown (S 10' / M 20' / L 30')

**Design Notes:** Refer to the entry for (normal) Knife, above.

**Similar Weapons or Terminology:** Kopidion (Greek), Sax (Norse), Seax (Germanic), Telek (Tuareg), Warrior's Knife

**In the World of Oldskull:** Common. In barbarian communities and lairs, large knives are Abundant.



[15]

## LARGE SILVER KNIFE

(Rare Knife)

**Description:** This is a silver-edged knife with a blade length of approximately 8 to 10



# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



inches. Cost is fairly high due to the needed materials and forging expertise.

**Cost:** 23 gold pieces

**Burden:** 8 coin equivalents

## Striking Accuracy:

- ❖ **Melee:** -1 (-5%)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Slashing or Impaling

**Normal Damage:** 1D3 (average 2)

**Damage vs. Large Foes:** 1D3 (average 2)

**Keywords:** Fast Throw, Melee, One-Handed, Silver, Thrown (S 10' / M 20' / L 30')

**Design Notes:** Similar to the silver-edged hand axe, this is intended as a relatively inexpensive weapon that is effective against enchanted creatures.

**Similar Weapons or Terminology:** Heavy Silvered Blade, Stinger

**In the World of Oldskull:** Rare. In the World of Oldskull, silver knives are Uncommon in demi-human communities that are beset by enchanted creatures.



[16]

## DAGGER

(Common Dagger)

**Description:** A dagger is a heavy knife, which is specialized for impaling (instead of slashing) attacks. This fact — in addition to its concealability and throwing range — makes it an ideal assassin's weapon. A knife however is far more utilitarian and not nearly as frowned upon, because a dagger can be seen as nothing else but a killer's weapon of choice.

**Cost:** 2 gold pieces

**Burden:** 10 coin equivalents

## Striking Accuracy:

- ❖ **Melee:** No modifier
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling

**Normal Damage:** 1D4 (average 2.5)

**Damage vs. Large Foes:** 1D3 (average 2)

**Keywords:** Fast Throw, Melee, One-Handed, Thrown (S 10' / M 20' / L 30')

**Design Notes:** This is a catch-all category for small bladed weapons that are used to inflict impaling damage.

**Similar Weapons or Terminology:** Aikuchi, Basilard, Bich'wa (India), Bichuwa (India), Dague (French), Dirk (Scottish), Do-Su, Hachiwara (Japanese), Haladie (India), Jambiya (Yemen), Jile (African), Kaiken (Japanese), Katar (India), Khanjar (India), Kirpaan (Sikh), Misericorde, Parazonium (Iberian / Roman), Pesh-Kabz (Persian), Kozuka, Peshkahz (India), Pih-Khaetta (India), Poignai (French), Poigniard, Pugio (Roman), Quillon Dagger, Rondel Dagger, Seme (Maasai), Stiletto, Tanto, Xiphidion (Greek), etc.

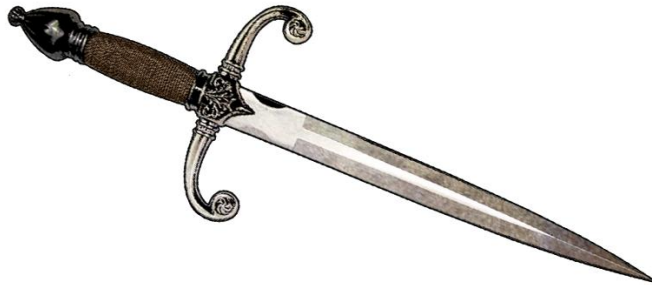




# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**In the World of Oldskull:** Common. In dark elf, deep gnome, Deep One, gnome, halfling, and netherworld dwarf communities and lairs, daggers are Abundant.



**Design Notes:** This weapon is designed to be distinguished from a normal melee dagger, with improved balance and increased range.

## **Similar Weapons or Terminology:**

Mambele (African), Multi-Bladed Throwing Knife.

**In the World of Oldskull:** Rare. In the World of Oldskull, throwing daggers are Uncommon in the realms of Afrik and Cathay.

[17]

## **THROWING DAGGER**

(Rare Dagger)

**Description:** Throwing daggers are specially weighted for maximum range, without sacrificing the lethality of the weapon in close combat. Due to the fine workmanship required, they are distinctly more expensive.

This is also a catch-all category for any thrown bladed weapon which is up to 15 inches in length.

**Cost:** 3 gold pieces

**Burden:** 10 coin equivalents

### **Striking Accuracy:**

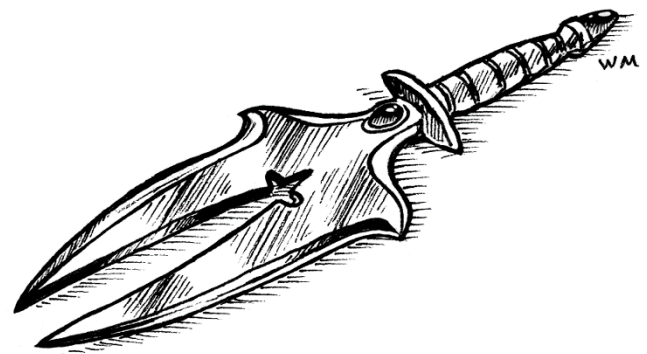
- ❖ **Melee:** No modifier
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling

**Normal Damage:** 1D4 (average 2.5)

**Damage vs. Large Foes:** 1D3 (average 2)

**Keywords:** Fast Throw, Melee, One-Handed, Thrown (S 15' / M 30' / L 45')



[18]

## **PARRYING DAGGER**

(Rare Dagger)

**Description:** The parrying dagger is a specialized off-hand blade that is meant to be wielded alongside a primary weapon (typically a sword). The dagger will likely have a hand guard, and might have small side or parallel blades adjacent to the main blade, depending on the design.

**Cost:** 4 gold pieces

**Burden:** 15 coin equivalents

### **Striking Accuracy:**

- ❖ **Melee:** +1 (+5%)
- ❖ (Not a ranged weapon)

**Attack Type:** Impaling

**Normal Damage:** 1D4 (average 2.5)

**Damage vs. Large Foes:** 1D3 (average 2)



# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Keywords:** Melee, One-Handed, Parrying Dagger, Renaissance Era

**Design Notes:** This is a general category for several different types of defensive sidearm blades.

**Similar Weapons or Terminology:** Left-Hand Dagger, Main-Gauche (France), Sword Breaker, Trident Dagger.

**In the World of Oldskull:** Rare overall. In the Oldskull realms, parrying daggers are Uncommon in the realms of Gaul and Tyrrhenia, but only in the appropriate (future) time period.

**Normal Damage:** 1D4 (average 2.5)

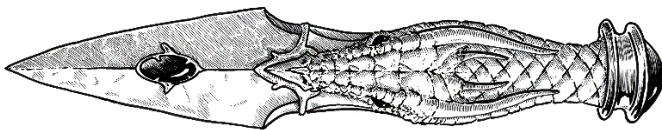
**Damage vs. Large Foes:** 1D3 (average 2)

**Keywords:** Fast Throw, Melee, One-Handed, Silver, Thrown (S 10' / M 20' / L 30')

**Design Notes:** This is more technically a silvered steel dagger, as noted in the description.

**Similar Weapons or Terminology:** Elven Dagger, Imp Slayer, Ranger's Dagger

**In the World of Oldskull:** Rare in most places, Uncommon in demi-human communities that are beset by enchanted creatures.



[19]

## SILVER DAGGER

(Rare Dagger)

**Description:** This classic old school weapon could more properly be termed a "silver-edged or silver-tipped dagger."

Silver is too soft to hold an edge, but an impaling point or a serrated edge could be crafted with silver along the cutting surface, so that the immediately-adjacent silver always gets into the wound caused by the sharpened steel part of the blade.

**Cost:** 30 gold pieces

**Burden:** 10 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling

[20]

## SICKLE

(Common Sickle)

**Description:** A sickle has a wooden handle attached to a moon-shaped (crescent) cutting blade.

**Cost:** 1 gold piece

**Burden:** 30 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing or Impaling

**Normal Damage:** 1D4+1 (average 3.5)

**Damage vs. Large Foes:** 1D4 (average 2.5)

**Keywords:** Druidic, Melee, One-Handed

**Design Notes:** Sickles are primarily druidic weapons that are used in combat from time to time.

The war sickle (below) is more intended as a weapon and is designed as such.

**Similar Weapons or Terminology:** Falx Messoria (Roman), Harpe (Greek), Kama







(Japanese), Reaping Hook, Trumbash (Congo)

**In the World of Oldskull:** Common. Usually available as a farmer's tool, rather than as a crafted weapon.



[21]

### WAR SICKLE

(Rare Sickle)

**Description:** This is a larger and heavier sickle, with a significantly larger blade.

**Cost:** 3 gold pieces

**Burden:** 40 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing or Impaling

**Normal Damage:** 1D6+1 (average 4.5)

**Damage vs. Large Foes:** 1D4+1 (average 3.5)

**Keywords:** Druidic, Melee, One-Handed

**Design Notes:** This weapon is a deliberate improvement upon the reaper's sickle, intended for battle.

**Similar Weapons or Terminology:** Aruval (India)

**In the World of Oldskull:** Rare in most places, Uncommon in druidic communities and lairs.

In the Oldskull realms, the war sickle is Uncommon in the Indus Reaches.



[22]

### SCYTHER

(Uncommon Sickle)

**Description:** A scythe is a long staff (a two-handed sickle, basically), with a curving steel blade set perpendicular to one end.

It is a common tool, but is often deemed exotic as a weapon of choice.

**Cost:** 4 gold pieces

**Burden:** 75 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** +1 (+5%)
- ❖ (Not a ranged weapon)





# CASTLE OLDSKULL

## FANTASY ROLE PLAYING GAMES



**Attack Type:** Slashing or Impaling

**Normal Damage:** 1D6+1 (average 4.5)

**Damage vs. Large Foes:** 1D6 (average 3.5)

**Keywords:** Druidic, Melee, Two-Handed

**Design Notes:** Scythes are primarily druidic weapons, and being ceremonial they are rarely used in combat.

The war scythe (below) is more intended as a weapon, however, and is designed as such.

**Similar Weapons or Terminology:** Falx Foenaria (Roman), Kosa (Norse), Reaper's Scythe

**In the World of Oldskull:** Uncommon. Usually available as a farmer's tool, rather than as a crafted weapon.



[23]

### WAR SCYTHE

(Rare Sickle)

**Description:** The war scythe is similar to a reaper's scythe, but the blade is set so that it is more parallel to its wooden shaft. It can be wielded in a glaive-like manner, either with sweeping impalement movements or long slashes.

**Cost:** 7 gold pieces

**Burden:** 85 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** +1 (+5%)
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing or Impaling

**Normal Damage:** 2D4 (average 5)

**Damage vs. Large Foes:** 1D6+1 (average 4.5)

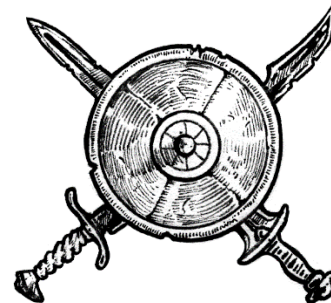
**Keywords:** Druidic, Melee, Two-Handed

**Design Notes:** This is an improvement upon the reaper's scythe, specifically designed for combat.

It is favored by Chaotic individuals, particularly cultists.

**Similar Weapons or Terminology:** Great Scythe, Military Scythe.

**In the World of Oldskull:** Rare in most places, Uncommon in druidic communities and lairs.







[24]

**SCIMITAR****(Uncommon Sword)**

**Description:** A scimitar is a curved-bladed sword with one or two impaling tips. The curved blade is favored by mounted swordsmen, because it is less likely to get stuck when deeply cutting a victim (which means that the rider is less likely to be dismounted by a particularly savage strike).

**Cost:** 10 gold pieces

**Burden:** 40 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing

**Normal Damage:** 1D8 (average 4.5)

**Damage vs. Large Foes:** 1D8 (average 4.5)

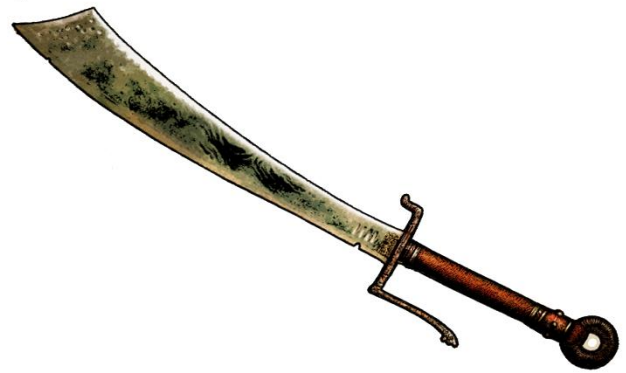
**Keywords:** Melee, One-Handed

**Design Notes:** This category includes many different types of curved swords and somewhat jagged sword-like weapons.

**Similar Weapons or Terminology:** Aikuchi, Akrafena, Barong, Cutlass, Dao, Dusack, Kelewang, Kilij (Turkey), Kriegsmesser, Moplah, Nimcha (North Africa), Paramerion, Piandao, Pulwar (Afghanistan), Sabre,

Scimitarra (Italian), Scymitar, Shamshir (India), Shashka, Shotel (Ethiopia), Sica (Roman), Sickie-Sword, Szabla, Talwar (India), Tulwar (India), and most other curved-blade weapons of medium blade length

**In the World of Oldskull:** Uncommon. In barbarian, chivalric (knightly order) and desert nomad communities and lairs, scimitars are Common.



[25]

**FALCHION****(Uncommon Sword)**

**Description:** A falchion, classified between a straight broad sword and a curved scimitar, is a sword with a slightly curved blade.

**Cost:** 11 gold pieces

**Burden:** 75 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing

**Normal Damage:** 1D6+1 (average 4.5)

**Damage vs. Large Foes:** 2D4 (average 5)

**Keywords:** Melee, One-Handed



# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Design Notes:** Functionally, this weapon is similar to a scimitar but it is heavier, less graceful, and used by different cultures. The scimitar is frequently seen as a “desert” or “exotic” weapon from an Occidental perspective.

**Similar Weapons or Terminology:** Dadao (Chinese), Falcata (Iberian / Roman), Hanger, Messer, Sosun Pattah (India)

**In the World of Oldskull:** Uncommon. In dervish, desert nomad, hobgoblin, and orc communities and lairs, falchions are Common.



**Attack Type:** Slashing

**Normal Damage:** 2D4 (average 5)

**Damage vs. Large Foes:** 1D6 (average 3.5)

**Keywords:** Khopesh Blade, Melee, One-Handed, Slow

**Design Notes:** Without making things too complex, this is also a catch-all category for heavy sword and blade types that are more curved than a scimitar, and /or with significant snagging points along the middle part of the blade.

**Similar Weapons or Terminology:** Arival (India), Falx (Dacia / Thracia), Hook Sword, Kopis (Greek), Nyek-ple-nen-toh (Dahomey), Scythe Sword, Shotel (Abyssinian), Sickel Sword, War Kilij (Turkey)

**In the World of Oldskull:** Very Rare in most places, Uncommon in some exotic lands.

In the Oldskull realms, the khopesh sword is Uncommon in the realms of Khom and Thracia, and Rare in the realms of Achaea and Byzantia.

[26]

## KHOPESH SWORD

(Very Rare Sword)

**Description:** This is typically a hook sword, featuring a blade shaped something like an impaling question mark.

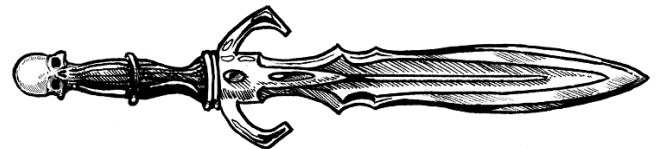
This category also includes slow jagged blades that are designed with the intent to disarm an opponent.

**Cost:** 10 gold pieces

**Burden:** 75 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ (Not a ranged weapon)



[27]

## SHORT SWORD

(Common Sword)

**Description:** A short sword is simply a sword with a blade that is shorter than a long sword's, typically about 2 to 2.5 feet in blade length. It can be wielded (badly) in two-handed fashion, but doing so does not significantly add to the force of a blow. The Roman gladius is an example of this weapon type.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



This is also a catch-all category for any slashing-and-impaling bladed weapon which is larger than a dagger, and smaller than a broad sword.

**Cost:** 8 gold pieces

**Burden:** 35 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing or Impaling

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D8 (average 4.5)

**Keywords:** Elven Mastery, Melee, One-Handed

**Design Notes:** A catchall weapon category for smaller bladed weapons, as can be seen in the Similar Weapons selection below.

(This list is still very partial.)

**Similar Weapons or Terminology:**

Acinaces (Roman), Adya Katti (India), Babanga (Gaboon), Bilbo, Billao, Bolo, Butterfly Sword, Choora (India), Cinquedeas, Colichemarde, Duan Dao, Gladius (Roman), Gladius Graecus (Greek / Roman), Goloch, Hachiwari (Japanese), Half-Sword, Hunting Sword, Kabutowari, Kalis, Kastane, Khanjali (India), Kodachi, Kora (India), Kris, Kukri (India), Kurzes Schwert, Luwuk, Ninja-To, Parang, Pinuti, Semispatha (Roman), Short Flyssa, Short Pata (India), Skalm (Norse), Small Sword, Swordlet (Africa), Takouba (Tuareg), Talavaar, Xiphos (Greek), Yatagan (Turkey), Zafar Takieh (India), and most other unclassified bladed weapons with a blade length between 15" and 24"

**In the World of Oldskull:** Common.

In buccaneer, duergar, elven (including dark elves but excepting wood elves), gnome, goblin, halfling, hill dwarf, kobold, mountain

dwarf, and pirate communities and lairs, short swords are Abundant.



[28]

## SILVER-EDGED SHORT SWORD

(Extremely Rare Sword)

**Description:** Like a silver knife, this is a steel blade with silver directly adjacent to the steel cutting edge.

**Cost:** 120 gold pieces

**Burden:** 35 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D8 (average 4.5)

**Keywords:** Elven Mastery, Melee, One-Handed, Silver

**Design Notes:** This expensive piece has been designed as the "maximum limit" of effective and deadly silver weaponry. You as the GM can make even more powerful silver weapon if you like (perhaps even all the way





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



up to two-handed swords), but I personally discourage this because such things begin to overshadow the specialness of minor magical (+1) weaponry.

**Similar Weapons or Terminology:** Ranger's Blade, Werewolf Slayer

**In the World of Oldskull:** Extremely Rare in most places, Very Rare in demi-human communities that are beset by enchanted creatures.

The basket-hilted weapon which is sometimes called a broad sword can fit into this description as well if the GM prefers.

**Cost:** 10 gold pieces

**Burden:** 70 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing if blunt-tipped (normal cost), Slashing or Impaling if sharp-tipped (+1 gp to cost)

**Normal Damage:** 2D4 (average 5)

**Damage vs. Large Foes:** 1D6+1 (average 4.5)

**Keywords:** Melee, One-Handed

**Design Notes:** Despite preferred modern terminology this weapon is not just a classification of the Renaissance Era broad sword; it also includes other types of straight swords that are between a short sword and a long sword in length.

**Similar Weapons or Terminology:** Beidao, Brand, Brandr, Broad Seax, Claidheamh, Claiomh, Cleddyf, Dahong Palay, Espada, Hjorr (Norse), Huandudaedo, Kaskara, Khanda (India), Lange Messer, Machaira (Greek), Makhaira, Mech, Nandao, Nihonto, Saif (Arabian), Spada, Spatha (Roman), Spathe (Greek), Sweord, Takoba, Viking Sword, and most other unclassified bladed weapons with a blade length between 25" and 29"

**In the World of Oldskull:** Common in most realms.

In Amazonian, bandit, barbarian, berserker, brigand, buccaneer, chivalric (knightly order), dervish, desert nomad, hill dwarf, hobgoblin, mountain dwarf, orc, and pirate communities and lairs, broad swords are Abundant.



[29]

## BROAD SWORD

(Common Sword)

**Description:** A broad sword is similar to a long sword, but its blade is a bit shorter and wider.







[30]

**LONG SWORD****(Uncommon Sword)**

**Description:** A long sword, one of the most uniformly powerful and versatile weapons, has a blade that is between 3 feet and 3.5 feet long. The grip is suited for one-handed use, but the sword can also be used in two-handed fashion if the wielder clenches one hand over the other for added striking force.

**Cost:** 15 gold pieces

**Burden:** 60 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing if blunt-tipped (normal cost), Slashing or Impaling if sharp-tipped (+2 gp to cost)

**Normal Damage:** 1D8 (average 4.5)

**Damage vs. Large Foes:** 1D12 (average 6.5)

**Keywords:** Elven Mastery, Melee, One-Handed

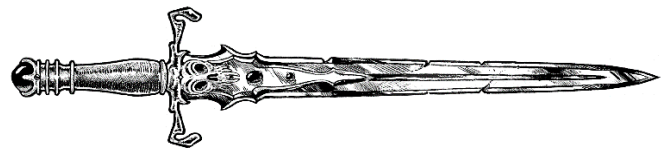
**Design Notes:** This is a default and “normal” sword, for all intents and purposes.

Technically, this weapon is most commonly called an arming sword, but here in the World of Oldskull is a specific case where we care more about Gygax and gaming tradition than we do about current scholarship, heh ...

**Similar Weapons or Terminology:** Arming Sword, Backsword, Chokuto (Japan), Dha (Burma / Thailand), Epee, Epee de Passot (France), Espada Ropera (Spain), Espadon (Spain), Firangi, Flamberge, Flyssa (Moroccan), Ida, Jian, Kampilan, Karabela, Kaskara (Sudanese), Katzbalger, Langes Schwert, Liuyedao, Long Pata (India), Long Seax, Patag, Mandoble, Passot, Schnepf, Shpate, Spada da Lato (Italian), Spada Longa (Italian), Spathe Makra (Greek), Svaerd, Sverd (Norse), Tabak, Tachi, Taijijian, Tau-Kien, Tsurugi, Vaal, Wodao, Yanmaodao, Zwaard, and most other unclassified bladed weapons with a blade length between 30” and 33”

**In the World of Oldskull:** Uncommon in most realms. (As a fantasy trope, artists frequently imagine this weapon to be Abundant, but that is not always realistically the case due to cost, quality, and forging difficulty.)

In Amazonian, barbarian, berserker, chivalric (knightly order), elven (excepting wood elves), and orc communities and lairs, long swords are Abundant.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[31]

## BASTARD SWORD

(Uncommon Sword)

**Description:** A bastard sword is a sword with a well-balanced blade that is about 4' in length, and a hilt grip that allows the wielder to use the blade either in one-handed fashion to allow for shield use, or in two-handed fashion for maximized damage potential.

**Cost:** 25 gold pieces

**Burden:** 100 coin equivalents

### **Striking Accuracy:**

- ❖ **Melee:** +1 (+5%)
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing if blunt-tipped (normal cost), Slashing or Impaling if sharp-tipped (+3 gp cost)

### **Normal Damage:**

- ❖ **One-Handed:** 1D8 (average 4.5)
- ❖ **Two-Handed:** 2D4 (average 5)

### **Damage vs. Large Foes:**

- ❖ **One-Handed:** 2D4 (average 5)
- ❖ **Two-Handed:** 2D8 (average 9)

**Keywords:** Melee, One- or Two-Handed

**Design Notes:** This category includes many long or heavy-bladed swords which could be used in either one-handed or two-handed fighting styles.

Some weapons which are commonly considered "two-handed swords" actually fall under this classification. Blade length is usually the deciding factor.

### **Similar Weapons or Terminology:**

Bastarda, Boar Sword, Demon Blade (of Raz't), Epee Batarde, Great Scimitar (of the Jann), Hand-and-a-Half Sword, Hengdang (Chinese), Miaodao, Panabas, Pandat, Ram



# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Dao (India), Shuangshou Jian, Uchigatana, etc.

**In the World of Oldskull:** Uncommon. In barbarian and berserker communities and lairs, bastard swords are Common.

In the Oldskull realms, the bastard sword is Common in the realms of Arabia, Gaul, the Indus Reaches, and Midgard.



[32]

## TWO-HANDED SWORD

(Rare Sword)

**Description:** A two-handed sword is classified as any sword which requires two hands to use. There are many debates over

blade length, weight, subtypes, classification and so forth, but these minutiae are of little importance to the play of the game.

Notable variants include the heavy claymore, flamberge, and zweihander / beidhander.

A blade length between 5 and 6 feet is considered normal, although larger weapons do exist.

Impaling strikes are rare, with downward slashes being the most common mode of attack.

**Cost:** 30 gold pieces

**Burden:** 250 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** +2 (+10%)
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing if blunt-tipped (normal cost), Slashing or Impaling if sharp-tipped (+3 gp to cost)

**Normal Damage:** 1D10 (average 5.5)

**Damage vs. Large Foes:** 3D6 (average 10.5)

**Keywords:** Melee, Slow, Tall Stature, Two-Handed

**Design Notes:** This category includes all huge swords that absolutely require two hands, regardless of hilt length, blade style, or other particulars that purists love to argue over.

You can create more specialized variants if you like. In doing so, however, keep in mind that this weapon was clearly intended as an “upper ceiling” to character melee effectiveness in the low-level game (especially considering the accuracy and damage vs. large creatures). Deadlier weapons could potentially cause problems in game balance. And never forget that intelligent NPCs like to use maximum-damage weapons too!





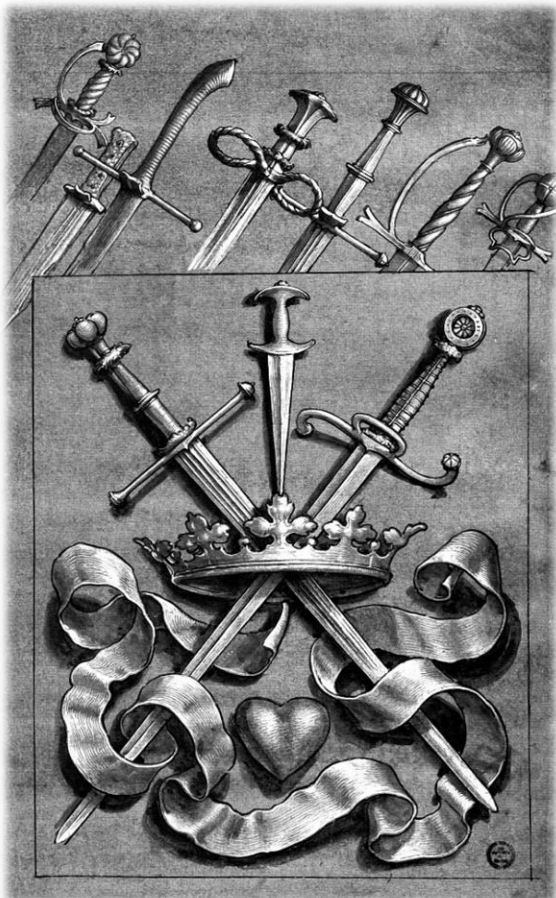
# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Similar Weapons or Terminology:** Buzhan Dao, Changdao (Chinese), Claidheamh Mor (Gaelic), Claymore, Estoc, Executioner's Sword, Flambard, Flammenschwert, Great Flamberge, Great Sword, Montante, Nagamaki, No-Dachi, Odachi, Tuck (England), War Sword, Wo Dao, Zanbato, Zhanmadao, Zweihander, and most other unclassified bladed weapons with a blade length of 34" or more

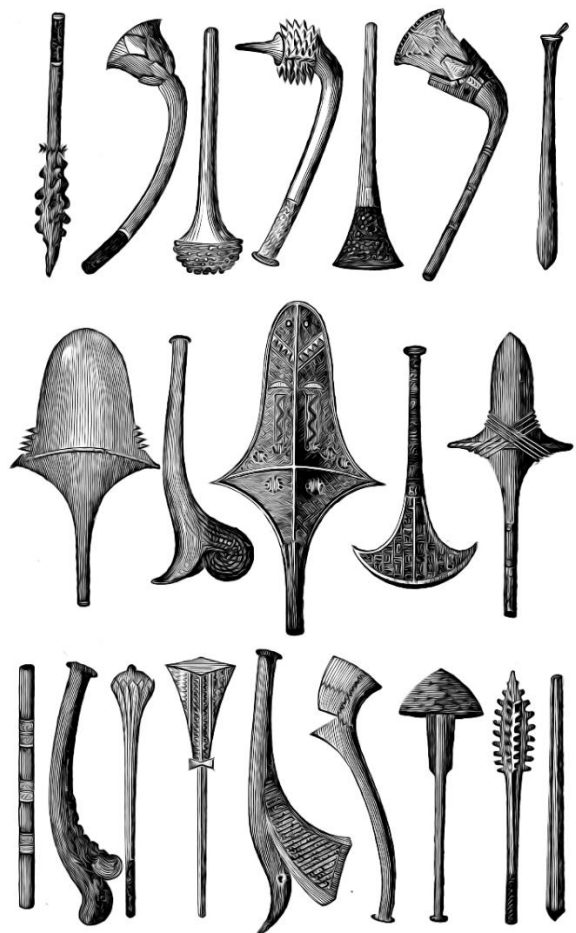
**In the World of Oldskull:** Rare. In elven communities (excepting wood elves), knightly orders, and gnomish communities and lairs, two-handed swords are Uncommon.

In the Oldskull realms, the two-handed sword is Uncommon in the realms of Britannia, Caeldonia, Cathay, Gaul, Hibernia, Nippon, and Teutonia.



## Chapter VI:

### Bludgeons and Flails



[33]

#### CUDGEL

(Abundant Club)

**Description:** The cudgel is simply a light wooden club, or a throwing stick that is primarily intended as a melee weapon.

**Cost:** 1 silver piece (0.1 gp)

**Burden:** 15 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ **Short Range:** +1 (+5%)





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Crushing

**Normal Damage:** 1D4 (average 2.5)

**Damage vs. Large Foes:** 1D3 (average 2)

**Keywords:** Bludgeon, Cudgel, Melee, One-Handed, Thrown (S 10' / M 10' / L 30')

**Design Notes:** Overall, club weapons in this system are distinguished more clearly because the rules are rather notorious in passively treating 1-pound and 10-pound clubs as being equivalent weapons, which they most decidedly are not.

This weapon class also accounts for club weapons which are wielded in one-handed fashion by small creatures (such as halflings, kobolds, svart goblins, etc.)

**Similar Weapons or Terminology:** Light Club, Mallet, Singlestick

**In the World of Oldskull:** Abundant throughout the realms.



[34]

## CLUB

(Abundant Club)

**Description:** A club is a weighted piece of wood, with a narrower handle and a thicker striking head. Clubs can be crafted by a wood worker, or improvised from a tree limb (or in the case of some monsters, even from a stalactite). In game terms, the club weapon types can also be used to represent various forms of blunt improvised weaponry, such as a broken chair, piece of timber, or something similar.

**Cost:** 2 silver pieces (0.2 gp) (or free if improvised)

**Burden:** 30 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** -1 (-5%)
- ❖ **Long Range:** -2 (-10%)

**Attack Type:** Crushing

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D3 (average 2)

**Keywords:** Bludgeon, Melee, One-Handed, Thrown (S 10' / M 20' / L 30')

**Design Notes:** This is also a catch-all category for various improvised weapons (branches, chair legs, belaying clubs, and so forth).

**Similar Weapons or Terminology:** Ball Club (Native American), Belaying Pin (improvised weapon), Bludgeon, Clava (Mapuche), Nulla-Nulla (Aboriginal), Patu (Maori), Rungu (Maasai), Shillelagh (Ireland), Ula (Fijian).

**In the World of Oldskull:** Abundant.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Design Notes:** The club is typically a one-handed weapon, but many monsters are depicted in fantasy art as wielding a larger type of club in two hands. (You can see one example in the illustration for the lesser cyclops, in the 1983 bestiary.) This is that weapon. It is alluded to in the 1977 description of cavemen in the bestiary.

**Similar Weapons or Terminology:** Gada (India), Iwisa (Zulu), Kanabo (Japanese), Knobkerrie (Zulu), Oslop (Russian), Paddle Club (Solomon Islands), Totokia (Fijian).

**In the World of Oldskull:** Common. In barbarian, gnome, savage, and tribesman communities and lairs, heavy clubs are Abundant.



[35]

## HEAVY CLUB

(Common Club)

**Description:** Simply a two-handed club, or a heavier improvised bludgeoning weapon.

**Cost:** 4 silver pieces (0.4 gp) (or free if improvised)

**Burden:** 50 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing

**Normal Damage:** 2D4-1 (average 4)

**Damage vs. Large Foes:** 1D4 (average 2.5)

**Keywords:** Bludgeon, Melee, Two-Handed

[36]

## SPIKED CLUB

(Rare Club)

**Description:** This is equivalent to a small, one-handed morning star. Even if well-crafted, however, such weapons tend not to last very long without sundering.

**Cost:** 1 electrum piece (0.5 gp)

**Burden:** 35 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing or Impaling





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Normal Damage:** 1D4+1 (average 3.5)

**Damage vs. Large Foes:** 1D3+1 (average 3)

**Keywords:** Melee, One-Handed

**Design Notes:** This weapon is listed in the 1977 bestiary as a weapon favored by kobolds.

By extension, it is also wielded by relatively primitive sentient and Chaotic creatures such as beastmen, cannibals, frogmen, jungle goblins, and troglodytes.

**Similar Weapons or Terminology:** Blackwood Club, Briarwood Club, Spiked Shillelagh (Ireland).

**In the World of Oldskull:** Rare in most areas, Uncommon where the humanoids who favor them are found.

In the Oldskull realms, spiked clubs are Uncommon in the realm of Hibernia.



[37]

## JAGGED-TOOTHED CLUB

(Rare Club)

**Description:** An evolution of the spiked club, the jagged-toothed club is a primitive bludgeon set with fangs, shark's teeth, a row of claws, glass shards, or something similar. Some are made of lead-weighted jawbones or even hand-carved ivory.

**Cost:** 1 gold piece

**Burden:** 40 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing or Impaling

**Normal Damage:** 1D4+1 (average 3.5)

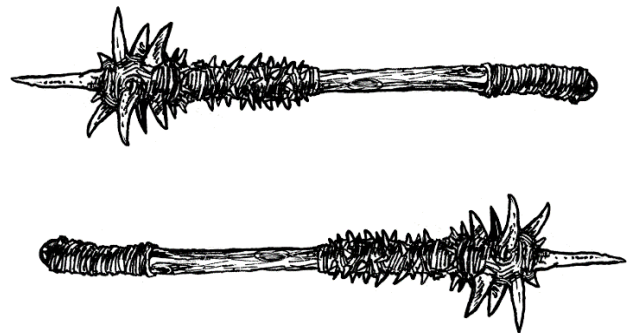
**Damage vs. Large Foes:** 1D4 (average 2.5)

**Keywords:** Jagged-Toothed Club, Melee, One-Handed

**Design Notes:** The jagged-tooth club is more common in fantasy art than in real life, but is appropriate for tribal humanoids or cultic savages.

**Similar Weapons or Terminology:** Mere (Maori).

**In the World of Oldskull:** Rare. In humanoid lands, the jagged-toothed club is Uncommon.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



slashing damage, depending on the striking surface that hits the target.

**Cost:** 3 gold pieces

**Burden:** 80 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** +1 (+5%)
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing or Slashing

**Normal Damage:** 1D6+1 (average 4.5)

**Damage vs. Large Foes:** 1D4+1 (average 3.5)

**Keywords:** Jagged-Toothed Club, Melee, Two-Handed

**Design Notes:** Note that a smaller war club could be classified as a spiked club for game purposes.

**Similar Weapons or Terminology:** Macana (Central and South America), Macuahuitl (Aztec), Ogre's Club

**In the World of Oldskull:** Very Rare in civilized regions; Rare in barbarian lands; Uncommon in humanoid lairs and enclaves.

In the Oldskull realms, war clubs are Rare in the realm of Aztlan and various territories of the Terra Nova.

[38]

## WAR CLUB

(Very Rare Club)

**Description:** A war club is a heavy club set with obsidian blades, sharpened surfaces, or sharpened stones. It is usually a two-handed weapon due to the added weight and swing difficulty. This weapon frequently inflicts a combination of crushing and





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[39]

## STAFF

(Abundant Staff)

**Description:** This weapon is designed to exemplify a wizard's staff, a burnished heavy piece of wood, or a large walking stick. It is differentiated from the quarterstaff, which is a finely-balanced piece that typically has one or two metal ferrules solidly attached to the butt(s).

**Cost:** 1 silver piece (0.1 gp) (or free if improvised)

**Burden:** 50 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** -2 (-10%)
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing

**Normal Damage:** 1D4 (average 2.5)

**Damage vs. Large Foes:** 1D4 (average 2.5)

**Keywords:** Bludgeon, Journey Staff, Melee, One- or Two-Handed

**Design Notes:** Any heavy staff, possibly including some stout magical staves, can be included in this category.

This category also includes magical staves and enchanted wizards' (walking) staves, but do keep in mind that magical items can break if they are used in a matter that is not in accordance with their manufacture!

**Similar Weapons or Terminology:** Geisl (Norse), Lathi (India), Stafr (Norse)

**In the World of Oldskull:** Abundant in most circumstances (non-magical, of course); conditional but usually Very Rare in regards to other types of magical items.



[40]

## QUARTERSTAFF

(Common Staff)

**Description:** The quarterstaff is a long, thick piece of hardwood, between six and nine feet in length. It can be swung from one end or spun from the middle, but it requires a skilled user to avoid bashed and bleeding knuckles when fighting and parrying against a foe.

Most fighting staves are shod in bronze or iron at one or both ends, while mage staves are traditionally devoid of metal. These variants are basically equal in combat efficiency.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Cost:** 5 silver pieces (.5 gp)

**Burden:** 50 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D6 (average 3.5)

**Keywords:** Bludgeon, Melee, Two-Handed

**Design Notes:** Note that magical staves (of wizards) do not have metal elements, due to the superstition involving iron and its negating qualities.

