

The Arms of Athas

by Richard Black

Foreword & Acknowledgement

It is my estimation that the 'Arms of Athas' is the longest-running Net Project ever embarked upon. I picked up the reins after coming across three-year old references to the Dark Sun Net Projects at the Burnt World of Athas. Teos (Net Libram of Athasian Ecology) Abadia was running the project in 1997. He's been missing from the Dark Sun scene for some time now, though we do have his ecology project to admire in perpetuity. Soon after I started getting weapon submissions I was approached by Chay0s to make my project an official one, tied to the almost complete Armour of Athas.

Chay0s and the official DS team were, I think, primarily after new weapons and I believe I provided a good mix of almost 20 new weapons. In that respect, this official portion of the work was a huge success and I hope everyone can appreciate at least some of these designs. My sincere thanks go out to all contributors.

It was my desire to make more of this project than a catalogue of weapons. I think everyone had some problem or issue with DS 1 & 2 weapon mechanics and I wanted to use this project as a platform to address as much of these as I could. From where I sit, these issues are fully solved but of course not to everyone's taste. I polish up this project while the official DS team is hammering out their own fixes for 3e mechanics and I am anxious to see which I like better. So this project is in two parts. For the official team the Arms of Athas is a collection of almost two-dozen weapons. For a new take on DS weapons unofficially, the Complete Arms of Athas is available and I hope you find it sufficiently smoothes out DS in light of 3e mechanics.

Net projects such as this are unique creations in that the target audience has such profound impact on the content. Aside from direct e-mail from a few contributors the overwhelming majority of input came from posts to the Dark Sun mailing list. While there will always be additional and useful forums for DS enthusiasts most will agree the DS mailing list is the heart of the community.

In all my net contributions I have been careful to acknowledge contributions and you will find a host of them in the weapon's entries themselves. Unfortunately, the free-form nature of the second-half made it virtually impossible to recognize particular contributors. I hope it is sufficient to say that part two is as much from my creative mind as it was from the DS community as a whole.

Please be aware that while I was careful to include names and e-mail addresses I am unable to vouch for the majority of the old addresses. It is unfortunate that internet addresses can be discontinued so carelessly and without regard for continuity in projects such as this.

Imagine the projects we might have if we could once again throw ideas at Teos Abadia, Pierce Nichols and John Martz. Don't misunderstand me, we still have DS heroes in the likes of Eric, Brax, Flip, Chay0s, Daeg, Jon, Bottom, Animasola, Chartan and a host of others. I hope that by reminding everyone of the old times I will spark more Dark Sun creativity from both young and old.

Thanks for listening. On with blood-shed!

~Rich <rpblack@sympatico.ca>, October 8, 2001

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the Official Home of Dark Sun on
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NEW DARK SUN WEAPONS BY CATEGORY

SIMPLE WEAPONS - MELEE	Cost	Damage	Critical	Range	Weight	Type	Break**
Small							
Silt Sap	4	1d3 §	x2		4	Bludgeoning	
Ahguda (wielded as club)	50	1d4	x2		3	Bludgeoning	6
SIMPLE WEAPONS - RANGED							
Tiny							
Dok (thrown by hand)	1	1d3	x2	10 ft.	1	Piercing	4
Large							
Balican Javelin	8	1d8	x2	30 ft.	5	Piercing	*b
MARTIAL WEAPONS - MELEE							
Tiny							
Small							
Bragnoggen	6	1d4	x2		4	Piercing	4
Gutaku	12	1d4 (/1d3)	x2		2	Slashing	2
Halfling Fat-sword	15	1d6 (1d8)	19-20/x2		4	Slashing	3
Medium							
Betnebbi	8	1d8	19-20/x3		6	Piercing	4
1/2-Giant Bragnoggen	10	1d6	x2		8	Piercing	3
Forearm Spear	10	1d6	x3		12	Piercing	3
Ganji Song	5	1d8	x2		2	Slashing	2
Kitar	35	1d10	x3		10	Piercing	3
Large							
Sand Spear	5	1d12	x2		8	Piercing	4
Twin Trikal	15	1d10/1d10	x2		9	Slashing/Bludgeoning	3
MARTIAL WEAPONS - RANGED							
Arrow of Life	4+	1d4+	x2	*	6/lb	P	*b
Burst Bow	100	*	19-20/x3	*	90	*	*
Shulkak	8	1d4	x3	20 ft.	3	Piercing	4
EXOTIC WEAPONS - MELEE							
Gutaka	16	1d4 (/1d3)	x2		2	Slashing	4
Punchit	10	1d8	x2		25	Bludgeon	4
EXOTIC WEAPONS - RANGED							
Ekthulak	18	*	x2	20 ft.	12	Bludgeon/Slashing	*
Leuatos	5	1d6(2)*	x2	*	7	Bludgeon	2

see weapon entry for further details

** Break score in weapon statistics is a reference to the breaking mechanic found in The Complete Arms of Athas

A few weapon illustrations from Chris Brooks.



