



The Right Tool for the Job

More Exotic Weapons for the D&D Game

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With practiced ease, Vexander drew his elven thinblade and leveled it at the half-orc mercenary. With his agility and skill, he knew that the rapierlike weapon could slice the thug to ribbons in a matter of moments. His smile of confidence turned to a frown,

however, when the brutal warrior facing him unsheathed a great curved scimitar nearly the size of Vexander himself and held it above his head. "Oh, dear," Vexander thought. "I do so hate a fair fight."

If your characters are tired of longswords, battleaxes, and polearms, or if you need a new surprise to spring on your players, an exotic weapon can fit the bill.

Exotic weapons take many forms. Some come from distant lands or foreign cultures, while others are designed to take advantage of a specific race's aptitudes, and still others fit a unique or unusual niche in combat situations.

Regardless of their nature, each of the weapons listed below requires the character to select the Exotic Weapon Proficiency feat to become proficient in its use. As stated in the feat's description, the character chooses a specific exotic weapon when she selects the feat; without the appropriate feat, the PC suffers a -4 penalty on attack rolls when using an exotic weapon.

Blowgun or Halfling Blowgun

The blowgun is most often used by primitive tribes to deliver poison to an unfortunate target.

This weapon requires two hands to use. Loading a blowgun is a move-equivalent action that provokes attacks of opportunity.

The blowgun has a maximum range of five range increments. The halfling blowgun is for Small users.

Bolas

A bolas is a set of three weighted balls connected by leather cords. To attack, you whirl the bolas in a circle over your head and then fling it at a target. The bolas connect with your opponent with a successful ranged touch attack: Disregard any armor, shield, or natural armor bonus of the target.

A character struck by bolas must make a Reflex save (with a DC equal to the attack roll of the bolas's wielder). If the saving throw fails, the target takes subdual damage and is considered pinned. (See "Grapple" in Chapter 8: Combat of the *Player's Handbook* for more information.) The bolas can pin only a Tiny, Small, or Medium-size target.

Exotic Weapons - Melee

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
TINY						
Sai	10 gp	1d4	x2	10	1/2 lb.	Bludgeoning
Tortoise blade, gnome	20 gp	1d4	19-20/x2	—	1 lb.	Piercing
SMALL						
Buckler-axe, dwarf	30 gp	1d6	x3	—	6 lb.	Slashing
Crescent knife	20 gp	1d3	x2	—	1 lb.	Slashing
MEDIUM-SIZE						
Lajatang, halfling	80 gp	1d6/1d6	x2	—	3 lb.	Slashing
Scourge	20 gp	1d3	x2	—	2 lb.	Slashing
Thinblade, elven	100 gp	1d8	18-20/x2	—	3 lb.	Piercing
LARGE						
Crusher, orc	60 gp	1d8	x2	—	15 lb.	Bludgeoning
Gythka	100 gp	1d8/1d8	x2	—	12 lb.	Slashing
Lajatang	90 gp	1d8/1d8	x2	—	7 lb.	Slashing
Mancatcher	30 gp	1d4*	x2	—	8 lb.	Bludgeoning
Scimitar, great	50 gp	2d6	18-20/x2	—	16 lb.	Slashing

Exotic Weapons - Ranged

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
TINY						
Skiprock, halfling	4 gp	1d3	x2	10	1/4 lb.	Bludgeoning
SMALL						
Bolas	10 gp	1d6*	x2	10	3 lb.	Bludgeoning
Bolas, barbed	20 gp	1d6	x2	10	4 lb.	Piercing
Boomerang	20 gp	1d4*	x2	20	2 lb.	Bludgeoning
Chatkcha	40 gp	1d6	x2	20	1/2 lb.	Slashing
MEDIUM-SIZE						
Blowgun, halfling	15 gp	1d2	x2	10	1 lb.	Piercing
Darts (10)	1 gp	—	—	—	1/2 lb.	—
LARGE						
Blowgun	20 gp	1d3	x2	10	2 lb.	Piercing
Darts (10)	1 gp	—	—	—	1/2 lb.	—

*The weapon deals subdual damage rather than normal damage.