Magical combat staves, however, are indeed shod with steel or even stronger materials (such as mithral or adamantite).

**Similar Weapons or Terminology:** Ferruled Staff, Iron-Shod Staff, Leaden Staff, Short Staff, Stong (Norse), Tetsubo (Japanese)

**In the World of Oldskull:** Common as a crafted weapon, Abundant if large finely-balanced walking sticks or similar materials are available (logging poles, appropriately-cut pieces of timber, etc.).

basically. It could be used against horseman as well as in skirmishes.

**Cost:** 8 silver pieces (0.8 gp)

**Burden:** 80 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D6 (average 3.5)

**Keywords:** Bludgeon, Long Melee, Renaissance Era, Two-Handed

**Design Notes:** This is a historical weapon, but it is not technically a pole arm and was not used in formation battles to the best of my knowledge.

**Similar Weapons or Terminology:** Long Staff

**In the World of Oldskull:** Rare as a crafted weapon, Uncommon if large finely-balanced walking sticks or similar materials are available (logging poles, appropriately-cut pieces of timber, etc.).



[41]

## LONG QUARTERSTAFF

(Rare Staff)

**Description:** This is a rarely-used weapon (as cited by Joseph Swetnam, 1615 AD), which is simply a combat staff that is up to 12' long. It is a "pole arm without an arm,"



[42]

## SAP

(Uncommon Bludgeon)

**Description:** The sap is simply a mass of bludgeoning weight inside of a stout leather pouch. It is designed to knock people out, not to kill them.

**Cost:** 1 gold piece (or free if improvised)

**Burden:** 10 coin equivalents





**Striking Accuracy:**

- ❖ **Melee:** -3 (-15%)
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing**Normal Damage:** 1D2 (average 1.5)**Damage vs. Large Foes:** 1D2 (average 1.5)**Keywords:** Bludgeon, Melee, One-Handed, Sap

**Design Notes:** The inaccuracy of this weapon indicates the reduced chance (relatively speaking) to strike a telling blow. Many minor blows – technically misses – cause bruising but are ineffective from a wounding perspective.

**Similar Weapons or Terminology:** Blackjack, Cosh, Kast (Romani)

**In the World of Oldskull:** Uncommon as a crafted weapon, Abundant in terms of needed materials to improvise a similar weapon (e.g., a sturdy leather pouch and a handful of sling bullets).

**Attack Type:** Crushing**Normal Damage:** 1D6 (average 3.5)**Damage vs. Large Foes:** 1D3 (average 2)**Keywords:** Bludgeon, Cast (Thrown) (S 10' / M - / L -), Entanglement, Melee, One-Handed

**Design Notes:** Rules have been somewhat simplified and rebalanced following the rather unfair Unearthed description of this weapon.

This weapon does not have medium or long range classifications; it is either usable in melee, or at short range only.

**Similar Weapons or Terminology:** Aclys (Roman), Agkulis (Greek), Kyoketsuogi (Japanese)

**In the World of Oldskull:** Uncommon. In netherworld dwarf communities and lairs, the aklys is Common. In the Oldskull realms, the aklys is Common in the realms of Achaea, Nippon, and Tyrrhenia.

[43]

**AKLYS****(Uncommon Bludgeon)**

**Description:** An aklys is a weighted club with an attached cord, allowing the weapon to be thrown and retrieved by its wielder. The viable distance is very short, but the weapon is effective when used to entangle targets in melee.

**Cost:** 2 gold pieces**Burden:** 35 coin equivalents**Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** N/A
- ❖ **Long Range:** N/A







[44]

**HAMMER****(Uncommon Hammer)**

**Description:** A hammer is an advanced form of club, with a solid metal or heavy stone striking head. It is weighted for fast recovery on a miss, and can be thrown as well.

The weapon is too short to wield effectively in two hands; see the Maul entry for a heavier variant which is two-handed.

**Cost:** 1 gold piece

**Burden:** 50 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Crushing

**Normal Damage:** 1D4+1 (average 3.5)

**Damage vs. Large Foes:** 1D4 (average 2.5)

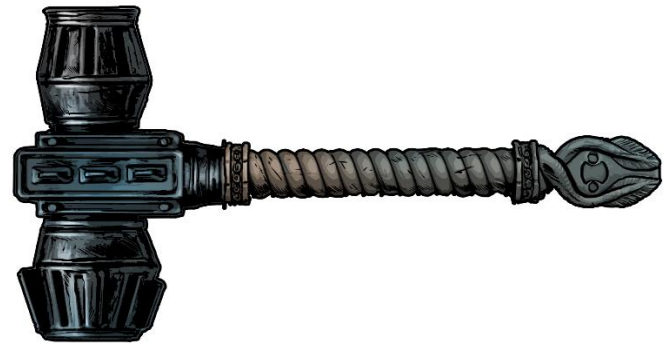
**Keywords:** Bludgeon, Melee, One-Handed, Thrown (S 10' / M 20' / L 30')

**Design Notes:** This is a bludgeoning weapon, distinguished from the war hammer and primarily intended for clerical or humanoid use.

**Similar Weapons or Terminology:** Hamarr (Norse), Iron Mallet, Malleus (Roman), Masse (French)

**In the World of Oldskull:** Uncommon as a crafted weapon, Abundant as a tool which can be used as a weapon. In duergar, hill dwarf, and mountain dwarf communities and lairs, hammers are Abundant.

In the lands of Oldskull, the hammer is Common in the realm of Midgard.



[45]

**THROWING HAMMER****(Rare Hammer)**

**Description:** A throwing hammer has two symmetrical heads, one to each side of the haft, so that it can be thrown in a balanced fashion. It is necessarily lighter than a melee hammer, but nevertheless deadly and effective.

Fairly expensive dwarven throwing hammers are favored.

**Cost:** 2 gold pieces

**Burden:** 50 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Crushing

**Normal Damage:** 1D4+1 (average 3.5)

**Damage vs. Large Foes:** 1D4 (average 2.5)

**Keywords:** Bludgeon, Melee, One-Handed, Thrown (S 15' / M 30' / L 45')

**Design Notes:** Hand and throwing hammers have been differentiated in this system, with throwing hammers having longer range and





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



being more expensive (due to balancing and craftsmanship).

## Similar Weapons or Terminology:

Asgardian Hammer, Hurl-Hammer

**In the World of Oldskull:** Rare. In the lands of Oldskull, the throwing hammer is Uncommon in the realm of Midgard.



[46]

## MAUL

(Very Rare Hammer)

**Description:** This represents a mighty two-handed war club that frequently features additional weight and iron banding, for example as seen in the cloud giant illustration for the 1977 bestiary.

A maul, in game terms, is a heavy two-handed hammer. Such things were rarely

used as historical weapons, due to the great strength a wielder would require to recover after a missed swing. But it is a staple of fantasy, and it is certainly a physically viable weapon (albeit a reckless one), and so it appears here.

The maul is favored by barbarians, berserkers, and powerful humanoid or giant-kin creatures such as ogres.

**Cost:** 6 gold pieces

**Burden:** 200 coin equivalents

## Striking Accuracy:

- ❖ **Melee:** +1 (+5%)
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing

**Normal Damage:** 2D4+1 (average 6)

**Damage vs. Large Foes:** 2D4+1 (average 6)

**Keywords:** Bludgeon, Maul, Melee, Slow, Two-Handed

**Design Notes:** This “sledgehammer” weapon class accounts for human-sized versions of giant-wielded hammer weapons. Note however that damage for the much larger weapons wielded by towering creatures will be considerably increased, on par with the damage figures provided for ogres, each species of giant, etc.

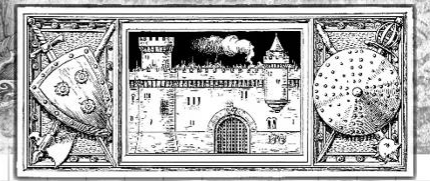
**Similar Weapons or Terminology:** Giant's Club, Giant's Hammer, Great Hammer, Great War Club

**In the World of Oldskull:** Very Rare as a crafted weapon, but Uncommon when considering tools that can be repurposed as roughly-equivalent improvised weapons.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[47]

## HORSEMAN'S MACE

(Rare Mace)

**Description:** A horseman's mace has a longer haft and a smaller striking head, allowing it to be effectively used from horseback. It has not significant advantages over a footman's mace when used on foot, which makes it a rather uncommon weapon which is nevertheless favored by mounted clerics.

**Cost:** 4 gold pieces

**Burden:** 50 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D4 (average 2.5)

**Keywords:** Bludgeon, Melee, One-Handed

**Design Notes:** This weapons category includes lighter footmen's maces as well.

**Similar Weapons or Terminology:** Knight's Mace

**In the World of Oldskull:** Rare. In chivalric (knightly order) and dervish communities and lairs, horsemen's maces are Uncommon.



[48]

## CAVALIER'S MACE

(Very Rare Mace)

**Description:** The weapon is finely balanced, rarer, and more expensive.

**Cost:** 7 gold pieces

**Burden:** 50 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** -1 (-5%)
- ❖ **Long Range:** -2 (-10%)

**Attack Type:** Crushing

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D4 (average 2.5)

**Keywords:** Bludgeon, Melee, One-Handed, Thrown (S 10' / M 20' / L 30')

**Design Notes:** This weapon has been designed to cover attestations in history books that medieval knights could effectively throw their maces in combat.

**Similar Weapons or Terminology:** Crusader's Mace, Hurling Mace

**In the World of Oldskull:** Very Rare. In chivalric (knightly order) and dervish





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



communities and lairs, cavaliers' maces are Rare.

humanoid leaders will tend to possess normal ones.

**Similar Weapons or Terminology:** Stone Mace

**In the World of Oldskull:** Common in most areas.



[49]

## CRUDE FOOTMAN'S MACE (Common Mace)

**Description:** As opposed to a flanged iron or steel mace carefully crafted by a weaponsmith, this inferior example is a roughly-made iron-shod piece of wood or a stick with a mass of metal bound to the end.

**Cost:** 3 gold pieces

**Burden:** 100 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D6 (average 3.5)

**Keywords:** Bludgeon, Melee, One-Handed

**Design Notes:** This weapon resolves a discrepancy between the effectiveness of Basic and Advanced maces. (And since it's the primary weapon of one of the main classes in the game, that's fairly important.) The crude mace – which is weaker – represents the Basic paradigm, while the normal mace with improved Gygaxian stats represents the Advanced paradigm.

Crude maces are relatively easy to craft, which makes them inexpensive. Pool clerics and humanoids will tend to have crude maces, while well-to-do clerics and



[50]

## FOOTMAN'S MACE (Uncommon Mace)

**Description:** A mace is a sophisticated hammer, with a flanged or knobbed steel head that is designed to break bones and crush armor. The pernach is a powerful



# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



variant that can crush its way through plate armor.

**Cost:** 6 gold pieces

**Burden:** 100 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** +1 (+5%)
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing

**Normal Damage:** 1D6+1 (average 4.5)

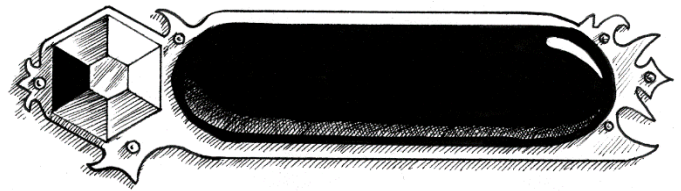
**Damage vs. Large Foes:** 1D6 (average 3.5)

**Keywords:** Bludgeon, Melee, One-Handed

**Design Notes:** See notes for the Crude Mace, above. Maces are more effective under the Advanced rules than the Basic rules; this could be considered the "Advanced mace."

**Similar Weapons or Terminology:** Flanged Mace, Gada (India), Knobbed Mace, Pernach (Russian), Shishpar (Persian), Suan Tao Fung (Chinese)

**In the World of Oldskull:** Uncommon. In dark elf communities and lairs, footmen's maces are Common.



[51]

## GREAT FOOTMAN'S MACE

(Rare Mace)

**Description:** A great footman's mace is a long-handled weapon with the heaviest head possible, with the striking head's weight being limited by the force which snap the weapon in half upon impact. This is always a two-handed weapon.

**Cost:** 10 gold pieces

**Burden:** 125 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** +2 (+10%)
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing

**Normal Damage:** 2D4 (average 5)

**Damage vs. Large Foes:** 1D6+1 (average 4.5)

**Keywords:** Bludgeon, Melee, Two-Handed

**Design Notes:** This category accounts for ridiculously huge maces (both real ones and those in fantasy art), along with Far Eastern staff-mace weapons. Accuracy is considerable due to the number of glancing hits that will result in damage.

**Similar Weapons or Terminology:** Staff Mace, Two-Handed Mace

**In the World of Oldskull:** Rare. In the Oldskull realms, the great footman's mace is Uncommon in the various realms of the Orient.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[52]

## CRUDE MORNING STAR

(Uncommon Morning Star)

**Description:** A crude morning star is similar to a spiked club, but is much heavier and sturdier, with more (and more solidly mounted) spike surfaces. However the weapon is still rather unwieldy due to poor balance and general lack of symmetry.

**Cost:** 3 gold pieces

**Burden:** 125 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing or Impaling

**Normal Damage:** 1D6+1 (average 4.5)

**Damage vs. Large Foes:** 1D6+1 (average 4.5)

**Keywords:** Melee, One-Handed, Slow

**Design Notes:** A crude morning star is simply a heavy spiked club. They are cruel and brutal weapons, frequently fashioned by humanoids.

The weapon is favored by strong humanoids particularly, such as gnolls and bugbears.

**Similar Weapons or Terminology:** Dwarf Crusher, Gnoll Fist

**In the World of Oldskull:** Uncommon in civilized areas, Common in humanoid lands.



[53]

## MORNING STAR

(Uncommon Morning Star)

**Description:** A morning star is a heavy spiked mace. Due to the horrific wounds it inflicts, it is a weapon favored by strong, vicious humanoids of a militant bent such as netherworld bugbears and hobgoblins.

**Cost:** 8 gold pieces

**Burden:** 125 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** +1 (+5%)
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing or Impaling

**Normal Damage:** 2D4 (average 5)

**Damage vs. Large Foes:** 1D6+1 (average 4.5)

**Keywords:** Melee, One-Handed

**Design Notes:** A well-fashioned morning star is faster to strike than a crude one, due to balance and properly leveraged mass. However the weapon is heavily spiked, rendering it unsuitable for use by clerics and holy orders.

Generally, this weapon class features different heavy spiked weapons that basically inflict a similar amount of damage in the game.

**Similar Weapons or Terminology:** Brogit Staff (Scotland), Godentag (Flemish), Goedendag (Flemish), Goupillon (French), Heavy Spiked Club, Holy Water Sprinkler (English), Morgenstern (German / Swiss), Plancon a Picot (French), Planson, Spiked Staff.

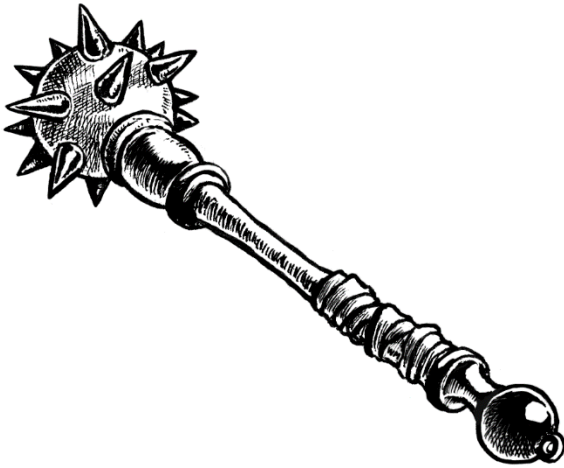
**In the World of Oldskull:** Uncommon. In gnoll, goblin, and hobgoblin communities and lairs, morning stars are Common. In the World of Oldskull, morning stars are



# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Common in the realms of Batavia, Britannia, Caledonia, Gaul, and Helvetia.



**Similar Weapons or Terminology:** Ogre's Fist, Spiked War Club

**In the World of Oldskull:** Rare. In gnoll and hobgoblin communities and lairs, great morning stars are Uncommon. In the World of Oldskull, morning stars are Uncommon in the realms of Batavia, Britannia, Caledonia, Gaul, and Helvetia.

[54]

## GREAT MORNING STAR

(Rare Morning Star)

**Description:** A great morning star is a very heavy spiked mace, requiring two hands. Larger humanoids (bugbear chieftains, gnolls, half-ogres, ogres, etc.) of STR 16+ could effectively wield this in one hand, although a human (of any Strength) could not due to insufficient height.

**Cost:** 10 gold pieces

**Burden:** 150 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** +2 (+10%)
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing or Impaling

**Normal Damage:** 2D4+1 (average 6)

**Damage vs. Large Foes:** 2D4 (average 5)

**Keywords:** Melee, Slow, Two-Handed

**Design Notes:** As above; this category is for heavier and two-handed weapons of the spiked bludgeon variety.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[55]

## HORSEMAN'S FLAIL

(Uncommon Flail)

**Description:** A horseman's flail is a light flail with a longer chain between the haft and the striking head, so that a horseman can potentially strike down on a (likely shield-bearing) foe who is fighting on foot. The weapon is sometimes also used by footmen, because it is faster than a footman's flail while conferring the primary advantage of striking over an opponent's block or parry.

**Cost:** 3 gold pieces

**Burden:** 35 coin equivalents

### **Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing or Impaling (depending on design)

**Normal Damage:** 1D4+1 (average 3.5)

**Damage vs. Large Foes:** 1D4+1 (average 3.5)

**Keywords:** Bludgeon, Melee, One-Handed

**Design Notes:** This category represents flails of lighter weight, smaller sphere size, shorter haft size, etc.

Cost has been corrected from the Advanced sources, which transposed the costs for horseman's and footman's flails.

**Similar Weapons or Terminology:** Light Flail, Light Military Flail

**In the World of Oldskull:** Uncommon. In Amazon tribal enclaves and chivalric (knightly order) communities and lairs, horsemen's flails are Common.

In the Oldskull realms, the horseman's flail is Common in the realms of Gaul, Midgard, Nippon, Rus, and Teutonia.

[56]

## FOOTMAN'S FLAIL

(Uncommon Flail)

**Description:** A footman's flail consists of a sturdy haft, a short link of chain, and a weighted striking head, which is usually either an orb or a length of iron-shod wood.

Some rarer flails have one or more small spiked heads, which (in game terms) inflict an equivalent amount of damage. Flails are difficult weapons to use, but they are highly effective in striking over a shield or a parrying weapon.

**Cost:** 8 gold pieces

**Burden:** 100 coin equivalents

### **Striking Accuracy:**

- ❖ **Melee:** +1 (+5%)
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing or Impaling (depending on design)

**Normal Damage:** 1D6+1 (average 4.5)





# CASTLE OLDSKULL

## FANTASY ROLE PLAYING GAMES



**Damage vs. Large Foes:** 2D4 (average 5)

**Keywords:** Bludgeon, Melee, One-Handed, Slow

**Design Notes:** This weapons category covers many different types of flails, from those with small spheres and large chains, to those with a bar-like head attached to a short staff. See also Great Flail, below.

Cost has been corrected from the Advanced sources, which transposed the costs for horseman's and footman's flails.

**Similar Weapons or Terminology:** Chain Mace, Chain Morning Star, Chigiriki (Japanese), Fleau d'Armes (French), Halmbust (Norse), Kettenmorgenstern (German), Kisten (Russian), Kriegsflgel (German), Mace and Chain, Military Flail, Spiked Flail

**In the World of Oldskull:** Uncommon. In Amazon tribal enclaves and orc communities and lairs, footmen's flails are Common.

In the Oldskull realms, the footman's flail is Common in the realms of Gaul, Midgard, Nippon, Rus, and Teutonia.



[57]

### GREAT FLAIL

(Rare Flail)

**Description:** The great footman's flail is a long staff with a nasty spiked clubbing head affixed to the end. A skilled user can also strike with the butt end when a rapid





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



stunning strike is required to fend off a foe with a faster weapon.

**Cost:** 12 gold pieces

**Burden:** 150 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** +2 (+10%)
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing or Impaling (depending on design)

**Normal Damage:** 2D4 (average 5)

**Damage vs. Large Foes:** 2D4+1 (average 6)

**Keywords:** Bludgeon, Melee, Slow, Two-Handed

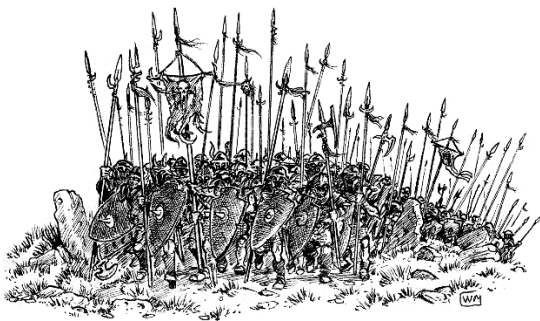
**Design Notes:** This heavier, slower weapon has been designed to settle historically-based or gamist arguments as to whether footmen's flails are one- or two-handed weapons. Flails with very large heads, many heads, and /or long shafts are considered great flails for game purposes.

This weapon class also accounts for fantasy flails, which tend to feature huge spiky heads.

**Similar Weapons or Terminology:** Heavy Flail, Long Flail, Three-Headed Flail, Two-Headed Flail

**In the World of Oldskull:** Rare. Uncommon in gnoll communities and lairs.

In the Oldskull realms, the great flail is Uncommon in the realms of Gaul, Midgard, Nippon, Rus, and Teutonia.



## Chapter VII: Pole Arms



### Pole Arms Overview

Pole arms (or polearms, if you prefer) are long-hafted weapons — 6' to 8' long or longer — with elaborate (and often multi-featured) iron or steel striking surfaces. The most common and simple form of a pole arm is a spear, which is treated separately.

More specialized pole arms were used historically by massed troops to great effect, particularly against mounted opponents. Realistically, a pole arm is probably too cumbersome for a lone hero to wield in a dungeon ... but fortunately we are more







concerned with the “cool factor” and heroics in our gaming.

I recommend that PCs be allowed to wield pole arms effectively in subterranean tunnels, within reason, but each GM can decide for himself whether the use of pole arms should be mitigated in the game. I have found that as long as the “two hands only” rule is enforced, these weapons are balanced and interesting in play. And truly, how can you have a Gygaxian fantasy game without having a plethora of pole arms for your doughty men-at-arms to wield?

Power gamers will probably note that the cost of a pole arm does not always necessarily equate to its raw damage output. Some of these weapons have special abilities which outweigh their disadvantages (making them more valuable when wielded properly), while others are ornate status weapons which nobles prefer to outfit their ceremonial guardsmen with.

All pole arms are more effective *en masse*, however!

[58]

### ANCUS

(Very Rare Pole Arm)

**Description:** This weapon, similar to a halberd-like elephant goad, is alluded to in the Gygaxian description for the pit fiend. (A twelve-foot-tall devil can wield this weapon in one hand; a mere mortal cannot.)

The infernal version is used to slay intruders and torture lost souls; the mundane version is an effective stunning weapon.

**Cost:** 12 gold pieces

**Burden:** 100 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** +1 (+5%)
- ❖ (Not a ranged weapon)

**Attack Type:** Impaling

**Normal Damage:** 2D4-1 (average 4)

**Damage vs. Large Foes:** 2D4 (average 5)

**Keywords:** Knockdown, Long Melee, Slow, Two-Handed

**Design Notes:** This weapon has an evocative infernal bent, and could well be favored by other types of powerful evil (Chaotic) creatures.

**Similar Weapons or Terminology:** Ankus, Elephant Goad, Pit Fiend's Barb

**In the World of Oldskull:** Very Rare. In devil-worshipping communities and lairs, the ancus is Rare.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[59]

## AWL PIKE

(Common Pole Arm)

**Description:** An awl pike is the longest feasible melee weapon, a spear of great length. Unless the GM is feeling extremely generous, the pike is only an effective weapon for massed troops in formation; a single wielder of a pike would likely get only a single strike before an opponent was in hand-to-combat range and closer to the wielder than to the weapon surface.

**Cost:** 3 gold pieces

**Burden:** 80 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Impaling

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D12 (average 6.5)

**Keywords:** Formation Weapon, Slow, Tall Stature, Two-Handed, Unwieldy, Very Long Melee

**Design Notes:** This category includes the longest functional spears. In history it could be used with a small shield (strapped over a shoulder for middling protection, perhaps not even a full +1 Armor Class factor), or with a specially-shaped shield that allowed the wielder a more significant form of defense (while in formation with other soldiers only).

This weapon is difficult to wield, but it is affordable for mass troops and therefore remains quite a popular choice for armies, humanoid war bands, and well-trained militias throughout the realms.

**Similar Weapons or Terminology:**

Ahlspeiss (German), Lembing, Mao, Sarissa (Macedonian)



# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**In the World of Oldskull:** Common in most realms.



❖ (Not a ranged weapon)

**Attack Type:** Slashing or Impaling

**Normal Damage:** 2D4 (average 5)

**Damage vs. Large Foes:** 3D4 (average 7.5)

**Keywords:** Long Melee, Slow, Two-Handed, Unwieldy

**Design Notes:** The bardiche is basically a step beyond the great battle axe, and this category can include great dwarven war axes as well.

This weapon has no significant special abilities in combat, but it remains one of the best pole arms for slaying enemies outright ... particularly those who tend toward the large or giant variety.

**Similar Weapons or Terminology:**

Berdiche, Berdish, Great Dwarven Axe, Long Poleaxe

**In the World of Oldskull:** Uncommon. In dwarven enclaves, the Bardiche variant (great dwarven war axe) is Common.

[60]

## BARDICHE

(Uncommon Pole Arm)

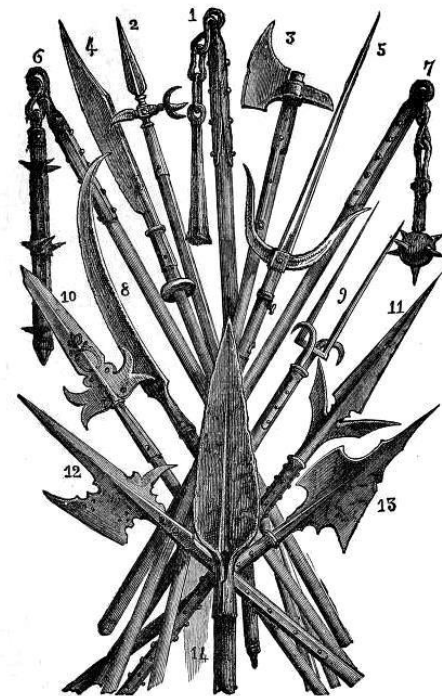
**Description:** A bardiche is a mighty two-handed axe with a long haft and a very long and /or pronounced axe blade.

**Cost:** 9 gold pieces

**Burden:** 125 coin equivalents

**Striking Accuracy:**

❖ **Melee:** +1 (+5%)





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[61]

## BEC DE CORBIN

(Rare Pole Arm)

**Description:** A bec de corbin is basically a very long military pick, with a long haft and a bludgeoning head topped with a spike. It is mostly differentiated from a Lucerne hammer by the fact that the impaling spike is intended as the primary striking surface.

**Cost:** 5 gold pieces

**Burden:** 100 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** +2 (+10%)
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing or Impaling

**Normal Damage:** 1D8 (average 4.5)

**Damage vs. Large Foes:** 1D6 (average 3.5)

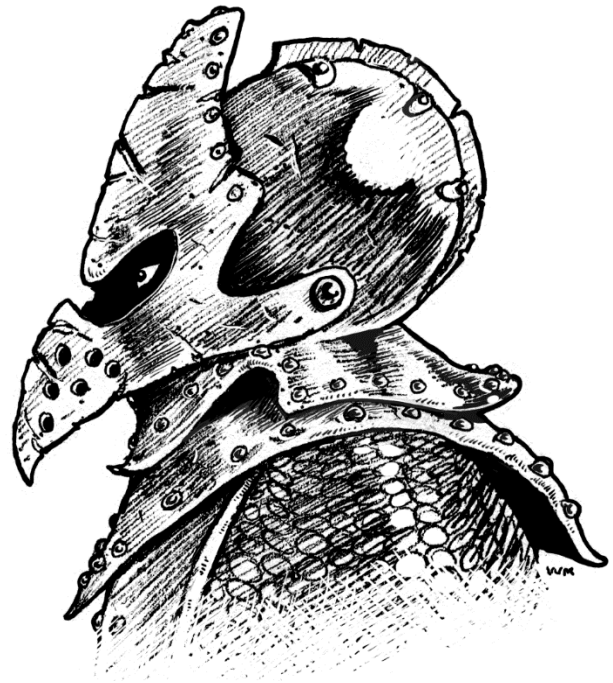
**Keywords:** Long Melee, Slow, Two-Handed, Unwieldy

**Design Notes:** The damage of this weapon is actually quite low for a pole arm. The Gyaxian statistics underline the fact that the maximum damage is mediocre (likely due to the small weapon head), but the striking accuracy remains high due to leverage and penetration.

**Similar Weapons or Terminology:** Raven's Beak

**In the World of Oldskull:** Rare. In gnoll, hobgoblin, and orc communities and lairs, bec de corbins are Uncommon.

In the Oldskull realms, the bec de corbin is Uncommon in the realm of Gaul.



[62]

## BILL-GUISARME

(Rare Pole Arm)

**Description:** A bill-guisarme typically has a curved hook, a spike, and a bladed surface so that it can be used in many different ways by a skilled attacker.

**Cost:** 9 gold pieces

**Burden:** 150 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

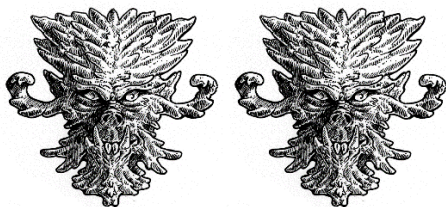
**Attack Type:** Slashing or Impaling

**Normal Damage:** 2D4 (average 5)

**Damage vs. Large Foes:** 1D10 (average 5.5)

**Keywords:** Dismount, Long Melee, Slow, Tall Stature, Two-Handed, Unwieldy

**Design Notes:** Gyax noted in his Unearthed comments that in addition to its





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



other qualities, this powerful weapon was used to dismount riders.

## Similar Weapons or Terminology:

Scorpion

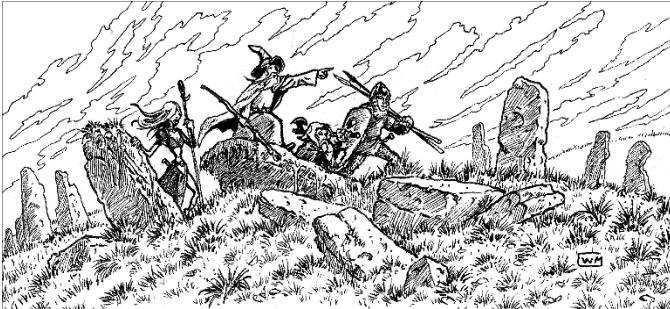
**In the World of Oldskull:** Rare. In gnoll, hobgoblin, and orc communities and lairs, bill-guisarmes are Uncommon.

Gygax noted that this is typically the more effective hook-backed variety of the weapon, which was useful in dismounting riders.

## Similar Weapons or Terminology:

Fauchart

**In the World of Oldskull:** Uncommon in most regions.



[63]

## FAUCHARD

(Uncommon Pole Arm)

**Description:** A fauchard has a scything axe blade, with at least one hook on the opposite surface away from the cutting edge.

**Cost:** 4 gold pieces

**Burden:** 60 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing or Impaling

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D8 (average 4.5)

**Keywords:** Dismount, Long Melee, Slow, Two-Handed, Unwieldy

**Design Notes:** This weapon is cheap and quite useful despite its mediocre damage, which makes a popular choice for nobles who are outfitting large masses of troops.



[64]

## FAUCHARD-FORK

(Rare Pole Arm)

**Description:** A fauchard-fork, instead of just having a hook, has a long impaling spike opposite the cutting edge.

**Cost:** 8 gold pieces

**Burden:** 80 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing or Impaling

**Normal Damage:** 1D8 (average 4.5)





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Damage vs. Large Foes:** 1D10 (average 5.5)

**Keywords:** Dismount, Long Melee, Slow, Two-Handed, Unwieldy

**Design Notes:** This is a combination scything and impaling weapon, but it is difficult for inexperienced wielders to use effectively.

**Similar Weapons or Terminology:** Scything Fork

**In the World of Oldskull:** Rare. In gnoll, hobgoblin, and orc communities and lairs, fauchard-forks are Uncommon.

these weapons' special abilities against the PCs.

**Similar Weapons or Terminology:** Spiked Fauchard

**In the World of Oldskull:** Rare. In gnoll, hobgoblin, netherworld dwarf, and orc communities and lairs, hook fauchards are Uncommon.

[65]

## HOOK FAUCHARD

(Rare Pole Arm)

**Description:** The hook fauchard is similar to a normal fauchard, but its blade has more of an impaling tip and a pronounced curvature.

**Cost:** 5 gold pieces

**Burden:** 80 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing or Impaling

**Normal Damage:** 1D4+1 (average 3.5)

**Damage vs. Large Foes:** 1D4+1 (average 3.5)

**Keywords:** Dismount, Knockdown, Long Melee, Slow, Two-Handed

**Design Notes:** This weak weapon is quite deadly in the hands of a skilled user, due to its dismounting and knockdown capabilities. Game Masters are warned that the in-game results can be surprisingly lethal when masses of minor enemies (such as men-at-arms or humanoids) are all using



[66]

## GLAIVE

(Common Pole Arm)

**Description:** A glaive is a long spear whose impaling point also has a slashing edge.

**Cost:** 6 gold pieces





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Burden:** 75 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing or Impaling

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D10 (average 5.5)

**Keywords:** Long Melee, Set for Charge, Slow, Two-Handed, Unwieldy

**Design Notes:** This category encompasses many different types of spears with slightly curved and /or knife-like weapon heads.

This weapon is typically used against cavalry formations. Overall, the weapon has been outclassed in the World of Oldskull due to the relatively recent development of more lethal and effective alternatives.

**Similar Weapons or Terminology:** Atgeir (Norse), Dap (Malay), Glave, Guandao (Chinese), Kwan Tao (Chinese), Ngai (Thai), Palma (Siberian), Pudao (Chinese), Sovnya (Russian), Woldo (Korean), Yanyue Dao (Chinese)

**In the World of Oldskull:** Common in most regions.

**Attack Type:** Slashing or Impaling

**Normal Damage:** 2D4 (average 5)

**Damage vs. Large Foes:** 2D4 (average 5)

**Keywords:** Dismount, Long Melee, Set for Charge, Slow, Two-Handed, Unwieldy

**Design Notes:** The primary use of this weapon is in dismounting riders, but it causes significant damage and is also useful because it can be set to receive enemy charges.

In many ways, this is the perfect anti-cavalry weapon and it is frequently used as such.

**Similar Weapons or Terminology:**

Couteaux de Breche

**In the World of Oldskull:** Rare. In gnoll, hobgoblin, and orc communities and lairs, glaive-guisarmes are Uncommon.



[67]

## GLAIVE-GUISARME

(Rare Pole Arm)

**Description:** A glaive-guisarme is a glaive with an added hook, designed to dismount enemy horsemen.

**Cost:** 10 gold pieces

**Burden:** 100 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)







[68]

**SAW-TOOTHED GLAIVE****(Very Rare Pole Arm)**

**Description:** This is a “jawed” glaive with a serrated edge and an impaling knife head.

**Cost:** 10 gold pieces

**Burden:** 75 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing or Impaling

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D10 (average 5.5)

**Keywords:** Khopesh Blade, Long Melee, Set for Charge, Slow, Two-Handed, Unwieldy

**Design Notes:** This exotic weapon is noted in the 1983 bestiary as a favorite of bearded devils. In the hands of a proficient user, it can snag opponents in the same manner as a khopesh sword.

**Similar Weapons or Terminology:** Devil’s Glaive, Fanged Glaive, Razor Glaive

**In the World of Oldskull:** Very Rare. In devil-worshipping communities and lairs, the saw-toothed glaive is Rare.

spectacularly accurate in a melee situation, however.

**Cost:** 6 gold pieces

**Burden:** 80 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing or Impaling

**Normal Damage:** 2D4 (average 5)

**Damage vs. Large Foes:** 1D8 (average 4.5)

**Keywords:** Dismount, Long Melee, Slow, Two-Handed, Unwieldy

**Design Notes:** Gygax noted that the Couteaux de Breche variant of this weapon type could be classified as either a guisarme or a glaive-guisarme, depending upon the configuration of the weapon head. The couteaux is therefore noted in both similar weapons sections.

**Similar Weapons or Terminology:** Bill (English), Bill Hook (English), Bisarme, Brush Axe, Couteaux de Breche, Giserne, Welsh Hook

**In the World of Oldskull:** Uncommon in most regions and cultures.

In Oldskull realms, the guisarme (the bill hook, actually) is Common in the realm of Britannia, and the true guisarme is Common in the realm of Gaul.



[69]

**GUISARME****(Uncommon Pole Arm)**

**Description:** A guisarme is a glaive with a reverse hook, designed to disarm opponents or dismount attacking horsemen. It is not

[70]

**GUISARME-VOULGE****(Rare Pole Arm)**

**Description:** A guisarme-voulge is a guisarme with an additional impaling tip.

**Cost:** 5 gold pieces

**Burden:** 150 coin equivalents





**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing or Impaling**Normal Damage:** 2D4 (average 5)**Damage vs. Large Foes:** 2D4 (average 5)**Keywords:** Dismount, Long Melee, Slow, Tall Stature, Two-Handed, Unwieldy

**Design Notes:** The Lochaber Axe variant might actually be the most common weapon type under this categorization, but the weapon name Guisarme-Voulge is kept as primary due to the Advanced 1978 naming precedent.