Kitar



Ganji-Song

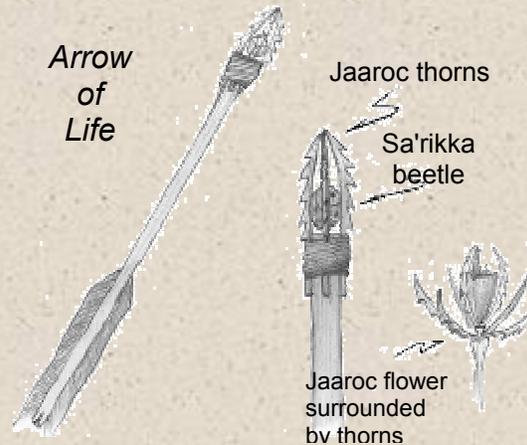
Where are you now Chris?
Chris's images were briefly posted to his web-site. The Kitar and Ganji-Song were essentially his weapon, while the Fat-Sword was an illustration in need of a weapon description to go with it. I came up the Fat Sword in very short time and a small descriptive scene to go with it.



Halfling Fat-Sword

Ahguda Dok.....	3
Ahguda (as club).....	3
Dok (thrown as rock).....	3
Arrow of Life.....	4
Balican Javelin.....	5
Betnebbi (Gulgan Fork).....	5
Bragnoggen.....	5
Half-Giant Bragnoggen.....	5
Burst-bow.....	6
Ekthulak.....	6
Ekthulak Mace.....	6
Ekthulak Crescent.....	6
Forearm Spear.....	7
Ganji Song.....	7
Gutaku (Elven Knife).....	8
Gutaka.....	8
Halfling Fat-sword.....	8
Kitar.....	9
Leuatos (Atlatl Club).....	9
Puntchit.....	10
Sand Spear.....	10
Shulkak.....	11
Silt Sap.....	11
Twin-trikal.....	12

Weapon design and illustration by Mike Cugley. Good job Mike! I'm not entirely sure this weapon would fly (no pun intended) if it didn't have this graphic to go with it.



AHGUDA DOK

Cost	50+1cp/dok
Damage	1d8
Critical	X3
Range	30 ft.
Type	P
Category	Exotic/Ranged/Small
Weight	3 lb. +1/dok
Break	n/a

Contributed by: Eric Anondson <xen@visi.com> on January 21, 2000 in the Dark Sun mailing list message Subject: [DARK-SUN] Weapons Net Project: another offering

AHGUDA (AS CLUB)

Cost	50 [†]
Damage	1d4
Critical	X2
Range	--
Type	B
Category	Simple/Melee/Small
Weight	3 lb.
Break	6

DOK (THROWN AS ROCK)

Cost	1
Damage	1d3
Critical	X2
Range	10 ft.
Type	P
Category	Simple/Ranged/Tiny
Weight	1 lb.
Break	4

The ahguda dok is a combination of two weapons seen frequently in the arena of Gulg, often used in matches where all contestants wield them. The ahguda is a club-sized weapon used to hurl the dok projectile. In Gulg, ahguda are specially crafted for these matches and are restricted to Gulg nobility, used by family gladiators or to sponsor events for allied families looking for recognition. Each is unique in design and easily recognized by rival families. Should one be lost, stolen or recognized during illicit activity it would bring shame on all parties involved.

Ahguda are made from the forelimb of a dune reaper crafted into a two and a half-foot long rod, which curves slightly towards the end. The inside of this curve is kept perfectly smooth and thin enough to fit the groove along the middle of the round projectile. When used as a melee weapon an ahguda functions essentially as a light club. Its primary function is to hurl the small round dok at high rates of speed along the smooth inside edge. This edge must be kept smooth, and is therefore never used to inflict damage.

The dok is made of two circular bowl-shaped pieces, about 3 inches across, which are attached face to face. Between the two pieces is a razor-edged flared groove made to fit the inside curve of the Ahguda. The Dok can also be thrown by hand but function very poorly. In an Ahguda Dok match, a trained user balances the Dok on the inside of the Ahguda and uses the Ahguda to fling the Dok, which gives it superior range and velocity.

In an ahguda dok match, a supply of dok is hung from the trees of the arboreal Gulg arena. The rules are then negotiated between the gladiator's sponsors but are rarely to the death. Some examples include; each dok may only be flung from an ahguda once (but hand thrown has no limits) or the winner could be the one with the best hit to miss ratio. In all cases, the winning condition highlights some favored quality of Glug's hunter-noble culture.

‡ An ahguda's high cost comes from the fee artisans charge to decorate the weapon. An undecorated ahguda would cost one tenth the listed price. In the eyes of Gulgan nobility such a weapon is unsuitable for arena use and if recognized they would endeavor to have it destroyed. The relatively poor break score reflects the weapon's precise design necessary to hurls doks. A "broken" ahguda will still function as club long after it ceases to be of use for dok throwing.

