

# The Arsenal: Weapons

## A Basic Fantasy RPG Supplement

### Release 1

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## INTRODUCTION

This supplement provides additional options for equipment, adventuring gear, and other items for play under the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

The purpose of this supplement is to provide a single source for expanded equipment, as well as provide some guidelines for other materials, goods, and services of which players may find themselves in need. As with any supplements, these are suggestions, and GMs are encouraged to pick and choose what they want to use.

## WEAPONS

Each weapon type listed represents a general category of weapons sharing some physical properties and functions. Historical and fictional examples given to help provide a sense of what fits where. If there is a specific type of weapon you want your character to have, look for what matches closest; the GM is the final arbiter.

A quick study of various historical arms will show that significant variation can exist between two given examples of a given weapon type in material, make, dimension, and mass. The statistics given represent a rough average for a weapon of that type. If more variation in statistics is desired, consider ranging the listed prices and weights by 10% (with a lighter weapon being more expensive).

### Weapon Size and Creature Size

People vary in size – in a fantasy setting, this is even more so. Man-sized races and monsters, including **Humans**, **Elves**, **Hobgoblins**, and **Orcs** must wield Large weapons with both hands, but may use Small or Medium weapons in one hand. Smaller creatures, including **Halflings**, **Kobolds**, and **Goblins** may not use Large weapons at all, and must use Medium weapons with both hands. By extension, Larger humanoids, such as Ogres or Giants, could conceivably wield some Large weapons one-handed.

**Dwarves** are a special case, being roughly man-sized, albeit shorter, limiting some options. This is fully detailed in the BFRPG Core Rules. Other creature types of unusual builds may have similar limitations.

Note that some weapons must be used with both hands by design (such as bows and crossbows) but the maximum size limits still apply: Dwarves and Halflings are simply too short of stature to effectively wield a Longbow, for example.

### Setting and Materials

The equipment provided here assumes that the campaign is set in a **Medieval Fantasy** setting, with iron and steel being the standard for arms and armor. If your campaign is set in a different cultural base or era (Classical, Feudal Japan,

Renaissance, Neolithic, Dying Earth), different standards and materials may be more prevalent. To keep things simple, assume that the items on the following tables are of the standard of technology in your campaign setting in terms of materials, construction, etc. For settings well outside the standard, adjustments may be needed.

A game set in an ancient Egyptian or mythic Greek setting, for example, would find most arms and armor to be made from **bronze**, with iron and steel being rare and highly prized.

### Weapon Options:

**Quality:** Prices are for new, well-made items with minimal decoration or customization. If you want something a cut above the usual, **Quality** weapons will have a more polished look, personalized style, or incorporate detailed handiwork (tooling/etching/embossing) or rare materials. Prices should be at least double the list price – but the items will be noticeably superior. **High Quality** weapons are those of exceptional make, incorporating valuable or exceptionally rare materials, highly detailed decoration, or the unusual and exacting details needed for creating magic items. High Quality weapons should be at least ten times the list price, and will be notable in their presence – or in some cases absence – from a character. Other than cost and perhaps social impact, these have no bearing on the weapon's effectiveness.

**Silver and Silvering:** Beyond the examples provided below, many weapons could be edged, coated, or made from silver. Unless listed, costs should generally be 10 times the base price for a given weapon, or at least 3 gp to add bands, studs, or caps of silver to wooden weapons. In many cases, weapons are only edged or coated with silver, as a pure silver blade tends to bend or blunt more readily than iron. Silver sling bullets contain a lead core for weight; a bullet of pure silver would do the same damage as a **sling stone**. Mace and Hammer heads can be made entirely of silver (at about 30x cost) with little impact on their effectiveness.

## A BASIC FANTASY SUPPLEMENT

**Spiked pommel/basket (one-handed weapons only):** Adds 3 gp to weapon cost. The weapon has a basket guard with several large spikes set into it. This weapon can be used as a spiked gauntlet in close quarters (such as while wrestling), but cannot deliver a subdual 'pommel strike.'