**Similar Weapons or Terminology:**

Jedburgh Axe (Swiss), Jeddart (Swiss), Jedwart, Lochaber Axe (Swiss)

**In the World of Oldskull:** Rare in most regions and cultures.

In Oldskull realms, the guisarme-voulge is Uncommon in the realm of Helvetia.



[71]

**HALBERD****(Uncommon Pole Arm)**

**Description:** Perhaps the most effective of all pole arms (in common circumstances), the halberd is a long-hafted heavy cleaver with two spikes. The longer spike is an impaling point at the tip of the weapon, while the second is typically a hook opposite the cleaver.

**Cost:** 10 gold pieces**Burden:** 175 coin equivalents**Striking Accuracy:**

- ❖ **Melee:** +1 (+5%)
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing or Impaling**Normal Damage:** 1D10 (average 5.5)**Damage vs. Large Foes:** 2D6 (average 7)**Keywords:** Long Melee, Slow, Tall Stature, Two-Handed, Unwieldy

**Design Notes:** As one of the deadliest and most common types of pole arms, highly favored by guardsmen and soldiers.

**Similar Weapons or Terminology:** Arbir (Indonesia), Atgeirr (Norse), Bisento, Brown Bill (English), Ch'i Chi, Halbard, Hellebarde (German), Helmbarte (German), Ji, Kaesia (Norse), Kesja (Norse), Ko, Pi Chi, Scottish Halberd, Swiss Voulge

**In the World of Oldskull:** Uncommon.



[72]

**LUCERNE HAMMER****(Uncommon Pole Arm)**

**Description:** Similar to a bec de corbin, a Lucerne hammer is a long military pick with a bludgeoning head and an impaling spike. The bludgeoning surface is intended as the primary striking surface.

**Cost:** 6 gold pieces**Burden:** 150 coin equivalents**Striking Accuracy:**

- ❖ **Melee:** +1 (+5%)
- ❖ (Not a ranged weapon)





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Attack Type:** Crushing or Impaling

**Normal Damage:** 2D4 (average 5)

**Damage vs. Large Foes:** 1D6 (average 3.5)

**Keywords:** Dismount, Long Melee, Slow, Tall Stature, Two-Handed, Unwieldy

**Design Notes:** This is an early predecessor of the halberd, which – being supplanted some regions – will be slightly less common in most medieval settings.

**Similar Weapons or Terminology:** Lucern Hammer (incorrect), Swiss Hammer

**In the World of Oldskull:** Uncommon. In the Oldskull realms, the Lucerne hammer is Common in the realm of Helvetia.

**Keywords:** Long Melee, Man Catcher, Two-Handed

**Design Notes:** This is a non-lethal weapon, specifically designed to take captives alive. As such, it is favored by watchmen, town guards, ransomers of nobles, and slavers.

**Similar Weapons or Terminology:** Forfex, Pincer Staff (of the Deep Ones), Sasumata (Japanese), Sode Garami (Japanese), Tsukobo (Japanese)

**In the World of Oldskull:** Very Rare in most regions.

In Deep One communities and lairs, man catchers are Rare.

In the Oldskull realms, the man catcher is Rare in the realm of Nippon.



[73]

## MAN CATCHER

(Very Rare Pole Arm)

**Description:** This weapon has two claw-like arms instead of a weapon head, each curved and lined with small spikes along the interior surface.

**Cost:** 10 gold pieces

**Burden:** 80 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing if normal, Slashing if jagged-toothed. Both sub-types might be available for sale.

**Normal Damage:** 1D2 (average 1.5)

**Damage vs. Large Foes:** 1D2 (average 1.5)



[74]

## MILITARY FORK

(Uncommon Pole Arm)

**Description:** A military fork consists of a long wooden pole and a steel weapon head that splits into two parallel impaling blades.

**Cost:** 7 gold pieces

**Burden:** 75 coin equivalents





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



## Striking Accuracy:

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

## Attack Type: Impaling

**Normal Damage:** 1D8 (average 4.5)

**Damage vs. Large Foes:** 2D4 (average 5)

**Keywords:** Dismount, Long Melee, Set for Charge, Two-Handed, Unwieldy

**Design Notes:** This category primarily includes long weapons with two impaling tines, but can also include variants which have a third smaller hook (not quite a trident) that were used to more effectively dismount riders.

**Similar Weapons or Terminology:** Hooked Fork, Two-Tined Fork (of the Malebranche)

**In the World of Oldskull:** Uncommon. In devil-worshipping communities and lairs, the military fork is Common.



[75]

## PARTISAN

(Uncommon Pole Arm)

**Description:** The partisan is a heavy ox-tongued spear, with two axing side-blade surfaces protruding from the base of the weapon head.

**Cost:** 5 gold pieces (without ornamentation); up to 15 gold pieces (if ornate)

**Burden:** 80 coin equivalents

## Striking Accuracy:

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing or Impaling

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D6+1 (average 4.5)

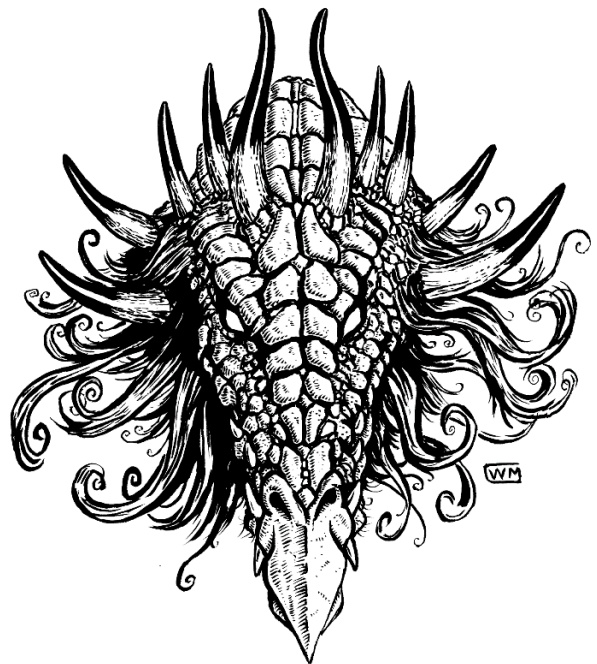
**Keywords:** Long Melee, Slow, Two-Handed, Unwieldy

**Design Notes:** This outmoded (and largely ceremonial) weapon is inferior to the ox-tongued spear, especially considering its price. Nevertheless, it is an impressive-looking traditional weapon which symbolizes the guardians of nobility, and for that reason it is frequently carried by guards or sentries.

## Similar Weapons or Terminology:

Bohemian Ear-Spoon, Bohmischer Ohrloffel (German), Esponton, Half-Pike, Partizan, Sponton

**In the World of Oldskull:** Uncommon in most places, Rare in places where more advanced pole arms are relatively abundant.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[76]

## POLE AXE

(Uncommon Pole Arm)

**Description:** A pole axe, generally speaking, is similar to a bardiche but it has a smaller cleaving surface. Additionally, it may be topped by a small spike for impaling, and so that option is considered here for damage purposes.

**Cost:** 6 gold pieces

**Burden:** 125 coin equivalents

### **Striking Accuracy:**

- ❖ **Melee:** +1 (+5%)
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing

**Normal Damage:** 1D10 (average 5.5)

**Damage vs. Large Foes:** 1D10+1 (average 6.5)

**Keywords:** Long Melee, Slow, Two-Handed, Unwieldy

**Design Notes:** Gary Gygax described this weapon in a February 1979 draconian magazine, but this was unfortunately too late to give it differentiated stats under the 1970s Advanced system. Why it was not fully statted in the 1985 Unearthed supplement is a mystery, but it seems to have been missed as an oversight. (It is described there but not statted.)

The weapon as featured in the Oldskull system has been designed here following notes from Gygax and Mentzer as a slightly inferior, but lighter, form of halberd.

**Similar Weapons or Terminology:** Bec de Faucon (French), Doloire (French), Falcon's Beak, Hache (French), Pollaxe

**In the World of Oldskull:** Uncommon. In the Oldskull lands, the pole axe is Common in the realm of Gaul.



[77]

## RANSEUR

(Uncommon Pole Arm)

**Description:** A ranseur is a specialized form of spetum, with backward hooks designed to unseat a mounted attacker.

**Cost:** 8 gold pieces

**Burden:** 50 coin equivalents

### **Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Impaling

**Normal Damage:** 2D4 (average 5)





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Damage vs. Large Foes:** 2D4 (average 5)

**Keywords:** Disarm, Dismount, Long Melee, Two-Handed, Unwieldy

**Design Notes:** This is actually one of the most effective pole arms in the game, due to its special attack forms (disarming and dismounting opponents). See the balance notes concerning the deadliness of the Hook Fauchard, which also apply here.

**Similar Weapons or Terminology:** Chauves Souris (French), Dangpa (Korean), Feather Staff, Ransom, Rawcon, Rhonca, Roncie, Roncone, Runka

**In the World of Oldskull:** Uncommon. In the Oldskull realms, the ranseur is Common in Gaul and the realms of the Orient.



[78]

## SPETUM

(Uncommon Pole Arm)

**Description:** A spetum is typically a partisan with two smaller blades, one on either side of the main ox-tongue blade. It

can inflict devastating wounds via impalement.

**Cost:** 9 gold pieces

**Burden:** 50 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Impaling

**Normal Damage:** 1D6+1 (average 4.5)

**Damage vs. Large Foes:** 2D6 (average 7)

**Keywords:** Disarm, Long Melee, Two-Handed, Unwieldy

**Design Notes:** Cost has been increased due to the lethality of this weapon.

**Similar Weapons or Terminology:** Barred Spear, Chauve Souris (French), Corseca, Corseque, Korseke, Lugged Spear, Winged Spear

**In the World of Oldskull:** Uncommon.

[79]

## BARBED SPETUM

(Very Rare Pole Arm)

**Description:** This is an unusual form of the weapon mentioned by Gygax, with the two side spikes facing backward (causing more damage and bleeding when the weapon is pulled out of a victim). For game purposes, this effect is treated under the Barbed Spear keyword notation.

**Cost:** 10 gold pieces

**Burden:** 50 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Impaling





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Normal Damage:** 2D4 (average 5)

**Damage vs. Large Foes:** 2D6 (average 7)

**Keywords:** Barbed Spear, Disarm, Long Melee, Two-Handed, Unwieldy

**Design Notes:** This weapon would likely be favored by humanoids and evil characters.

**Similar Weapons or Terminology:** Hooked Spetum

**In the World of Oldskull:** Very Rare.

[80]

## VOULGE

(Uncommon Pole Arm)

**Description:** A voulge is a long-hafted clear with a spiked, backward-sweeping tip for hooking and impalement.

**Cost:** 4 gold pieces

**Burden:** 125 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing or Impaling

**Normal Damage:** 2D4 (average 5)

**Damage vs. Large Foes:** 2D4 (average 5)

**Keywords:** Long Melee, Slow, Two-Handed, Unwieldy

**Design Notes:** Affordable yet unwieldy and slow to recover, this weapon is not a favorite of veteran combatants. Traditions and ceremonial processions keep it popular, however.

**Similar Weapons or Terminology:** Pole Cleaver

**In the World of Oldskull:** Uncommon.

[81]

## EXOTIC POLE ARM / OTHER

(Very Rare Pole Arm)

**Description:** These weapons are highly variable, but always feature a deadly weapon head atop a wooden pole.

**Cost:** 12 gold pieces

**Burden:** 150 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** It really depends on the description of the weapon. It could be Crushing and Impaling, Crushing and Slashing, or Slashing and Impaling.

**Normal Damage:** 1D10 (average 5.5)

**Damage vs. Large Foes:** 1D4+1D6 (average 6)

**Keywords:** Long Melee, Tall Stature, Two-Handed, Unwieldy

**Design Notes:** This abstract category includes most fantasy pole arms, which tend to have lots of spikes and doodads, but without much attention paid to their heavy and unwieldy nature.

**Similar Weapons or Terminology:** N/A

**In the World of Oldskull:** Very Rare, except in special communities where the GM dictates otherwise.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



## Chapter VIII:

### Spears



[82]

#### LIGHT JAVELIN

(Common Javelin)

**Description:** The light javelin is a lightweight and aerodynamic throwing spear with a small but deadly head, as modeled after classical Roman examples.

**Cost:** 3 silver pieces (0.3 gp)

**Burden:** 15 coin equivalents

#### Striking Accuracy:

- ❖ **Melee:** -1 (-5%)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

#### Attack Type: Impaling

**Normal Damage:** 1D4 (average 2.5)

**Damage vs. Large Foes:** 1D4 (average 2.5)

**Keywords:** Melee, One-Handed, Thrown (S 25' / M 50' / L 75')

**Design Notes:** In this system javelin types have been split into light and normal, following the Roman historical precedent (pilum, speculum, etc.) in order to resolve some inconsistencies with range, damage, and atlatl use between the Basic, Expert, and Advanced rules.

In the Advanced Level rules, light javelins can also be used with an Atlatl, which is a type of leveraged hurling stick that increases a javelin's range. Refer to the Unusual Missile Weapons chapter for more details.

**Similar Weapons or Terminology:** Aclis (Roman), Djerid (Africa / India), Jaculum (Roman), Lancea Subarmalis (Roman), Leptos Hyssos (Greek), Spiculum (Roman), Uchi-Ne, Vericulum (Roman), Verutum (Roman)

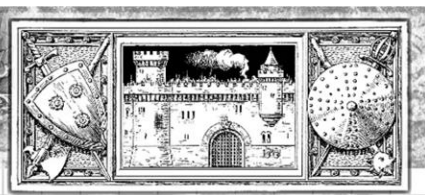
**In the World of Oldskull:** Common. In Amazonian, barbarian, dark elf, desert nomad, kobold, and savage communities and lairs, light javelins are Abundant.

In the Oldskull realms, light javelins are Abundant in the realm of Tyrrhenia.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[83]

## BARBED LIGHT JAVELIN

(Rare Javelin)

**Description:** The barbed light javelin is a short and thin throwing spear with one or more sets of backward-pointing barbs along the back of the weapon head.

**Cost:** 6 silver pieces (0.6 gp)

**Burden:** 15 coin equivalents

### **Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling

**Normal Damage:** 1D4+1 (average 3.5)

**Damage vs. Large Foes:** 1D4+1 (average 3.5)

**Keywords:** Barbed Javelin, Melee, One-Handed, Thrown (S 25' / M 50' / L 75')

**Design Notes:** Barbed javelins were fairly common in history, but not accounted for in previous rules systems. The rules provided here are extrapolated from similar weapons.

**Similar Weapons or Terminology:** Light Angon, Short Angon, Tlacoctli (Aztec)

**In the World of Oldskull:** Rare. In the Oldskull realms, light barbed javelins are Uncommon in the realms of Britannia and Teutonia.

[84]

## JAVELIN

(Abundant Javelin)

**Description:** Javelins are small one-handed throwing spears, which are very lightweight, so that a javelineer can carry several into battle with ease. Javelins are deadly in melee as well, although they can be easily broken if used to parry or against a swordsman.

**Cost:** 5 silver pieces (0.5 gp)

**Burden:** 20 coin equivalents

### **Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D6 (average 3.5)

**Keywords:** Melee, One-Handed, Set for Charge, Thrown (S 20' / M 40' / L 60')

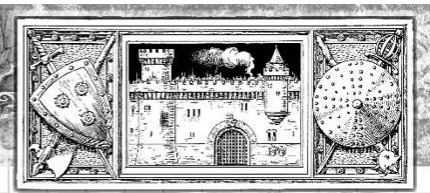
**Design Notes:** Refer to the Light Javelin entry, above.

**Similar Weapons or Terminology:** Aichme (Greek), Azcona (Iberian), Ballam (India), Frakka (Norse), France (Anglo-Saxon), Great Vaned Dart (of the Troglodytes), Grosphos (Greek), Hasta Velitaris (Roman), Hastula (Roman), Hyssos (Greek), Intshuntshe (Xhosa), Matara (Celtic), Mau, Pilum (Roman), Saunion (Greek), Solliferreum (Roman), Throwing Spear, Xyston (Greek), etc.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**In the World of Oldskull:** Abundant.



[85]

## BARBED JAVELIN (Uncommon Javelin)

**Description:** The barbed javelin is a throwing spear with one or more sets of backward-pointing barbs along the back of the weapon head.

**Cost:** 1 gold piece

**Burden:** 20 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling

**Normal Damage:** 1D6+1 (average 4.5)

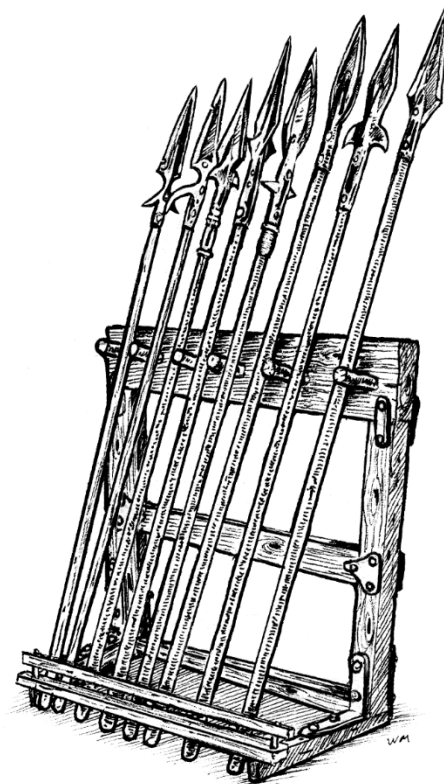
**Damage vs. Large Foes:** 1D6+1 (average 4.5)

**Keywords:** Barbed Javelin, Melee, One-Handed, Set for Charge, Thrown (S 20' / M 40' / L 60')

**Design Notes:** Barbed javelins are favored by Chaotic humanoids, such as goblins and troglodytes.

**Similar Weapons or Terminology:** Angon

**In the World of Oldskull:** Uncommon. In the Oldskull realms, barbed javelins are Common in the realms of Britannia and Teutonia.



[86]

## SPEAR (Abundant Spear)

**Description:** A spear is a thicker-hafted, longer and heavier javelin. It can be thrown, but its main utility lies in stopping an opponent's charge during melee.

Spears can be used one-handed, typically with a crescent shield (as a rest) or in overhand fashion; but they are frequently used two-handed when bracing for the impact of a charge.

**Cost:** 1 gold piece

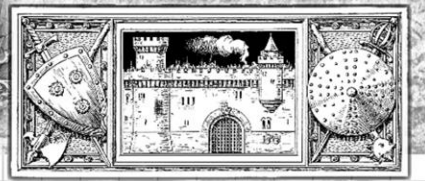
**Burden:** 40 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ **Short Range:** +1 (+5%)



# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D6+1 (average 3.5)

**Keywords:** Melee, One-Handed, Set for Charge, Thrown (S 10' / M 20' / L 30')

**Design Notes:** Spears have been split into normal and long types to deal with some discrepancies and vagueness in the Advanced rules. I have also worked to resolve vagaries concerning the number of hands required to effectively wield spears of various types and sizes.

**Similar Weapons or Terminology:** Assegai (Zulu), Barcha (India), Bear Spear, Bebra, Boar Spear, Broad-Bladed Javelin (Fire Dwarf Weapon), Darradr (Norse), Doru (Greek), Dory (Greek), Falarica (Roman), Framea (Germanic), Gae (Ireland), Gaesum (Gaul), Gar (English), Geirr (Norse), Ger (German), Hasta (Roman), Heavy Javelin (Hawkman Weapon), Hoko Yari (Japanese), Iklwa (Zulu), Ixwa (Zulu), Javelot (French), Mao (Chinese), Paddle Spear, Phalarica (Roman), Qiang (Chinese), Sang (India), Shakujo Yari, Shikomi-Zue, Sibat (Filipino), Spjor (Norse), Tepoztopilli (Aztec), Vita (India), Yari (Japanese), Zagaya (Berber), etc.

**In the World of Oldskull:** Abundant.



[87]

## BARBED SPEAR

(Rare Spear)

**Description:** A barbed spear has backward-pointing points at the base of the weapon head, causing greater wounds and bleeding.

**Cost:** 2 gold pieces

**Burden:** 40 coin equivalents

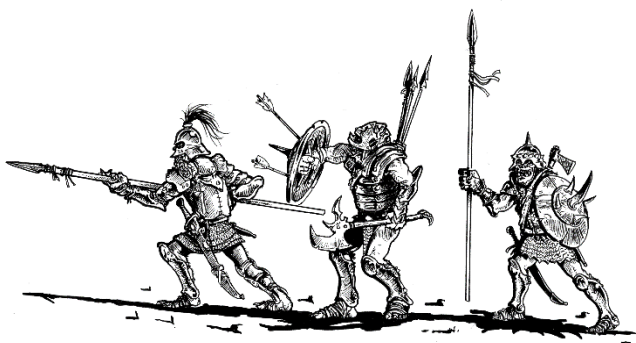
**Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling

**Normal Damage:** 1D6+1 (average 4.5)

**Damage vs. Large Foes:** 1D6+1 (average 4.5)





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES

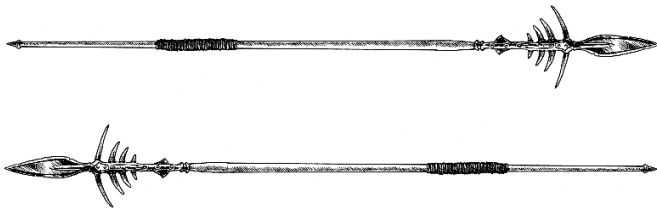


**Keywords:** Barbed Spear, Melee, One-Handed, Set for Charge, Thrown (S 10' / M 20' / L 30')

**Design Notes:** This weapon is favored by Nordic warriors, and frequently by Chaotic humanoids as well.

**Similar Weapons or Terminology:** Hooked Spear, Krokspjot (Norse)

**In the World of Oldskull:** Rare in the majority of civilized lands. In the Oldskull realms, the barbed spear is Uncommon in humanoid lairs, and in the realm of Midgard.



[88]

## LONG SPEAR

(Common Spear)

**Description:** A long spear is just that, with a shaft length of approximately 12' or 13'. Primarily intended as an anti-charge weapon, it is designed for thrusting, not throwing.

**Cost:** 3 gold pieces

**Burden:** 60 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Impaling

**Normal Damage:** 1D6+1 (average 4.5)

**Damage vs. Large Foes:** 1D6+1 (average 4.5)

[89]

## LONG BARBED SPEAR

(Very Rare Spear)

**Description:** A long barbed spear has backward-pointing points at the base of the weapon head, causing greater wounds and bleeding.

**Cost:** 4 gold pieces

**Burden:** 60 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Impaling

**Normal Damage:** 1D6+2 (average 5.5)

**Damage vs. Large Foes:** 1D6+2 (average 5.5)

**Keywords:** Barbed Spear, Long Melee, Set for Charge, Tall Stature, Two-Handed, Unwieldy

**Design Notes:** This is a warding and repelling weapon that is most commonly used by humanoids in lair defense.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Similar Weapons or Terminology:** Barbed Lance, Barbed Pike

**In the World of Oldskull:** Very Rare in most places.

In the Oldskull lands, the long barbed spear is Rare in humanoid lairs, and in the realm of Midgard.

allows the weapon to be used for both impaling and slashing attacks.

**Cost:** 4 gold pieces

**Burden:** 60 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing or Impaling

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 2D4-1 (average 4)

**Keywords:** Long Melee, Set for Charge, Two-Handed, Unwieldy

**Design Notes:** This slashing and impaling weapon is developed from Gyga's notes concerning variants of the partisan. The statistics provided are between the partisan and the normal spear.

**Similar Weapons or Terminology:** Broad-Bladed Spear, Hoggspjot (Norse), Langue de Boeuf (France)

**In the World of Oldskull:** Rare in most regions. In Oldskull realms, the ox tongue spear is Uncommon in the realms of Britannia, Gaul, and Midgard.



[90]

## OX TONGUE SPEAR

(Rare Spear)

**Description:** An ox tongue spear has a wide weapon head, which has not just an impaling point, but also two knife-like edges along the steel head length. This design

[91]

## HARPOON

(Uncommon Spear)

**Description:** The harpoon is a barbed spear with a chain, cord, or heavy line connected to the butt end. This allows the weapon to be thrown and retrieved by the wielder.

**Cost:** 6 gold pieces

**Burden:** 55 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ **Short Range:** +1 (+5%)





# CASTLE OLDSKULL

## FANTASY ROLE PLAYING GAMES



- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling

**Normal Damage:** 2D4 (average 5)

**Damage vs. Large Foes:** 2D6 (average 7)

**Keywords:** Cast (Thrown) (S 10' / M 20' / L 30'), Harpoon, Melee, Two-Handed

**Design Notes:** This weapon has been rebalanced from its (overpowered) Unearthed appearance. As written, the corded harpoon originally presented by Gygas was capable of disrupting campaigns – including this author's! – once the players came to understand how effective the harpoon was compared to more orthodox weapons, such as swords.

**Similar Weapons or Terminology:** Harpago (Roman), Manus Ferrea (Roman)

**In the World of Oldskull:** Uncommon in island or coastal areas, Rare elsewhere. In Deep One communities and lairs, harpoons are Common or Uncommon.

In the Oldskull realms, harpoons are Uncommon in the realm of Tyrrhenia.



[92]

### TRIDENT

(Uncommon Trident)

**Description:** A trident is a three-pronged spear.

**Cost:** 6 gold pieces

**Burden:** 50 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** -1 (-5%)
- ❖ **Long Range:** -2 (-10%)

**Attack Type:** Impaling

**Normal Damage:** 1D6+1 (average 4.5)

**Damage vs. Large Foes:** 3D4 (average 7.5)

**Keywords:** Melee, One-Handed, Thrown (S 10' / M 20' / L 30')

**Design Notes:** Tridents have been split into normal (throwing) and great (melee) tridents, to account for gladiatorial weapons and similar instances where a heavily-weighted trident would inflict significant damage and yet be unsuitable for effective throwing.

Min-maxers will note that the trident is a surprisingly effective weapon for its cost (especially vs. large unarmored creatures), so the GM should be watchful for otherwise unexpected swings in lethality when this weapon is in play.

**Similar Weapons or Terminology:** Fascina (Roman), Fuscina (Roman), Hu Cha, Magari Yari, Taichiu, Tiger Lance, Tridens (Roman), Trishula (India)

**In the World of Oldskull:** Uncommon in island or coastal areas, or cities that host gladiatorial games; Rare elsewhere.

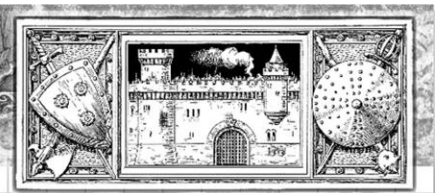
In the Oldskull realms, the trident is Uncommon in the lands of Achaea, the Indus Reaches, Nippon, and Tyrrhenia.





# CASTLE OLDSKULL

## FANTASY ROLE PLAYING GAMES



[93]

### GREAT TRIDENT

(Very Rare Trident)

**Description:** A great trident is a heavy three-pronged spear, which is forged and weighted for thrusting (in melee) but not for throwing. The trident's prongs are barbed, allowing it to cause additional damage.

**Cost:** 8 gold pieces

**Burden:** 75 coin equivalents

#### **Striking Accuracy:**

- ❖ **Melee:** +1 (+5%)
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** -1 (-5%)
- ❖ **Long Range:** -2 (-10%)

**Attack Type:** Impaling

**Normal Damage:** 2D4 (average 5)

**Damage vs. Large Foes:** 2D6+1 (average 8)

**Keywords:** Melee, Thrown (S - / M 10' / L 20'), Two-Handed

**Design Notes:** As above. Note the inferior throwing ranges, reflecting the relatively poor balancing inherent in this weapon.

**Similar Weapons or Terminology:** Heavy Trident, Tridentis (Roman), War Trident.

**In the World of Oldskull:** Very Rare in island or coastal areas, or cities that host gladiatorial games; Extremely Rare elsewhere.

In the Oldskull realms, the trident is Rare in the lands of Achaea, the Indus Reaches, Nippon, and Tyrrhenia.



[94]

### LIGHT LANCE

(Uncommon Lance)

**Description:** A lance is a fine, specialized spear that is designed to be used from horseback without unseating the mounted attacker. It is extremely lethal in charges.

Lances can be used by footmen as well, and for game balance purposes I recommend that all attacks with a lance on foot require two-handed use. Whether this is fully historical is in question, but it is a ruling that is good for the game. (It is likely to be fairly realistic however, because a light lance is 10' long.)





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Cost:** 6 gold pieces

**Burden:** 50 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Impaling

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:**

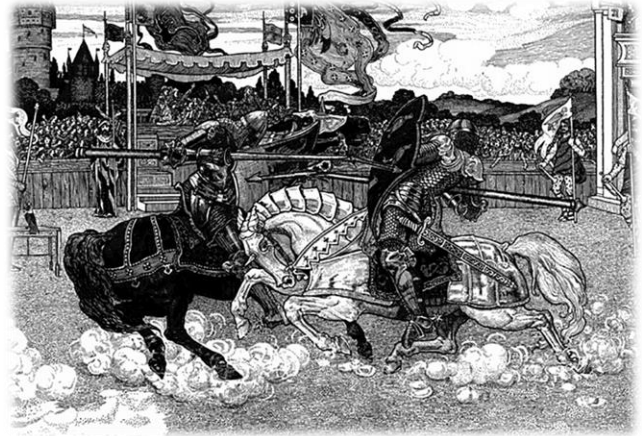
- ❖ **Unmounted Wielder:** 1D6 (average 3.5)
- ❖ **Mounted Wielder:** 1D8 (average 4.5)

**Keywords:** Charging Strike, Melee, Mounted Weapon (One- or Two-Handed)

**Design Notes:** The subtype known as a charger's lance is a light lance, intended for use by the rider of a light warhorse (charger). The length is a bit shorter because the rider of a light horse is closer to the ground than the rider of a destrier would be.

**Similar Weapons or Terminology:** Bothati (India), Charger's Lance, Contus (Roman), Hsaio (Chinese), Kontos (Greek), Shuo (Chinese)

**In the World of Oldskull:** Uncommon. In Amazonian tribal enclaves, barbarian, chivalric (knightly order), dervish, desert nomad, plains nomad, and steppes nomad communities and lairs, light lances are Common.



[95]

## MEDIUM LANCE

(Uncommon Lance)

**Description:** (See above for a general description of a lance.) A medium lance is slightly longer and also heavier than a light lance, with additional protection for the wielder's hand.

**Cost:** 9 gold pieces

**Burden:** 100 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Impaling

**Normal Damage:** 1D6+1 (average 4.5)

**Damage vs. Large Foes:**

- ❖ **Unmounted Wielder:** 1D6+1 (average 4.5)
- ❖ **Mounted Wielder:** 2D6 (average 7)

**Keywords:** Charging Strike, Long Melee, Mounted Weapon (One- or Two-Handed)

**Design Notes:** The subtype known as a courser's lance is a medium lance, intended for use by the rider of a medium warhorse (courser).





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



## Similar Weapons or Terminology:

Courser's Lance, Jousting Lance

**In the World of Oldskull:** Uncommon. In barbarian, chivalric (knightly order), dervish, desert nomad, plains nomad, and steppes nomad communities and lairs, medium lances are Common.



## Striking Accuracy:

- ❖ **Melee:** +1 (+5%)
- ❖ (Not a ranged weapon)

## Attack Type: Impaling

**Normal Damage:** 2D4+1 (average 6)

## Damage vs. Large Foes:

- ❖ **Unmounted Wielder:** 2D4+1 (average 6)
- ❖ **Mounted Wielder:** 3D6 (average 10.5)

**Keywords:** Charging Strike, Long Melee, Mounted Weapon (One- or Two-Handed), Slow, Tall Stature

**Design Notes:** Note that in the Advanced rules, the weight designations make it clear that there are three different types of lances. In other parts of the rules, however, this distinction is less clear. In some editions of the Basic rules, there is only one type of lance. This system provides rules for the three different types as intended.

The subtype known as a destrier's lance is a heavy lance, intended for use by the rider of a heavy warhorse (destrier).

## Similar Weapons or Terminology:

Destrier's Lance, Pi, War Lance

**In the World of Oldskull:** Uncommon in most regions and cultures.

In chivalric (knightly order) communities and lairs, heavy lances are Common.

[96]

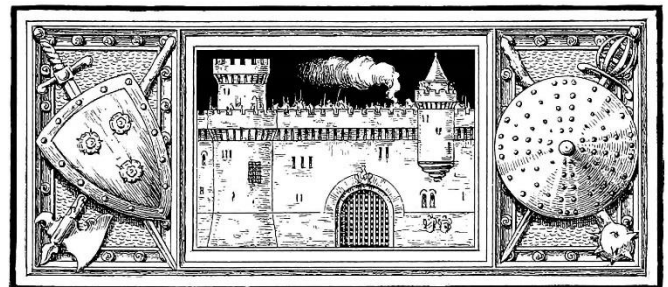
## HEAVY LANCE

(Uncommon Lance)

**Description:** (See above for a general description of a lance.)

**Cost:** 12 gold pieces

**Burden:** 150 coin equivalents

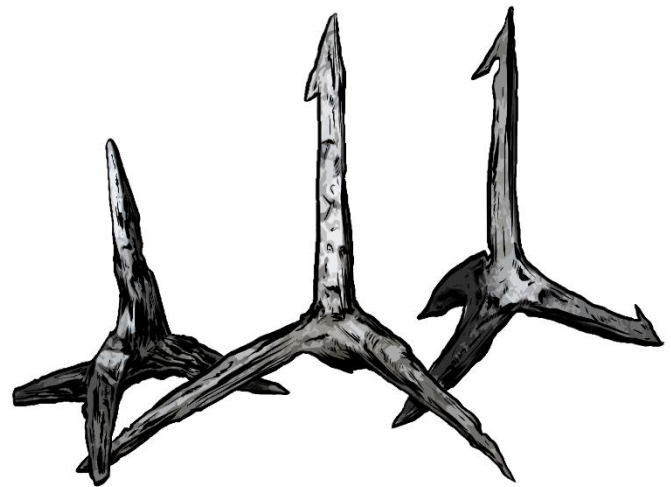






### Chapter IX:

### Unusual Melee Weapons



[97]

#### CALTROP

(Common Dropped Weapon)

**Description:** Caltrops are small, spiked metal devices, designed so that a spike is always facing upward regardless of how the caltrop lands. They are usually used by the dozen, or even larger quantities. Handling caltrops hastily requires gloves, and storing them is best done with a thickly-lined leather sack or pouch.

**Cost:** 1 silver piece (0.1 gp)

**Burden:** 3 coin equivalents

**Striking Accuracy:** Special (dropped weapon)

**Attack Type:** Impaling

**Normal Damage:** 1D2 (average 1.5)

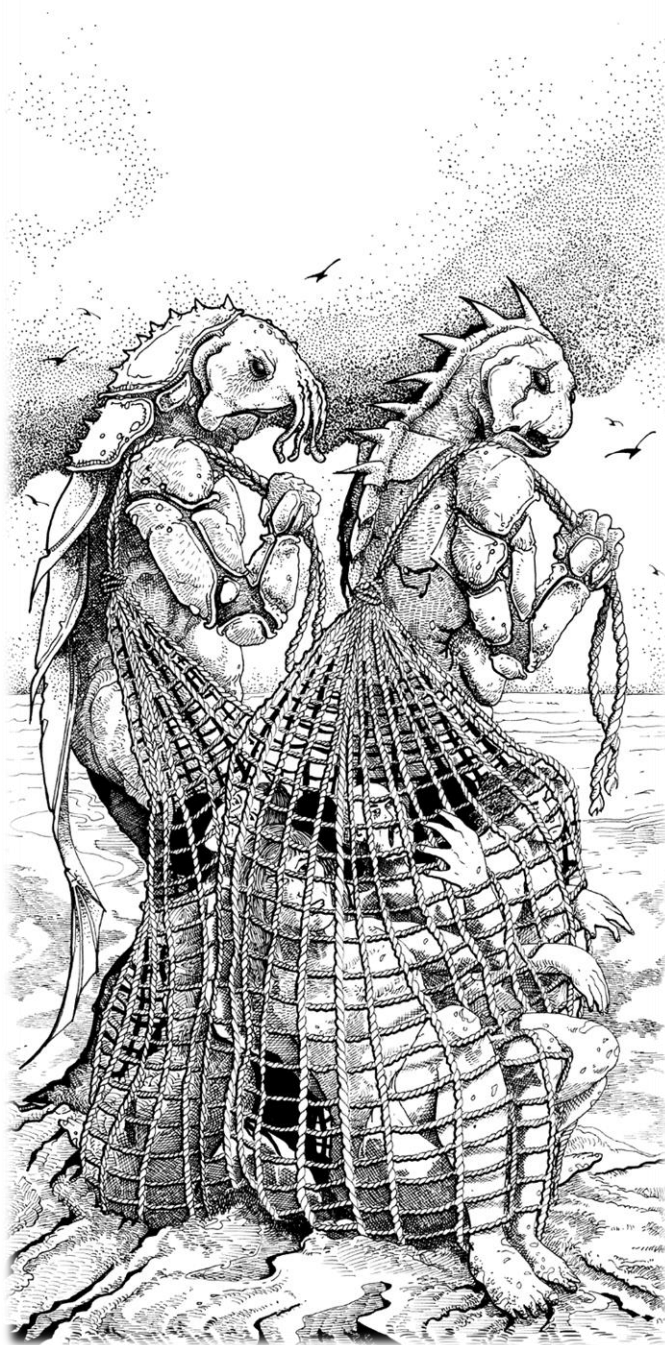
**Damage vs. Large Foes:** 1

**Keywords:** Dropped Weapon, One-Handed

**Design Notes:** Rules have been simplified from their Unearthed appearance. Refer to the Keywords chapter of this volume for details.

**Similar Weapons or Terminology:**

Calcitraba (Roman), Crow's Foot, Galthrap, Makibishi (Japanese), Murex Ferreus





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



(Roman), Tetsubishi (Japanese), Tribulus (Roman)

**In the World of Oldskull:** Uncommon in most regions, but relatively easy to improvise given enough time and materials. (For example, broken bottles can provide much the same effect.) Abundant if improvised.