ARROW OF LIFE

Cost	4cp [‡]
Damage	1d4 [‡]
Critical	X2
Range	‡
Type	P
Category	Martial/Ranged/Small
Weight	10 lb.
Hardness	‡b

*Contributed by Michael Cugley
<michael.cugley@virgin.net> on
September 12, 1997 in the DS-list message
Subject: [DARK-SUN] - [Net Project]
Some weapons...*

The Silt Stalkers Elven tribe has this particularly unpleasant type of arrow they use when their purpose is as much to terrify and incapacitate, as it is to kill. It requires the careful attachment of many slender barbs to the tip of the arrow, forming a hollow conical cage as the arrow's point. These barbs are usually jaaroc thorns or specially carved bone. Inside the cage is placed a particularly nasty beetle, known as the sa'rikka. Although this beetle is only the size of a child's small pebble, has a voracious appetite for flesh. Between making and usage, these arrows are generally stored point-down in special quivers that hold some meat scraps for the beetles to feed upon. Before going on the attack, the beetles are starved for a whole day.

When the arrow is shot into flesh, the barbs hold the arrow in place, while the sa'rikka inside immediately starts feeding on the victim's flesh. Frenzied with hunger, they quickly burrow deep inside, causing excruciating pain, and becoming very difficult to extract. The pain of a single sa'rikka incapacitates most victims; few can stand more than four or five. The beauty - from the Silt Stalker's point of view - is that this arrow will incapacitate not only the victim, but those around them who try and help them.

‡ The listed cost of an arrow of life is for the arrow itself. The beetle will have to be found in the wild or purchased by a vendor dealing in exotic pests. The cost of a sa'rikka beetle could vary greatly depending on the seller.

‡ The range increment for an arrow of life is half that of the bow that fires it. The careful manipulation necessary for this weapon limits its rate of fire to one per round regardless of the actual number a character would normally be entitled to.

‡ Since this weapon is intended to break on impact it has no hardness rating

ARROW OF LIFE

Our tribe has slept too long! Even on good days our warriors are little better than vermin scurrying for scraps. From the moment our chief made me his choice to help arm our people, I promised myself I would return our tribe to the days when the short-legged races were truly terrified of us. We used to be able to sack a caravan, just by showing up. To this end, I have begun an exercise in weapons innovation that will once again strike fear into our enemy's hearts. The first I have to share, I call "Arrow of Life". I have taken our flight-arrow, made it heavier along the shaft, longer flights on the tail, and at the head a particularly crafty enclosure holding a sa'rikka beetle. While range has been reduced the impact of the little beetle into the ranks of our enemies is astounding.

By now some of the more sinister of you have thought of this weapon armed with another beetle - the agony beetle. In truth, this too was my original plan for the weapon, but after extensive testing I have determined an agony beetle too fragile a creature. They die, either from the launch from our bows or the impact on the target. Either way, the agony beetle is ill suited for this weapon. The sa'rikka is perfect, however. She survives the bow-shot, is easy to feed, and the bite is quite effective against typical rank-and-file soldiers.

With innovations like these, I pledge to chief and tribe, we will be the terror of the sand once again!

BALICAN JAVELIN

Cost	8
Damage	1d8
Critical	X3
Range	30 ft.
Type	P
Category	Simple/Ranged/Large
Weight	5 lb.
Break	[‡] b

Contributed by Eric Anondson on January 17, 2000 in the DS list message Subject: [DARK-SUN] Weapons Net Project: my offering

The balican javelin is a spear most used by the army of Balic, and now adopted by the three ruling merchant houses of the city. The weapon is a typical javelin with a fragile flint tip 18 to 24 inches long. If the weapon hits the flint tip breaks off in the wound leaving painful flint shards imbedded. Until a healer can attend to the wound the target suffers a -2 penalty to hit and initiative because of the pain and discomfort caused by the lodged pieces of stone.

To remove flint shards a healing check must be made at -6, and the surgery requires 2 days of rest. Cure critical wounds or stronger healing spells will also remove the shards. If the wound goes untreated for 4d4 days it begins to fester and the DM should inflict significant disability.

Attack rolls for this weapon wielded against plate or chitinous armours, are penalized by 2 owing to the fragile nature of the flint end.

The silt fleets of Balic will often use these coated with a substance made to cause additional irritation and pain to the giants of the region. The wound itches and the giant will inadvertently rub the shard deeper, causing another 1d4 points of damage by the end of the day. Ignoring the urge to scratch the itch requires a wisdom check at -2 for the giant.

[‡] Since this weapon is intended to break on impact it has no hardness rating.

BETNEBBI (GULGAN FORK)

Cost	8
Damage	1d8
Critical	19-20X3
Range	--
Type	P
Category	Martial/Melee/Medium
Weight	6 lb.
Break	4

Contributed by Peter (Brax) Nuttall <ur_braxa@yahoo.com> on September 13, 1997 in the DS list message Subject: [DARK-SUN] - Athasian Weapons for Teos

The betnebbi, or the gulgan fork as it is known outside the city-state is a forked pole about six feet long. The fork's outside tines curve inward in a rough U-shape sized small, medium or large, to fit the neck of an opponent. Between these is there is a much shorter tine to pierce while the opponent of caught by the larger ones.