### Melee Weapons

Weapon	Cost	Size	Weight	Dmg.
<b>Axes</b>				
Hand Axe	4 gp	S	5	1d6
Battle Axe	7 gp	M	7	1d8
Great Axe	14 gp	L	15	1d10
Pickaxe (Military Pick)	6 gp	S	4	1d6
Mattock (Footman's Pick)	8 gp	M	6	1d8
<b>Daggers</b>				
Dagger	2 gp	S	1	1d4
Defending Dagger	7 gp	S	2	1d4
Silver† Dagger	25 gp	S	1	1d4
<b>Swords</b>				
Shortsword / Cutlass	6 gp	S	3	1d6
Rapier / Swift Blades	8 gp	S (M)	3	1d6
Longsword / Scimitar	10 gp	M	4	1d8
Two-Handed Sword	18 gp	L	10	1d10
<b>Hammers and Maces</b>				
Warhammer	4 gp	S	6	1d6
Light Mace	5 gp	S	5	1d6
Mace	6 gp	M	10	1d8
Morningstar	7 gp	M	7	1d8
Maul / Great Mace	10 gp	L	16	1d10
<b>Spears and Polearms</b>				
Spear	5 gp	M	5	
Fork / Trident / Boar Spear	6 gp	M	5	
Thrown (one handed)				1d6
Melee (one handed)				1d6
Melee (two handed)				1d8
Lance	10 gp	L	10	1d8
Quarterstaff	2 gp	L	4	1d6
<b>Chain and Flail</b>				
Chain	9 gp+	M/L	3+	1d4
Flail	8 gp	M	6	1d8
Great Flail	12 gp	L	15	1d10
Whip	3 gp	M	2	1d3

## THE ARSENAL: WEAPONS

Weapon	Cost	Size	Weight	Dmg.
<b>Other Weapons</b>				
Club/Cudgel/Walking Staff	2 sp	M	1-3	1d4
Silver Walking Stick/Staff†	4 gp	M	1	1d4
Greatclub	5gp	L	8	1d8
Sap / Blackjack**	1gp	S	1	1d4
Hook	6 sp	S	1	1d4
Sickle	6 gp	S	3	1d6
Scythe	7 gp	L	10	1d8
<b>Improvised Weapons</b>				
Random Object	-	S-M	1 to 8	1d3 - 1d4
Spade	2 gp	M	4	1d6
Crowbar	2 gp	M	5	1d6
Pitchfork	1 gp	M	3	1d6
Frying Pan	8 sp	S	4	1d4
Torch (fire damage)	-	S	*	1d3
<b>Brawling</b>				
Punch**	-	-	-	1d3
Kick**	-	-	-	1d4
Gauntlet /pommel**	-	-	-	1d3
Cestus / spiked gauntlet	1 gp	S	2	1d3
* These items weigh little individually. Ten of these items weigh one pound.				
** This weapon only does subdual damage – see BFRPG Core Rules, p. 48.				
† Silver tip or blade, for use against lycanthropes.				
<b>Ranged Weapons</b>				
Weapon	Cost	Size	Weight	Dmg.
<b>Bows</b>				
Shortbow	25 gp	M	2	
Shortbow Arrow	1 sp		*	1d6
Silver† Shortbow Arrow	2 gp		*	1d6
Longbow	60 gp	L	3	
Longbow Arrow	2 sp		*	1d8
Silver† Longbow Arrow	4 gp		*	1d8
Light Crossbow	30 gp	M	7	
Light Quarrel	2 sp		*	1d6
Silver† Light Quarrel	5 gp		*	1d6
Heavy Crossbow	50 gp	L	14	
Heavy Quarrel	4 sp		*	1d8
Silver† Heavy Quarrel	10 gp		*	1d8
Hand Crossbow	150gp	S	3	
Hand Quarrel	2 sp		*	1d3
Silver† Hand Quarrel	5 gp		*	1d3
Bullet Crossbow	30 gp	M	7	

## THE ARSENAL: WEAPONS

Weapon	Cost	Size	Weight
<b>Slings &amp; Hurling Weapons</b>			
Sling	1 gp	S	*
Bullet	1 sp		* 1d4
Stone	n/a		* 1d3
Silver† Bullet	1 gp		* 1d4
Bola <sup>E</sup>	2 gp	S	2 1d3
Dart / Throwing Blade	1 gp	S	* to ½ 1d3
Javelin	1 gp	M	2 1d4
Blowgun	2 gp	M	2
Dart	1 sp		* 1d3
Net <sup>E</sup>	20 gp	M	5 -
Random Object (thrown)	-	S-M	1 to 5 1d3

\* These items weigh little individually. Ten of these items weigh one pound.