To escape the bolas, the pinned character must either break out (Strength check, DC 20), wriggle free (Escape Artist check, DC 20), or cut (or be cut) loose (5 hp and only slashing weapons do damage).

Regardless of the method, escaping is a full-round action. (Remember that a target can use the take 10 or take 20 action to escape if the situation allows.)

If the saving throw succeeds, the target suffers normal damage but is not pinned.

Bolas, Barbed

The barbed bolas is similar to a normal bolas, except that its weighted balls are studded with hooked barbs.

The barbed bolas functions identically to the bolas except that its damage is not subdual damage. In addition, on any failed attempt to break or wriggle free, the grappled character takes an additional 1d4 points of damage.

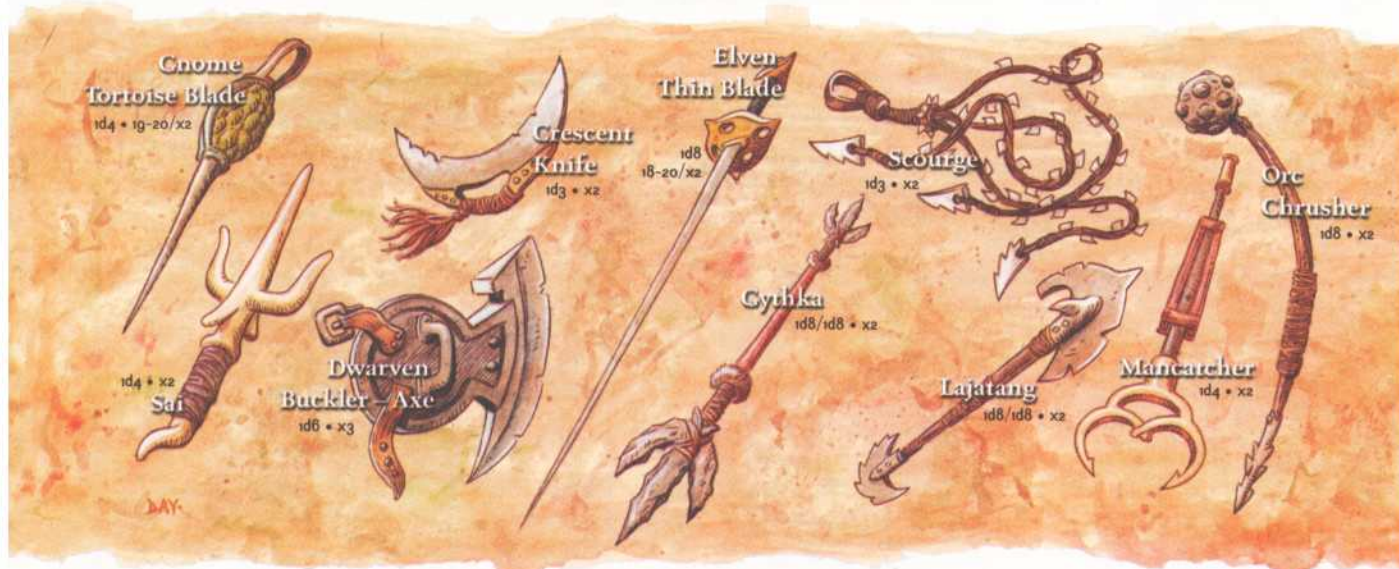
Boomerang

The boomerang is a curved throwing stick that will return to its thrower on

a miss. To catch a returning boomerang, the character must make an attack roll (as if he were throwing the boomerang) and hit AC 10. Failure indicates that the boomerang lands 10 feet away from the thrower in a random direction.

Buckler-Axe, Dwarven

This weapon is favored by dwarven fighters. In addition to its obvious protective qualities, it proves a capable off-hand weapon or emergency weapon when disarmed.



Though at first glance the dwarven buckler-axe appears similar to a standard buckler, this weapon has enlarged blade-like edges at its top and bottom, allowing the wielder to swing it like a handaxe.

direction. A nonproficient user who fails in his attempt to catch the chatkcha also suffers 1d4 damage from the weapon's sharp edges.