Betnebbi can be wielded against any opponent, but it can trap the small, medium or large-sized neck according to its design. On any critical hit the opponents neck is trapped between the larger tines. The wielder can then use any attack to automatically impale the victim's head or neck with the central tine, for double damage. Escaping the tines is a move-equivalent action and requires a check with a DC of 14. A successful escape has a 50% chance to break one of the tines.

BRAGNOGGEN

Cost	6
Damage	1d4
Critical	X2
Range	--
Type	B/S
Category	Martial/Melee/Medium
Weight	4 lb.
Break	4

HALF-GIANT BRAGNOGGEN

Cost	10
Damage	1d6
Critical	X2
Range	--
Type	B/S
Category	Martial/Melee/Medium
Weight	8 lb.
Break	3

Contributed by (Brax) on September 13, 1997 in the DS list message Subject: [DARK-SUN] - Athasian Weapons for Teos

The bragnoggen is a Nibenese rider's club that is made for human-sized crodlu riders or half-giant inix riders. At the end of the neck, the flat head of the club is given a thin obsidian edge letting the weapon inflict bludgeoning and slashing damage. Its 5' to 6' length (human-sized version) would normally put the weapon into a larger category but its unique properties make

it behave differently. In the hands of a mounted wielder its lightness and balance make it perform surprisingly quick and agile. Unfortunately this lightness results in a much higher probability of breakage.

The bragnoggen's main advantage of is its ability to be wielded as a secondary rider's weapon used in the off hand. Proficient wielders can ready the bragnoggen as a free action. Nibenese riders may use a medium-sized lance (or large-sized lance in a 1/2-giant's case) in one arm, and hang a bragnoggen to his opposite wrist, that is steering the mount. It can then be swung into hand and used in combat effectively, while only briefly interrupting control of the mounted. When used in the off hand a bragnoggen is always considered light and the character is effectively ambidextrous with this weapon. See table 8-2, page 125 of the PHB for the two-weapon fighting adjustments this entails.

BURST-BOW

	Burst-bow	Boulder	Glass	Sandbag
Cost	100	1	15	1
Damage	--	1d20	1d12*	1d30
Critical	19-20/x3	--	--	--
Range	--	40 ft.	20 ft.	30 ft.
Type	--	P/S	S	B
Category	Martial/Ranged/Large			
Weight	90 lb.	40 lb.	25 lb.	50 lb.
Break	--	1	‡b	4

To medium sized combatants a burst-bow could be mistaken for some sort of siege-ballista. In the hands of a half-giant wielder it functions similar to a heavy crossbow. It is used two-handed by a half-giant, and unless the half-giant has a strength of 23, she will need to prop it up (for example on a wall or a stump) before being able to fire it. Unlike the ballista and the heavy crossbow, there is no mechanism for cocking the burst-bow. The half-giant will need a stiff hide glove (and the already-mentioned strength) to cock the burst-bow. The Burst-bow can use three types of ammunition, all of which are especially prepared:

Contributed by Brax on September 13, 1997 in the DS list message Subject: [DARK-SUN] - Athasian Weapons for Teos

Rock: The burst-bow can fire a spherical boulder. These of course must be smoothed into the right shape and size, which costs either time to prepare, or money to purchase (about 1 cp-this is the same size as most siege-ballista rocks.)

Glass: Glass and obsidian shards are placed in a light bag made specifically to break on impact. An attack roll of 1 indicates a miss-fire and the bag breaks on "launch" damaging the wielder for 1/2 damage. Damage is moderate in comparison to other ammunition fired by a burst-bow but the bag is made to break on impact spraying razor sharp glass and obsidian to all within a 10' radius for full damage. A reflex save against DC 14 made by all within the area but not actually targeted reduces damage to half. If the attack misses the DM will determine where the bag lands and deal damage to those within 10 feet.

‡ Since this weapon is intended to break on impact it has no hardness rating.

Sandbag: The burst-bow can fire a sandbag, which inflicts subdual damage (see the PHB, page 135).

EKTHULAK

Cost	18
Damage	
Critical	
Range	
Type	
Category	Exotic
Weight	12
Break	

EKTHULAK MACE

Cost	
Damage	1d6
Critical	x2
Range	
Type	Bludgeon
Category	Melee/Medium
Weight	
Break	7

EKTHULAK CRESCENT

Cost	
Damage	1d4
Critical	x2
Range	20 ft.
Type	Slash
Category	Ranged/Small
Weight	
Break	5

The ekthulak is actually two complimentary weapons tethered together by a 20' cha'thrang cord. The cord is wrapped around the 4' mace-like weapon with a heavy obsidian or stone head adorned with knobs or spikes. At the end of the cord is crescent-shaped blade with a sharp outer curve and inner ridges to help the weapon entangle around the legs of the target.

Contributed by Eric Anondson on January 21, 2000 in message "Subject: [DARK-SUN] Weapons Net Project: another offering"

Ranged attacks with the crescent blade can be made to strike normally up to 20 feet away or aimed to over-shoot the target and wrap around its legs. The ekthulak is a favored weapon of slave hunters because of this non-lethal maneuver. With cord wrapped properly around the shaft with a few feet played out the wielder briefly whirls the blade and then throws deceptively

wide of the target. With the blade tethered to the shaft a throw aimed wide will curve inward toward the target and strike home, either entangling the target's legs or inflicting slashing damage as intended by the wielder.