\*\* This weapon only does subdual damage – see BFRPG Core Rules, p. 48.

<sup>E</sup> Entangling: This weapon may be used to snare or hold opponents

## Weapon Descriptions

**Axes** are a group of tools and weapons designed to deliver heavy, chopping blows. **Hand Axes** are small, light axes, generally with good balance for throwing. Examples: hatchet, tomahawk, francisca. **Battle Axes and Great Axes** differ in scale, but share many of the same features. The style of the axe head (crescent, bearded, double-bit, etc.) will be a matter of setting and preference. **Pick Axes** and **Military Picks** are similar weapons, but trade the heavy blade for a sharpened spike. It is not unusual to find both pick and blade on the same weapon.

**Daggers** represent a variety of short blades (typically under 12” in length). While most daggers will have sharpened edges, these weapons are most often used as thrusting weapons. Daggers are assumed to be balanced for throwing, unless otherwise specified by the GM. Daggers include the dirk, seax, stiletto (a spike-like dagger), tanto, punch daggers, and smaller types of katar.

**Defending Daggers** add features to basic dagger design to help catch or defend against other blades, such as an extended or upturned crossguard, basket hilt, bell guard, or tines. When used defensively (including as an off-hand weapon, see **Combat Options**), this weapon is treated as a **Buckler** against **swords and daggers only**. Defending Daggers will rarely be balanced for throwing. The main-gauche and fictional “blade” sai are two examples

## A BASIC FANTASY SUPPLEMENT

### Missile Weapon Ranges

Weapon	Short (+1)	Medium (0)	Long (-2)
Longbow	70	140	210
Shortbow	50	100	150
Heavy Crossbow	80	160	240
Light Crossbow	60	120	180
Hand Crossbow	30	60	90
Bola	20	40	60
Blowgun	10	20	30
Dagger	10	20	30
Dart / Throwing Blade	10	20	30
Hammer	10	20	30
Hand Axe	10	20	30
Oil or Holy Water	10	30	50
Sling	30	60	90
Spear	10	20	30
Javelin	20	40	60
Net	10	15	20
Random Object	-	10	20

Missile weapon ranges are given in feet. In the wilderness, substitute yards for feet. If the target is as close as or closer than the Short range figure, the attacker gets a +1 attack bonus. If the target is further away than the Medium range figure, but not beyond the Long range figure, the attacker receives a -2 attack penalty.

**Swords** cover a variety of hilt blade weapons, designed for cutting or thrusting strikes. The different types of swords are based on size, shape, and use. Note that at each size, there are two versions; one straight-bladed, one curved.

**Short Swords** are straight thrusting weapons, much like a dagger, but with a longer blade (typically around 2 feet). Some examples may in fact be oversized daggers. Examples include cinquedeas, gladius, xiphos, and katar. The **Cutlass** group represents short blades – curved or straight – designed for hacking or slashing rather than thrusting. This includes cutlass, hangars, and machetes, as well as short reverse-curve blades such as the kukri and kopis.

**Rapiers and Swift Blades** represent the light, thin blades, most often associated with fencing and swashbuckling. These are primarily thrusting weapons, though slashing varieties (sabers) do exist. Damage is a matter of precision rather than power. While these blades tend to be fairly long (generally near 3 feet in length), the overall weight and balance make them handle more like a Small weapon.

**Long Swords** represent a wide range of straight bladed swords, primarily designed for one-handed use. These weapons will typically be between 3 and 4 feet in length. These weapons are designed for both slashing and thrusting. Examples include the broadsword, pata, spatha, and jian. The **Scimitar** group includes single-edged, curved swords,

designed primarily for slashing – though specific types may be straight or balanced enough to be an effective thrusting weapon. This group includes saber, dao, and katana.