In the Oldskull realms, caltrops are Common in the realms of Nippon and Tyrrhenia.



[98]

## CESTUS

(Rare Fist Weapon)

**Description:** This is typically a Greek or Roman battle glove, sometimes designed with a small weapon attachment (below).

**Cost:** 1 gold piece

**Burden:** 15 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing

**Normal Damage:** 1D3 (average 2)

**Damage vs. Large Foes:** 1D2 (average 1.5)

**Keywords:** Bludgeon, Melee, One-Handed

**Design Notes:** Although the attack is a punch the damage listed replaces normal punch damage, and does not supplement it.

Cestus weapons are easily concealed.

**Similar Weapons or Terminology:**

Caestus, War Gauntlet, Warrior's Fist

**In the World of Oldskull:** Rare in most regions and cultures. In the Oldskull realms, the cestus is Uncommon in the realms of Achaea and Tyrrhenia.

[99]

## BLADED CESTUS

(Very Rare Fist Weapon)

**Description:** As above, with one or more small bladed weapon attachments.

**Cost:** 2 gold pieces

**Burden:** 20 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing

**Normal Damage:** 1D4 (average 2.5)

**Damage vs. Large Foes:** 1D3 (average 2)

**Keywords:** Melee, One-Handed

**Design Notes:** As above.

**Similar Weapons or Terminology:** Bladed Fist, Bladed Gauntlet

**In the World of Oldskull:** Very Rare. In the Oldskull realms, the bladed cestus is Rare in the realms of Achaea and Tyrrhenia.

[100]

## SPIKED CESTUS

(Very Rare Fist Weapon)

**Description:** As above, with one or more small spiked weapon attachments.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Cost:** 2 gold pieces

**Burden:** 25 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Impaling

**Normal Damage:** 1D4 (average 2.5)

**Damage vs. Large Foes:** 1D3 (average 2)

**Keywords:** Melee, One-Handed

**Design Notes:** As above.

**Similar Weapons or Terminology:** Spiked Fist, Spiked Gauntlet

**In the World of Oldskull:** Very Rare. In the Oldskull realms, the spiked cestus is Rare in the realms of Achaea and Tyrrhenia.

[101]

## CORDED NET (Uncommon Net)

**Description:** This is a normal entangling net, with a leather or rope cord that allows the net to be thrown and then either reeled in or released by the wielder.

**Cost:** 3 gold pieces

**Burden:** 60 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** -1 (-5%)
- ❖ **Long Range:** -2 (-10%)

**Attack Type:** N/A (no damage)

**Normal Damage:** None

**Damage vs. Large Foes:** None

**Keywords:** Cast (Thrown) (S 10' / M 20' / L 30'), Melee, Net Entanglement, One-Handed

**Design Notes:** As noted by Gary Gygax in the 1979 GM's Guide, nets are frequently favored as weapons by aquatic folk (Deep Ones, merfolk, tritons, and so forth). The 1981 bestiary also indicates that netherworld gremlins use special nets woven from spider silk.

**Similar Weapons or Terminology:** Iaculum (Roman), Throwing Net

**In the World of Oldskull:** Common in island or coastal areas, Uncommon elsewhere. In Deep One communities and lairs, corded nets are Abundant.

[102]

## CORDED AND WEIGHTED NET (Uncommon Net)

**Description:** This net has lead or stone weights placed around its outer circumference, making it more difficult for a targeted victim to quickly remove.

**Cost:** 6 gold pieces

**Burden:** 90 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** -1 (-5%)
- ❖ **Long Range:** -2 (-10%)

**Attack Type:** N/A (no damage)

**Normal Damage:** None

**Damage vs. Large Foes:** None

**Keywords:** Cast (Thrown) (S 10' / M 20' / L 30'), Melee, Net Entanglement, One-Handed, Slow

**Design Notes:** This type of net would be more strongly favored by good- or neutral-aligned creatures, as a more humane alternative to barbed nets.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



## Similar Weapons or Terminology:

Weighted Throwing Net

**In the World of Oldskull:** Common in island or coastal areas, Uncommon elsewhere. In Deep One communities and lairs, weighted nets are Abundant.



[103]

## CORDED AND BARBED NET

(Rare Net)

**Description:** This net type has fishhooks or similar metal barbs embedded in its mesh.

**Cost:** 6 gold pieces

**Burden:** 80 coin equivalents

## Striking Accuracy:

- ❖ **Melee:** No modifier
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** -1 (-5%)
- ❖ **Long Range:** -2 (-10%)

**Attack Type:** Slashing

**Normal Damage:** Variable

**Damage vs. Large Foes:** Variable

**Keywords:** Cast (Thrown) (S 10' / M 20' / L 30'), Melee, Net Entanglement, One-Handed

**Design Notes:** This type of net would be more strongly favored by evil-aligned (Chaotic) creatures.

**Similar Weapons or Terminology:** Barbed Throwing Net

**In the World of Oldskull:** Uncommon in island or coastal areas, Rare elsewhere. In Deep One communities and lairs, barbed nets are Common.



[104]

## GLADIATOR'S NET

(Very Rare Net)

**Description:** This elaborate net type has embedded fishhooks throughout the mesh, and lead weights around the outer circumference.

**Cost:** 12 gold pieces

**Burden:** 110 coin equivalents

## Striking Accuracy:

- ❖ **Melee:** No modifier
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** -1 (-5%)







❖ **Long Range:** -2 (-10%)

**Attack Type:** Slashing

**Normal Damage:** Variable

**Damage vs. Large Foes:** Variable

**Keywords:** Cast (Thrown) (S 10' / M 20' / L 30'), Melee, Net Entanglement, One-Handed, Slow

**Design Notes:** This type of net is used by the Deep Ones and other evil ichthyoid races.

**Similar Weapons or Terminology:** Corded and Barbed Weighted Net

**In the World of Oldskull:** Rare in island or coastal areas, Very Rare elsewhere. In Deep One communities and lairs, weighted and barbed nets are Uncommon.

[105]

### GARROT

(Uncommon Assassin's Cord)

**Description:** This is a strangle cord, typically with two wooden handles so that maximum strangulation force can be applied by the holder in a secure two-handed grasp.

**Cost:** 1 electrum piece (0.5 gp)

**Burden:** 1 coin equivalent

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing

**Normal Damage:** 1D4 (average 2.5)

**Damage vs. Large Foes:** 1D6 (average 3.5)

**Keywords:** Garrot, Melee, Two-Handed

**Design Notes:** This weapon has been rebalanced from its original Unearthed appearance.

**Similar Weapons or Terminology:**

Assassin's Cord, Garrote (Spanish), Laqueus (Roman), Strangle Cord

**In the World of Oldskull:** Uncommon as a crafted weapon, but easily improvised using available materials.

[106]

### LASO

(Rare Rope Weapon)

**Description:** A lasso is a length of rope, with a knotted noose at one end. The noose can be thrown over targets and then yanked shut, potentially causing a serious hindrance (disarming, dismounting, knockdown, a pinned limb, etc.).

**Cost:** 2 silver pieces (0.2 gp)

**Burden:** 20 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing

**Normal Damage:** 1D2 (average 1.5)

**Damage vs. Large Foes:** 1

**Keywords:** Bludgeon, Cast (Thrown), Lasso, Long Melee, One-Handed, Slow

**Design Notes:** This weapon has been rebalanced from its Unearthed appearance. Some GM interpretation of hit and miss effects might well be required, as this guide cannot predict all of the different monster and character types the lasso might be used against.

**Similar Weapons or Terminology:** Lariat, Noose, Reata (Spanish), Snare





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**In the World of Oldskull:** Rare as a crafted weapon, Abundant if made from available rope. In barbarian communities and lairs, crafted lassoes are Uncommon.



**Burden:** 40 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing

**Normal Damage:** 1D2 (average 1.5)

**Damage vs. Large Foes:** 1

**Keywords:** Bludgeon, Cast (Thrown), Lasso, One-Handed, Slow, Unwieldy, Very Long Melee

**Design Notes:** As above.

**Similar Weapons or Terminology:** Uurga (Mongolian)

**In the World of Oldskull:** Rare as a crafted weapon, Abundant if made from available rope. In barbarian communities and lairs, crafted long lassoes are Uncommon.



[107]

LONG LASSO

(Rare Rope Weapon)

**Description:** This is a lasso with a longer length of rope between the rope end and the knotted noose, allowing for longer effective casting (throwing) ranges.

**Cost:** 4 silver pieces (0.4 gp)





# CASTLE OLDSKULL

## FANTASY ROLE PLAYING GAMES



[108]

### SPIKED BUCKLER

(Rare Shield)

**Description:** A spiked buckler is a shield with a thrusting spike affixed to its boss, which makes it both a means of defense and also a secondary weapon.

**Cost:** 10 gold pieces

**Burden:** 35 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ (Not a ranged weapon)

**Attack Type:** Impaling

**Normal Damage:** 1D4 (average 2.5)

**Damage vs. Large Foes:** 1D3 (average 2)

**Keywords:** Melee, One-Handed, Spiked Buckler

**Design Notes:** Technically speaking, larger shields can also be made in spiked variants. However, this only adds weight, it does not add to damage effectiveness. Therefore the buckler is the most common form of this weapon, unless the spike is presented as merely a piece of ornamentation.

In more detail: Spiked shields (larger than a buckler) do historically exist, and there's no reason why they couldn't be crafted regardless; however, Gygax felt that such things were too ineffective because of an opponent's ability to hypothetically pull on the shield to render the shield user more vulnerable in combat. If you disagree, you can design spiked small, medium and large shields using the spiked buckler as a guideline.

**Similar Weapons or Terminology:** Madu (India), Mara (India), Spiked Dhal (India), Spiked Target

**In the World of Oldskull:** Rare. In dark elf and netherworld dwarf communities and lairs, spiked bucklers are Uncommon.



[109]

### WHIP

(Uncommon Whip)

**Description:** A whip is a length of corded leather, with a tapered tip.

**Cost:** 3 gold pieces

**Burden:** 25 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** -2 (-10%)
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing

**Normal Damage:** 1D2 (average 1.5)

**Damage vs. Large Foes:** 1

**Keywords:** Bludgeon, Entanglement, Long Melee, One-Handed





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Design Notes:** This system distinguishes between normal and long whips, in order to clarify some vagueness in the Advanced rules.

Also note that for whip weapons, striking (in)accuracy represents the difficulty of inflicting a truly damaging blow, instead of a superficial wound.

**Similar Weapons or Terminology:**  
Bullwhip, Snake Whip, Stockwhip

**In the World of Oldskull:** Uncommon as a crafted weapon, Abundant in terms of tool use (horse whip, slaver's whip, whatever).

[110]

## LONG WHIP (Uncommon Whip)

**Description:** A long whip can be up to 20' long, requiring a significant amount of space for effective use.

**Cost:** 5 gold pieces

**Burden:** 35 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** -2 (-10%)
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing

**Normal Damage:** 1D3 (average 2)

**Damage vs. Large Foes:** 1D2 (average 1.5)

**Keywords:** Bludgeon, Entanglement, One-Handed, Slow, Unwieldy, Very Long Melee

**Design Notes:** As above.

**Similar Weapons or Terminology:** Longe Whip

**In the World of Oldskull:** Uncommon. In hobgoblin and slaver communities and lairs, long whips are Common.



[111]

## BARBED WHIP (Very Rare Whip)

**Description:** A barbed whip is typically imbedded with small glass shards, causing cutting wounds.

**Cost:** 6 gold pieces

**Burden:** 30 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** -2 (-10%)
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing

**Normal Damage:** 1D3 (average 2)

**Damage vs. Large Foes:** 1D3 (average 2)





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Keywords:** Barbed Whip, Entanglement, Long Melee, One-Handed

**Design Notes:** This weapon (actually more of an implement of torture) is exclusively favored by evil characters and monsters.

**Similar Weapons or Terminology:** Devil Whip, Tormentor's Whip

**In the World of Oldskull:** Very Rare in most areas, Rare in evil communities and lairs.

[112]

## SCOURGE

(Rare Whip)

**Description:** By classification, this is a relatively short whip with multiple leather tails (thongs).

**Cost:** 4 gold pieces

**Burden:** 30 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** -1 (-5%)
- ❖ (Not a ranged weapon)

**Attack Type:** Crushing

**Normal Damage:** 1D3+1 (average 3)

**Damage vs. Large Foes:** 1D3 (average 2)

**Keywords:** Bludgeon, Entanglement, One-Handed

**Design Notes:** As noted in the 1983 bestiary, this weapon is favored by the arch-devil Moloch and his followers.

**Similar Weapons or Terminology:** Cat o' Nine Tails, Devil's Tongues

**In the World of Oldskull:** Rare. In daemon-, demon-, or devil-worshipping (evil) communities and lairs, the scourge is Uncommon.



[113]

## BARBED SCOURGE

(Very Rare Whip)

**Description:** This is a truly evil weapon, a whip with multiple tails that are each embedded with shards of glass.

**Cost:** 6 gold pieces

**Burden:** 40 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** No modifier
- ❖ (Not a ranged weapon)

**Attack Type:** Slashing





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Normal Damage:** 1D4+1 (average 3.5)

**Damage vs. Large Foes:** 1D4 (average 2.5)

**Keywords:** Barbed Whip, Entanglement, One-Handed

**Design Notes:** As above.

**Similar Weapons or Terminology:**  
Moloch's Tongues

**In the World of Oldskull:** Rare. In demon-, daemon-, or devil-worshipping (evil) communities and lairs, the scourge is Uncommon.

## Chapter X:

### Bows



### Considering Bow Rate of Fire

There is a major discrepancy – actually, it's a change in design philosophy made over time – that is inherent within the Basic / Expert and the Advanced rules sets, pertaining to bows and rate of fire.

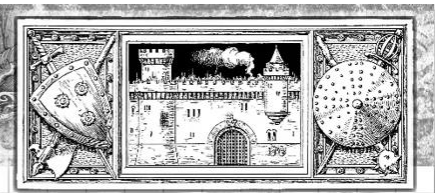
In the Basic game, a bow can only fire once per round. In the Advanced game, a bow can fire two arrows per round, one each in two separate attacks. Additionally the modifiers for range are quite different as well: [1] Basic has the modifiers as +1 Short, 0 Medium and -1 Long, whereas [2] Advanced has the modifiers as 0 Short, -2 Medium, and -5 Long.

All told, this means that bows are less effective in the Basic system, particularly at short ranges. However, Player Characters tend to have more hit points and survivability in the





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Advanced system, which means that carting over the Advanced rate of fire paradigm without increasing hit points across the board would be a deadly non-solution.

So is there a way to unify the systems? In my opinion, yes. It adds a tiny bit of complexity, but it also adds some tactical interplay for skillful players to consider based on the current combat situation at hand.

In the Oldskull campaign, the issue is resolved as follows:

- ❖ **[1]** When a Player Character attacks with a bow, the player declares whether the PC will aim and shoot, or engage in rapid fire.
- ❖ **[2]** If the **aim and shoot** option is used, the PC will fire one arrow that round, using the Basic (+1, 0, -1) range bracket modifiers for accuracy.
- ❖ **[3]** If the **rapid fire** option is used, the PC will fire two arrows that round, using the Advanced (0, -2, -5) range bracket modifiers instead.

Non-Player Characters and intelligent bow-equipped monsters will always choose the most tactically viable option, depending on their current combat circumstances. They will use single aimed shots if they are attempting to disrupt spell casting by wounding a spell caster. They will also use aimed shots if their target appears to be well-armored (in plate mail). Otherwise, they will use rapid fire, unless they are low on ammunition.

Please note that if you decide to use this house rule, the accuracy modifiers listed in this chapter follow the Basic model. This means that for rapid fire, you will need to add the following additional accuracy penalties to the numbers listed:

- ❖ **Rapid Fire at Short Range:** Add an additional -1 modifier.
- ❖ **Rapid Fire at Medium Range:** Add an additional -2 modifier.

❖ **Rapid Fire at Long Range:** Add an additional -4 modifier.

Once you use this system in play, I believe you will find that it's a helpful and perfectly viable way to justify the two rules systems being used in conjunction with one another.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



allows them to have the same penetrating power of a long bow with less space required. But a short bow also has shorter range as a trade-off for this advantage.

**Cost:** 15 gold pieces

**Burden:** 50 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** -1 (-5%)
- ❖ **Long Range:** -2 (-10%)

**Attack Type:** Impaling (by arrow type)

**Normal Damage:** Typically 1D6 (by arrow type)

**Damage vs. Large Foes:** Typically 1D6 (by arrow type)

**Keywords:** Ammunition Required (Arrow), Elven Mastery, Halfling Mastery, Missile (S 50' / M 100' / L 150'), Two-Handed

**Design Notes:** This category includes some bows (such as gnome and halfling bows) which might be considered "longbows" by their users, but their size and draw strength classifies them as human short bows.

**Similar Weapons or Terminology:** Arcus (Roman), Bogi (Norse), Hadza Bow (Tanzanian), Hankyu (Japanese), Hunter's Bow, Hunting Bow, Short Self Bow, Simple Bow

**In the World of Oldskull:** Common in places where long bows or crossbows are not in widespread use; Uncommon in places where they are. In barbarian, Deep One, elven, gnome, and savage communities and lairs, short bows are Abundant.

## Bows

[114]

### SHORT BOW

(Common Bow)

**Description:** A short bow is simply one that is not nearly as tall (long) as a long bow. This means that the bow can easily be used from horseback, and it is easier to carry in general. Many short bows are either reinforced or "recurve," a shape which





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[115]

## COMPOSITE SHORT BOW

(Common Bow)

**Description:** A composite short bow is a glued and laminated bow made from wood and other materials (see composite long bow, above). This gives the bow extended range when compared to a normal short bow, but it also makes the bow considerably more expensive for a bowyer to craft.

**Cost:** 75 gold pieces

**Burden:** 50 coin equivalents

### Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling (by arrow type)

**Normal Damage:** Typically 1D6 (by arrow type)

**Damage vs. Large Foes:** Typically 1D6 (by arrow type)

**Keywords:** Ammunition Required (Arrow), Elven Mastery, Halfling Mastery, Missile (S 50' / M 100' / L 180'), Two-Handed

**Design Notes:** Note that this weapon is quite accurate when compared to a normal short bow, which accounts for its additional cost.

Generally, composite bows are more common to humanoids and tribal creatures.

**Similar Weapons or Terminology:** Backed Bow, Built Bow, Gakgung (Korean), Laminated Short Bow, Reinforced Bow

**In the World of Oldskull:** Common in places where long bows or crossbows are not in widespread use; Uncommon in places where they are. In barbarian, Deep One,

elven, gnome, and savage communities and lairs, composite short bows are Abundant.



[116]

## ARCHER'S STRONGBOW (I)

(Very Rare Bow)

**Description:** As for Great Bow, hereafter. These weapons – intended by Gygax to reward exceptional characters with non-magical potency – are not available to beginning-level PCs.

**Cost:** 375 gold pieces

**Burden:** 60 coin equivalents

### Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Attack Type:** Impaling (by arrow type)

**Normal Damage:** Typically 1D6 (by arrow type)

**Damage vs. Large Foes:** Typically 1D6 (by arrow type)

**Keywords:** Ammunition Required (Arrow), Built for Strength, Elven Mastery, Halfling Mastery, Missile (S 50' / M 100' / L 180'), Two-Handed

**Design Notes:** Refer to the keyword rules for bows custom built for strength. These weapons are complex, rare, and expensive.

This is a class of crafted weapon similar to the great bow, above; it is a short bow built for strength. It is named after "Strongbow" Gilbert de Clare, 1st Earl of Pembroke, d. 1148 AD (and his son). Cost of these weapons is high for the purpose of game balance.

This bow tier is recommended for powerful NPCs of experience level 2 or 3. (Bows of this type and above should be won as treasure, unless the GM decides to allow for-gold availability to a Player Character under a special circumstance.)

**Similar Weapons or Terminology:** Strongbow (Tier I)

**In the World of Oldskull:** Very Rare (GM placement only).

**Cost:** 750 gold pieces

**Burden:** 70 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling (by arrow type)

**Normal Damage:** Typically 1D6 (by arrow type)

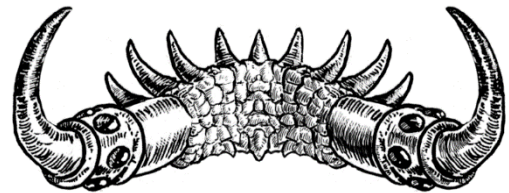
**Damage vs. Large Foes:** Typically 1D6 (by arrow type)

**Keywords:** Ammunition Required (Arrow), Built for Strength, Elven Mastery, Halfling Mastery, Missile (S 50' / M 100' / L 180'), Two-Handed

**Design Notes:** As above. This bow tier is recommended for powerful NPCs of experience level 5 or 6.

**Similar Weapons or Terminology:** Strongbow (Tier II)

**In the World of Oldskull:** Very Rare (GM placement only).



[117]

## HERO'S STRONGBOW (II)

(Very Rare Bow)

**Description:** As above. Strongbows of Tier II+ have stronger strings, stronger components (for example replacing or supplementing the bow's wood with antler, bone, horn, and /or movable joints), and subsequently more draw power.

[118]

## MYRMIDON'S STRONGBOW (III)

(Very Rare Bow)

**Description:** As above.

**Cost:** 1,125 gold pieces

**Burden:** 80 coin equivalents

**Striking Accuracy:**







- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling (by arrow type)

**Normal Damage:** Typically 1D6 (by arrow type)

**Damage vs. Large Foes:** Typically 1D6 (by arrow type)

**Keywords:** Ammunition Required (Arrow), Built for Strength, Elven Mastery, Halfling Mastery, Missile (S 50' / M 100' / L 180'), Two-Handed

**Design Notes:** As above. This bow tier is recommended for powerful NPCs of experience level 7 or 8.

**Similar Weapons or Terminology:** Strongbow (Tier III)

**In the World of Oldskull:** Very Rare (GM placement only).

**Keywords:** Ammunition Required (Arrow), Built for Strength, Elven Mastery, Halfling Mastery, Missile (S 50' / M 100' / L 180'), Two-Handed

**Design Notes:** As above. This bow tier is recommended for powerful NPCs of experience level 9 or 10.

**Similar Weapons or Terminology:** Strongbow (Tier IV)

**In the World of Oldskull:** Extremely Rare (GM placement only).



[119]

### CHAMPION'S STRONGBOW (IV)

(Extremely Rare Bow)

**Description:** As above.

**Cost:** 1,500 gold pieces

**Burden:** 90 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling (by arrow type)

**Normal Damage:** Typically 1D6 (by arrow type)

**Damage vs. Large Foes:** Typically 1D6 (by arrow type)

[120]

### WARLORD'S STRONGBOW (V)

(Extremely Rare Bow)

**Description:** As above.

**Cost:** 1,875 gold pieces

**Burden:** 100 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling (by arrow type)

**Normal Damage:** Typically 1D6 (by arrow type)

**Damage vs. Large Foes:** Typically 1D6 (by arrow type)

**Keywords:** Ammunition Required (Arrow), Built for Strength, Elven Mastery, Halfling Mastery, Missile (S 50' / M 100' / L 180'), Two-Handed

**Design Notes:** As above. This bow tier is recommended for powerful NPCs of experience level 11 or 12.

**Similar Weapons or Terminology:** Strongbow (Tier V)

**In the World of Oldskull:** Extremely Rare (GM placement only).

❖ **Medium Range:** No modifier

❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling (by arrow type)

**Normal Damage:** Typically 1D6 (by arrow type)

**Damage vs. Large Foes:** Typically 1D6 (by arrow type)

**Keywords:** Ammunition Required (Arrow), Built for Strength, Elven Mastery, Halfling Mastery, Missile (S 50' / M 100' / L 180'), Two-Handed

**Design Notes:** As above. This bow tier is recommended for powerful NPCs of experience level 13 or higher.

**Similar Weapons or Terminology:** Strongbow (Tier VI)

**In the World of Oldskull:** Extremely Rare (GM placement only).



[121]

## OVERLORD'S STRONGBOW (VI)

(Extremely Rare Bow)

**Description:** As above.

**Cost:** 2,250 gold pieces

**Burden:** 110 coin equivalents

**Striking Accuracy:**

❖ **Melee:** (Not a melee weapon)

❖ **Short Range:** +1 (+5%)

[122]

## LONG BOW

(Uncommon Bow)

**Description:** The long bow is a very large (tall and slender) weapon which has been strung to fire arrows at the longest ranges possible. They are very expensive due to the expertise a bowyer requires to make them, in addition to the prolonged aging process and the meticulous process of selecting a single, perfect piece of wood ... typically yew or wych elm.

Long bows are typically too difficult to use from horseback; it is possible, but far from easy. In game terms, I recommend that this ability only be given to characters with experience levels, but not to normal men or men-at-arms.

**Cost:** 60 gold pieces

**Burden:** 100 coin equivalents





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



## Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling (by arrow type)

**Normal Damage:** Typically 1D6 (by arrow type)

**Damage vs. Large Foes:** Typically 1D6 (by arrow type)

**Keywords:** Ammunition Required (Arrow), Elven Mastery, Missile (S 70' / M 140' / L 210'), Tall Stature, Two-Handed

**Design Notes:** This basic category does not distinguish between bows of highly varying designs (such as the English longbow or the daikyu or the Mongolian horse bow); such distinctions are a level of complexity too far, particularly considering the predilections of min / maxing power gamers.

**Similar Weapons or Terminology:** Daikyu (Japanese), Long Self Bow, Longbow, War Bow, Yumi (Japanese).

**In the World of Oldskull:** Uncommon. In elven and gnoll communities and lairs, long bows are Common.



[123]

## COMPOSITE LONG BOW

(Rare Bow)

**Description:** A composite long bow is a large, recurve bow which has been built to be slightly more compact than a "normal" long bow. This means that a composite long bow can be used by a horse-mounted archer without sacrificing range or damage potential. Composite long bows are made of glued and laminated pieces of wood, horn, sinew, and perhaps even bone or shell.

**Cost:** 100 gold pieces

**Burden:** 80 coin equivalents

## Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling (by arrow type)

**Normal Damage:** Typically 1D6 (by arrow type)

**Damage vs. Large Foes:** Typically 1D6 (by arrow type)

**Keywords:** Ammunition Required (Arrow), Elven Mastery, Missile (S 60' / M 120' / L 210'), Skilled Shots at Range, Tall Stature, Two-Handed

**Design Notes:** In some circumstances (at long range), this is the most accurate normal missile weapon in the game.

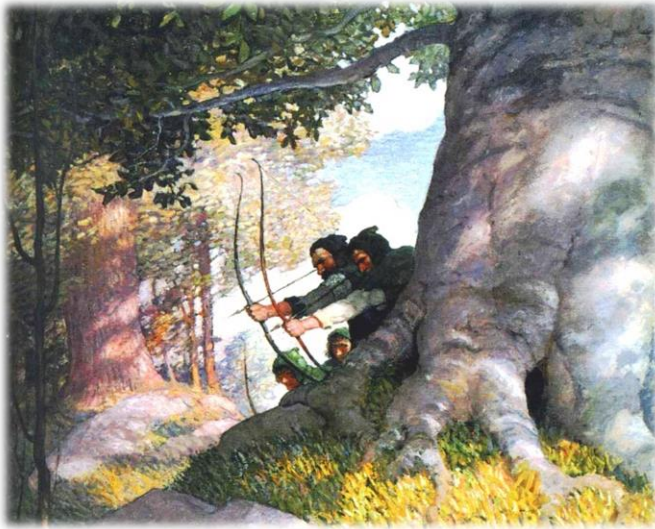
**Similar Weapons or Terminology:** Backed Longbow, Built Longbow, Laminated Longbow, Reinforced Longbow

**In the World of Oldskull:** Rare. In Amazonian, dervish, elven, gnoll, orc, plains nomad, and steppes nomad communities and lairs, composite long bows are Uncommon.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[124]

## ARCHER'S GREAT BOW (I)

(Very Rare Bow)

**Description:** These prized master-crafted bows are made of ash, hazel, wych elm, or yew wood (the most prized). For the purists, please note that the cost of a bow isn't a matter of history, it's a matter of game balance. A historian can successfully argue that a sword was more expensive (in medieval Europe) all they want, but the fact remains that in the game, a bow is potentially more effective than a sword, in more circumstances ... which makes the bow more expensive.

In addition to the very rare expertise required to craft such a weapon, we can assume that in the game world, where laws of physics are a bit different, that wood requires much more seasoning, care, and expertise to create a pliant piece of bow wood that will not splinter through frequent use.

**Cost:** 500 gold pieces

**Burden:** 90 coin equivalents

### Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling (by arrow type)

**Normal Damage:** Typically 1D6 (by arrow type)

**Damage vs. Large Foes:** Typically 1D6 (by arrow type)

**Keywords:** Ammunition Required (Arrow), Built for Strength, Elven Mastery, Missile (S 70' / M 140' / L 210'), Skilled Shots at Range, Tall Stature, Two-Handed

**Design Notes:** Refer to the keyword rules for bows custom built for strength. These weapons are complex, rare, and expensive.

The great bow is noted in the Gygas description of gnolls in the 1977 bestiary. The weapon given here is similar, but is far more valuable and potentially more powerful. It is either a long bow or a composite long bow; the distinction is not made at this level of craftsmanship in the game, but those who are technically-minded can assume that all great bows are composite in nature (due to additional strengthening materials), although a person proficient in a normal long bow could still wield one, because the weapon is uniquely crafted for him or her.

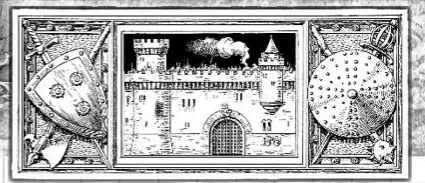
This category represents a long bow that has been "built for strength," as alluded to in the 1979 Game Master's Guide under the section "Missile Discharge, Strength Bonus Considerations." See the keyword descriptions for further rules-oriented details. Cost of these weapons is high for the purpose of game balance.

This bow tier is recommended for powerful NPCs of experience level 3 or 4. (Bows of this type and above should be won as treasure, unless the GM decides to allow





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



for-gold availability to a Player Character under a special circumstance.)

**Similar Weapons or Terminology:** Great Bow (Tier I)

**In the World of Oldskull:** Very Rare (GM placement only).

**In the World of Oldskull:** Very Rare (GM placement only).

[125]

## HERO'S GREAT BOW (II) (Very Rare Bow)

**Description:** As above. Great bows of Tier II+ have stronger strings, stronger components (for example replacing or supplementing the bow's wood with antler, bone, horn, and /or movable joints), and subsequently more draw power.

**Cost:** 1,000 gold pieces

**Burden:** 100 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling (by arrow type)

**Normal Damage:** Typically 1D6 (by arrow type)

**Damage vs. Large Foes:** Typically 1D6 (by arrow type)

**Keywords:** Ammunition Required (Arrow), Built for Strength, Elven Mastery, Missile (S 70' / M 140' / L 210'), Skilled Shots at Range, Tall Stature, Two-Handed

**Design Notes:** As above. This bow tier is recommended for powerful NPCs of experience level 4 or 5.

**Similar Weapons or Terminology:** Great Bow (Tier II)



[126]

## MYRMIDON'S GREAT BOW (III) (Extremely Rare Bow)

**Description:** As above.

**Cost:** 1,500 gold pieces

**Burden:** 110 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling (by arrow type)

**Normal Damage:** Typically 1D6 (by arrow type)





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Damage vs. Large Foes:** Typically 1D6 (by arrow type)

**Keywords:** Ammunition Required (Arrow), Built for Strength, Elven Mastery, Missile (S 70' / M 140' / L 210'), Skilled Shots at Range, Tall Stature, Two-Handed

**Design Notes:** As above. This bow tier is recommended for powerful NPCs of experience level 6 or 7.

**Similar Weapons or Terminology:** Great Bow (Tier III)

**In the World of Oldskull:** Extremely Rare (GM placement only).

[127]

## CHAMPION'S GREAT BOW (IV)

(Extremely Rare Bow)

**Description:** As above.

**Cost:** 2,000 gold pieces

**Burden:** 120 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling (by arrow type)

**Normal Damage:** Typically 1D6 (by arrow type)

**Damage vs. Large Foes:** Typically 1D6 (by arrow type)

**Keywords:** Ammunition Required (Arrow), Built for Strength, Elven Mastery, Missile (S 70' / M 140' / L 210'), Skilled Shots at Range, Tall Stature, Two-Handed

**Design Notes:** As above. This bow tier is recommended for powerful NPCs of experience level 8 or 9.

**Similar Weapons or Terminology:** Great Bow (Tier IV)

**In the World of Oldskull:** Extremely Rare (GM placement only).

[128]

## WARLORD'S GREAT BOW (V)

(Extremely Rare Bow)

**Description:** As above.

**Cost:** 2,500 gold pieces

**Burden:** 130 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling (by arrow type)

**Normal Damage:** Typically 1D6 (by arrow type)

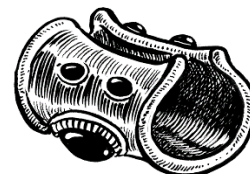
**Damage vs. Large Foes:** Typically 1D6 (by arrow type)

**Keywords:** Ammunition Required (Arrow), Built for Strength, Elven Mastery, Missile (S 70' / M 140' / L 210'), Skilled Shots at Range, Tall Stature, Two-Handed

**Design Notes:** As above. This bow tier is recommended for powerful NPCs of experience level 10 or 11.

**Similar Weapons or Terminology:** Great Bow (Tier V)

**In the World of Oldskull:** Extremely Rare (GM placement only).





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[129]

## OVERLORD'S GREAT BOW (VI)

(Extremely Rare Bow)

**Description:** As above.

**Cost:** 3,000 gold pieces

**Burden:** 140 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling (by arrow type)

**Normal Damage:** Typically 1D6 (by arrow type)

**Damage vs. Large Foes:** Typically 1D6 (by arrow type)

**Keywords:** Ammunition Required (Arrow), Built for Strength, Elven Mastery, Missile (S 70' / M 140' / L 210'), Skilled Shots at Range, Tall Stature, Two-Handed

**Design Notes:** As above. This bow tier is recommended for powerful NPCs of experience level 12 or higher.

This is the most powerful non-magical weapon in the game.

**Similar Weapons or Terminology:** Great Bow (Tier VI)

**In the World of Oldskull:** Extremely Rare (GM placement only).



## Arrows

[130]

## FLIGHT ARROW

(Abundant Arrow)

**Description:** These are "normal" arrows. An arrow is a thin wooden shaft with a pointed weapon head and fletches attached to the opposite end. A bow is of course required to use an arrow as an effective weapon.

**Cost:** 1 silver piece (0.1 gp) each

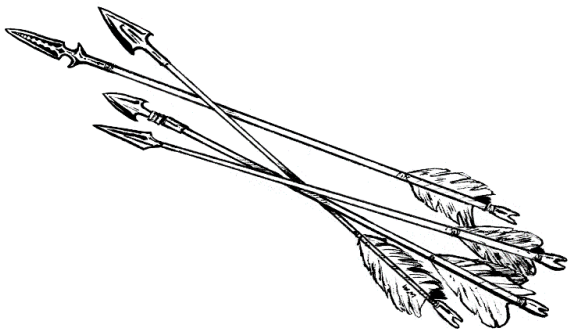
**Burden:** 2 coin equivalents each

**Striking Accuracy:** By range and bow type

**Attack Type:** Impaling

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D6 (average 3.5)





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES

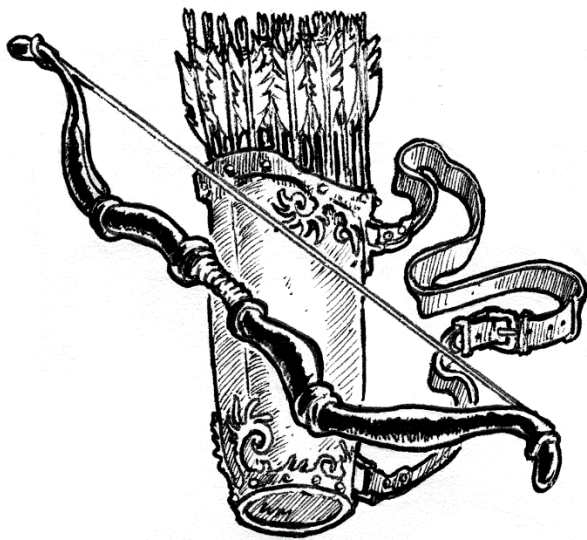


**Keywords:** Ammunition (Composite Long Bow, Composite Short Bow, Long Bow, or Short Bow)

**Design Notes:** As “normal” arrows, flight arrows will be used most commonly by the majority characters and monsters in the game. By default, arrows that are not specified as another type are flight arrows.

**Similar Weapons or Terminology:** Or (Norse), Sagitta (Roman)

**In the World of Oldskull:** Abundant.



## Normal Damage:

- ❖ **On a normal attack roll:** 1D6 (average 3.5)
- ❖ **On a natural 20:** 1D6+1 (average 4.5)

## Damage vs. Large Foes:

- ❖ **On a normal attack roll:** 1D6 (average 3.5)
- ❖ **On a natural 20:** 1D6+1 (average 4.5)

**Keywords:** Ammunition (Composite Long Bow, Composite Short Bow, Long Bow, or Short Bow), Barbed Arrow

**Design Notes:** These enhanced-damage missiles have reduced ranges (as do war arrows, below) due to their more limited aerodynamic properties.

**Similar Weapons or Terminology:** Elfshot, Hooked Arrow

**In the World of Oldskull:** Uncommon. In the Oldskull realms, barbed arrows are Common in elven communities and lairs.



[131]

## BARBED ARROW (Uncommon Arrow)

**Description:** Most arrowheads are barbed to a certain extent, but this design represents a weapon with significantly angled points that are designed for flight distance and maximized damage to flesh.