A trip attack with an ekthulak functions essentially as described on page 139 of the PHB save for the fact that this weapon can make this attack up to a range of 20 feet away and there is no attack of opportunity when attempting it. If it is successful the ekthulak wielder can keep the target tripped by succeeding in an opposed strength check. Success means the target remains prone until the attacker fails the strength check or releases the hold. Keeping the character tripped in this way is a standard action. The cord can be severed by a slashing weapon one size smaller than the wielder. It is Ac 16 and has 6 hit points.

FOREARM SPEAR

Cost	10
Damage	1d6
Critical	x3
Range	--
Type	P
Category	Martial/Melee/Medium
Weight	5
Break	3

*Contributed by Chay0s <chay0s@hotmail.com> On
September 12, 1997 in message "Subject: [DARK-SUN] -
[Net Project] Athasian Weapons"*

Inspired by the psionic devotion of *graft weapon* the forearm spear is often used in conjunction with the forearm axe. A spear-like shaft is strapped to the forearm extending out 3 feet from the users clenched fist. Along the forearm the shaft is widened into a circular flat plate offering some additional protection.

The spear is constructed of a 4 foot long length of wood with the first 2 to 3 feet being essentially a short spear. At the end of the "shaft" it becomes wider and hollowed allowing for the weapon to be worn over the arm from elbow to fist. Inside the hollow portion there is a handle the wielder grips in his fist.

It is this grip and leather strap holding the weapon tight at the elbow that makes this weapon almost impossible to disarm. The only effective disarm attempt would be to cut the strap at the wielder's elbow. An attacker wishing to disarm must make a successful *Strike Weapons* attack and then a regular disarm. Damage inflicted by the forearm spear is halved and attack rolls are made at -2 once the elbow strap is severed.

If the wielder wishes to forego attacks with the forearm spear, the weapon functions as a buckler in the off hand. There are no attack penalties for wielding this weapon as there is with a buckler.

GANJI SONG

Cost	5
Damage	1d8
Critical	x2
Range	10 ft. †
Type	Slashing
Category	Martial/Melee/Medium
Weight	2 lb.
Break	2

*Contributed by Chris Brooks <rc_brooks@hotmail.com> on January 29,
2000 originally posted to <http://mail.888.nu/darksun/weapon.html>*

The Ganji are a slave tribe that live on the northern side of the Mekillot Mountains. Their agrarian lifestyle has led them to develop this farming tool that has become as much a danger to their varil crop as to the predators of the region.

The ganji song consists of a thin 3 1/2-foot wooden shaft that turns into a curved talon-like blade at the head. Small holes drilled through the thin wooden shaft make the instrument whistle softly as it is swung. During the harvest celebration, villagers gather in the fields, singing and chanting along with the melodic harmony of the ganji songs. As gentle as the song is during the harvest, it is equally terrifying when the tribe defends itself as hundreds of warriors rain down upon their enemies with their weapons emitting a terrible battle cry.

The weapon is made from zevin wood, a tree quite common on this side of the Mekillots, but is unknown outside the region. It is then treated with a secret tar-like mixture that, when fired, gives the weapon a hardness approaching that of steel rivaling even the agrafari weapons all too common to the other side of the mountains.

As a farming instrument the ganji enables rapid strokes to cut down the tall varil stocks. As a melee weapon it can deal significant damage despite its lightness. If extra training is taken the weapon can be thrown over handed like an axe. Non-warriors that use the ganji song in the field are considered proficient with the weapon in combat. All warriors that farm with this are in-effect specialized. This proficiency and specialization come to the character free taking no additional proficiency slots.

‡ *Specialized Use:* Aside from the normal combat bonuses, specialization in the ganji song provides the wielder with training in throwing the weapon properly. Non-specialists will find the weapon far to unbalanced for throwing.

GUTAKU (ELVEN KNIFE)

Cost	12
Damage	1d4 (/1d3‡ »)
Critical	x2
Range	--
Type	Slashing
Category	Martial/Melee/Small
Weight	2 lb.
Break	2

GUTAKA

Cost	16
Damage	1d4/1d3‡ »
Critical	x2
Range	--
Type	Slashing
Category	Exotic/Melee/Small
Weight	2
Break	4

*Contributed by Angus Anser
<rpblack@sympatico.ca>
on December 28th, 2000
(after I thought I was done
creating new weapons for
this project-silly me)*

The gutaku is a two-headed curved knife used frequently by elven rogues. The double-ended nature of the weapon permits lightning-fast strokes that often catch an opponent by surprise.

The weapon's blades (usually made from a baazrag's spikes or similar material) are actually attached to each other by a short braided leather cord that passes through a hole in the handle. The handle is then filled with a resin that cements blades and handle into one extremely hard piece. Unfortunately this unique construction makes a broken gutaku unrepairable.