IF YOUR CHARACTERS ARE TIRED OF LONGSWORDS, BATTLEAXES, AND POLEARMS ...AN EXOTIC WEAPON CAN FIT THE BILL.

The dwarven buckler-axe also functions as a buckler, granting a +1 armor bonus, inflicting a -1 armor check penalty, and incurring a 5% arcane spell failure chance.

Chatkcha

This strange three-pointed crystalline or obsidian wedge was originally common to some humanoid tribes that lacked metalworking technology. However, it is now becoming more common among peoples with the ability to forge metal. As a result, most chatkcha encountered in the course of a campaign should be constructed of metal. The statistics given in the table above are for a metal chatkcha.

The chatkcha returns to its thrower on a miss. To catch a returning chatkcha, the character must make an attack roll (as if he were throwing the chatkcha) and hit AC 10. Failure indicates that the weapon falls to the ground 10 feet away from the thrower in a random

Crescent Knife

This weapon, which resembles a crescent-shaped blade affixed to a crossbar handle, allows its wielder to make two simultaneous attack rolls (using the same modifier) each time he attacks with it. Each attack is resolved separately.

Crusher, Orc

This heavy, clublike weapon is favored by orcs, particularly in battle formations.

An orc crusher has reach. You can strike opponents up to 10 feet away.

This long, flexible club is unlike any other sort of polearm. To use it, the wielder actually plants the butt of the crusher in the ground and grips the middle part of the weapon's haft. She then snaps the lethal head of the weapon forward toward an enemy by rapidly moving the haft back and forth.

Because of its reach and flexibility, the crusher can be used to attack over a Medium-size or smaller ally in front of its wielder without penalty.

Gythka

This polearm has razor-sharp slashing blades—originally made of obsidian or similar materials—at both ends. Like the chatkcha, the gythka was often used by species without metalworking skills, but it is now more commonly found constructed of metal.

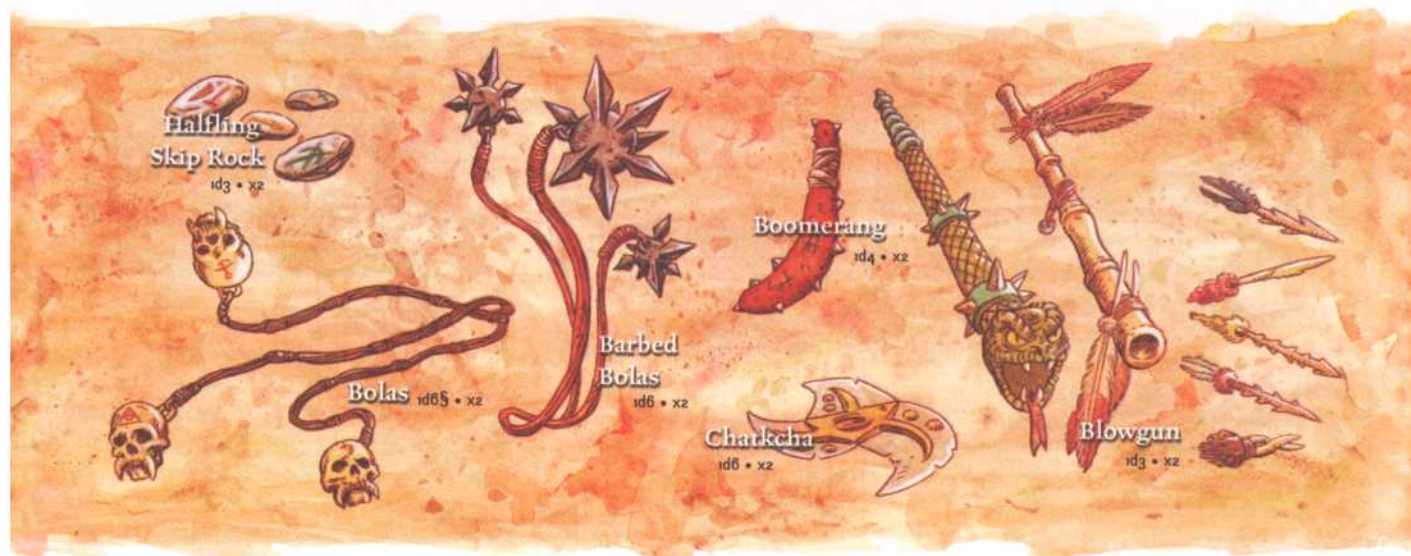
Because of the unique shape of the gythka's blades, you can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the gythka to avoid being tripped.