**Cost:** 3 silver pieces (0.3 gp) each

**Burden:** 2 coin equivalents each

**Striking Accuracy:** By range and bow type

**Attack Type:** Impaling

[132]

## ARMOR-PIERCING ARROW (Rare Arrow)

**Description:** These are specialized arrows with very sharp metal points that are quite narrow, maximizing penetration but inflicting less damage on exposed flesh.

Enhanced damage against armored targets is caused by splintering shrapnel when the fragmenting arrowhead shatters soon after penetration.

**Cost:** 4 silver pieces (0.4 sp) each





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Burden:** 2 coin equivalents each

**Striking Accuracy:** By range and bow type

**Attack Type:** Impaling

**Normal Damage:**

- ❖ **Against Light Armor:** 1D6-1 (average 2.5)
- ❖ **Against Metal Armor:** 1D6+1 (average 4.5)

**Damage vs. Large Foes:**

- ❖ **Against Light Armor:** 1D6-1 (average 2.5)
- ❖ **Against Metal Armor:** 1D6+1 (average 4.5)

**Keywords:** Ammunition (Composite Long Bow, Composite Short Bow, Long Bow, or Short Bow), Armor-Piercing Arrow

**Design Notes:** This weapon represents an amalgamation of mail-piercing, armor-piercing, and impaling arrow rules.

The technology required to make these arrows only belongs to the elvenfolk.

**Similar Weapons or Terminology:** Impaling Arrow, Mail-Piercing Arrow

**In the World of Oldskull:** Rare in most realms. In elven enclaves, these arrows are Uncommon.

[133]

## WAR ARROW

(Uncommon Arrow)

**Description:** The war arrow is a missile with a large, wide metal arrowhead. This type of ammunition – while specialized – is highly favored for underground environments, siege defense, and other situations where most targets will be situated at short range.

**Cost:** 1 electrum piece (0.5 gp) each

**Burden:** 3 coin equivalents each

**Striking Accuracy:** By range and bow type

**Attack Type:** Impaling

**Normal Damage:** 1D6+1 (average 4.5)

**Damage vs. Large Foes:** 1D6+1 (average 4.5)

**Keywords:** Ammunition (Composite Long Bow, Composite Short Bow, Long Bow, or Short Bow), War Arrow

**Design Notes:** The war arrow is briefly noted as a weapon subtype in the Gygax description of pixies in the 1977 bestiary, along with an appearance in a May 1988 magazine. In the Oldskull system, war arrows are heavier and inflict more damage, but have shorter viable ranges accordingly.

**Similar Weapons or Terminology:** Broad-Headed Arrow, Heror (Norse), Leaf-Headed Arrow, Siege Arrow

**In the World of Oldskull:** Uncommon.

[134]

## FLAMING ARROW

(Uncommon Arrow)

**Description:** A flaming arrow is typically an arrow that is covered in pitch, and the shaft then wrapped tightly in cloth. There are other types, but this is the most common.

**Cost:** 4 silver pieces (0.4 gp) each

**Burden:** 4 coin equivalents each

**Striking Accuracy:** By range and bow type

**Attack Type:** Impaling and Fire

**Normal Damage:** 1D6 + Special

**Damage vs. Large Foes:** 1D6 + Special





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES

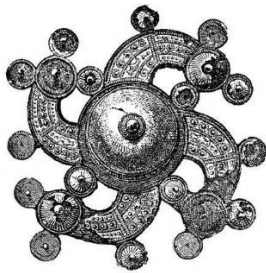


**Keywords:** Ammunition (Composite Long Bow, Composite Short Bow, Long Bow, or Short Bow), Flaming Arrow

**Design Notes:** This weapon's mechanics have been amalgamated from several sources.

**Similar Weapons or Terminology:** Fire Arrow, Incendiary Arrow, Troll Slayer

**In the World of Oldskull:** Uncommon in most realms, but easily improvised with the right materials. In a world full of trolls, this weapon is not as rare as one might think.



[135]

## BLUNT-HEADED ARROW

(Rare Arrow)

**Description:** The blunt-headed arrow is either a stone-tipped arrow, or a wooden arrow with a blunt iron head. The latter are non-lethal weapons, intended to stun.

**Cost:** 3 silver pieces (0.3 gp) each

**Burden:** 3 coin equivalents each

**Striking Accuracy:** By range and bow type

**Attack Type:** Crushing

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D6 (average 3.5)

**Keywords:** Ammunition (Composite Long Bow, Composite Short Bow, Long Bow, or Short Bow), Blunt-Headed Arrow

**Design Notes:** This arrow inflicts Crushing (bludgeoning) damage instead of Impaling

(penetrating) damage. It has a chance to stun an opponent with a perfect hit.

**Similar Weapons or Terminology:** Stone Arrow

**In the World of Oldskull:** Rare in most areas. In the World of Oldskull, blunt-headed arrows are Common in Afrik and the realms of Troglodyta.

[136]

## SILVER-TIPPED ARROW

(Uncommon Arrow)

**Description:** A silver-tipped arrow is simply an arrow with silvered steel in the warhead, making it an ideal weapon to use against enchanted creatures.

**Cost:** 1 gold piece each

**Burden:** 2 coin equivalents each

**Striking Accuracy:** By range and bow type

**Attack Type:** Impaling

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D6 (average 3.5)

**Keywords:** Ammunition (Composite Long Bow, Composite Short Bow, Long Bow, or Short Bow), Silver

**Design Notes:** This is the classic “non-magical magical” weapon, and should be made available to low-level characters due to the lethality of those monsters which can only be hit by magical weapons or projectiles.

**Similar Weapons or Terminology:** Fiend Slayer

**In the World of Oldskull:** Uncommon. In the World of Oldskull, silver-tipped arrows are Common in relatively wealth demi-human communities and lairs.







## Chapter XI:

### Crossbows



#### Considering Crossbow Rate of Fire

It's a well-known open secret that crossbows in the classic FRPG are a bit underpowered, while bows are a bit overpowered. (This is one of the reasons why I designed the Medium Crossbow weapon, so that I could give the crossbowmen and arbalesters out there a bit more viability and selection in various circumstances.) Due to this fact, and the fact that crossbows are slower to reload, I can't really rebalance these weapons by using the bow rate of fire house rule which I've already mentioned prior.

Instead, for crossbows I recommend using only the (improved) ranged accuracy figures given here, which follow the Basic rules set (and crossbows are indeed quite accurate, all things considered). This gives crossbows a unique niche in the game alongside bows and slings. Applying the Advanced accuracy penalties is just too punishing in my opinion, and doing so can make the crossbows almost unviable in many situations.

Nevertheless, if you ever find that crossbows are still underpowered in your game, you might want to consider allowing the Rapid Reload option for crossbow wielders who possess high

Strength and/or Dexterity. You'll find those suggested rules in the Keywords chapter of this supplement.

I have also experimented in my own game with giving experienced crossbow users (say, characters of experience level 6+) an accelerated rate of fire due to practice and reloading skill, but that might be a bit too far in the other direction of game balance. Feel free to experiment with other minor rules changes that will make crossbows more popular in your campaign.

#### Crossbows

[137]

##### HAND CROSSBOW

(Very Rare Crossbow)

**Description:** This delicate mechanical wonder is a miniature wooden or iron crossbow, loaded with darts, and trigger-fired with one hand.

**Cost:** 100 gold pieces (due to rarity outside of the drowic netherworld)

**Burden:** 20 coin equivalents

##### Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +2 (+10%)
- ❖ **Medium Range:** +1 (+5%)
- ❖ **Long Range:** No modifier

**Attack Type:** Impaling

**Normal Damage:** 1D3 (average 2)

**Damage vs. Large Foes:** 1D2 (average 1.5)

**Keywords:** Ammunition Required (Hand Quarrel), Missile (S 20' / M 40' / L 60'), One-Handed

**Design Notes:** This weapon should probably not be made available to low-level





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



characters in most campaigns. GMs may want to restrict access until the adventurers encounter the dark elves in the deep ways beneath the earth.

**Similar Weapons or Terminology:** Bolter, Drowic Crossbow, Handbow

**In the World of Oldskull:** Very Rare. In dark elf communities and lairs, hand crossbows are Rare.



## Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +2 (+10%)
- ❖ **Medium Range:** +1 (+5%)
- ❖ **Long Range:** No modifier

**Attack Type:** Impaling

**Normal Damage:** 1D4 (average 2.5)

**Damage vs. Large Foes:** 1D4 (average 2.5)

**Keywords:** Ammunition Required (Light Quarrel), Missile (S 60' / M 120' / L 180'), Two-Handed

**Design Notes:** Light crossbows are frequently used by demi-humans, particularly hill dwarves.

**Similar Weapons or Terminology:** Light Arbalest

**In the World of Oldskull:** Common. In bandit, brigand, dervish, desert nomad, and hill dwarf communities and lairs, light crossbows are Abundant.

[138]

## LIGHT CROSSBOW

(Common Crossbow)

**Description:** The light crossbow is built less for penetrating power, and more for faster reloading. As such, it is more popular with adventures, fighters and "lone wolves" than the more cumbersome heavy crossbow. While still difficult to reload, the light crossbow's rate of fire makes it a popular ranged weapon.

**Cost:** 12 gold pieces

**Burden:** 50 coin equivalents



[139]

## LIGHT UNDERWATER CROSSBOW

(Extremely Rare Crossbow)

**Description:** It's difficult to envision an effective underwater crossbow, but the





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modern "Sea Slinger" product (coupled with design elements from a modern compound bow) might convey a viable example of the form. There are serious issues with water resistance, bolt drag, velocity, weapon kickback, and construction materials.

However, I've decided that these should be present in the Oldskull weapons system, simply because Gary wanted them to exist! I therefore conjecture that an effective underwater bow could be made from treated sinew, carved ivory gears, adhesives, and cunningly-crafted and reinforced lengths of monstrous shell (perhaps from giant crayfish, crabs, or lobsters?).

These materials are less likely to decay in an underwater environment, but a surface-dweller owning such a bow might need to keep it submerged in water to keep it from gradually becoming eroded and useless.

**Cost:** 120 gold pieces

**Burden:** 55 coin equivalents

### Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** -1 (-5%)
- ❖ **Medium Range:** -2 (-10%)
- ❖ **Long Range:** -3 (-15%)

**Attack Type:** Impaling

**Normal Damage:** 1D4 (average 2.5)

**Damage vs. Large Foes:** 1D4 (average 2.5)

**Keywords:** Ammunition Required (Light Quarrel), Missile (S 20' / M 30' / L 40'), Two-Handed, Underwater Crossbow

**Design Notes:** These unusual (and very expensive) weapons were briefly described by Gygas in the 1979 GM's Guide. They are highly specialized but useful as the only ranged weapons which are fairly effective in underwater environments.

From a land-dwelling adventurer's perspective, building an effective underwater

crossbow requires the services of an aquatic elven arbalester, a rare bird (fish?) indeed.

**Similar Weapons or Terminology:** Deep One's Crossbow

**In the World of Oldskull:** Extremely Rare in most areas; Uncommon to Rare in underwater communities (at GM discretion).



[140]

### MEDIUM CROSSBOW

(Common Crossbow)

**Description:** This is a crossbow of mid-length and draw power, providing a faster rate of fire than a heavy crossbow, with bolt penetration superior to that of a light crossbow.

**Cost:** 16 gold pieces

**Burden:** 65 coin equivalents

### Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +3 (+15%)





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



- ❖ **Medium Range:** +2 (+10%)
- ❖ **Long Range:** +1 (+5%)

**Attack Type:** Impaling

**Normal Damage:** 1D4+1 (average 3.5)

**Damage vs. Large Foes:** 1D6 (average 3.5)

**Keywords:** Ammunition Required (Medium Quarrel), Missile (S 70' / M 140' / L 210'), Slow, Two-Handed

**Design Notes:** This weapon is designed to account for those medieval crossbows of mid-weight that can be classified between the existing very slow heavy bow, and the relatively ineffective light bow. It can be fired once a round.

By the way, Gygax very briefly mentioned this weapon in the 1979 GM's Guide, under the Adventures in the Air section.

**Similar Weapons or Terminology:** Arbalest

**In the World of Oldskull:** Common. In bandit, brigand, dervish, desert nomad, and hill dwarf communities and lairs, medium crossbows are Abundant.

**Damage vs. Large Foes:** 1D6 (average 3.5)

**Keywords:** Ammunition Required (Medium Quarrel), Missile (S 30' / M 40' / L 50'), Slow, Two-Handed, Underwater Crossbow

**Design Notes:** As for Light Underwater Crossbow, above.

**Similar Weapons or Terminology:** Triton Crossbow

**In the World of Oldskull:** Extremely Rare in most areas; Uncommon to Rare in underwater communities (at GM discretion).



[141]

## MEDIUM UNDERWATER CROSSBOW

(Extremely Rare Crossbow)

**Description:** Refer to the Light Underwater Crossbow description, above.

**Cost:** 160 gold pieces

**Burden:** 60 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** -1 (-5%)
- ❖ **Medium Range:** -2 (-10%)
- ❖ **Long Range:** -3 (-15%)

**Attack Type:** Impaling

**Normal Damage:** 1D4+1 (average 3.5)

[142]

## HEAVY CROSSBOW

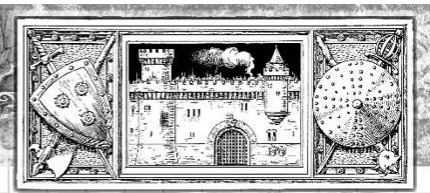
(Uncommon Crossbow)

**Description:** The heavy crossbow is a horizontally-framed winch pull bow, which is popular with mercenaries and men-at-arms. Its "point and shoot" ease of use, compared to a long bow, is balanced by its slow and arduous reload. Thus, the crossbow is best used by massed troops who can alternate their firing time, as opposed to a single crossbowman (or arbalester) firing slowly during combat.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



The arbalest is a more advanced variant crossbow, where the prod arm is commonly made of steel instead of hardwood.

**Cost:** 20 gold pieces

**Burden:** 80 coin equivalents

### Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +4 (+20%)
- ❖ **Medium Range:** +3 (+15%)
- ❖ **Long Range:** +2 (+10%)

**Attack Type:** Impaling

**Normal Damage:** 1D4+1 (average 3.5)

**Damage vs. Large Foes:** 1D6+1 (average 4.5)

**Keywords:** Ammunition Required (Heavy Quarrel), Missile (S 80' / M 160' / L 240'), Reload Required, Slow, Two-Handed

**Design Notes:** This is the most accurate weapon in the entire Oldskull system, which justifies its place in the game world despite the low rate of fire.

This weapon is favored by snipers and assassins especially, who use poisoned or paralytic bolts against their targets.

### Similar Weapons or Terminology:

Arcuballista (Roman), Gastraphetes (Greek), Heavy Arbalest

**In the World of Oldskull:** Uncommon. In hill dwarf and orc communities and lairs, heavy crossbows are Common.

[143]

## HEAVY UNDERWATER CROSSBOW

(Extremely Rare Crossbow)

**Description:** Refer to the Light Underwater Crossbow description, above.

**Cost:** 200 gold pieces

**Burden:** 85 coin equivalents

### Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** -1 (-5%)
- ❖ **Medium Range:** -2 (-10%)
- ❖ **Long Range:** -3 (-15%)

**Attack Type:** Impaling

**Normal Damage:** 1D4+1 (average 3.5)

**Damage vs. Large Foes:** 1D6+1 (average 4.5)

**Keywords:** Ammunition Required (Heavy Quarrel), Missile (S 40' / M 50' / L 60'), Reload Required, Slow, Two-Handed, Underwater Crossbow

**Design Notes:** As for Light Underwater Crossbow, above.

**Similar Weapons or Terminology:** Great Triton's Crossbow

**In the World of Oldskull:** Extremely Rare in most areas; Uncommon to Rare in underwater communities (at GM discretion).

## Crossbow Bolts (Quarrels)



[144]

## HAND QUARREL

(Very Rare Quarrel)

**Description:** The hand bolt or quarrel is a small crossbow dart, suitable for use with small one-handed crossbows (only).





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



It is difficult for surface-world craftsmen to balance the projectile's needs of a heavy weapon head, a sturdy shaft, weight, and aerodynamic qualities, which means that these bolts must be hand-crafted at a rather high individual price.

**Cost:** 2 gold pieces each (due to rarity outside of the netherworld)

**Burden:** 1 coin equivalent each

## Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +2 (+10%)
- ❖ **Medium Range:** +1 (+5%)
- ❖ **Long Range:** No modifier

**Attack Type:** Impaling

**Normal Damage:** 1D3 (average 2)

**Damage vs. Large Foes:** 1D2 (average 1.5)

**Keywords:** Ammunition (Hand Crossbow)

**Design Notes:** The availability of dark elven poisons and fungal applications should be strictly controlled; PCs will not have access to such things unless they slay dark elves and acquire their weapons.

Without access to poisons and fungi, the hand crossbow is mostly a minor weapon of subterfuge.

**Similar Weapons or Terminology:** Hand Bolt

**In the World of Oldskull:** Very Rare. In dark elf communities and lairs, hand crossbow bolts are Uncommon.



[145]

## SILVER-TIPPED HAND QUARREL

(Extremely Rare Quarrel)

**Description:** This is a crossbow bolt with a pointed and squared off head made of silver, perfect for damaging enchanted creatures.

**Cost:** 20 gold pieces each (due to craftsmanship and rarity)

**Burden:** 1 coin equivalent each

## Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +2 (+10%)
- ❖ **Medium Range:** +1 (+5%)
- ❖ **Long Range:** No modifier

**Attack Type:** Impaling

**Normal Damage:** 1D3 (average 2)

**Damage vs. Large Foes:** 1D2 (average 1.5)

**Keywords:** Ammunition (Hand Crossbow), Silver

**Design Notes:** This is a logical design extension derived from the silver-tipped arrow. (This ammunition type did not exist in the original game editions, thereby establishing an unspoken position of dominance for bows over crossbows throughout the game.)

**Similar Weapons or Terminology:** Silver-Tipped Hand Bolt

**In the World of Oldskull:** Rare. In hill dwarf communities beset by enchanted







creatures, silver-tipped crossbow bolts are Uncommon.

[146]

### LIGHT QUARREL

(Common Quarrel)

**Description:** A light quarrel is a shorter, thinner crossbow bolt (as above). Due to its lighter construction and length, light crossbow bolts will not fire properly from a heavy crossbow.

**Cost:** 5 copper pieces (0.05 gp) each

**Burden:** 1 coin equivalent each

**Striking Accuracy:** By crossbow type

**Attack Type:** Impaling

**Normal Damage:** 1D4 (average 2.5)

**Damage vs. Large Foes:** 1D4 (average 2.5)

**Keywords:** Ammunition (Light Crossbow or Light Underwater Crossbow)

**Design Notes:** These bolts cannot be used with other crossbow sizes.

**Similar Weapons or Terminology:** Light Crossbow Bolt

**In the World of Oldskull:** Common. In hill dwarf communities and lairs, light crossbow bolts are Abundant.

[147]

### LIGHT SILVER-TIPPED QUARREL

(Rare Quarrel)

**Description:** This is a crossbow bolt with a pointed and squared off head made of silver, perfect for damaging enchanted creatures.

**Cost:** 5 silver pieces (0.5 gp) each

**Burden:** 1 coin equivalent each

**Striking Accuracy:** By crossbow type

**Attack Type:** Impaling

**Normal Damage:** 1D4 (average 2.5)

**Damage vs. Large Foes:** 1D4 (average 2.5)

**Keywords:** Ammunition (Light Crossbow or Light Underwater Crossbow), Silver

**Design Notes:** This is a logical design extension derived from the silver-tipped arrow.

**Similar Weapons or Terminology:** Light Silver-Tipped Crossbow Bolt

**In the World of Oldskull:** Rare. In hill dwarf communities beset by enchanted creatures, silver-tipped crossbow bolts are Uncommon.

[148]

### MEDIUM QUARREL

(Common Quarrel)

**Description:** The medium bolt or quarrel is an average-sized crossbow projectile, suitable for use with medium two-handed crossbows (only).

**Cost:** 7 copper pieces (0.07 gp) each

**Burden:** 2 coin equivalents each

**Striking Accuracy:** By crossbow type

**Attack Type:** Impaling

**Normal Damage:** 1D4+1 (average 3.5)

**Damage vs. Large Foes:** 1D6 (average 3.5)

**Keywords:** Ammunition (Medium Crossbow or Medium Underwater Crossbow)

**Design Notes:** These bolts cannot be used with other crossbow sizes.

**Similar Weapons or Terminology:** Medium Crossbow Bolt







**In the World of Oldskull:** Common.

[149]

### MEDIUM SILVER-TIPPED QUARREL (Rare Quarrel)

**Description:** This is a crossbow bolt with a pointed and squared off head made of silver, perfect for damaging enchanted creatures.

**Cost:** 7 silver pieces (0.7 sp) each

**Burden:** 2 coin equivalents each

**Striking Accuracy:** By crossbow type

**Attack Type:** Impaling

**Normal Damage:** 1D4+1 (average 3.5)

**Damage vs. Large Foes:** 1D6 (average 3.5)

**Keywords:** Ammunition (Medium Crossbow or Medium Underwater Crossbow), Silver

**Design Notes:** This is a logical design extension derived from the silver-tipped arrow.

**Similar Weapons or Terminology:** Medium Silver-Tipped Crossbow Bolt

**In the World of Oldskull:** Rare. In hill dwarf communities beset by enchanted creatures, silver-tipped crossbow bolts are Uncommon.

**Cost:** 1 silver piece (0.1 gp) each

**Burden:** 2 coin equivalents each

**Striking Accuracy:** By crossbow type

**Attack Type:** Impaling

**Normal Damage:** 1D4+1 (average 3.5)

**Damage vs. Large Foes:** 1D6+1 (average 4.5)

**Keywords:** Ammunition (Heavy Crossbow or Heavy Underwater Crossbow)

**Design Notes:** These bolts cannot be used with other crossbow sizes.

**Similar Weapons or Terminology:** Heavy Crossbow Bolt

**In the World of Oldskull:** Uncommon. In hill dwarf and orc communities and lairs, heavy crossbow bolts are Abundant.



[151]

### HEAVY SILVER-TIPPED QUARREL (Rare Quarrel)

**Description:** This is a crossbow bolt with a pointed and squared off head made of silver, perfect for damaging enchanted creatures.

**Cost:** 1 gold piece each

**Burden:** 2 coin equivalents each

**Striking Accuracy:** By crossbow type

**Attack Type:** Impaling

**Normal Damage:** 1D4+1 (average 3.5)

[150]

### HEAVY QUARREL (Uncommon Quarrel)

**Description:** A heavy bolt or quarrel is a thick crossbow bolt with a square-headed tapering steel point. The bolt will have either fletchings or wooden vanes to guide its flight. Due to size and length, heavy crossbow bolts will not fire properly from a light crossbow.





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Damage vs. Large Foes:** 1D6+1 (average 4.5)

**Keywords:** Ammunition (Heavy Crossbow or Heavy Underwater Crossbow), Silver

**Design Notes:** This is a logical design extension derived from the silver-tipped arrow.

**Similar Weapons or Terminology:** Heavy Silver-Tipped Crossbow Bolt

**In the World of Oldskull:** Rare. In hill dwarf communities beset by enchanted creatures, silver-tipped crossbow bolts are Uncommon.



## Chapter XII:

### Slings



### Considering Sling Rate of Fire

Slings are by design largely inferior to bows and crossbows, which is acceptable because slings are far more affordable and easier to find ammunition for. Therefore slings are regarded as the “budget” ranged weapon choice, while bows are used by troops and those characters who are more well-to-do overall. Similarly, rates of fire are relatively slow for slings when







compared to bows, but this is not a major concern because slings have acceptable qualities when their cost-to-effectiveness ratio is taken into account.

There are three common cases in which slings are superior to other ranged weapons. The first, of course, is when the wielder is a cleric and a bludgeoning ranged weapon is needed.

The second is when subterfuge is required. It is very easy to hide a sling in clothing, over or under armor, or in a backpack. Even a character who is searched for weapons will stand a good chance of sneaking a sling through security, or keeping a sling hidden when being taken prisoner. Slings are also easy to dispose of after use (for example, during an assassination attempt).

The third case is when a halfling character needs an effective missile weapon, and a short bow is too bulky or too expensive for the job. Halflings receive an incredible +3 bonus to hit when using a sling or short bow – it's true, just check your 1977 hardcover bestiary – which makes the sling a highly viable possibility for our hirsute-footed friends.

Also, the GM should consider that humanoids use slings quite frequently, due to their commonly nomadic existence and the need to frequently scavenge additional ammunition (rocks) while on the run.

Never underestimate a slinger, particularly one of short stature!

features a stone pouch and two cords, a handle cord and a release cord. When a skilled user puts a stone or lump of metal in the pouch and swings it in circles, the resulting momentum will send the projectile flying with potentially deadly force. Slings require either bullets or stones as ammunition.

**Cost:** 6 silver pieces (0.6 gp)

**Burden:** 10 coin equivalents

**Striking Accuracy:** By ammunition type

**Attack Type:** Crushing

**Normal Damage:** By ammunition type

**Damage vs. Large Foes:** By ammunition type

**Keywords:** Ammunition Required (Rock, Sling Bullet, or Sling Stone), Bludgeon, Halfling Mastery, Missile (S 50' / M 100' / L 200' with Bullet or S 40' / M 80' / L 160' with Stone), One-Handed

**Design Notes:** The sling is technically a one-handed weapon, because the wielder can load ammunition while simultaneously having a small shield strap-attached to the loading arm.

**Similar Weapons or Terminology:** Funda (Roman), Shepherd's Sling, Slongur (Norse), Val-Slongva (Norse).

**In the World of Oldskull:** Abundant, especially considering available materials for improvisation.

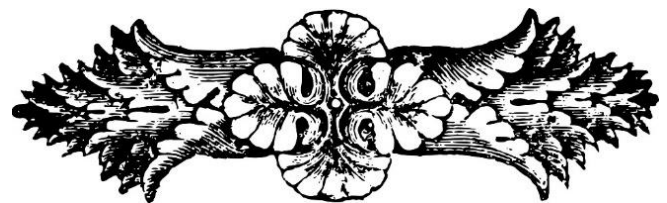
## Slings

[152]

### SLING

(Abundant Sling)

**Description:** A sling (which is not a slingshot, by the way) is a deadly weapon crafted from the simplest materials. It





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[153]

## STAFF SLING

(Rare Sling)

**Description:** A staff sling is a wooden pole with a leather pouch at one end. It is used to lob stones, bullets, or other materials (an acid vial or flaming oil flask, perhaps?).

**Cost:** 2 gold pieces

**Burden:** 80 coin equivalents

**Striking Accuracy:** By ammunition type

**Attack Type:** Crushing

**Normal Damage:** By ammunition type

**Damage vs. Large Foes:** By ammunition type

**Keywords:** Ammunition Required (Heavy Rock, Staff Sling Bullet, or Staff Sling Stone), Bludgeon, Indirect Fire, Missile (S inapplicable / M 60' / L 90'), Reload Required, Two-Handed

**Design Notes:** This is an indirect fire weapon, intended for sieges but certainly useful in other adventuring situations. For example, it could be used to hurl stones over troops' heads, targeting leaders or spell casters in the back rank.

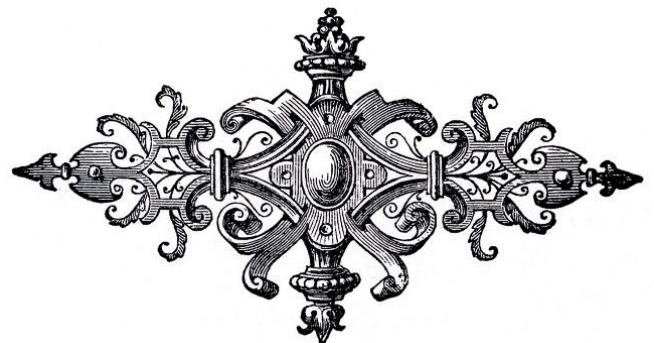
Notes on normal types of information are provided here; rules for grenade-type area of effect ammunition (holy or unholy water, oil flasks, acid vials, perhaps even a poison vial, etc.) would be handled by the core rules supplemented by a GM ruling.

Refer also to the Keywords section of this supplement.

### Similar Weapons or Terminology:

Fustibale (French), Fustibalus (Roman), Hand Catapult (Goblin Weapon), Stafslongur (Norse).

**In the World of Oldskull:** Rare. In the Oldskull realms, the staff sling is Rare in goblin lairs, and in the realms of Gaul, Midgard, and Tyrrhenia.







## Sling Stones and Bullets

[154]

### ROCK

(Abundant Projectile)

**Description:** A rock is simply a decent-sized uneven natural projectile. It can be used with a sling in a pinch, although damage will suffer due to the lack of lead and/or aerodynamics. Sometimes a rock is better than nothing.

**Cost:** Free

**Burden:** 1 coin equivalent each

#### Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** -1 (-5%)
- ❖ **Long Range:** -2 (-10%)

**Attack Type:** Crushing

**Normal Damage:** 1D3 (average 2)

**Damage vs. Large Foes:** 1D3 (average 2)

**Keywords:** Ammunition (Sling), Bludgeon

**Design Notes:** As a general ruling, I recommend that rocks be available in most dungeon environments (especially caverns and ruins). As GM you might want to state that only 1D4+1, 2D4, 3D4 etc. suitable rocks are found in any given area depending on the circumstances.

**Similar Weapons or Terminology:** Hurl-Stone, Stone

**In the World of Oldskull:** Abundant. Note that the GM determines whether suitable rocks are readily available in any given environment.

[155]

### HEAVY ROCK

(Abundant Projectile)

**Description:** As above, but this is a larger rock which cannot be effectively launched by a normal sling. It can, however, be (sloppily) launched with a staff sling.

**Cost:** Free

**Burden:** 4 coin equivalents each

#### Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** -1 (-5%)
- ❖ **Medium Range:** -2 (-10%)
- ❖ **Long Range:** -3 (-15%)

**Attack Type:** Crushing

**Normal Damage:** 1D6 (average 3.5)

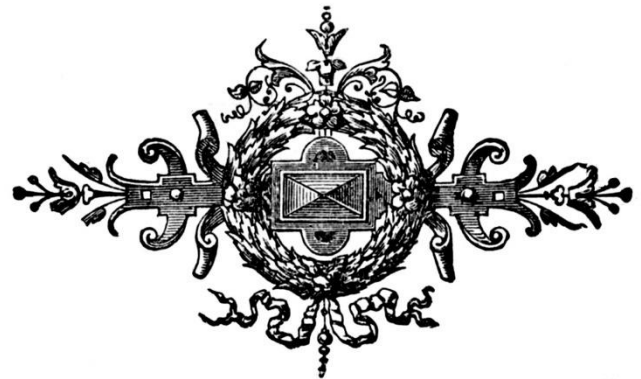
**Damage vs. Large Foes:** 1D6 (average 3.5)

**Keywords:** Ammunition (Staff Sling), Bludgeon

**Design Notes:** As above.

**Similar Weapons or Terminology:** Heavy Stone, Lob-Stone

**In the World of Oldskull:** Abundant. Note that the GM determines whether suitable heavy rocks are readily available in any given environment.







[156]

**SLING STONE****(Abundant Projectile)**

**Description:** Sling stones are smooth-surfaced stones which are sufficiently aerodynamic for use in a sling. They can be crafted with baked clay and stone, or plucked out of nature. Smoothed stones in the bed of a river or stream are typically the most effective.

A GM might allow a scrounging character to harvest proper sling stones in any appropriate outdoor setting, but finding such well-rounded stones in a pile of dungeon rubble would be rare.

Refer to the Rock entry, above, for a general indicator of “acceptable” rocks which will most commonly be available for free in most locations. Rubble and junk can be used as sling projectiles, inflicting the same amount of damage, but at a -2 accuracy penalty due to their lack of aerodynamic qualities.

**Cost:** 1 copper piece (0.01 gp) each

**Burden:** 1 coin equivalent each

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Crushing

**Normal Damage:** 1D4 (average 2.5)

**Damage vs. Large Foes:** 1D4 (average 2.5)

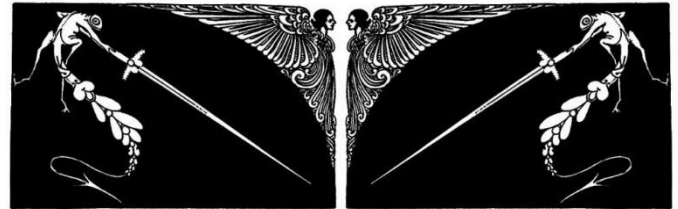
**Keywords:** Ammunition (Sling), Bludgeon

**Design Notes:** This category includes any types of smooth, rounded, and well-balanced stones. Stream beds and rivers are known as perfect places for sling stone gathering.

**Similar Weapons or Terminology:**

Smoothstone, Streamstone

**In the World of Oldskull:** Abundant as a crafted weapon, and in virtually limitless supply where any well-rounded stone of good balance can be made to serve.



[157]

**WHISTLING SLING STONE****(Very Rare Projectile)**

**Description:** These are hollow-cored stones, which emit an eerie shrieking sound when launched.

**Cost:** 2 copper pieces (0.02 gp) each

**Burden:** 1 coin equivalent each

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Crushing

**Normal Damage:** 1D4 (average 2.5)

**Damage vs. Large Foes:** 1D4 (average 2.5)

**Keywords:** Ammunition (Sling), Bludgeon, Whistling Sling Bullet

**Design Notes:** These demoralizing weapons were used by the Romans, particularly in the British Isles campaigns.





### Similar Weapons or Terminology:

Banshee's Stone, Legionnaire's Sling Stone, Shriekstone

**In the World of Oldskull:** Very Rare. In the Oldskull lands, the whistling sling bullet is Rare in the realms of Britannia and Tyrrhenia.

[158]

### SLING BULLET

(Common Projectile)

**Description:** Sling bullets are aerodynamic, egg-shaped projectiles (without gunpowder or any type of casing, of course!) which are cast from solid lead or another similarly heavy metal. They have nothing to do with gunpowder, which scientifically does not function in the World of Oldskull due to the planet's warped and magic-infused laws of physics!

**Cost:** 2 copper pieces (0.02 gp) each

**Burden:** 2 coin equivalents each

#### Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Crushing

**Normal Damage:** 1D4+1 (average 3.5)

**Damage vs. Large Foes:** 1D6+1 (average 4.5)

**Keywords:** Ammunition (Sling), Bludgeon

**Design Notes:** Note that sling bullets and staff sling bullets are different ammunition types, and sling stones and staff sling stones are different ammunition types as well. Due to differences in weight and balance, these ammunition types cannot be used interchangeably between slings and

staff slings. But since there is nothing preventing an inept or desperate character from physically loading the wrong type of projectile and trying to use it, the GM will likely want to apply a -2 to hit modifier when such things occur (if ever).

**Similar Weapons or Terminology:** Glandes Plumbeae (Roman, plural)

**In the World of Oldskull:** Common.

[159]

### WHISTLING SLING BULLET

(Very Rare Projectile)

**Description:** These are hollow-cored lumps of lead, which emit an eerie shrieking sound when launched.

**Cost:** 3 copper pieces (0.03 gp) each

**Burden:** 2 coin equivalents each

#### Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Crushing

**Normal Damage:** 1D4+1 (average 3.5)

**Damage vs. Large Foes:** 1D6+1 (average 4.5)

**Keywords:** Ammunition (Sling), Bludgeon, Whistling Sling Bullet

**Design Notes:** These weapons were used by the Romans, particularly in the British Isles campaigns.

#### Similar Weapons or Terminology:

Banshee's Bolt, Legionnaire's Sling Bullet

**In the World of Oldskull:** Very Rare. In the Oldskull lands, the whistling sling bullet is







Rare in the realms of Britannia and Tyrrhenia.



[160]

### SILVER SLING BULLET

(Very Rare Projectile)

**Description:** Fans of the works of Stephen King might wish to allow for the “Beverly Rule,” i.e. the existence of silver sling bullets. Whether such things should exist is largely dependent upon the GM’s opinion on whether blunt silver weapons should inflict damage on targets who are only struck by magical weapons.

**Cost:** 3 silver pieces (0.3 gp) each

**Burden:** 2 coin equivalents each

#### Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Crushing

**Normal Damage:** 1D4+1 (average 3.5)

**Damage vs. Large Foes:** 1D6+1 (average 4.5)

**Keywords:** Ammunition (Sling), Bludgeon, Silver

**Design Notes:** The existence of silver sling bullets is recommended, simply because it allows creative players with poorly funded low-level PCs to stand a chance against enchanted creatures.

#### Similar Weapons or Terminology:

Silverbolt, Wraithsbane

**In the World of Oldskull:** Very Rare in immediate availability, but could be made by any skilled silversmith upon paid request.

[161]

### STAFF SLING STONE

(Uncommon Projectile)

**Description:** This is a larger, heavier stone that can be lobbed with a staff sling.

**Cost:** 2 copper pieces (0.02 gp) each

**Burden:** 3 coin equivalents each

#### Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** -1 (-5%)
- ❖ **Long Range:** -2 (-10%)

**Attack Type:** Crushing

**Normal Damage:** 1D8 (average 4.5)

**Damage vs. Large Foes:** 2D4 (average 5)

**Keywords:** Ammunition (Staff Sling), Bludgeon, Reload Required

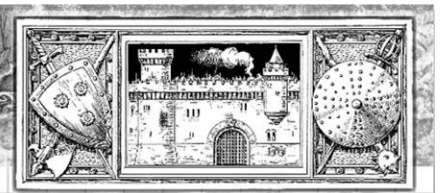
**Design Notes:** See notes concerning Sling Stones.

**Similar Weapons or Terminology:** Large Lob-Stone, Siege Stone.

**In the World of Oldskull:** Uncommon as a crafted weapon, and in virtually limitless supply where any well-rounded stone of good balance can be made to serve.



# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



[162]

## STAFF SLING BULLET (Uncommon Projectile)

**Description:** This is a larger, heavier lead sphere that can be lobbed with a staff sling.

**Cost:** 4 copper pieces (0.04 gp) each

**Burden:** 4 coin equivalents each

### Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** -1 (-5%)
- ❖ **Long Range:** -2 (-10%)

**Attack Type:** Crushing

**Normal Damage:** 2D4 (average 5)

**Damage vs. Large Foes:** 2D4+1 (average 6)

**Keywords:** Ammunition (Staff Sling), Bludgeon, Reload Required

**Design Notes:** See notes concerning Sling Bullets.

**Similar Weapons or Terminology:** Lob Bullet, Siege Bullet

**In the World of Oldskull:** Uncommon. In the Oldskull realms, staff sling bullets are Common in goblin lairs, and in the realms of Gaul, Midgard, and Tyrrhenia.

## Chapter XIII:

## Unusual Missile Weapons

[163]

## ATLATL

(Uncommon Sling)

**Description:** An atlatl is a grooved stick that is used to hurl light javelins farther than a normal throw made by hand.

**Cost:** 1 gold piece

**Burden:** 30 coin equivalents

### Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D6 (average 3.5)

**Keywords:** Ammunition Required (Light Javelin or Barbed Light Javelin), Atlatl, Missile (S 30' / M 60' / L 90'), Two-Handed

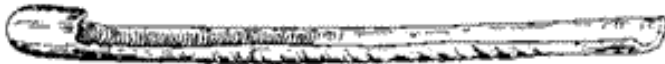
**Design Notes:** This design accounts for very primitive (Neanderthal) and relatively advanced (Roman) designs alike, because the principles of use remain the same.

**Similar Weapons or Terminology:** Ahtlatl (Nahuatl), Amentum (Roman), Ankule (Greek), Spear Thrower, Woomera (Aboriginal)

**In the World of Oldskull:** Uncommon. In dark elf, savage, and tribesman communities and lairs, atlatls are Common. In the Oldskull realms, atlatls are Common in the realms of Achaea, Aztlan, and Tyrrhenia.







[164]

**LIGHT JAVELIN (LAUNCHED)****(Common Javelin)**

**Description:** The light javelin is a lightweight and aerodynamic throwing spear with a small but deadly head, as modeled after classical Roman examples.

**Cost:** 3 silver pieces (0.3 gp)

**Burden:** 15 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling

**Normal Damage:** 1D6 (average 3.5)

**Damage vs. Large Foes:** 1D6 (average 3.5)

**Keywords:** Ammunition (Atlatl)

**Design Notes:** This entry is for a Light Javelin that is launched with an Atlatl. For the normal (thrown) use of Light Javelins, please refer to the Spear chapter.

**Similar Weapons or Terminology:** Aclis (Roman), Djerid (Africa / India), Jaculum (Roman), Lancea Subarmalis (Roman), Leptos Hyssos (Greek), Spiculum (Roman), Uchi-Ne, Vericulum (Roman), Verutum (Roman)

**In the World of Oldskull:** Common. In Amazonian, barbarian, dark elf, desert nomad, kobold, and savage communities and lairs, light javelins are Abundant.

In the Oldskull realms, light javelins are Abundant in the realm of Tyrrhenia.



[165]

**BARBED LIGHT JAVELIN (LAUNCHED)****(Rare Javelin)**

**Description:** The barbed light javelin is a short and thin throwing spear with one or more sets of backward-pointing barbs along the back of the weapon head.

**Cost:** 6 silver pieces (0.6 gp)

**Burden:** 15 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling

**Normal Damage:** 1D6+1 (average 4.5)

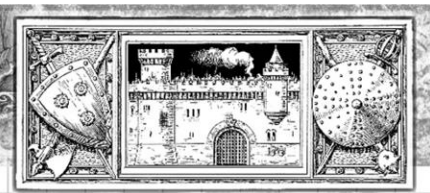
**Damage vs. Large Foes:** 1D6+1 (average 4.5)

**Keywords:** Ammunition (Atlatl), Barbed Javelin

**Design Notes:** This entry is for a Barbed Light Javelin that is launched with an Atlatl.



# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



For the normal (thrown) use of Barbed Light Javelins, please refer to the Spear chapter.

**Similar Weapons or Terminology:** Light Angon, Short Angon, Tlacochtli (Aztec)

**In the World of Oldskull:** Rare. In the Oldskull realms, light barbed javelins are Uncommon in the realms of Britannia and Teutonia.

[166]

## BLOWGUN

(Rare Blowgun)

**Description:** The blowgun is a long hollow tube, and darts are projected through it by the rush of wielder's exhaling breath. They are usually crafted of lightweight material, such as bamboo, preserved and molded leather, or some form of lightweight wood in less tropical regions.

**Cost:** 3 gold pieces (due to rarity in non-tropical regions)

**Burden:** 15 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling

**Normal Damage:** 1

**Damage vs. Large Foes:** 1

**Keywords:** Ammunition Required (Blowgun Needle), Blowgun, Missile (S 10' / M 20' / L 30'), One-Handed

**Design Notes:** This system distinguishes between normal and long blowguns, to clarify some vagueness in the Advanced rules. The long blowgun tends to be more

accurate (yet unwieldy) due to the longer pipe.

**Similar Weapons or Terminology:** Blowpipe, Fukiya (Japanese)

**In the World of Oldskull:** Rare. In tropical and sub-tropical tribesman communities and lairs, blowguns are Uncommon. In the World of Oldskull, blowguns are Uncommon in Aztlan, Nippon, and the Terra Nova.



[167]

## LONG BLOWGUN

(Very Rare Blowgun)

**Description:** This weapon has a much longer pipe, up to 15' in some instances. This gives increased accuracy over larger range brackets, but maximum range is still limited by the wielder's ability to forcefully exhale.

**Cost:** 5 gold pieces (due to rarity in non-tropical regions)

**Burden:** 40 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling

**Normal Damage:** 1

**Damage vs. Large Foes:** 1





# CASTLE OLDSKULL

## FANTASY ROLE PLAYING GAMES



**Keywords:** Ammunition Required (Blowgun Needle), Blowgun, Missile (S 15' / M 30' / L 45'), Two-Handed, Unwieldy

**Design Notes:** As for Blowgun, above. Game Masters might want to limit the range of this weapon unless the wielder has CON (health and lung capacity) of 13+.

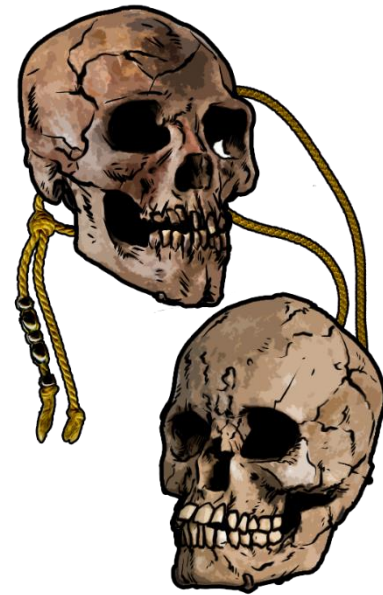
**Similar Weapons or Terminology:** Long Blowpipe

**In the World of Oldskull:** Very Rare. In tropical and sub-tropical savage and tribesman communities and lairs, long blowguns are Rare. In the World of Oldskull, blowguns are Uncommon in Aztlan and the Terra Nova.

**Design Notes:** Blowgun needles are only useful to hunt small prey (such as birds), or when poisoned. They are relatively fragile and flammable.

**Similar Weapons or Terminology:** Blowgun Dart, Feather Dart, Quill

**In the World of Oldskull:** Rare. In tropical and sub-tropical savage and tribesman communities and lairs, blowgun needles are Common or even Abundant.



[168]

### BLOWGUN NEEDLE

(Rare Projectile)

**Description:** These are small wooden darts or needles, "fletched" with plumage or tufts of vegetation. They are almost completely useless, unless being used to forcefully administer a poison, sleep-inducing agent, or something similar.

**Cost:** 1 silver piece (0.1 gp) each

**Burden:** None

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling

**Normal Damage:** 1

**Damage vs. Large Foes:** 1

**Keywords:** Ammunition (Blowgun or Long Blowgun)

[169]

### BOLA

(Uncommon Thrown Weapon)

**Description:** This is an elegantly simple primitive weapon, comprised of entangling ropes, vines, or leather straps and two or three spherical weights. The weapon is surprisingly accurate when spun and thrown by a skilled wielder.

**Cost:** 1 gold piece

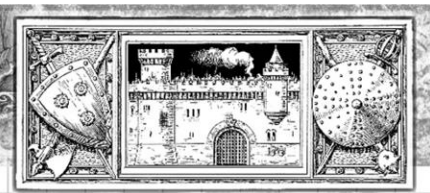
**Burden:** 20 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)



# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Crushing

**Normal Damage:** 1D4 (average 2.5)

**Damage vs. Large Foes:** 1D2 (average 1.5)

**Keywords:** Entanglement, One-Handed, Slow, Thrown (S 20' / M 40' / L 60')

**Design Notes:** This weapons category includes bolas with two large heads, as well as those with three smaller heads; the game effects of either design are basically the same.

**Similar Weapons or Terminology:** Bolas, Boleadoras (Spanish), Kiipooyaq (Inuit), Qilumitautit (Inuit)

**In the World of Oldskull:** Uncommon. In frogman and tribesman communities and lairs, bolas as Common. In the Oldskull realms, bolas are Common in the realms of and the Terra Nova.

**Damage vs. Large Foes:** 1D3 (average 2)

**Keywords:** Ammunition Required (Dart), Missile (S 25' / M 50' / L 75'), One-Handed

**Design Notes:** Rate of fire is slower than dart throwing, due to the need to reload. Cestrus-thrown darts do not inflict additional damage, but they do have more accuracy over near ranges and a considerably longer maximum range.

Similar to a sling, the cestrus is basically a one-handed weapon because a wielder can reload while also having a small shield strapped to the loading arm.

**Similar Weapons or Terminology:** Cestrosphendone (Roman), Dutch Arrow, Kestros (Greek), Swiss Arrow

**In the World of Oldskull:** Rare. In the Oldskull realms, the cestrus is Uncommon in the realms of Achaea, Batavia, Helvetia, Macedonia, and Tyrrhenia

[170]

## CESTRUS

(Rare Sling)

**Description:** Similar to an atlatl, which is used to hurl javelins, a cestrus is a leather sling that is used to hurl darts.

**Cost:** 1 electrum piece (0.5 gp)

**Burden:** 15 coin equivalents

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling

**Normal Damage:** 1D3 (average 2)

[171]

## DART (LAUNCHED)

(Common Dart)

**Description:** Unlike modern game darts, a Castle Oldskull dart is more akin to the ancient Roman plumbata. This is a deceptively lethal thrown weapon, over a foot in length, featuring fletchings and sometimes even iron barbs. (As Gary Gygax once stated, the dart is "of large size, a foot or more in length, veined and heavy so as to have good penetration.") In an emergency situation, a dart can also be used as a clumsy melee weapon.

**Cost:** 3 silver pieces (0.3 gp) each

**Burden:** 5 coin equivalents each

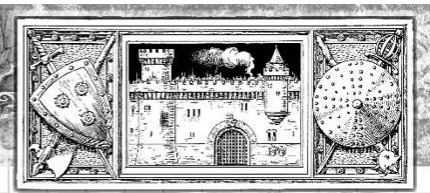
**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)





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- ❖ **Medium Range:** No modifier
- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling

**Normal Damage:** 1D3 (average 2)

**Damage vs. Large Foes:** 1D3 (average 2)

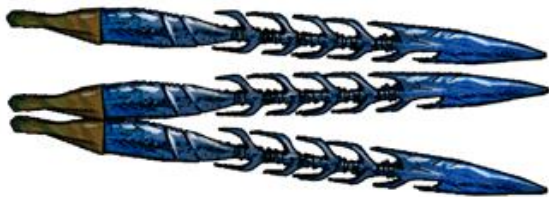
**Keywords:** Ammunition (Cestrus)

**Design Notes:** This is not a modern game dart, it is a heavy Roman-inspired combat dart.

This entry is for a dart that is launched from a Cestrus.

**Similar Weapons or Terminology:** Fleinn (Norse), Martiobarbulus (Roman), Plumbata (Roman)

**In the World of Oldskull:** Common. In dark elf, deep gnome, and savage communities and lairs, darts are Abundant. In the Oldskull realms, darts are Abundant in the realms of Midgard and Tyrrhenia.



[172]

## BARBED DART (LAUNCHED)

(Rare Dart)

**Description:** These are simply darts with backward-pointing barbs, making them very painful to remove.

**Cost:** 6 silver pieces (0.6 gp) each

**Burden:** 5 coin equivalents each

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** +1 (+5%)
- ❖ **Medium Range:** No modifier

- ❖ **Long Range:** -1 (-5%)

**Attack Type:** Impaling

**Normal Damage:** 1D3+1 (average 3)

**Damage vs. Large Foes:** 1D3+1 (average 3)

**Keywords:** Ammunition (Cestrus), Barbed Dart

**Design Notes:** This entry is for a Barbed Dart that is launched from a Cestrus.

Most, but not all, plumbatae were barbed; this distinction is used in the Oldskull rules to follow the game mechanics for barbed needles, javelins, and spears.

Gygax notes (in the 1977 bestiary) that these weapons are wielded by lizard men.

**Similar Weapons or Terminology:** Lizardfolk Dart

**In the World of Oldskull:** Rare.

[173]

## DART (THROWN)

(Common Dart)

**Description:** As for launched dart, above.

**Cost:** 3 silver pieces (0.3 gp) each

**Burden:** 5 coin equivalents each

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** -1 (-5%)
- ❖ **Long Range:** -2 (-10%)

**Attack Type:** Impaling

**Normal Damage:** 1D3 (average 2)

**Damage vs. Large Foes:** 1D2 (average 1.5)

**Keywords:** One-Handed, Thrown (S 15' / M 30' / L 45')





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



**Design Notes:** This entry is for a dart that is hurled by hand.

**Similar Weapons or Terminology:** As for launched dart, above.

**In the World of Oldskull:** As for launched dart, above.



[174]

## BARBED DART (THROWN)

(Rare Dart)

**Description:** As for launched barbed dart, above.

**Cost:** 6 silver pieces (0.6 gp) each

**Burden:** 5 coin equivalents each

**Striking Accuracy:**

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** -1 (-5%)
- ❖ **Long Range:** -2 (-10%)

**Attack Type:** Impaling

**Normal Damage:** 1D3+1 (average 3)

**Damage vs. Large Foes:** 1D2+1 (average 2.5)

**Keywords:** Barbed Dart, One-Handed, Thrown (S 15' / M 30' / L 45')

**Design Notes:** This entry is for a dart that is hurled by hand.

The 1977 bestiary indicates that these weapons are favored by lizard men.

**Similar Weapons or Terminology:** As for launched barbed dart, above.

**In the World of Oldskull:** As for launched barbed dart, above.



[175]

## THROWING STICK

(Rare Thrown Weapon)

**Description:** A throwing stick, or throwing club, is an ancient weapon that was used in Egypt, Sumeria, and various Aboriginal lands. It has a carefully-weighted head which allows the weapon to spin when thrown, and to strike at short range with considerable accuracy. It is not quite a





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boomerang, because it cannot return when thrown, however.

This weapon is favored by smaller skirmishing races, such as gnomes, goblins, and kobolds.

**Cost:** 3 silver pieces (0.3 gp)

**Burden:** 20 coin equivalents

## Striking Accuracy:

- ❖ **Melee:** (Not a melee weapon)
- ❖ **Short Range:** No modifier
- ❖ **Medium Range:** -1 (-5%)
- ❖ **Long Range:** -2 (-10%)

**Attack Type:** Crushing

**Normal Damage:** 1D3 (average 2)

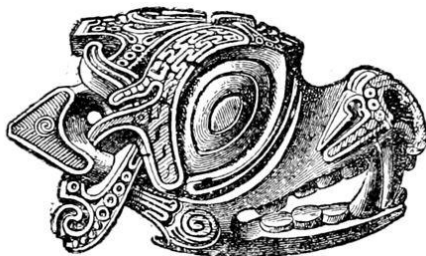
**Damage vs. Large Foes:** 1D3 (average 2)

**Keywords:** Bludgeon, Melee, One-Handed, Thrown (S 15' / M 30' / L 45')

**Design Notes:** This is a relatively widespread ancient and Egyptian weapon, overlooked in the original rules. It is not just a stick, it has been expertly weighted and crafted for spinning accuracy.

**Similar Weapons or Terminology:** Hunter's Boomerang (Australian), Pharaoh's Gimel (Egypt), Throwing Baton, Throwing Club, Trombash (Sudanese)

**In the World of Oldskull:** Rare in most places (due to the crafting difficulty involved in making a quality aerodynamic weapon of this nature). In the Oldskull realms, throwing sticks are Common in the realms of Afrik, Khom, and Mesopotamia.



## Chapter XIV:

## Keyword Definitions for Weaponry



These entries are definitions for the keywords used throughout this supplement, defining each weapon's special abilities, limitations, and other pertinent information.

### Note on Basic and Advanced Keyword Definitions

In acknowledgment of differing play styles, this section is designed to provide two different levels of complexity, which I define as Basic and Advanced.

For those GMs (like me) who frequently prefer ad hoc rulings and simplified mechanics at the table, it is indeed possible to include complex weaponry in the game while replacing onerous







details with general sage advice. This is general ideal behind the *Original* and *Basic* approach. More *Advanced* Gygaxian rules are provided for those GMs who are willing to sacrifice play speed in the name of tactical detail.

I recommend reading through this section, as a Game Master, and deciding which level of complexity to use with your players. (You may want to discuss the matter with them first.) When in doubt, default to the Basic rules and then progress to the Advanced rules later on if everyone feels comfortable with the additional considerations.

### Ammunition

This weapon requires the *missile weapon type* listed in parentheses so that it can attack. With each attack (hit or miss), the weapon's available ammunition is reduced by 1.

### Ammunition Required

This missile weapon requires the *ammunition type* listed in parentheses so that it can attack.

### Armor-Piercing Arrow

These specialized arrows have narrow penetrating heads, very sharp points, and additional metal treatment to harden edges. They take longer to make, and are therefore more expensive.

Against monsters, unarmored targets, or those in soft armor (cloth, padded, leather, etc.), they inflict 1D6-1 damage, to a minimum of 1 point per hit. Against metal-armored targets (mail, plate, etc.) they inflict 1D6+1 damage.

### Atlatl

This throwing stick can be used to improve the range and the velocity-induced damage of a light javelin, as shown. A skilled user can use

this weapon effectively with one hand, including reloading.

**Basic Ruling:** Dark elf characters (only) have a +1 to hit bonus with this weapon.

**Advanced Rules:** Note that dark elf characters – exiled or otherwise – have the instinctive aptitude to specialize or double specialize in the atlatl, regardless of fighter or non-fighter status, if the weapon is permissible to their class.

Normal specialization requires two proficiency slots and gives a +1 to hit with the atlatl at all ranges; this means that under the Advanced rules accuracy would be +1 Short / -1 Medium / -4 Long.

Double specialization requires three proficiency slots and gives a +2 to hit with the atlatl at all ranges; this translates to Advanced modifiers +2 Short / no modifier Medium / -3 Long.

### Barbed Arrow

Barbed weapons (of all kinds, not just arrows) inflict extra damage due to bleeding and trauma.

**Basic Ruling:** On a natural 20, or any attack which deals the maximum possible amount of damage, a barbed weapon inflicts +1 damage in addition to the die range listed.

**Advanced Rules:** On a natural to hit score of 20, a barbed arrow inflicts an additional 1D2 points of damage on impact, and then additional 1 point of damage each round thereafter for 1D4 rounds. Therefore a barbed arrow might inflict 1D6+1D2 damage on round 1, 1 on round 2, 1 on round 3, and 1 on round 4 for an example total of 5 to 11 points of damage. If a target is riddled with multiple barbed arrows, they may bleed to death as these effects are *per arrow* that scores a hit.

Ranges with barbed arrows are -10' Short, -20' Medium, and -40' Long, for the following resultant figures: Long Bow S 60' / M 120' / L 170', Long Composite Bow S 50' / M 100' / L







170', Short Bow S 40' / M 80' / L 110', Short Composite Bow S 40' / M 80' / L 140'.

Barbed arrows are actually less effective than war arrows on a statistical basis, but fired *en masse* they can be unpredictably deadly.

### **Barbed Dart**

**Basic Ruling:** On a natural 20, or any attack which deals the maximum possible amount of damage, a barbed weapon inflicts +1 damage.

**Advanced Rules:** Similar to a barbed arrow, on a natural to hit score of 20, a barbed dart inflicts an additional 1D2 damage on a successful hit, and then 1 additional point of damage on the next round thereafter.

### **Barbed Needle**

**Basic Ruling:** On a natural 20, or any attack which deals the maximum possible amount of damage, a barbed weapon inflicts +1 damage.

**Advanced Rules:** On a natural to hit score of 20, a barbed needle inflicts an additional 1 damage on a successful hit, and then 1 additional point of damage on the next round thereafter.

### **Barbed Whip**

**Basic Ruling:** On a natural 20, or any attack which deals the maximum possible amount of damage, a barbed weapon inflicts +1 damage.

**Advanced Rules:** As noted in the 1977 bestiary, this weapon is favored by horned devils. For game purposes in a non-devil's proficient hand, this type of whip is similar to a barbed arrow, on a natural to hit score of 20, a barbed whip inflicts an additional 1D2 damage on a successful hit, and then 1 additional point of damage each round thereafter for 1D2 rounds.

Note that on a failed to hit roll of 1, a wielder will wound himself with this weapon (causing 1D2 points of self-inflicted damage).



### **Barbed Javelin**

**Basic Ruling:** On a natural 20, or any attack which deals the maximum possible amount of damage, a barbed weapon inflicts +1 damage.

**Advanced Rules:** Similar to a barbed arrow, on a natural to hit score of 20, a barbed javelin inflicts an additional 1D2 points of damage on a successful hit, and then 1 additional point of damage each round thereafter for 1D3 rounds.

### **Barbed Spear**

Barbed weapons inflict extra damage due to bleeding and trauma.

**Basic Ruling:** On a natural 20, or any attack which deals the maximum possible amount of damage, a barbed weapon inflicts +1 damage.







**Advanced Rules:** Similar to a barbed arrow, on a natural to hit score of 20, a barbed spear inflicts an additional 1D2 points of damage on a successful hit, and then 1 additional point of damage each round thereafter for 1D4 rounds.

### **Blowgun**

This weapon can attack twice per round. The needles inflict almost no damage, but when used in conjunction with an insinuate or contact poison they can be deadly.

### **Bludgeon**

This weapon can be used by clerics without violating their sacred vows. The weapon might indeed cause bloodshed, but it is not a slashing or impaling weapon. It is a “smiter”.

### **Blunt-Headed Arrow**

These arrows are designed to stun targets.

**Basic Ruling:** On a natural 20, most monsters struck by this type of arrow will be stunned for 1 round (at the GM’s discretion).

**Advanced Rules:** On a natural to hit roll of 20, this weapon inflicts a head shot on the target. Please note that many monsters do not have heads, or cannot be stunned by head damage; these include non-corporeal creatures, golems, slimes, undead, creatures only struck by magical weapons, and so forth. Multi-headed creatures such as ettins, hydras, two-headed trolls, etc. cannot be stunned in this manner either.

A head shot inflicts maximum damage on an unarmored target; advantage damage (roll twice, and accept only the highest roll) on targets in cloth (padded) or leather armor; or normal damage vs. a target in metal armor. Any creature wearing a metal helm, regardless of body armor type, cannot be stunned in this manner.

If a target who is not in metal armor (or a helm) suffers maximum damage from a blunt-headed arrow – head shot or not – and is of either (a) experience level 2 or lower, or (b) Hit Dice 2+1 or lower, the target is also stunned and unable to act for 1 round.



### **Built for Strength**

*(These weapons require Advanced Rules, if the GM decides to allow them. It is recommended that these types of bows be introduced later on in the campaign, when spell casters are beginning to overpower average martial characters.)*

These mighty ranged weapons are custom-built to account for the wielder’s great strength. Gary Gygax alluded to these items in the 1979 Game Master’s Guide, but did not provide concrete rules for their introduction.

Under the original rules, characters of great strength (STR) do not gain their to hit and







damage bonuses for STR in regards to ranged weapons, unless they are using a weapon that is especially built for the purpose.

These weapons are very powerful, because they allow the wielder's strength to come into play while possibly also being supplemented by dexterity. A user (say, a ranger) with both high STR and high DEX would receive the to hit modifiers for both STR and DEX, while also receiving the damage bonus inherent in STR.

The bows built for strength are intended for mid- to high-level play and should not be introduced to the game until the GM feels that the campaign is ready for their inclusion. In the author's own experience over the years, these weapons significantly increase the combat efficiency of non-spell-casting characters in the later game, keeping fighters and thieves on par with clerics and magic-users (which is a good thing). Just remember that powerful NPCs will use them too!

Note that these weapons are not available to level 1 characters at the beginning of the game under any circumstances; adventurers will need to find and procure the services of a master crafter (bowyer, blade smith, etc.) to have these weapons crafted over several weeks' time. These items could be introduced as treasure, but the author recommends that the weapons first be provided as interesting curiosities to be sold to NPCs for hefty amounts of gold. For example, you could have the PCs discover a bow built for STR 17, while knowing that no character in the party is able to make use of it. This would alert players that these weapons exist, which would likely lead to inquiries about how to craft them, which would allow you to introduce master crafters as the appropriate time when you are prepared to experiment with these rules. (The author recommends allowing this to occur at PC experience level 5 or 6, when spell casters are first attaining powerful 3rd-level ranged spells.)

The bows built for strength are tiered in the Oldskull system as follows:

**Tier I:** Cost is equal to five times the base weapon's cost. In the Advanced rules, these weapons are built for characters of STR 16 or 17 (+1 damage). In the Basic rules, these weapons are built for characters of STR 13, 14, or 15 (+1 damage).

**Tier II:** Cost is equal to ten times the base weapon's cost. In the Advanced rules, these weapons are built for characters of unexceptional STR 18 (+2 damage). In the Basic rules, these weapons are built for characters of STR 16 or 17 (+2 damage).

**Tier III:** Cost is equal to fifteen times the base weapon's cost. In the Advanced rules, these weapons are built for characters of exceptional STR 18 /01 to 18 /75 (+3 damage). In the Basic rules, these weapons are built for characters of STR 18 (+3 damage).

**Tier IV:** Cost is equal to twenty times the base weapon's cost. In the Advanced rules, these weapons are built for characters of exceptional STR 18 /76 to 18 /90 (+4 damage). In the Basic rules, these weapons are only for magically-supplemented heroic characters of STR 19 (+4 damage). However, the GM might rule that characters of STR 18, and also experience level 6+, might be able to use this weapon to inflict +4 damage.

**Tier V:** Cost is equal to twenty-five times the base weapon's cost. In the Advanced rules, these weapons are built for characters of exceptional STR 18 /91 to 18 /99 (+5 damage). In the Basic rules, these weapons are only for magically-supplemented and truly super-heroic characters of STR 20 (+5 damage). However, the GM might rule that characters of STR 18, and also experience level 9+, might be able to use this weapon to inflict +5 damage.

**Tier VI:** Cost is equal to thirty times the base weapon's cost. In the Advanced rules, these weapons are built for characters of exceptional STR 18 /00 (+6 damage). In the Basic rules, these weapons are only for magically-supplemented super-heroic characters of STR 21 (+6 damage). However, the GM might rule







that characters of STR 18, and also experience level 12+, might be able to use this weapon to inflict +6 damage.

Characters of inferior strength cannot even draw these weapons to wield them normally. This means that a fighter of STR 13 might find a Tier VI bow somehow, and want to use it; but he would be too weak to draw it and therefore he could never use it to even make a normal attack. He might be able to use it temporarily if ever a spell, potion, or other magic item grants him great strength, however.

For game balance purposes and general sanity, assume that no master weaponsmiths exist who could possibly craft non-magical weapons that supplement strength scores beyond Tier VI as given above. Also note (again for game balance) that Gyga insisted that these weapons do not *ever* gain any range category increases to their Short / Medium / Long distance statistics.

**Note:** Magical items such as Gauntlets of Ogre Power, or Girdles of Giant Strength, can supplement an archer's strength sufficiently to use these weapons. However, such a wielder would not be able to use a bow built for strength if the empowering magic item is not worn!

### Cast (Thrown)

This weapon is technically thrown, but it is attached by a cord and can be automatically reeled in by the attacker. Therefore, it does not fully leave the attacker's hand.

### Charging Strike

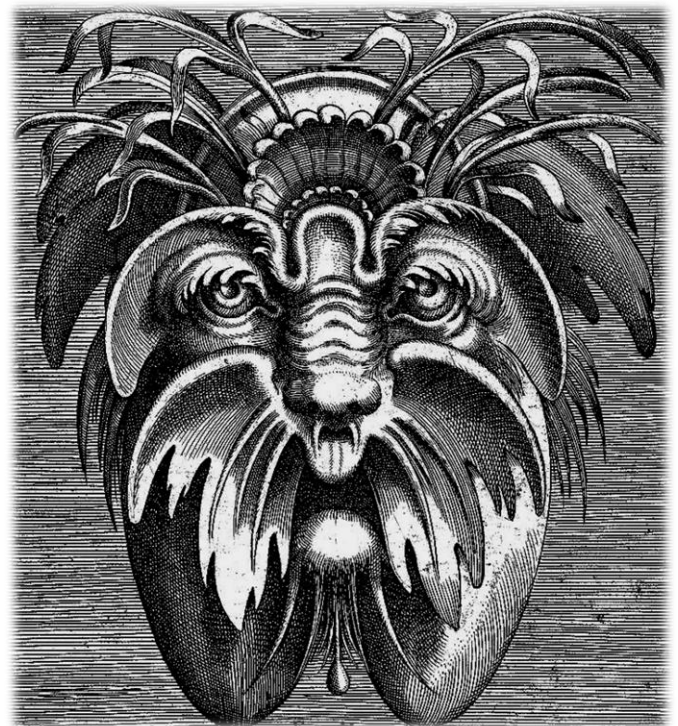
These weapons deal more damage when the attacker has increased momentum due to riding on a mount.

**Basic Ruling:** If the attacker is mounted (for example, on a horse) and moving at least 60' in a round, this weapon inflicts double damage on a successful hit vs. a small or man-sized target,

or double advantage damage vs. a larger target. Advantage damage means that the damage is rolled twice, the lower roll is disregarded, the higher roll is accepted, and then the higher roll is doubled.

**Advanced Rules:** As above. However, as an additional point of detail, note that the effective use of *lances* is dependent upon the size of the attacker's mount:

- [1] Light lances (sometimes called charger lances) can only be used while riding a light warhorse or larger, or another type of mount of 2 Hit Dice or more.
- [2] Medium lances (courser lances) can only be used while riding a medium warhorse or larger, or another mount of 3 Hit Dice or more.
- [3] Heavy lances (destrier lances) can only be used while riding a heavy warhorse or larger, or another mount of 4 Hit Dice or more.







### Cudgel

Proficient wielders of DEX 12+ can attack with this small club an additional time per round, either in melee or as a throwing attack (if multiple cudgels are carried).

The weapon is largely ineffective, but useful due to its concealability and its propensity for being ignored as “not really a weapon.”

Damage is 1D3 if used once per round, or 1D2 / 1D2 if used twice per round.

### Disarm

This weapon can be used either to damage an opponent, or in an attempt to disarm a weapon-holding opponent (of man size or smaller). A damaging strike is assumed unless a disarm attempt is declared before the to hit die is rolled. If a damaging strike is successful, normal damage is inflicted.

**Basic Ruling:** If a disarming strike is successful, the target is disarmed for 1 round if the attacker's level (or Hit Dice) are *greater than* the defender's level (or Hit Dice). Otherwise, treat the disarming strike as a damaging strike instead.

**Advanced Rules:** If a disarming strike is successful, there is a 40% + (wielder's Dexterity) chance that the target will be forced to drop his weapon, requiring 1 round of activity to recover it. (For example, a DEX 11 wielder's disarming strike is successful 51% of the time.) Otherwise, the target is not disarmed but suffers 1D3 points of damage instead.

For game balance purposes, no one character or monster can be disarmed more than twice per combat (even from multiple sources).

### Dismount

If this weapon hits a target (man-sized or smaller) who happens to be mounted, roll another attack. If the second attack is successful, it scores no additional damage but

it dismounts the rider (knocking them prone to the ground, stunned and unable to act for 1 round).

If the rider's mount was moving, the rider will suffer 1D2 damage in the fall.

### Dropped Weapon

These weapons are dropped on the floor or ground to hinder pursuit. They cannot be seen in the dark, but will otherwise be detected unless the GM dictates otherwise.

**Basic Ruling:** If a sufficient number of caltrops are dropped in a narrow area (GM's decision), pursuing monsters might be halted for 1 or 2 rounds while the caltrop-droppers make their escape. Consider the monsters' body type, foot protection (if appropriate), intelligence, and aggressiveness in the ruling.

**Advanced Rules:** Up to 20 caltrops can be thrown in an area in one round, dispersed over the length of the “attacker's” retreat. For example, if 12 caltrops are thrown along a 40'-long path (movement rate 40' per round), then there would be 3 caltrops per 10'x10' area. With time, an area could be coated with hundreds of caltrops if time and supplies allow.

If the caltrops are seen, an intelligent monster will usually avoid them all by reducing its movement rate by 50% until the affected area is passed. If the caltrops are not seen, or the monster is unintelligent, or (at the GM's discretion) an intelligent monster chooses to ignore the caltrops, there is a 10% chance x the number of caltrops passed that 1 caltrop will be stepped on. If this chance is over 100%, then 1 caltrop automatically hits, and a second one has a percentage chance to hit; for example, a 130% rate due to 13 caltrops passed would cause 1 automatic hit and a 30% chance of a second hit being inflicted.

The victim will suffer 1D2 damage per caltrop if barefoot or in light shoes or soft boots; 1 point will be suffered if wearing hard boots or the feet







are armored (i.e., armor better than leather). In addition to this damage, there is a chance that the victim will be hobbled (15% chance if 1 point of damage was suffered, 25% if 2 points) or twice-hobbled (0% chance for 1 caltrop wound, 25% chance for 2, 50% chance for 3, 75% chance for 4, 100% chance for 5 or more). If hobbled, the victim's movement rate will be slowed by 25% for 4 days. If twice-hobbled, the victim's movement rate will be slowed by 50% for 8 days.

Any magical healing will cure hobbling in addition to any other restorative effects. Certain types of monsters (slimes, golems, non-corporeal creatures, undead that do not feel pain, flying creatures, etc.) are completely immune to caltrops.



### **Druidic**

This weapon can be used by druids without violating their sacred vows.

### **Dwarven Mastery**

A dwarf character gains a +1 bonus to hit when wielding or throwing this weapon, due to prior training.

### **Elven Mastery**

A normal elf character (but not a dark elf or half-elf) gains a +1 bonus to hit when wielding this weapon, due to prior training.

### **Entanglement**

This weapon can ensnare its target.

**Basic Ruling:** On a to hit roll of 20, consider allowing the weapon's target to be entangled, stunned, or otherwise impaired for 1 round. The wielder's strength, the target's strength and dexterity, and the target's ability to cut the weapon's cord should all be considered in the ruling.

**Advanced Rules:** On a natural to hit roll of 20 – assuming that the needed to hit roll was below 20 – the struck target will be entangled by the weapon's cord. If the target's strength (STR) is above the attacker's STR, the weapon's cord is automatically severed and the weapon can no longer be cast until repaired.

If the target's STR is equal to or below the attacker's STR, the target is entangled (not knocked prone, but technically stunned and unable to act for 1 round). When the target is freed from this condition, there is a 10% chance that the weapon's cord will be severed (destroying the weapon).

For the purposes of this game mechanic assume STR scores of 6 for creatures smaller than man-sized, 10 for creatures that are man-sized, or 16 for creatures that are larger than man-sized, unless the GM wishes to design strength scores for every monster in the game.







### **Fast Throw**

In melee, this weapon can be used to attack once per round. If thrown, however, up to two daggers or knives can be thrown per round if the attacker has equipped enough blades to allow for this.

### **Flaming Arrow**

Effective flaming arrows, or “troll slayers,” are typically dipped in pitch and then set alight immediately prior to firing. This process is quite involved, but in simplified game terms it is easier to say that a bow’s rate of fire is reduced from a maximum of 2 shots per round to 1 due to the extra preparations. If the archer wishes to aim, the rate of fire is one arrow every other round.

As long as the archer has immediate access to a torch or open flame, the flaming arrows can be fired. (Lamps and lanterns are not suitable flame sources for this purpose).

An archer could probably not hold a torch and a bow at the same time while lighting an arrow, but considering the length of a melee round and various circumstances we can decide that a torch can be kept burning on the ground, or a companion’s fire can be used, so that flaming arrows can continue to be fired until the archer is forced to engage in melee.

All attacks are made at -1 to hit due to the distracting and dangerous nature of the arrow type. Damage caused by impact and burning is normally 1D6+1, but on a natural to hit roll of 19 or 20 the target will be set alight, suffering an additional 1D4 damage on each of the next two rounds thereafter.

### **Formation Weapon**

This highly unwieldy weapon is actually at -2 to hit for an individual wielder, due to its length and maneuvering difficulties. If the attacker is in formation, there is no such penalty to the hit rolls.

For game purposes, the definition of “in formation” is a person who is flanked on both the left and the right by allies who are using the same weapon type, using the same tactics. Therefore a single fighter wielding an awl pike alone, or between two other party members using different weapons, is not in formation. A soldier holding an awl pike, with a pikeman companion on his left and another on his right, is in formation.

### **Garrot**

This weapon is an assassin’s strangling cord. It can only be effectively be used by an assassin or thief hiding in shadows or moving silently, or an invisible attacker. It can only be used in an attack from behind, not in normal combat.

**Basic Ruling:** On a to hit roll of 20 by a stealthy attacker (assassin, elf with surprise, thief, invisible, etc.) this weapon might strangle the target and render them temporarily unconscious. Carefully consider surprise and awareness factors along with stealth, strength differences, and monster type in the ruling.