The gutaka is of a slightly different design with a short blade protruding perpendicular to the primary blades offering additional protection should the wielder choose to take advantage of it. This additional component reduces the weapons hardness considerably.

The speed of this weapon grants the improved initiative feat (PHB pg 83) for all attacks. If the wielder already has the feat the increase is +6.

‡ A gutaka wielder that chooses to attack with the fighting defensively option benefits by +3 to his AC bonus instead of +2.

‡ » Both varieties of this weapon are double weapons in the hands of small wielders. The wielder can fight with it as if it were two weapons but incurs all of the penalties applied to fighting with two weapons. Medium or large-sized wielders cannot use this as a double weapon.

HALFLING FAT-SWORD

Cost	15
Damage	1d6 (1d8†)
Critical	19-20/x2
Range	--
Type	Slashing
Category	Martial/Melee/Small
Weight	4
Break	3

*Contributed by Angus
Anser Inspired by Chris
Brooks' illustration as
originally posted to
[http://mail.888.nu/darksun/
weapon.html](http://mail.888.nu/darksun/weapon.html)*

The halfling fat-sword is a heavier version of the common machete halflings use to clear the forest underbrush but has become a standard piece of their warrior equipment. The body of the weapon is a wide paddle of agafari wood with an edge of razor-sharp obsidian. The blade is affixed with fine bone pins drilled through the fragile stone and those are glued in place with resin. The fat-sword has a leather grip suitable for halfling use, (or other small-sized wielders) either one or two handed, imparting slightly different combat attributes for each style.

† Medium-sized creatures can only wield the weapon one-handed and are not able to inflict the two handed damage.

Halfling specialists in this weapon get the usual benefits, but are also taught the care and maintenance of it. The specialist is skilled at sharpening the obsidian, and with the right tools he is even able to replace the fine obsidian edge. It takes a specialist 12 hours of work to file, sharpen and mount a new blade on a fat-sword. A specialist skilled as a weapon smith reduces this repair time to 6 hours.

Halfling Fat-sword

Our party was just beginning to make camp for an afternoon rest when a colourful bird darted out of the bushes nearby. If not for that, I might have missed seeing this painted figure with wild hair leap out of the bushes at us.

He swung a curious curved sword with a wide blade over his head and leaped at my porter. With a lightning fast one-handed stroke he slashed the poor slave across the belly. As my guards move forward to get between this threat and me the wild-man jumped onto the body of my slave to face my mul guards. With a fiercely high-pitched war cry he swings the blade two handed and drops the mul in one swoipe! This slowed up my second guard considerably stepping back a pace to sized up this pint-sized killing machine. Imagine his surprise at seeing his companion mowed down by a scrawny 3 foot, 80-pound halfling!

KITAR

Cost	35
Damage	1d10
Critical	x3
Range	--
Type	Pierce
Category	Martial/Melee/Medium
Weight	10 lb.
Break	3

*Contributed by Chris Brooks <rc_brooks@hotmail.com>
on January 29, 2000 originally posted to
<http://mail.888.nu/darksun/weapon.html>*

This hammer-shaped weapon is found in use throughout the tablelands but its unique construction prohibits manufacture by anyone but a properly equipped weapon smith. It was originally made from the softer metals but is now constructed of wood and stone.

The painful end to this unique weapon has a narrow spade-like blade and opposite there is a large round cylinder that houses a heavy stone weight. When the bladed end of the kitar strikes, the weight travels along the length of the cylinder to crashing suddenly to the front adding additional impact.

The kitar was designed to combat the kreen and other large insectoids. The added weight helps punch through and separate chitin hide and works equally well versus plate armour granting a +2 to hit verses all such armours.

Kitar often become favorites of weapon smiths and their wielders and are often ornately decorated. Pictured here is a weapon decorated with tribal images and accomplishments.

LEUATOS (ATLATL CLUB)

Cost	6
Damage	1d6 (+2 [‡])
Critical	x2
Range	(+1 factor see below)
Type	B
Category	(Exotic [‡])/Melee/Medium
Weight	7
Break	2

*Contributed by Aaron Garvey
<amgarv0@pop.uky.edu> on
September 12, 1997 in message
"Subject: [DARK-SUN] - [Net
Project] Weapon: Leuatos"*

People from lands somewhat removed from the tablelands have, on occasion, used a weapon called an atlatl. Essentially the atlatl is a javelin thrower that provides increased accuracy and range to the relatively common javelin. Unfortunately, after the throw the typical atlatl wielder must face other adversaries weaponless-something the hunters of Gulgan forests would rather avoid, and have since developed the leuatos. The leuatos performs the same job of firing a javelin great distances, and then becomes a formidable club-like melee weapon once its missile has been fired.

The weapon is a shaft of wood 2 1/2 to 5 inches in diameter and about 3 to 3 1/2 feet long. The carved shaft ends in a spherical knob about 5 to 8 inches in diameter. One side of the knob is grooved to hold the butt of the javelin (or spear), while the rest of the knob is smooth, polished wood. Once the wielder has made the cast he is left with a formidable weapon to deal with creatures that would otherwise be facing an unarmed opponent fumbling for another weapon.