A gythka is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons: a one-handed weapon and a light weapon. (See the "Attacking with Two Weapons" section in Chapter 8: Combat in the *Player's Handbook*.) Note that you can make two trip attempts with the gythka as a full-round action. A creature using a double weapon in one hand, such as an ogre using a gythka, can't use it as a double weapon.

Lajatang or Halfling Lajatang

The lajatang is a staff with a crescent-shaped blade at each end. It is common to Eastern cultures or any culture with a tradition of monks and martial artists.

A lajatang is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons: a one-handed weapon and a light weapon. (See the "Attacking with Two Weapons" section in



Chapter 8: Combat in the *Player's Handbook*.) A creature using a double weapon in one hand, such as a human using a halfling lajatang, can't use it as a double weapon.

A monk using a lajatang can strike with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers. The monk can only use her more favorable number of attacks per round with one end of the weapon. The halfling lajatang is for Small monks.

Mancatcher

The mancatcher is used by city guards and others who prefer to capture their opponents unharmed.

A wielder who hits a Small or Medium-size opponent with a mancatcher can immediately initiate a grapple (as a free action) without provoking an attack of opportunity. (See "Grapple" in Chapter 8: Combat of the *Player's Handbook* for more information.) In addition to the normal options available to a grappler, the wielder of a mancatcher can attempt to pull his target to the ground (the equivalent of a trip attack, though no attack roll is necessary).

The mancatcher has reach and cannot be used against adjacent opponents.

It is rumored that the strange subterranean race known as the kuo-toa have a larger, more dangerous version of this weapon called a pincer staff.

Sai

Despite some images of the sai as a sharp weapon, it is actually blunt with pronglike extrusions designed to help catch and disarm opponent's weapons. The sai can also be thrown.

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

A sai user who attempts to disarm her opponent gains a +4 bonus to the opposed attack roll required. (You don't gain any bonus if someone tries to disarm your sai.)

Scimitar, Great (not pictured)

The great scimitar is common to Arabian-style settings and is often wielded by strong humanoid creatures (such as orcs).

Scourge

This three-tailed barbed whip allows the wielder to make three simultaneous attack rolls (at the same modifier) with each attack. Each attack roll is resolved separately.

The scourge is often dipped in an insinuating poison to take advantage of its multiple attacks.

Skiprock, Halfling

These polished, perfectly weighted stones are prized by halflings, for they are designed to ricochet off one target to strike a second.

If the halfling skiprock hits its target, it ricochets toward another target (of the thrower's choice) adjacent to the original target (that is, within 5 feet). The thrower immediately makes a second attack roll for the skiprock against the new target, using the same attack modifiers as the first roll (but with an additional -2 penalty).

Thinblade, Elven

This rapierlike weapon is favored by dextrous elven fighters and rogues alike. Its thin, flexible blade slips easily into the seams of armor. Some elven nobles carry a thinblade—decorated with intricate filigree and tiny gemstones—as a sign of their station, even if they aren't proficient in its use.

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

Tortoise Blade, Gnome

This interesting contraption is designed to be used in a gnome warrior's off hand, and it is particularly useful in cramped tunnels or warrens where swinging a weapon is difficult or impossible. It looks like a turtle shell strapped to the gnome's wrist, with a daggerlike blade jutting out where the gnome's fingers should be.

The gnome tortoise blade also functions as a buckler, granting a +1 armor bonus, inflicting a -1 armor check penalty, and incurring a 5% arcane spell failure chance.