**Advanced Rules:** Only living targets with relatively unprotected necks can be attacked; generally this means man-sized or smaller creatures of Armor Class 7 or worse. The weapon inflicts the listed amount of damage during the first round, and automatically inflicts double damage during the second and consecutive rounds, until the victim is dead or the hold is broken.

Generally, the chance for strangulation is equal to (attacker’s STR minus defender’s STR) x 5%, checked on the second and further rounds of strangulation. This means that a STR 14 attacker against a STR 9 target would have a 0% chance to strangle on the first round, a 25% chance on the second round, another 25% chance on the third round, and so forth.

To keep the weapon from being overpowered, a strangled victim is reduced to -1 hit point (unconscious and dying) and must be finished







off with another attack. Any attack by another creature that hits the strangler will cause the hold to break. Also, the victim has a STRx1% chance every round after the first to break the hold.

For the purposes of this game mechanic assume STR scores of 6 for creatures smaller than man-sized, 10 for creatures that are man-sized, or 16 for creatures that are larger than man-sized, unless the GM wishes to design strength scores for every monster in the game.

Note that outside of the strangulation mechanic, a creature can be killed by the sheer damage this weapon causes every round. Strangulation is a chaotic act.



### Halfling Mastery

A halfling character gains a +3 bonus to hit when using this weapon, due to extensive prior training.

If you are using the rules that allow a short bow to fire twice per round, this bonus is reduced to +1 per shot.

### Harpoon

This is a barbed spear attached to a stout cord. On a failed attack roll, the attacker can reel the harpoon back (in the same round) and be ready to hurl it again next round. There is only a 5% chance that the cord will be snagged or severed during this process. On a successful hit, the weapon inflicts its damage as the victim is impaled and the harpoon is then wrenched out. The chance for cord breakage on a hit of this nature is 10% if the victim is smaller than man-sized, 15% if man-sized, or 20% if larger than man-sized.

### Indirect Fire

This weapon is swept over the attacker's head, lobbing missiles in an indirect arc trajectory toward the target. This means that the weapon cannot be used in dungeons or indoors except in places where the ceiling is 20' high or higher.

**Basic Ruling:** This weapon cannot be used in dungeons (basic ruling). However, on a to hit roll of 20, the lobbed missile can score a dramatic hit – over cover, through a window, over intervening targets, through a stand of trees, with extra range, etc. The exact circumstances depend upon the ruling of the GM.

**Advanced Rules:** Outdoors, the weapon can be used to hurl missiles over walls or obstacles, potentially hitting targets even when they are under cover. It is fairly inaccurate and does not have a Short range category; all viable ranges are either Medium or Long, and minimum range is 30'.

Creative players might try to use a staff sling with an oil flask or acid vial, which is inadvisable but fairly effective (except when it's







completely disastrous, on a to hit roll of 1, in accordance with the GM's creative mercy).

characters in the traveling party are likewise equipped. Nevertheless, it is a nice bonus to be enjoyed by the foot-weary and the wise.



### **Jagged-Toothed Club**

As noted in the 1977 bestiary, this weapon is favored by pit fiends (and diabolical worshippers). It inflicts +1 damage against unarmored targets, which includes those garbed in normal clothing, robes, monsters of natural AC 9, etc.

### **Journey Staff**

A proper staff – designed for comfort, not for combat in the way that a quarterstaff is – can serve as a walking stick, easing the rate of travel.

In practice, this means that a person with a staff only needs to rest for 1 full day after 7 days of travel, instead of after 6 days. This is a minor bonus, and it will likely only apply if all

### **Khopesh Blade**

This weapon is designed to snag a target, causing hindrance as well as damage.

**Basic Ruling:** On a to hit roll of 20, this weapon might cause a target to be further wounded, disarmed, or tripped and stunned for 1 round. Consider the attacker's strength and dexterity, the target's size and armor, and other circumstances in the ruling.

**Advanced Rules:** When this weapon inflicts maximum damage (a 2D4 roll of 8) on a man-sized or smaller target, the target's clothing, flesh, or armor is snagged by the blade.

A snag will cause one of the following effects (roll 1D6): 1 or 2, Suffer 1 additional point of damage. 3, Suffer 2 additional points of damage. 4 or 5, Drop (or nearly drop) a carried weapon or item that is not a shield, requiring 1 round to recover. 6, Trip and fall prone, unable to act for 1 round.

The weapon is slow and difficult to use, and snagging effects can only be generated by attackers of STR 11 or higher. Wielders of lower strength will never snag an opponent, even if maximum damage is rolled.

### **Lasso**

This weapon of questionable utility is used to pull targets off their feet, or possibly off their mounts. It is very difficult to use unless the wielder is significantly stronger than his enemy. Using a lasso well requires teamwork, with either multiple lasso wielders or other fighters ready to attack a downed opponent. On a successful to hit roll, the target is potentially ensnared.

**Basic Ruling:** On a to hit roll of 20, consider allowing the lasso's target to be dismounted,







disabled, brought down, and /or stunned for 1 round. The wielder's strength, opponent's size, and other combat conditions should be considered in the ruling.

**Advanced Rules:** If the target's strength (STR) is equal to or greater than the attacker's STR, there is only a 5% chance of a *minor* ensnarement, a 25% chance that the lasso will break (destroyed), and a 20% chance that the lasso will be yanked from the attacker's hands (and not recoverable during combat). 50% of the time the lasso is loosed and the attacker can try again.

However, if the target's STR is less than the attacker's STR, the chance of a *major* ensnarement is 10% plus 5% per STR point in favor of the attacker. For example if the attacker has STR 17 and the victim has STR 9, there is a 50% chance.

A major ensnarement will dismount a rider (knocking them prone to the ground, stunned and unable to act for 1 round), or stun an unmounted target (knocked prone and unable to act for 1 round).

After a successful or failed major ensnarement, the lasso is loosed and can be used to attack again next round.

For the purposes of this game mechanic assume STR scores of 6 for creatures smaller than man-sized, 10 for creatures that are man-sized, or 16 for creatures that are larger than man-sized, unless the GM wishes to design strength scores for every monster in the game.

Please note that creatures longer or taller than 10' cannot suffer a major ensnarement regardless of circumstances, so this weapon is basically against very large creatures.

### **Knockdown**

On a natural to hit roll of 20 – assuming that the needed to hit roll was below 20 – the struck target will be knocked prone and unable to act for 1 round. This effect can only occur against

opponents with two feet, who are no more than 7' tall.

For game balance purposes, no one character or monster can be knocked down more than twice per combat (even from multiple sources).



### **Long Melee**

This long hand weapon can be used at ranges between 1' and 10', but not through intervening allies or targets.

### **Man Catcher**

These dangerous devices are rarely used by adventurers, because they quickly end up being destroyed. But monsters such as Deep Ones favor them. This weapon is only effective on basically humanoid targets (two arms and two legs) who stand between 4' and 8' tall. Smaller creatures will simply drop out of the pincers, and taller creatures will not be effectively pinned.







Only wielders with STR 14 or higher can make effective use of this weapon.

**Basic Ruling:** On a to hit roll of 20, this weapon might partially or fully pin a defending target for 1 to 3 rounds. Consider the wielder's strength and skill, the target's size and strength, the nearness of any target allies, and the relative fragility of the weapon in the ruling. Freeing one's self from the weapon might cause damage to the victim, depending on the decision of the GM.

**Advanced Rules:** On a natural to hit roll of 18, 19, or 20 – assuming that the needed to hit roll was below 18 – the struck target will be caught. On an 18, the victim has either his left or right arm pinned (50% chance of either), preventing the use of any weapon, shield, or other item in the affected hand. On a 19, both of the victim's arms are pinned. On a 20, both arms are pinned and the victim is stunned, knocked prone and unable to act at all for 1 round.

Other attackers can attack a pinned victim at +1 to hit if one arm is pinned, +2 to hit if two arms are pinned, or +4 to hit if pinned and prone.

After the first round, the weapon will automatically hit every round thereafter unless the attacker releases (or is forced to release) the victim.

The victim can attempt to free himself every round, with a percentage chance of success equal to three times the victim's STR (therefore a STR 14 character would have a 42% chance of breaking free). If the attempt succeeds, the man catcher suffers 2 points of damage but can be used again. If the attempt fails, the man catcher is not damaged.

Each escape attempt causes the victim 1D4 damage if not wearing gloves, 1D2 damage if wearing cloth gloves, 1 damage if wearing leather gloves, and no damage if wearing mail hand guards or gauntlets. Assume that padded armor has cloth gloves, leather armor has

leather gloves, mail armor has hand guards, and plate armor has gauntlets.

Any ally of the pinned victim who is in melee range can attempt to strike the man catcher by rolling to hit Armor Class 5. A man catcher has only 6 hit points before it is sundered and broken.



### Maul

Only characters of STR 14 or higher can capably wield this weapon.

### Melee

This hand weapon can only be used at ranges between 1' and 5'.

### Missile

This weapon is used to fire missiles. The weapon cannot be fired at targets nearer than 5'. The three numbers show the maximum





range (in feet) for short range (+1 to hit), medium range (no to hit modifier), and long range (-1 to hit). The long range is the weapon's maximum range.

### **Mounted Weapon (One- or Two-Handed)**

This weapon requires two hands if wielded on foot. If wielded while mounted, it only requires one hand.

### **Net Entanglement**

Nets are capture weapons, specifically designed to ensnare and hinder targets.

**Basic Ruling:** On a to hit roll of 19 or 20, this weapon might entangle the target and render them helpless for 1D3 rounds. Consider the wielder's dexterity, the target's size and dexterity, and other factors in the ruling.

**Advanced Rules:** The rules for entanglement with a net are similar to cord-weapon entanglement rules, but are DEX-based (as opposed to STR) and a net is larger and more effective. Anyone proficient person can use a net in melee, but throwing one effectively requires wielder STR 10+ and DEX 13+ (Short range) / DEX 14+ (Medium range) / DEX 15+ (Long range) or the weapon is always ineffective.

Since nets have a cord (allowing the attack to reel the net back in), a net that misses can be reeled in by the attacker over the course of a full round and then reused. For example, a net that misses on round 1, either due to a dodged hit or a missed to hit roll, could be reeled back on round 2 and ready to attack again in round 3.

The net can be used in melee, or cast (thrown) with the cord held in hand. Only targets man-sized and smaller can be affected by a character's net. (Larger nets are available, but they must be set and are technically more traps than they are weapons.)

On a natural to hit roll of 19 or 20 – assuming that the needed to hit roll was below 19 – the struck target will be entangled by the weapon's mesh. If the target's dexterity (DEX) is above the attacker's DEX, the net can be dodged, even if the to hit roll is successful, on a chance equal to the target's DEX x 5%.

If the target's DEX is equal to or below the attacker's DEX, the target is entangled (not knocked prone, but technically snagged and hindered and unable to attack). The duration of entanglement is based on the victim's DEX: for a non-weighted net, DEX 3-8 = 1D3 rounds, DEX 9-12 = 1D2 rounds, DEX 13+ = 1 round; for a weighted net, DEX 3-10 = 1D3 rounds, DEX 11-14 = 1D2 rounds, DEX 15+ = 1 round.

Strength (STR) of 13 or higher reduces the duration of entanglement by 1 round, to a minimum of 1 round. If the net is barbed, the victim suffers 1D2 damage per round if not wearing metal armor, 1 damage per round if wearing mail, and no damage if wearing plate.

The attacker can either choose to hold onto the net /cord during this process, preventing further attacks but keeping the net in hand; or, the net can be released, dropping it with the victim inside.

When the target is freed from this condition, if the victim had a cutting weapon (axe, knife, sword, etc.) and /or a burning torch equipped, there is a 20% chance that the net is destroyed. Otherwise, the net lies on the ground and cannot be recovered by the attacker during combat.

For the purposes of this game mechanic assume DEX scores for monsters based on their highest movement rate: Move 10' = DEX 3, Move 30' = DEX 6, Move 60' = DEX 8, Move 90' = DEX 10, Move 120' = DEX 12, Move 150' = DEX 14, and so forth, to a maximum monster DEX of 20.







### One-Handed

This weapon only requires one hand to wield effectively. A shield or other item can be held in the other hand.

### One- or Two-Handed

**Basic Ruling:** This weapon can either be wielded in one or two hands. The bastard sword (only) inflicts varying amounts of damage depending on whether it used in one hand, or two.

**Advanced Rules:** As above. Additionally, if a wielder has a non-bastard sword weapon with this Keyword designation, the weapon inflicts normal damage when used with one hand, or +1 damage when wielded with both hands.

### Parrying Dagger

If the wielder has DEX 13+, the parrying dagger confers a +1 bonus to Armor Class vs. melee weapons used by small or man-sized creatures. It does not give a bonus against ranged attacks, or against large creatures, or against natural weapons (claws, fangs, etc.). However, it cannot be effectively thrown due to the design of its hilt and hand guard.

### Reload Required

After being fired, this weapon must be reloaded for one round.

**Basic Ruling:** The use of this weapon will alternate between firing rounds and reloading rounds. For example, if fired on round 1, the weapon would need to be reloaded on round 2, and would be ready to fire again on round 3.

**Advanced Rules:** As an optional rule, the GM might allow the heavy crossbow (but not other slow-reload weapons, which are based on DEX) to be reloaded quickly enough to be fired every round if the wielder's STR is 18 or higher.

Similarly, other slow-reload weapons could probably be reloaded as quickly if the wielder's DEX is 18 or higher.

### Renaissance Era

This weapon is more appropriate for Renaissance-themed games or cultures, as opposed to medieval-themed ones. The Game Master decide if this weapon is available in the world, and where.

### Sap

This weapon deals minor damage, but is used to knock out opponents. It is only effective on man-sized and smaller creatures who are not wearing metal armor or a helm.

**Basic Ruling:** On a to hit roll of 20 by a stealthy attacker (assassin, elf with surprise, thief, invisible, etc.) this weapon might strangle the target and render them temporarily unconscious. Carefully consider surprise and awareness factors along with stealth, strength differences, and monster type in the ruling.

**Advanced Rules:** Unarmored monsters can only be knocked out if their natural Armor Class rating is 10, 9, 8, or 7.

On a strike either (a) from behind during surprise, or (b) in normal combat with a natural to hit roll of 20 – assuming that the needed to hit roll was below 20 – the struck target stands a chance to be knocked temporarily unconscious. The chance is 5% per STR point of the attacker, minus 5% per level or hit die of the target.

A knockout will render the victim unconscious and prone for 1 round. On the second round, the victim will recover, but will still be prone and susceptible to further attack. On the third round, there is no further effect.

For game balance purposes, attackers cannot commit a *coup de grace* (death strike) on a sap victim, regardless of any status of temporary





unconsciousness, unless the victim is either experience level 0, or with Hit Dice lower than 1.

### **Set for Charge**

When this weapon is Set for Charged against the ground, it inflicts double damage when hitting charging enemies.

### **Silver**

This weapon can successfully inflict damage on monsters who can normally only be hit by +1 or greater magical weapons.



### **Skilled Shots at Range**

This weapon conditionally allows for no to hit penalty at long range, instead of the penalty listed. Please note however that this condition is only provided for aimed shots, and only for

users who possess either experience level 6+, or 6+ Hit Dice.

### **Slow**

This weapon's wielder attacks last in each round of combat. When multiple slow weapons are in play (which is common), all slow weapons are consider to attack simultaneously at the end of the round.

**Author's Preference:** Due to the fact that players greatly dislike this rule, I recommend that slow weapons only cause a -1 or -2 penalty to the wielder's individual initiative roles. This adds complexity, but it also makes it far more likely that players will choose to use Slow weapons. Otherwise, swords are frequently regarded as being superior to Slow weapons in many instances and the large variety of weapons becomes slimmed down as players become wise to the fact that a narrow class of superior weapons exists..

### **Spiked Buckler**

This device acts simultaneously as both a weapon and a shield (+1 Armor Class when held). In any combat round, the buckler can be used both to defend and attack.

**Basic Ruling:** On a to hit roll of 20 with a held weapon, the holder of a spiked buckler will also attack and hit the same struck target with the buckler, causing an additional 1D4 damage. Consider reducing this damage to 1D3 or even 1D2 if every shield-carrying PC in the game is eventually equipped with a spiked buckler.

**Advanced Rules:** If the wielder has attacked with a weapon in the other hand, the further attack with the buckler is at -2 to hit. If the wielder is using the buckler as the only weapon, there is no to hit modifier. At most, the buckler can be used to attack once per round.







### **Tall Stature**

Unless the Game Master dictates otherwise, these weapons cannot be used by characters who are under 5 feet in height.

(You might think that pole arms are impossible for short characters to use, but the 1977 bestiary states outright that dwarves wield pole arms, so I have only applied this keyword phrase to those select pole arms that are extremely long and/or heavy.)

### **Thrown**

This weapon can be physically thrown. The weapon cannot be thrown at targets nearer than 5'. The three numbers show the short, medium, and long range brackets for the weapon when it is thrown (see Missile entry, above). When the weapon is thrown, whether it hits or misses it leaves the attacker's hand and cannot be recovered during the battle.

### **Two-Handed**

This weapon requires two hands to wield properly, and the wielder cannot benefit from attempting to effectively hold a shield at the same time. (The shield can still be held in some instances, but it will confer no bonus to Armor Class.) Note that some weapons which actually require the use of two hands intermittently, such as the sling, are not considered "Two-Handed" because a shield can still be used effectively.

### **Underwater Crossbow**

These weapons are specially crafted by a master arbalester, and are not available to PCs until the GM dictates otherwise. They are unique in that they are effective in underwater environments, which lends a significant advantage to characters engaged in underwater combat.

Similar bows can be procured or won as treasure from Deep Ones, merfolk, tritons, etc.; however these examples are only worth an amount of gold equivalent to their normal crossbow type, because outside of water they will dry out and decay within 1D8+1 days.

### **Unwieldy**

This weapon suffers a -2 to hit penalty in areas that are low-ceilinged or only 10' wide (such as a dungeon corridor), and cannot attack at all in areas that are 5' wide or narrower.

### **Very Long Melee**

This weapon can be used at melee ranges up to 20', but not through intervening allies or targets.

### **War Arrow**

These heavier, broad-headed arrows inflict more damage at the cost of reduced range.

**Basic Ruling:** War arrows do not have a Long range category; their effective maximum range stops in the Medium bracket.

**Advanced Rules:** Ranges with war arrows are -10' Short, -20' Medium, and -40' Long, for the following resultant figures: Long Bow S 60' / M 120' / L 170', Long Composite Bow S 50' / M 100' / L 170', Short Bow S 40' / M 80' / L 110', Short Composite Bow S 40' / M 80' / L 140'.

### **Whistling Sling Bullet**

Historically, these weapons were used by the Romans to demoralize their opponents. When launched, whistling sling ammunition causes an eerie shrieking sound. This will cause any intelligent creatures of experience level 2 or lower, or Hit Dice 2 or lower, to suffer a -1 penalty to morale checks that occur during (or immediately following) the first round in which damage was inflicted by whistling ammunition.





## Chapter XV:

### Weapon Quality

*(Optional Rule)*



The entries in this book assume the ubiquity of weapons that are of *average* quality. This means that the weapons were made by a capable smith or crafter, and kept in decent repair by those who wield them.

For those Game Masters who want to add another level of detail in regards to unusual weapon quality grades, the following guidelines might prove useful.

#### Primitive Weapons

Many primitive cultures discovered in Lost Worlds, the netherworld, and far-off realms beyond civilization will likely have weapons that cannot fairly match the iron-and-steel technological wonderers that adventurers can carry.

To simulate the materials available to these peoples – heavy stone, uncured wood, flint, obsidian, crystal, and so forth – the Game Master can apply a few rules to reflect their primitive weapons' relative inferiority.

Generally, all primitive weapons should be -1 to hit, -1 on damage (to a minimum of 1 point inflicted on a successful hit, and they should break or be destroyed on a natural to hit roll of 1.

#### Damaged or Rusty Weapons

Damaged weapons can typically be treated using the Primitive Weapon rules, above. However, while primitive weapons are still somewhat expensive due to their craftsmanship, damaged weapons are only worth 50% of the costs listed in this volume, at best.

Many merchants will refuse to purchase damaged weapons of any sort (they have their reputations as resellers to protect), and only tinkers, scavengers, and the desperate will attempt to sell them.

#### Silver Weapons

If you want to make more types of silver weapons available, you can extrapolate their values using the examples in this volume. If you study the entries herein, you will see that I generally recommend a cost modifier of 15X for the silver version of a weapon. Therefore, a weapon that costs 5 gp normally would probably cost 75 gp for a silver-edged version.







### **Fine and Masterwork Weapons**

In some campaigns, it might be worthwhile to introduce weapons of quality. This system assumes that a weapon is “normal” if it adheres to the rules given in this volume, and “of quality” if it exceeds those baselines.

This rule was inspired by the dark elven weaponry devised by Gary Gygax in 1978.

Weapons of quality create an interesting transitional power bridge between low-level characters without magical weapons, and higher-level characters possessing a magical arsenal. These weapons should be relatively rare and expensive, placed in the game world carefully at the GM’s discretion. They will occasionally be made available for sale by master smiths (particularly gnomes, dwarves, and elves), or can ideally be placed as minor treasures in situations where a magical weapon might still be too powerful for the current challenge level of your campaign.

As a point of consideration, consider that a normal long sword is worth 15 gold pieces, and a magical long sword +1 (+1 to hit, +1 damage, radiating light and able to strike magical creatures) is worth 2,000 gold pieces, which is a 133.33-fold value increase. Similarly, a normal footman’s mace is worth 8 gold pieces, and a +1 mace is worth 3,000 gold pieces, which is a 375-fold increase.

A fine weapon will inflict +1 damage. This would be a sword with a keen steel edge, a reinforced bow with improved draw strength (but not quite a *bow built for strength*), a stout club with a knobbed iron circlet attached to its business end, or something similar.

Recommended cost is (base cost x 25) gp, meaning that a fine hand axe would cost 25 gold pieces. A fine two-handed sword would cost 750 gold pieces. If the damage to weapons rule is used, a fine weapon will resist being damaged 75% of the time.

A masterwork weapon is +1 to hit, and will inflict +1 damage. This would be a perfectly-

balanced sword of exceptional steel, an elven bow made from horn and rare wood, or an ebony-wood club with a steel circlet and protective layers of resin. Masterwork ranged and thrown weapons are not recommended; this category should probably be restricted to melee weapons only.

Recommended cost is (base cost x 50) gp, meaning that a masterwork broad sword would cost 500 gold pieces. If the damage to weapons rule is used, a masterwork weapon will resist being damaged 95% of the time.

Weapons of quality will never be owned by “spear carriers” (soldiers, guards, militia, normal humanoids, commoners, etc.), but they might well be kept here and there by an exiled level 3 NPC fighter, an orc chieftain, or a lucky “girl made good” folk hero from the village afar, as a family heirloom.

Weapons of quality have a very impressive appearance, and just about anyone will know the weapon is special at first glance.

Note that weapons of quality are not magical, and they cannot wound creatures who are only affected by magic weapons.

### **Availability of Weapons of Quality**

If these weapon quality rules are used, fine weapons are +2 or +3 availability tiers more difficult to find. This means Abundant and Common weapons are Rare as fine; Uncommon weapons are Very Rare as fine; and Rare and Very Rare weapons are Extremely Rare as fine (specific GM placement only). Similarly, masterwork weapons are +3 or +4 availability tiers more difficult to find. This means Abundant and Common weapons are Very Rare as masterworks; and Uncommon, Rare, and Very Rare weapons are Extremely Rare as masterworks (specific GM placement only).

The maximum rarity tier is always Extremely Rare, but what that means precisely is open to GM interpretation.





## Chapter XVI:

### Damage to Weapons

*(Optional Rule)*



Realistically, non-magical weapons should all degrade over time due to heavy use, misuse, violent misses, and general wear and tear. This consideration involves a fair amount of record keeping, and it does not benefit the players in the slightest. (This is because the game focuses long-term on the adventurers and their resources, while in the short term monster groups are frequently considered once and then disposed of before any extensive weapon degradation can occur.)

For tense and gritty low fantasy settings however, an easy weapon damage rule might well be deemed appropriate, atmospheric, and worthwhile by the GM. The rule spiritually adheres to the old school resource depletion theme, in which food, drink, ammunition, and available light sources all decay over time.

On a natural to hit roll of 1, a weapon's damage potential is reduced by 1 point. Therefore a damaged dagger would only inflict 1D4-1 damage, and a damaged bow would fire arrows that would inflict only 1D6-1 damage each. Under this system it is entirely possible for a weapon to deal zero damage due to flaws. These weak attacks are still hits, but they do not cause physical trauma beyond bruising or superficial cuts.

If a weapon is twice-damaged, the penalty will increase to -2. If a weapon is ever so damaged that it becomes unusable (for example a 1D6 short sword that has been damaged six times, resulting in a -6 penalty), it breaks and cannot be repaired.

Before that point, however, a PC or NPC of middling skill can repair a weapon given some minor materials in a town and an hour's time. NPC tradesmen perform such work on a routine basis too.

The cost of a repair is 10% of the weapon's value per instance of damage, with any copper or silver pieces rounded up. Therefore a thrice-damaged two-handed sword (value 30 gp), depletion 30%, would require 9 gp to properly repair.

Whether or not a weapon can be repaired "in the field" by an adventurer with only scavenged materials is an exercise left to the Game Master. A skill or ability score roll of some kind might be called for.

Proficiencies and secondary skills become more important when this system is applied. (And Mending spells become invaluable!)

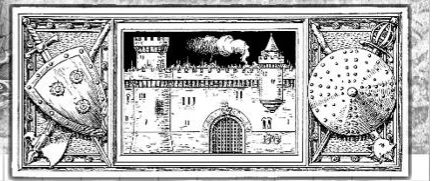
Here are some guidelines to consider pertaining to weapon quality and repairs:

- [1]** A weaponsmith can fix any non-exotic, non-magical weapon, with the exception of bows and crossbows.
- [2]** A dwarf, gnome, or smith can repair an iron or steel weapon. For heavy damage, a forge might be required.
- [3]** A halfling or leather worker can repair a leather or leather-corded weapon, such as a garrot or whip.
- [4]** An elf, gnome, or woodworker can repair a club, or a weapon that is mostly made of wood (e.g., a quarterstaff, spear, etc.). If the GM decides that the metal part of a weapon has been damaged instead, an iron worker ([2], above) will need to perform the work instead.





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[5] A bowyer can repair a bow or crossbow (technically that's an arbalester's job, but we're splitting hairs there). A woodworker could do it in a pinch, if the weapon has only been damaged once.

[6] A weaver can repair a lasso or sling.

[7] A fine weapon would require an expert smith, and require 1D4 days of work to repair. A masterwork weapon would require a master smith and 1D6+1 days of work to repair.

## Chapter XVII: Heroic Feats with Weaponry

*(Optional Rule)*



*(This rule adds complexity, but is encouraged for high-level play. It can be disruptive to low- and mid-level games.)*

To keep martial and non-spell-casting classes (fighters, paladins, monks, thieves, etc.) on par with high-level spell casters later in the campaign, the Game Master might want to incorporate the idea of heroic feats with weaponry. These are GM-described special hits that occur in combat when a character of experience level 9 or higher hits an opponent due to a natural to hit roll of 20.

The author recommends the following rules of thumb and advice for creative hit result interpretation:

- ❖ [1] No effects outside of the bounds of physical reason.
- ❖ [2] No additional damage beyond the given dice range.
- ❖ [3] No crippling effects, blinding, or dismemberment.





- ❖ **[4]** No instant fatalities (unless the damage roll would have already killed the target outright; then you can be very descriptive).
- ❖ **[5]** Minor temporary tactical advantages are fine, but introduce new mechanics (detailed hit location, severe movement reduction, total demoralization, etc.) at your peril; I suggest that you avoid such things because they can imbalance the game and bog down play. Outside of that, the sky's the limit.

Examples of heroic feats would vary by weapon and circumstance, but might include:

**Axe:** Cleaving, allowing damage to be split between two adjacent targets if the character's player so desires. (This would not be an additional attack; 7 points of damage could be allotted as 4 points to the primary target, and 3 points to a secondary.) This might seem minor, but can be deadly when used vs. concentrating spell casters or other priority targets.

**Entangling Weapons:** Entanglement for an additional round, or disarmament.

**Flail (or other heavy bludgeon):** Sundering a non-magical shield.

**Hammer (or other heavy bludgeon):** Knocking a man-sized or smaller target prone for 1 round.

**Pole Arm:** Dismounting, disarmament, or rapid recovery, allowing a +1 personal initiative bonus during the next combat round.

**Ranged Weapons:** Extended range (as much as 10% beyond maximum Long range) if needed, or successful completion of an intended form of

trick shot (shearing a rope with an arrow, ricocheting a missile around a corner, etc.).

**Small and /or Fast Weapons:** Readiness, allowing a +2 personal initiative bonus during the next combat round.

**Spear (or other impaling weapon):** Wrenching a smaller than man-sized target off its feet, or impalement (loss of DEX bonuses or reduction of Armor Class). For larger targets, a stunning effect for 1 round.

**Sword or Staff:** Parrying and warding blows, giving the sword wielder a +1 Armor Class bonus vs. melee attacks for 1 round.

**Thrown Weapon:** Head shot or other imperilment (e.g., sticking an orc's hand to a timber behind it), resulting in target stun / delay for 1 round.

**Weapon and Shield Combination:** An added feint leading to an opening for a shield bash, resulting in 1D2 extra damage and perhaps stunning a small target for 1 round.

(etc.)

For other types of weapons, or in cases where the GM is at a loss to describe a unique effect, advantage damage is inflicted. This means that damage is rolled twice, the lower roll is discarded, and the higher roll is accepted.

And of course, when you introduce these rules for Player Characters, they will apply to high-level NPCs as well! You might want to roll combat dice out in the open under such special circumstances during play to avoid player mutiny. And watch out for those warriors with multiple attacks per round!











## Appendix:

### Quick Reference Summaries of Weapon Data

Abbreviations			
Code	Definition	Code	Definition
<b>0 HtH</b>	No Modifier to Hit in Melee Range	<b>IF</b>	Indirect Fire
<b>1D8</b>	1 8-Sided Die (Random Roll)	<b>JS</b>	Journey Staff
<b>1D8+1</b>	1 8-Sided Die, +1 (Random Roll)	<b>JTC</b>	Jagged-Toothed Club
<b>-1 HtH</b>	-1 to Hit in Melee Range	<b>K</b>	Knockdown
<b>+1 HtH</b>	+1 to Hit in Melee Range	<b>KB</b>	Khopesh Blade
<b>1H</b>	One-Handed	<b>L</b>	Damage vs. Large Opponents
<b>1/2H</b>	One- or Two-Handed	<b>L-</b>	Long Range Does Not Apply
<b>-2 HtH</b>	-2 to Hit in Melee Range	<b>L -1</b>	-1 to Hit at Long Range
<b>+2 HtH</b>	+2 to Hit in Melee Range	<b>L -2</b>	-2 to Hit at Long Range
<b>2H</b>	Two-Handed	<b>L30</b>	Long, 30' Range
<b>-3 HtH</b>	-3 to Hit in Melee Range	<b>L75</b>	Long, 75' Range
<b>75 cn</b>	75 Coin Equivalents (Encumbrance)	<b>La</b>	Lasso
<b>A</b>	Abundant	<b>LM</b>	Long Melee
<b>Am</b>	Ammunition	<b>M</b>	Melee
<b>APA</b>	Armor-Piercing Arrow	<b>M-</b>	Medium-Range Does Not Apply
<b>AR</b>	Ammunition Required	<b>M -1</b>	-1 to Hit at Medium Range
<b>Atl</b>	Atlatl	<b>M 0</b>	No Modifier to Hit at Medium Range
<b>B</b>	Bludgeon	<b>M20</b>	Medium, 20' Range
<b>BA</b>	Barbed Arrow	<b>M50</b>	Medium, 50' Range
<b>BD</b>	Barbed Dart	<b>Ma</b>	Maul
<b>BfS</b>	Built for Strength	<b>MC</b>	Man Catcher
<b>BHA</b>	Blunt-Headed Arrow	<b>Mis</b>	Missile
<b>BJ</b>	Barbed Javelin	<b>MW</b>	Mounted Weapon
<b>Bl</b>	Blackjack	<b>N</b>	Normal Damage
<b>Blo</b>	Blowgun	<b>NE</b>	Net Entanglement
<b>BS</b>	Barbed Spear	<b>PD</b>	Parrying Dagger
<b>BW</b>	Barbed Whip	<b>R</b>	Rare
<b>C</b>	Common	<b>RE</b>	Renaissance Era
<b>C (T)</b>	Cast (Thrown)	<b>RR</b>	Reload Required
<b>cn</b>	Coin Equivalents	<b>S</b>	Silver
<b>CS</b>	Charging Strike	<b>S-</b>	Short Range Does Not Apply
<b>D</b>	Die or Dice	<b>S 0</b>	No Modifier at Short Range
<b>Disa</b>	Disarm	<b>S +1</b>	+1 to Hit at Short Range
<b>Dism</b>	Dismount	<b>S10</b>	Short, 10' Range
<b>DM</b>	Dwarven Mastery	<b>S25</b>	Short, 25' Range
<b>Dr</b>	Druidic	<b>SB</b>	Spiked Buckler
<b>DW</b>	Dropped Weapon	<b>SfC</b>	Set for Charge
<b>E</b>	Entanglement	<b>Sl</b>	Slow
<b>EM</b>	Elven Mastery	<b>sp</b>	Silver Piece(s)







<b>ep</b>	Electrum Piece(s)	<b>SSaR</b>	Skilled Shots at Range
<b>ER</b>	Extremely Rare	<b>T</b>	Thrown
<b>FA</b>	Flaming Arrow	<b>TS</b>	Tall Stature
<b>FT</b>	Fast Throw	<b>U</b>	Uncommon
<b>FW</b>	Formation Weapon	<b>UC</b>	Underwater Crossbow
<b>G</b>	Garrot	<b>Unw</b>	Unwieldy
<b>gp</b>	Gold Piece(s)	<b>VLM</b>	Very Long Melee
<b>H</b>	Harpoon	<b>VR</b>	Very Rare
<b>HM</b>	Halfling Mastery	<b>WA</b>	War Arrow
<b>HtH</b>	Hand-to-Hand (Melee Range)	<b>WSB</b>	Whistling Sling Bullet





## Axes and Picks

<u>Weapon</u>	<u>Rarity</u>	<u>Cost</u>	<u>Burden</u>	<u>Accuracy</u>	<u>Damage</u>	<u>Keyword Codes</u>
<b>Axe, Battle</b>	C	5 gp	75 cn	0 HtH	1D8 N / 1D8 L	M, 1H
<b>Axe, Battle, Great</b>	U	7 gp	100 cn	+1 HtH	1D8+1 N / 1D8+1 L	M, S, 2H
<b>Axe, Hand</b>	C	1 gp	50 cn	0 HtH, S 0, M -1, L -2	1D6 N / 1D4 L	M, 1H, T (S10 M20 L30)
<b>Axe, Hand, Silver-Edged</b>	VR	15 gp	50 cn	0 HtH, S 0, M -1, L -2	1D6 N / 1D4 L	M, 1H, S, T (S10 M20 L30)
<b>Axe, Throwing</b>	U	2 gp	40 cn	0 HtH, S +1, M 0, L -1	1D6 N / 1D4 L	M, 1H, T (S15 M30 L40)
<b>Hatchet</b>	A	1 ep	30 cn	0 HtH	1D4 N / 1D4 L	M, 1H, T (S10 M20 L30)
<b>Pick, Military, Footman's</b>	U	8 gp	60 cn	0 HtH	1D6+1 N / 2D4 L	M, 1H
<b>Pick, Military, Horseman's</b>	R	5 gp	40 cn	0 HtH	1D4+1 N / 1D4 L	M, 1H
<b>War Hammer</b>	U	15 gp	100 cn	+1 HtH	2D4 N / 2D4+1 L	DM, M, 1H, T (S10 M20 L30)
<b>War Hammer, Dwarven</b>	VR	12 gp	60 cn	+1 HtH, S0, M -1, L -2	1D6+1 N / 2D4 L	DM, M, 1H, T (S10 M20 L30)