Spears or javelins cast with the leuatos gain a +2 to damage, in addition to having all ranges increased by one factor. (i.e. long becomes medium, medium becomes short, etc.).

[‡] Statistics in the chart above refer to the leuatos when wielded in melee. Values in brackets refer to the bonus added to the spear or javelin thrown.

Specialized use: During the first round of any combat sequence specialized wielders can cast a spear and make a half-move to attack with the leuatos as a melee weapon. The "loaded" leuatos must have been ready to cast at the start of the combat round.

PUNTCHIT

Cost	10
Damage	1d8
Critical	x2
Range	--
Type	Bludgeon
Category	Exotic [‡] /Melee/Large
Weight	25 lb.
Break	4

*Contributed by Wolfgang Enrique Kook Camero
<w-kook@uniandes.edu.co> on September 12, 1997 in message "Subject: [DARK-SUN] - [Net Project] Weapons: armbinded and more" (original title little-men-keeper-at-bay)*

The puntchit is a half-giant weapon thought up by a particularly imaginative half-giant fighter. After a humiliating defeat by an acrobatic halfling he began experimenting with a pole-weapon that would keep the little guys out of melee.

The huge weapon is essentially a long club, 10 feet long with a fat, slightly curved 4-foot spike at the base, giving the weapon an 'L' shape. It can only be wielded by a large sized creature 10 feet or taller.

When training to use the puntchit as an exotic weapon the wielder is also trained to use the weapon as if he knows the powered knockdown feat (see sidebar) even if prerequisites are not met. If the wielder wishes to use the powered knockdown feat with any other weapon he must learn the feat on its own and fulfill prerequisites.

[‡] The puntchit can be learned as a simple weapon but there are no knockdown moves available with it.

This weapon became a common sight in the ranks of the Nibenese half-giant company. Imagine row-upon-row of half-giants approaching a company of halflings. As an intimidation tactic half-giants occasionally attempt to swing the weapon in unison as they approach the little people. The DM will have to determine if the giants are capable of keeping their swings in sync with each other and the effects this may have on morale.

Sand Spear

Cost	5
Damage	1d12 [‡]
Critical	x2
Range	10 ft. Reach
Type	Pierce
Category	Martial/Melee/Large
Weight	8 lb.
Break	4

Contributed by Angus on September 17th, 2000

This is a long spear made only to receive a charge, usually from a mounted opponent. The spear is placed along the ground under the wielder's feet and aimed at approaching riders. Behind the wielder the shaft flattens into a wide paddle and extends upwards at a sharp angle acting as a lever. At the base of this fulcrum is a two-foot spike extending down into the ground.

The spear can be loosely covered with sand or brush, concealing the trap until it's too late. Since the weapon is intended to be a surprise to approaching attackers so the wielder should be seen ready with another weapon. At the very last moment the user jumps or falls onto the paddle behind him raising the pointed spear level with charging opponent.

Since the weapon is essentially aimed and guided by the feet attack rolls are made at -2. Specialization in this weapon reduces these penalties naturally.

Powered Knockdown Feat

You are trained to use the greater size of yourself and/or your weapon to push an opponent away from you and knock him to the ground. Prerequisite: Expertise, Str 13+ Benefit

If you or your weapon is of a size (or more) larger than your opponent you can forego a damaging attack and attempt a powered knockdown. The move is carried out in the same manner as a trip (see PHB page 139) with the exception that the target's opposed roll is always based on dexterity. If the trip is successful the opponent is knocked down and away from you a number of squares equal to the combined size difference in you and your weapon against the size of the target. For example; a size large half-giant swings a size large great sword against a human. If the move succeeds the target is knocked prone and back two squares away. If the half-giant were making the same attack against a halfling he would be thrown 4 squares away. AoO can be made against prone opponents as usual.

Editor's note: I have been avoiding creation of new feats or other house-rules for 3e, but this weapon seemed to defy 3e mechanics in such a way as to make it necessary. I would have thrown out this weapon in light of this shortcoming but the image of a half-giant whacking halflings with an over-sized gold club was too precious to lose.

The surprise attack with a sand spear must be made with a readied action to take place as soon as a charging opponent is past the point of no return. Being hit by a concealed sand spear provokes an attack of opportunity providing the wielder has a melee weapon in hand.

Shulkak

Cost	8
Damage	1d4
Critical	x3
Range	20 ft. Reach
Type	Pierce
Category	Martial/Range/Small
Weight	3
Break	4

*Contributed by Angus on
September 17th, 2000*

The shulkak is a tethered weapon used by many primitive societies. A bone or wood handle with wrist strap is held in the off hand while a heavy, barbed dart is thrown with the other. A fine giant-hair rope connects the two. Any hit inflicting 4 points or more damage leaves the dart firmly imbedded in the target. Any second attack with an embedded shulkak hits automatically inflicting normal damage and consists, as you might expect, of pulling on the rope ripping the dart painfully out of the victim.

Group tactics using multiple shulkak's can be a gruesome sight. An animal imbedded with multiple shulkak's can be practically pulled apart as the weapons are ripped out all at once.

Attacks that miss or do less than 4 points of damage, land on the ground a few feet away from the target. It takes a full round to draw in the rope from a failed attack. The fine rope is rope is AC 16 and has 1 hit point.

SILT SAP

Cost	4 [†]
Damage	1d3
Critical	X2
Range	--
Type	Bludgeon
Category	Simple/Melee/Small
Weight	4 lb.
Break	2

*Contributed by Angus on
August 10th, 2000*

	Silt Sap Chart		
	Round	Self	Target
	1	--	--
	2	--	-1
	3	-1	-2
	4	-1	-3
	5	-2	-3
	6	-2	-4

The silt sap is slightly larger than a normal sap, made of tough leather. In addition to small stones the bag is filled with the fine dust all too common in the silt sea area. On each successful attack holes in the bag emit a small silt cloud that hangs in the air around the target.

As combat progresses floating silt slowly surrounds the combatants. After each hit all within 5' are penalized for attack rolls due to poor visibility and increased distress as silt is brought into their lungs. The weapon's wielder is not immune to the effects but the actual target of the attacks will suffer greater as shown on the silt sap chart. Attack rolls are penalized after the following number of hits within one encounter.

After the 6th successful attack from a silt sap the target must pass fortitude save against a DC of 18. Failure indicates coughing and gagging ensues for 1d4 rounds as he coughs up the silt permitting no further action. Saving throws must continue for as long as the silt weapon is making successful attacks and for 1d3 rounds thereafter. Each subsequent save after the first is penalized by an additional 1. A fighter wielding a silt sap in each hand attacking twice in a round can quickly create a dense cloud of silt around the battle.

The target of a silt sap will attempt to leave the area but the majority of silt will continue to swirl around both combatants. Any 5-foot step will reduce the penalty from the above chart by one round. Movement greater distance than 5 feet will be into fresh air and the combatant's lungs will be clear by the end of the following round.

Unfortunately the silt inside actually softens damage inflicted making it a subdual weapon. It can be wielded for regular damage as described on page 135 in the PHB.

Should an attacker use the strike a weapon move with a slashing weapon against a silt sap it will tear open and spill its dusty contents all at once. The DM will have to determine what debilitating effects this will cause.

‡ Cost is for creation of the item, but silt must be supplied regularly and may obviously be harder to find than in others. The DM will have to determine the availability and/or price of silt for any given area. A fully loaded silt sap will function as described for 20 to 30 attacks and after that it will function only as a regular sap.

TWIN-TRIKAL

Contributed by Angus on January 17, 2000

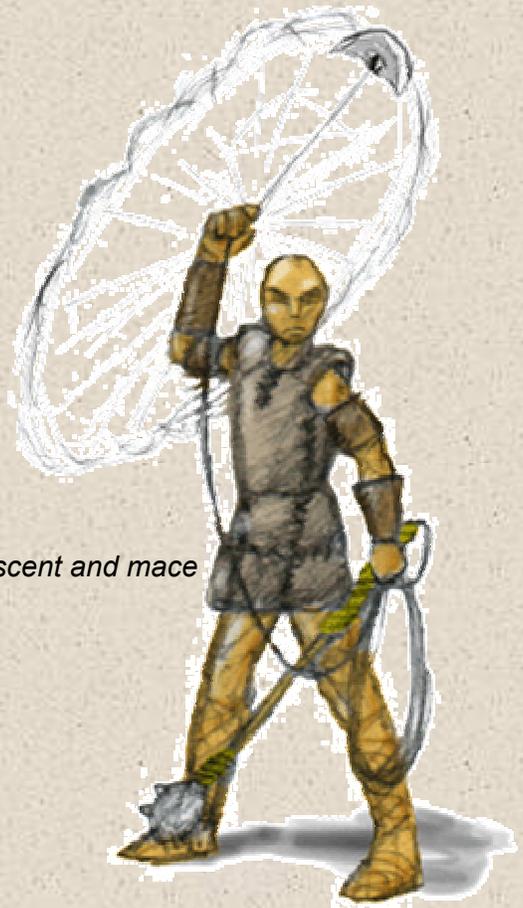
Cost	15
Damage	1d10/1d10*
Critical	x2
Range	
Type	Slash/Bludgeon
Category	Martial/Melee/Large
Weight	9 lb.
Break	3

This is essentially a joined pair of trikal with a 6 to 8-foot long wooden shaft. At each end of the shaft there is a cluster of 3 12-inch obsidian blades radiating outward from the centre. A typical trikal's heavy blade is balanced with a weight at the opposite end. This twinned version is a natural extension to the original design.

This is a double-weapon that can be wielded as if fighting with two weapons. Normal attack penalties associated with attacking with two weapons apply as if using a one handed weapon and a light weapon in the off hand.

More artwork from Mike Cugley. I was very happy to see Mike tackle one of the complex weapons, the Ekthulak.

Thanks for the hard work!



Ekthulak, crescent and mace



Betnebbi