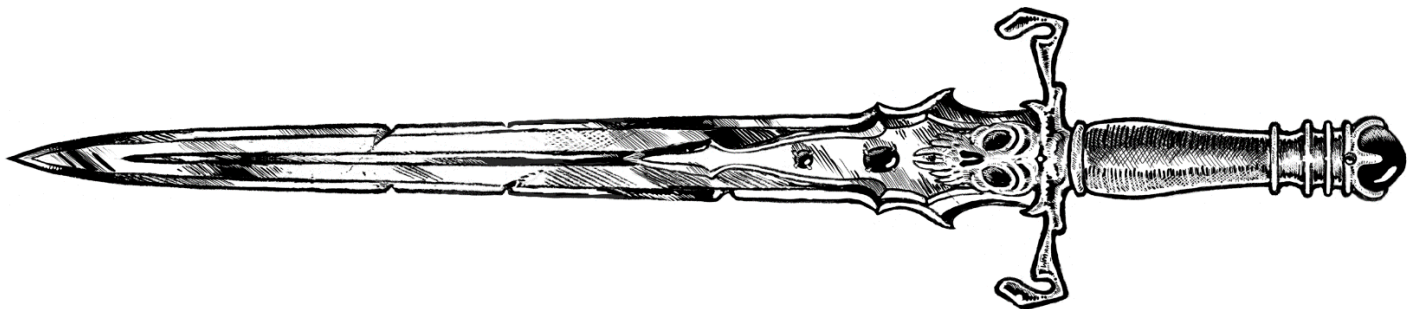






## Blades and Swords

Weapon	Rarity	Cost	Burden	Accuracy	Damage	Keyword Codes
<b>Dagger</b>	C	2 gp	10 cn	0 HtH, S +1, M 0, L -1	1D4 N / 1D3 L	FT, M, 1H, T (S10 M20 L30)
<b>Dagger, Parrying</b>	R	4 gp	15 cn	+1 HtH	1D4 N / 1D3 L	M, 1H, PD, RE
<b>Dagger, Silver</b>	R	30 gp	10 cn	0 HtH, S +1, M 0, L -1	1D4 N / 1D3 L	FT, M, 1H, S, T (S10 M20 L30)
<b>Dagger, Throwing</b>	R	3 gp	10 cn	0 HtH, S +1, M 0, L -1	1D4 N / 1D3 L	FT, M, 1H, T (S15 M30 L45)
<b>Knife</b>	A	1 gp	6 cn	-1 HtH, S +1, M 0, L -1	1D3 N / 1D2 L	FT, M, 1H, T (S10 M20 L30)
<b>Knife, Large</b>	R	23 gp	8 cn	-1 HtH, S +1, M 0, L -1	1D3 N / 1D3 L	FT, M, 1H, S, T (S10 M20 L30)
<b>Knife, Throwing</b>	U	2 gp	6 cn	-1 HtH, S +1, M 0, L -1	1D3 N / 1D2 L	FT, M, 1H, T (S15 M30 L45)
<b>Knife, Silver</b>	R	15 gp	6 cn	-1 HtH, S +1, M 0, L -1	1D3 N / 1D2 L	FT, M, 1H, T (S10 M20 L30)
<b>Scimitar</b>	U	10 gp	40 cn	0 HtH	1D8 N / 1D8 L	M, 1H
<b>Scythe</b>	U	4 gp	75 cn	+1 HtH	1D6+1 N / 1D6 L	Dr, M, 2H
<b>Scythe, War</b>	R	7 gp	85 cn	+1 HtH	2D4 N / 1D6+1 L	Dr, M, 2H
<b>Sickle</b>	C	1 gp	30 cn	0 HtH	1D4+1 N / 1D4 L	Dr, M, 1H
<b>Sickle, War</b>	R	3 gp	40 cn	0 HtH	1D6+1 N / 1D4+1 L	Dr, M, 1H
<b>Sword, Bastard, One-Handed Style</b>	U	25 gp	100 cn	+1 HtH	1D8 N / 2D4 L	M, 1H (1/2H)
<b>Sword, Bastard, Two-Handed Style</b>	U	25 gp	100 cn	+1 HtH	2D4 N / 2D8 L	M, 2H (1/2H)
<b>Sword, Broad</b>	C	10 gp	70 cn	0 HtH	2D4 N / 1D6+1 L	M, 1H
<b>Sword, Falchion</b>	U	11 gp	75 cn	0 HtH	1D6+1 N / 2D4 L	M, 1H
<b>Sword, Khopesh</b>	VR	10 gp	75 cn	-1 HtH	2D4 N / 1D6 L	KB, M, 1H, Sl
<b>Sword, Long</b>	U	15 gp	60 cn	0 HtH	1D8 N / 1D12 L	EM, M, 1H
<b>Sword, Short</b>	C	8 gp	35 cn	0 HtH	1D6 N / 1D8 L	EM, M, 1H
<b>Sword, Short, Silver-Edged</b>	ER	120 gp	35 cn	0 HtH	1D6 N / 1D8 L	EM, M, 1H, S
<b>Sword, Two-Handed</b>	R	30 gp	250 cn	+2 HtH	1D10 N / 3D6 L	M, Sl, 2H





## Bludgeons and Flails

Weapon	Rarity	Cost	Burden	Accuracy	Damage	Keyword Codes
<b>Aklys</b>	U	2 gp	35 cn	-1 HtH, S 0, M-, L-	1D6 N / 1D3 L	B, C (T) (S 10 M- L-), E, M, 1H
<b>Club</b>	A	2 sp	30 cn	0 HtH, S 0, M -1, L -2	1D6 N / 1D3 L	B, M, 1H, T (S10 M20 L30)
<b>Club, Heavy</b>	C	4 sp	50 cn	0 HtH	2D4-1 N / 1D4 L	B, M, 2H
<b>Club, Jagged-Toothed</b>	R	1 gp	40 cn	0 HtH	1D4+1 N / 1D4 L	JTC, M, 1H
<b>Club, Spiked</b>	R	1 ep	35 cn	0 HtH	1D4+1 N / 1D3+1 L	M, 1H
<b>Club, War</b>	VR	3 gp	80 cn	+1 HtH	1D6+1 N / 1D4+1 L	JTC, M, 2H
<b>Cudgel</b>	A	1 sp	15 cn	-1 HtH, S +1, M 0, L -1	1D4 N / 1D3 L	B, M, 1H, T (S10 M20 L30)
<b>Flail, Footman's</b>	U	8 gp	100 cn	+1 HtH	1D6+1 N / 2D4 L	B, M, 1H, Sl
<b>Flail, Great</b>	R	12 gp	150 cn	+2 HtH	2D4 N / 2D4+1 L	B, M, Sl, 2H
<b>Flail, Horseman's</b>	U	3 gp	35 cn	0 HtH	1D4+1 N / 1D4+1 L	B, M, 1H
<b>Hammer</b>	U	1 gp	50 cn	0 HtH, S +1, M 0, L -1	1D4+1 N / 1D4 L	B, M, 1H, T (S10 M20 L30)
<b>Hammer, Throwing</b>	R	2 gp	50 cn	0 HtH, S +1, M 0, L -1	1D4+1 N / 1D4 L	B, M, 1H, T (S15 M30 L45)
<b>Mace, Cavalier's</b>	VR	7 gp	50 cn	0 HtH, S 0, M -1, L -2	1D6 N / 1D4 L	B, M, 1H, T (S10 M20 L30)
<b>Mace, Footman's</b>	U	6 gp	100 cn	+1 HtH	1D6+1 N / 1D6 L	B, M, 1H
<b>Mace, Footman's, Crude</b>	C	3 gp	100 cn	0 HtH	1D6 N / 1D6 L	B, M, 1H
<b>Mace, Footman's, Great</b>	R	10 gp	125 cn	+2 HtH	2D4 N / 1D6+1 L	B, M, 2H
<b>Mace, Horseman's</b>	R	4 gp	50 cn	0 HtH	1D6 N / 1D4 L	B, M, 1H
<b>Maul</b>	VR	6 gp	200 cn	+1 HtH	2D4+1 N / 2D4+1 L	B, Ma, M, Sl, 2H
<b>Morning Star</b>	U	8 gp	125 cn	+1 HtH	2D4 N / 1D6+1 L	M, 1H
<b>Morning Star, Crude</b>	U	3 gp	125 cn	0 HtH	1D6+1 N / 1D6+1 L	M, 1H, Sl
<b>Morning Star, Great</b>	R	10 gp	150 cn	+2 HtH	2D4+1 N / 2D4 L	M, Sl, 2H
<b>Sap</b>	U	1 gp	10 cn	-3 HtH	1D2 N / 1D2 L	Bl, C (T) (S10 M- L-)
<b>Staff</b>	A	1 sp	50 cn	-2 HtH	1D4 N / 1D4 L	B, JS, M, 1/2H
<b>Staff, Quarter-</b>	C	5 sp	50 cn	-1 HtH	1D6 N / 1D6 L	B, M, 2H
<b>Staff, Quarter-, Long</b>	R	8 sp	80 cn	-1 HtH	1D6 N / 1D6 L	B, LM, RE, 2H







## Pole Arms

<u>Weapon</u>	<u>Rarity</u>	<u>Cost</u>	<u>Burden</u>	<u>Accuracy</u>	<u>Damage</u>	<u>Keyword Codes</u>
<b>Ancus</b>	VR	12 gp	100 cn	+1 HtH	2D4-1 N / 2D4 L	K, LM, Sl, 2H
<b>Awl Pike</b>	C	3 gp	80 cn	0 HtH	1D6 N / 1D12 L	FW, Sl, TS, 2H, Unw, VLM
<b>Bardiche</b>	U	9 gp	125 cn	+1 HtH	2D4 N / 3D4 L	LM, Sl, 2H, Unw
<b>Bec de Corbin</b>	R	5 gp	100 cn	+2 HtH	1D8 N / 1D6 L	LM, Sl, 2H, Unw
<b>Bill-Guisarme</b>	R	9 gp	150 cn	0 HtH	2D4 N / 1D10 L	Dism, LM, Sl, TS, 2H, Unw
<b>Exotic / Other</b>	VR	12 gp	150 cn	0 HtH	1D10 N / 1D4+1D6 L	LM, TS, 2H, Unw
<b>Fauchard</b>	U	4 gp	60 cn	0 HtH	1D6 N / 1D8 L	Dism, LM, Sl, 2H, Unw
<b>Fauchard, Hook</b>	R	5 gp	80 cn	-1 HtH	1D4+1 N / 1D4+1 L	Dism, K, LM, Sl, 2H
<b>Fauchard-Fork</b>	R	8 gp	80 cn	0 HtH	1D8 N / 1D10 L	Dism, LM, Sl, 2H, Unw
<b>Fork, Military</b>	U	7 gp	75 cn	0 HtH	1D8 N / 2D4 L	Dism, LM, SfC, 2H, Unw
<b>Glaive</b>	C	6 gp	75 cn	0 HtH	1D6 N / 1D10 L	LM, SfC, Sl, 2H, Unw
<b>Glaive, Saw-Toothed</b>	VR	10 gp	75 cn	0 HtH	1D6 N / 1D10 L	KB, LM, SfC, Sl, 2H, Unw
<b>Glaive-Guisarme</b>	R	10 gp	100 cn	0 HtH	2D4 N / 2D4 L	Dism, LM, SfC, Sl, 2H, Unw
<b>Guisarme</b>	U	6 gp	80 cn	-1 HtH	2D4 N / 1D8 L	Dism, LM, Sl, 2H, Unw
<b>Guisarme-Voulge</b>	R	5 gp	150 cn	0 HtH	2D4 N / 2D4 L	Dism, LM, Sl, TS, 2H, Unw
<b>Halberd</b>	U	10 gp	175 cn	+1 HtH	1D10 N / 2D6 L	LM, Sl, TS, 2H, Unw
<b>Hammer, Lucerne</b>	U	6 gp	150 cn	+1 HtH	2D4 N / 1D6 L	Dism, LM, Sl, TS, 2H, Unw
<b>Man Catcher</b>	VR	10 gp	80 cn	-1 HtH	1D2 N / 1D2 L	LM, MC, 2H
<b>Partisan</b>	U	5 gp	80 cn	0 HtH	1D6 N / 1D6+1 L	LM, Sl, 2H, Unw
<b>Pole Axe</b>	U	6 gp	125 cn	+1 HtH	1D10 N / 1D10+1 L	LM, Sl, 2H, Unw
<b>Ranseur</b>	U	8 gp	50 cn	0 HtH	2D4 N / 2D4 L	Disa, Dism, LM, 2H, Unw
<b>Spetum</b>	U	9 gp	50 cn	0 HtH	1D6+1 N / 2D6 L	Disa, LM, 2H, Unw
<b>Spetum, Barbed</b>	VR	10 gp	50 cn	0 HtH	2D4 N / 2D6 L	BS, Disa, LM, 2H, Unw
<b>Voulge</b>	U	4 gp	125 cn	0 HtH	2D4 N / 2D4 L	LM, Sl, 2H, Unw





## Spears

Weapon	Rarity	Cost	Burden	Accuracy	Damage	Keyword Codes
<b>Harpoon</b>	U	6 gp	55 cn	-1 HtH, S +1, M 0, L -1	2D4 N / 2D6 L	C (T) (S10 M20 L30), H, M, 2H
<b>Javelin</b>	A	5 sp	20 cn	-1 HtH, S +1, M 0, L -1	1D6 N / 1D6 L	M, 1H, Sfc, T (S20 M40 L60)
<b>Javelin, Barbed</b>	U	1 gp	20 cn	-1 HtH, S +1, M 0, L -1	1D6+1 N / 1D6+1 L	BJ, M, 1H, Sfc, T (S20 M40 L60)
<b>Javelin, Light</b>	C	3 sp	15 cn	-1 HtH, S +1, M 0, L -1	1D4 N / 1D4 L	M, 1H, T (S25 M50 L75)
<b>Javelin, Light, Barbed</b>	R	6 sp	15 cn	-1 HtH, S +1, M 0, L -1	1D4+1 N / 1D4+1 L	BJ, M, 1H, T (S25 M50 L75)
<b>Lance, Heavy</b>	U	12 gp	150 cn	0 HtH	2D4+1 N / 2D4+1 or 3D6 L	CS, LM, MW, Sl, TS
<b>Lance, Light</b>	U	6 gp	50 cn	0 HtH	1D6 N / 1D6 or 1D8 L	CS, M, MW
<b>Lance, Medium</b>	U	9 gp	100 cn	0 HtH	1D6+1 N / 1D6+1 or 2D6 L	CS, LM, MW
<b>Spear</b>	A	1 gp	40 cn	-1 HtH, S +1, M 0, L -1	1D6 N / 1D6+1 L	M, 1H, Sfc, T (S10 M20 L30)
<b>Spear, Barbed</b>	R	2 gp	40 cn	-1 HtH, S +1, M 0, L -1	1D6+1 N / 1D6+1 L	BS, M, 1H, Sfc, T (S10 M20 L30)
<b>Spear, Long</b>	C	3 gp	60 cn	0 HtH	1D6+1 N / 1D6+1 L	LM, Sfc, TS, 2H, Unw
<b>Spear, Long, Barbed</b>	VR	4 gp	60 cn	0 HtH	1D6+2 N / 1D6+2 L	BS, LM, Sfc, TS, 2H, Unw
<b>Spear, Ox Tongue</b>	R	4 gp	60 cn	0 HtH	1D6 N / 2D4-1 L	LM, Sfc, 2H, Unw
<b>Trident</b>	U	6 gp	50 cn	0 HtH, S 0, M -1, L -2	1D6+1 N / 3D4 L	M, 1H, T (S10 M20 L30)
<b>Trident, Great</b>	VR	8 gp	75 cn	+1 HtH, S 0, M -1, L -2	2D4 N / 2D6+1 L	M, T (S- M10 L20)





# CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



## Unusual Melee Weapons

Weapon	Rarity	Cost	Burden	Accuracy	Damage	Keyword Codes
<b>Buckler, Spiked</b>	R	10 gp	35 cn	-1 HtH	1D4 N / 1D3 L	M, 1H, SB
<b>Caltrop</b>	C	1 sp	3 cn	Special	1D2 N / 1 L	DW, 1H
<b>Cestus</b>	R	1 gp	15 cn	0 HtH	1D3 N / 1D2 L	B, M, 1H
<b>Cestus, Bladed</b>	VR	2 gp	20 cn	0 HtH	1D4 N / 1D3 L	M, 1H
<b>Cestus, Spiked</b>	VR	2 gp	25 cn	0 HtH	1D4 N / 1D3 L	M, 1H
<b>Garrot</b>	U	1 ep	1 cn	0 HtH	1D4 N / 1D6 L	G, M, 2H
<b>Lasso</b>	R	2 sp	20 cn	0 HtH	1D2 N / 1 L	B, C (T), La, LM, 1H, Sl
<b>Lasso, Long</b>	R	4 sp	40 cn	0 HtH	1D2 N / 1 L	B, C (T), La, 1H, Sl, Unw, VLM
<b>Net, Corded</b>	U	3 gp	60 cn	0 HtH, S 0, M -1, L -2	None	C (T) (S10 M20 L30), M, NE, 1H
<b>Net, Corded and Barbed</b>	R	6 gp	80 cn	0 HtH, S 0, M -1, L -2	Variable	C (T) (C10 M20 L30), M, NE, 1H
<b>Net, Corded and Weighted</b>	U	6 gp	90 cn	0 HtH, S 0, M -1, L -2	None	C (T) (S10 M20 L30), M, NE, 1H, Sl
<b>Net, Gladiator's</b>	VR	12 gp	110 cn	0 HtH, S 0, M -1, L -2	Variable	C (T) (S10 M20 L30), M, NE, 1H, Sl
<b>Scourge</b>	R	4 gp	30 cn	-1 HtH	1D3+1 N / 1D3 L	B, E, 1H
<b>Scourge, Barbed</b>	VR	6 gp	40 cn	0 HtH	1D4+1 N / 1D4 L	BW, E, 1H
<b>Whip</b>	U	3 gp	25 cn	-2 HtH	1D2 N / 1L	B, E, LM, 1H
<b>Whip, Barbed</b>	VR	6 gp	30 cn	-2 HtH	1D3 N / 1D3 L	BW, E, LM, 1H
<b>Whip, Long</b>	U	5 gp	35 cn	-2 HtH	1D3 N / 1D2 L	B, E, 1H, Sl, Unw, VLM





## Bows

Weapon	Rarity	Cost	Burden	Accuracy	Damage	Keyword Codes
<b>Bow, Long</b>	U	60 gp	100 cn	S +1, M 0, L -1	By arrow type	AR, EM, M (S70 M140 L210), TS, 2H
<b>Bow, Long, Composite</b>	R	100 gp	80 cn	S +1, M 0, L -1	By arrow type	AR, EM, M (S60 M120 L210), TS, 2H
<b>Bow, Short</b>	C	15 gp	50 cn	S 0, M -1, L -2	By arrow type	AR, EM, HM, Mis (S50 M100 L150), 2H
<b>Bow, Short, Composite</b>	C	75 gp	50 cn	S +1, M 0, L -1	By arrow type	AR, EM, HM, Mis (S50 M100 L180), 2H
<b>Bow, Great, Archer's</b>	VR	500 gp	90 cn	S +1, M 0, L -1	By arrow type	AR, BfS, EM, Mis (S70 M140 L210), SSaR, TS, 2H
<b>Bow, Great, Champion's</b>	ER	2,000 gp	120 cn	S +1, M 0, L -1	By arrow type	AR, BfS, EM, Mis (S70 M140 L210), SSaR, TS, 2H
<b>Bow, Great, Hero's</b>	VR	1,000 gp	100 cn	S +1, M 0, L -1	By arrow type	AR, BfS, EM, Mis (S70 M140 L210), SSaR, TS, 2H
<b>Bow, Great, Myrmidon's</b>	ER	1,500 gp	110 cn	S +1, M 0, L -1	By arrow type	AR, BfS, EM, Mis (S70 M140 L210), SSaR, TS, 2H
<b>Bow, Great, Overlord's</b>	ER	3,000 gp	140 cn	S +1, M 0, L -1	By arrow type	AR, BfS, EM, Mis (S70 M140 L210), SSaR, TS, 2H
<b>Bow, Great, Warlord's</b>	ER	2,500 gp	130 cn	S +1, M 0, L -1	By arrow type	AR, BfS, EM, Mis (S70 M140 L210), SSaR, TS, 2H
<b>Strongbow, Archer's</b>	VR	375 gp	60 cn	S +1, M 0, L -1	By arrow type	AR, BfS, EM, HM, Mis (S50 M100 L180), 2H
<b>Strongbow, Champion's</b>	ER	1,500 gp	90 cn	S +1, M 0, L -1	By arrow type	AR, BfS, EM, HM, Mis (S50 M100 L180), 2H
<b>Strongbow, Hero's</b>	VR	750 gp	70 cn	S +1, M 0, L -1	By arrow type	AR, BfS, EM, HM, Mis (S50 M100 L180), 2H
<b>Strongbow, Myrmidon's</b>	VR	1,125 gp	80 cn	S +1, M 0, L -1	By arrow type	AR, BfS, EM, HM, Mis (S50 M100 L180), 2H
<b>Strongbow, Overlord's</b>	ER	2,250 gp	110 cn	S +1, M 0, L -1	By arrow type	AR, BfS, EM, HM, Mis (S50 M100 L180), 2H
<b>Strongbow, Warlord's</b>	ER	1,875 gp	100 cn	S +1, M 0, L -1	By arrow type	AR, BfS, EM, HM, Mis (S50 M100 L180), 2H

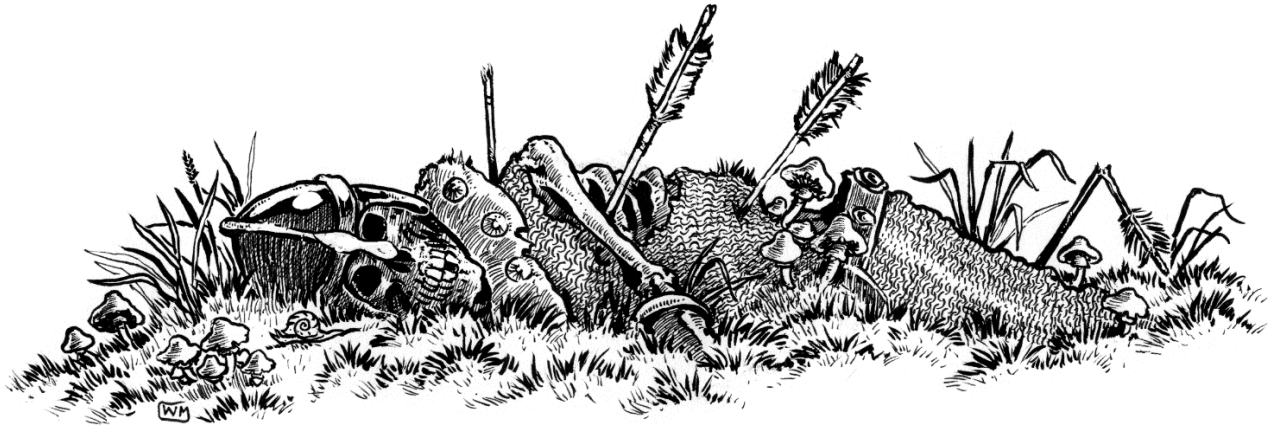






## Arrows

<u>Weapon</u>	<u>Rarity</u>	<u>Cost</u>	<u>Burden</u>	<u>Accuracy</u>	<u>Damage</u>	<u>Keyword Codes</u>
<b>Arrow, Armor-Piercing</b>	R	4 sp	2 cn	By range and bow type	1D6-1 or 1D6+1 N / 1D6-1 or 1D6+1 L	Am, APA
<b>Arrow, Blunt-Headed</b>	R	3 sp	3 cn	By range and bow type	1D6 N / 1D6 L	Am, BHA
<b>Arrow, Flaming</b>	U	4 sp	4 cn	By range and bow type	1D6 + Special N / 1D6 + Special L	Am, FA
<b>Arrow, Flight</b>	A	1 sp	2 cn	By range and bow type	1D6 N / 1D6 L	Am
<b>Arrow, Barbed</b>	U	3 sp	2 cn	By range and bow type	1D6 or 1D6+1 N / 1D6 or 1D6+1 L	Am, BA
<b>Arrow, Silver-Tipped</b>	U	1 gp	2 cn	By range and bow type	1D6 N / 1D6 L	Am, S
<b>Arrow, War</b>	U	1 ep	3 cn	By range and bow type	1D6+1 N / 1D6+1 L	Am, WA



## Crossbows

<u>Weapon</u>	<u>Rarity</u>	<u>Cost</u>	<u>Burden</u>	<u>Accuracy</u>	<u>Damage</u>	<u>Keyword Codes</u>
<b>Crossbow, Hand</b>	VR	100 gp	20 cn	S +2, M +1, L 0	1D3 N / 1D2 L	AR, M (S20 M40 L60), 1H
<b>Crossbow, Heavy</b>	U	20 gp	80 cn	S +4, M +3, L +2	1D4+1 N / 1D6+1 L	AR, M (S80 M160 L240), RR, SI, 2H
<b>Crossbow, Heavy, Underwater</b>	ER	200 gp	85 cn	S -1, M -2, L -3	1D4+1 N / 1D6+1 L	AR, M (S40 M50 L60), RR, SI, 2H, UC
<b>Crossbow, Light</b>	C	12 gp	50 cn	S +2, M +1, L 0	1D4 N / 1D4 L	AR, M (S60 M120 L180), 2H
<b>Crossbow, Light, Underwater</b>	ER	120 gp	55 cn	S -1, M -2, L -3	1D4 N / 1D4 L	AR, M (S20 M30 L40), 2H, UC
<b>Crossbow, Medium</b>	C	16 gp	65 cn	S +3, M +2, L +1	1D4+1 N / 1D6 L	AR, M (S70 M140 L210), SI, 2H
<b>Crossbow, Medium, Underwater</b>	ER	160 gp	60 cn	S -1, M -2, L -3	1D4+1 N / 1D6 L	A, M (S30 M40 L50), SI, 2H, UC





## Bolts / Quarrels

Weapon	Rarity	Cost	Burden	Accuracy	Damage	Keyword Codes
<b>Quarrel, Hand</b>	VR	2 gp	1 cn	S +2, M +1, L 0	1D3 N / 1D2 L	Am
<b>Quarrel, Hand, Silver-Tipped</b>	ER	20 gp	1 cn	S +2, M +1, L 0	1D3 N / 1D2 L	Am, S
<b>Quarrel, Heavy</b>	U	1 sp	2 cn	By range and crossbow type	1D4+1 N / 1D6+1 L	Am
<b>Quarrel, Heavy, Silver-Tipped</b>	R	1 gp	2 cn	By range and crossbow type	1D4+1 N / 1D6+1 L	Am, S
<b>Quarrel, Light</b>	C	5 cp	1 cn	By range and crossbow type	1D4 N / 1D4 L	Am
<b>Quarrel, Light, Silver-Tipped</b>	R	5 sp	1 cn	By range and crossbow type	1D4 N / 1D4 L	Am, S
<b>Quarrel, Medium</b>	C	7 cp	2 cn	By range and crossbow type	1D4+1 N / 1D6 L	Am
<b>Quarrel, Medium, Silver-Tipped</b>	R	7 sp	2 cn	By range and crossbow type	1D4+1 N / 1D6 L	Am, S



## Slings

Weapon	Rarity	Cost	Burden	Accuracy	Damage	Keyword Codes
<b>Sling</b>	A	6 sp	10 cn	By ammunition type	By ammunition type	AR, B, HM, M (S40 or 50 M80 or 100 L160 or 200)
<b>Staff Sling</b>	R	2 gp	80 cn	By ammunition type	By ammunition type	AR, B, IF, M (S- M60 L90), RR, 2H







## Sling Bullets and Stones

<u>Weapon</u>	<u>Rarity</u>	<u>Cost</u>	<u>Burden</u>	<u>Accuracy</u>	<u>Damage</u>	<u>Keyword Codes</u>
<b>Rock</b>	A	Free	1 cn	S 0, M -1, L -2	1D3 N / 1D3 L	Am, B
<b>Rock, Heavy</b>	A	Free	4 cn	S -1, M -2, L -3	1D6 N / 1D6 L	Am, B
<b>Sling Bullet</b>	C	2 cp	2 cn	S +1, M 0, L -1	1D4+1 N / 1D6+1 L	Am, B
<b>Sling Bullet, Silver</b>	VR	3 sp	2 cn	S +1, M 0, L -1	1D4+1 N / 1D6+1 L	Am, B, S
<b>Sling Bullet, Whistling</b>	VR	3 cp	2 cn	S +1, M 0, L -1	1D4+1 N / 1D6+1 L	Am, B, WSB
<b>Sling Stone</b>	A	1 cp	1 cn	S +1, M 0, L -1	1D4 N / 1D4 L	Am, B
<b>Sling Stone, Whistling</b>	VR	2 cp	1 cn	S +1, M 0, L -1	1D4 N / 1D4 L	Am, B, WSB
<b>Staff Sling Bullet</b>	U	4 cp	4 cn	S 0, M -1, L -2	2D4 N / 2D4+1 L	Am, B, RR
<b>Staff Sling Stone</b>	U	2 cp	3 cn	S 0, M -1, L -2	1D8 N / 2D4 L	Am, B, RR

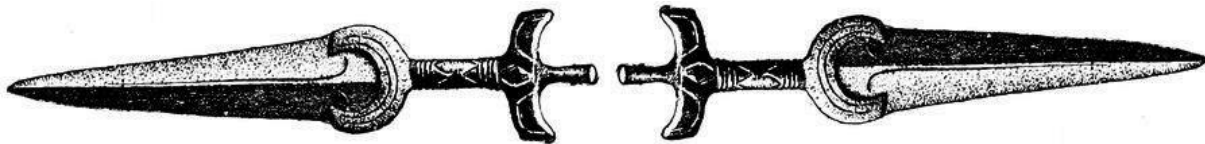






## Unusual Missile Weapons

Weapon	Rarity	Cost	Burden	Accuracy	Damage	Keyword Codes
<b>Atlatl</b>	U	1 gp	30 cn	S +1, M 0, L -1	1D6 N / 1D6 L	AR, Atl, M (S30 M60 L90), 2H
<b>Blowgun</b>	R	3 gp	15 cn	S +1, M 0, L -1	1 N / 1L	AR, Blo, M (S10 M20 L30), 1H
<b>Blowgun, Long</b>	VR	5 gp	40 cn	S +1, M 0, L -1	1 N / 1 L	AR, Blo, M (S15 M30 L45), 2H, Unw
<b>Bola</b>	U	1 gp	20 cn	S +1, M 0, L -1	1D4 N / 1D2 L	Em 1H, Sl, T (S20 M40 L60)
<b>Cestrus</b>	R	1 ep	15 cn	S +1, M 0, L -1	1D3 N / 1D3 L	AR, M (S25 M50 L75), 1H
<b>Dart, Thrown</b>	C	3 sp	5 cn	S 0, M -1, L -2	1D3 N / 1D2 L	1H, T (S15 M30 L45)
<b>Dart, Barbed, Thrown</b>	R	6 sp	5 cn	S 0, M -1, L -2	1D3+1 N / 1D2+1 L	BD, 1H, T (S15 M30 L45)
<b>Throwing Stick</b>	R	3 sp	20 cn	S 0, M -1, L -2	1D3 N / 1D3 L	B, M, 1H, T (S15 M30 L45)



## Ammunition for Unusual Missile Weapons

Weapon	Rarity	Cost	Burden	Accuracy	Damage	Keyword Codes
<b>Blowgun Needle</b>	R	1 sp	None	S +1, M 0, L -1	1 N / 1 L	Am
<b>Dart, Launched</b>	C	3 sp	5 cn	S +1, M 0, L -1	1D3 N / 1D3 L	Am
<b>Dart, Barbed, Launched</b>	R	6 sp	5 cn	S +1, M 0, L -1	1D3+1 N / 1D3+1 L	Am, BD
<b>Javelin, Light, Launched</b>	C	3 sp	15 cn	S +1, M 0, L -1	1D6 N / 1D6 L	Am
<b>Javelin, Light, Barbed, Launched</b>	R	6 sp	15 cn	S +1, M 0, L -1	1D6+1 N / 1D6+1 L	Am, BJ



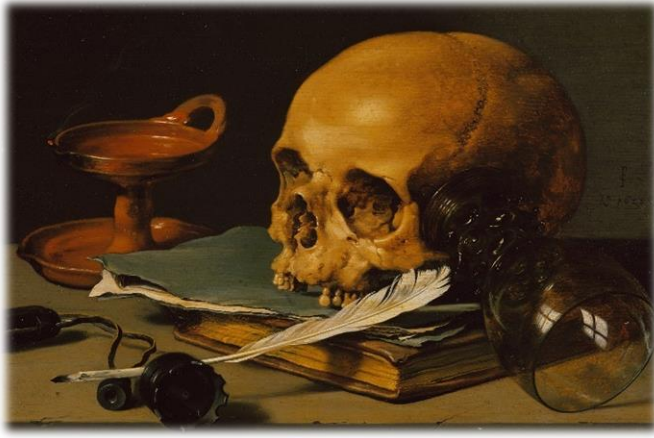








## About the Author



Beginning play as a chaotic neutral normal human with one measly hit point to his name, KENT DAVID KELLY eventually became apprenticed to a magic-user of ill repute ... a foul man who dwelt in the steamy deeps of the Ivory Cloud Mountain. After this mentor carelessly misplaced an intelligent soul-sucking sword and then died under suspicious circumstances, his former henchman Mr. Kelly escaped to the deeper underground and there began playing Satanic role-playing games. This, the legends tell us, occurred in the year 1981.

Hoary wizard-priests who inspired Mr. Kelly in his netherworldly machinations included the peerless Mr. E. Gary Gygax, Carr, Arneson, Cook, Hammack, Jaquays, Bledsaw, Moldvay, Kuntz, Schick and Ward. Sadly, a misguided made-for-the-basements movie entitled *Mazes and Monsters* gave Mr. Kelly's parents conniptions in 1982. As a result of that blasphemous Tom Hanks debacle (and other more personal lapses in judgment), Mr. Kelly was eventually forbidden from playing his favorite game for a considerable length of time.

Nonplussed but not defeated, he used this enforced exile to escape to a friend's alehouse, and there indulged himself in now-classic

computer RPGs such as Zork, Telengard, Temple of Apshai, Ultima, Tunnels of Doom, The Bard's Tale, Phantasie, Pool of Radiance, Wizard's Crown and Wasteland. He then went on to write computer versions of his own FRPGs, which led to his obsession with coupling creative design elements with random dungeons and unpredictable adventure generation.

Mr. Kelly wrote and submitted his first adventure for *Dungeon Magazine* #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection as a very good sign of things to come.

In the late 80s and 90s, Mr. Kelly wrote short stories, poems and essays ... some of which have been published under the Wonderland Imprints banner. He wrote several dark fantasy and horror novels as well. Concurrently, he ran Dark Angel Collectibles, selling classic FRPG materials as Darkseraphim, and assisted the Acaeum with the creation of the Valuation Board and other minor research projects.

At this time, Mr. Kelly and his entourage of evil gnomes are rumored to dwell in the dread and deathly under-halls of the Acaeum, Dragonsfoot, ENWorld, Grogardnia, Knights & Knaves, ODD, and even more nefarious levels deep down in the mega-dungeon of the Web.

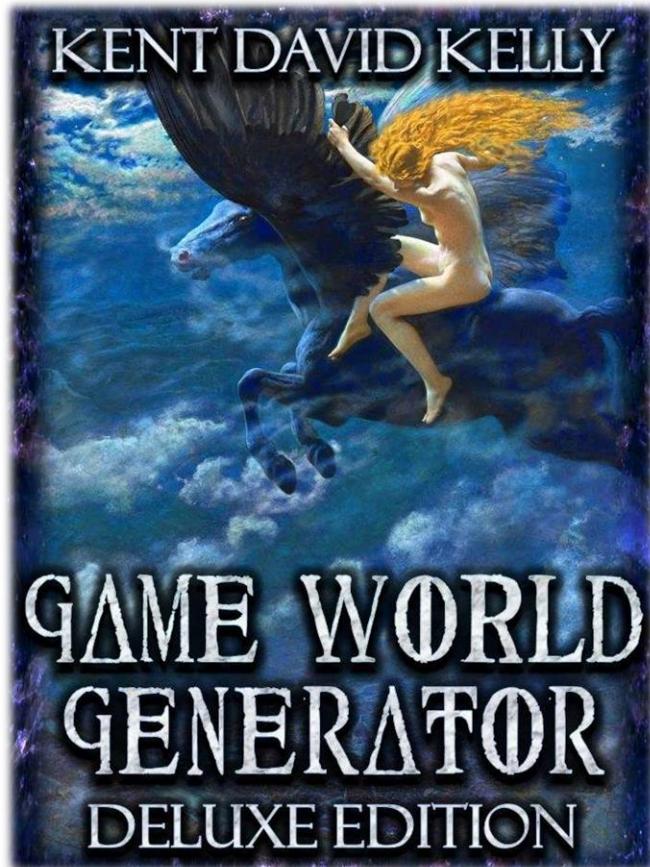
There he remains in vigil, his vampiric sword yet shivering in his hand. When not being sought outright for answers to halfling riddles or other more sundry sage advice, he is to be avoided by sane individuals *at all costs*.







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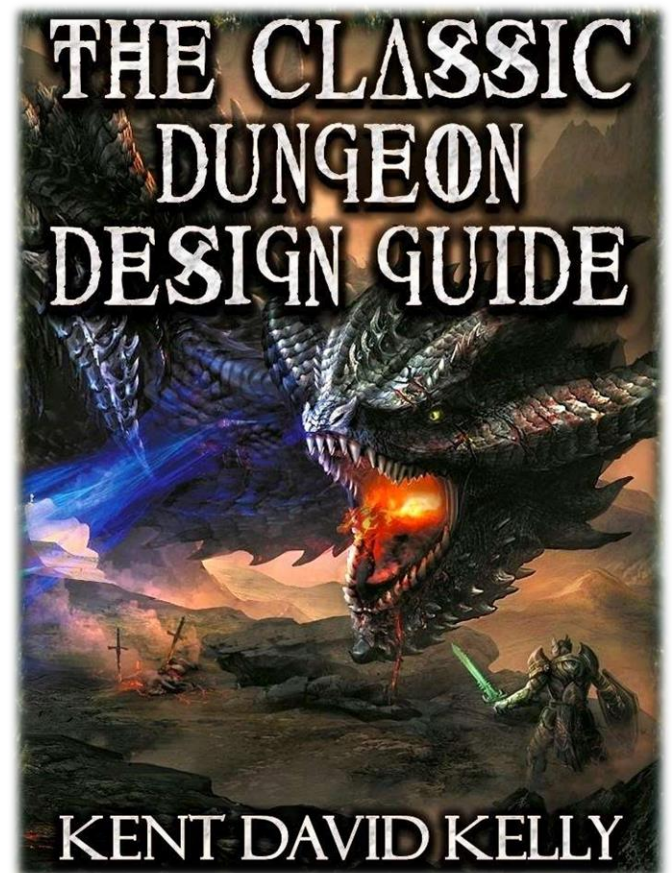


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If you would like to browse my other titles, or to leave a review, please feel free to look here:

<https://www.drivethrurpg.com/browse/pub/7178/Kent-David-Kelly>







Thank you as always for helping my family with your purchases and devotion. I hope to be able to write for you in the near future once again!

~K

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**Long live the Midgardian Bear-Hammer Clans and the OSR!**



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**A *Castle Oldskull* supplement designed for use with classic old school role-playing games.**

**Requires  
*Old-School Essentials Core Rules.***