The **Two-Handed Sword** is simply any sword requiring two hands to use. These will typically be heavier weapons, with an elongated handle, and a blade 3½' or longer. Most European-style fantasy two-handers tend to be large, straight blades, including Claymores, Zweihander, Flamberge, and other "Greatswords." This also includes curve-bladed swords such as kriegsmesser, no dachi, falchion, and dadao.

**Hammers and Maces** use weight and leverage to deliver damage. In game terms, the differences between the two are primarily one of style, although hammers may be balanced for throwing, much like a hand axe. Maces come in a variety of shapes, with smooth, studded, or flanged heads. The **Light Mace** is a smaller, lighter mace, better suited for mounted combat (or Halflings). The **Maul** and **Great Mace** are larger, two-handed versions of the hammer and mace, respectively. A vicious variation of the mace is the **Morningstar**, which mounts spikes or blades on the head. Whether or not morningstars may be used by clerics in a setting is up to the GM.

**Spears and Polearms** Covers a variety of hafted weapons, most variations from the simple **Spear**. The **Quarterstaff** is included here as it basically functions as a headless spear (or if you prefer, a spear is a quarterstaff with a pointy bit on one end). **Forks and Tridents** use a double or triple-pronged head. This head makes it possible to catch or hold opponents at a distance. The **Boar Spear** adds a crossbar partway back from the head, not unlike the crossguard of a sword or dagger. This is meant to prevent an impaled opponent (such as a boar) from running up the spear and striking the wielder. The **Lance** is a larger, sturdier spear, and not suited for throwing. A properly balanced lance may be used one-handed while mounted.

**Pole-arms** are an extension of this concept – a weapon head on a long pole, sometimes combining different attack forms: blade/axe, spear, pick/spike, bludgeon, or hook. Examples & combinations: Glaive, Voulge, Bardiche, and Bisento (blade), Halberd (axe & spear), Guisarme (blade and hook), Partisan (Spear), Ranseur (Spear – akin to boar spear), Bill (Blade and Hook), Bec de Corbin (bludgeon and spike), and Fork (Spike and "hook").

**Chain Weapons** use a length of chain or other flexible material to allow the weapon to swing, using momentum to deliver more damage. The **Chain** is the simplest form – a length of chain, swung as a weapon. **Flails** enhance this by adding a weighted striking head of some kind, from long heads mounted on a short cord or hinge, to a variety of ball and chain weapons. Most flails are usable by clerics, though spiked flails may be prohibited. The **Whip** operates on similar principle, with an emphasis on speed – to the point that it acts more as a slashing weapon. Whips do poorly

against hard armors or thick hides, and will not do damage to targets with an armor or natural AC of 14 or higher.

## Other Weapons

**Clubs, Cudgels, and Walking Sticks** represent a variety of simple bludgeoning weapons and objects. This would include the basic club, gentleman's cane, hiking stick, shillelagh, knobkerry, or wizard's staff. Because of their design and lesser weight, these weapons are less effective than a mace or hammer of similar proportion. A Walking stick, staff, or cane may be purchased with a silver head or handle. The **Greatclub** is a heavy, two-handed club, possibly with reinforcing bands or wraps.

The **Sap** or **blackjack** is a leather pouch weighted with sand or lead shot. This weapon is indented to inflict subdual damage only. When used in a sneak attack (as by thieves), the blackjack has a chance of knocking its victim unconscious with a blow to the head – save vs. **Paralysis** or be **Stunned** for 1d4 rounds. A protected head greatly reduces this outcome: If the target is wearing a helmet (as part of their armor), they receive a saving throw bonus equal to their **armor's** AC bonus over no armor (11). For example, a padded cap from a suit of leather armor gives a +2 bonus, while a Fighter wearing the helmet of his plate mail gets a +6 to his save. Beings with particularly thick skulls may also garner a save bonus, per GMs discretion.

**Hooks** cover a variety of hook-shaped weapons or implements, from short-handled meat hooks to gaff hooks and shepherd's crooks (The latter being Medium sized). A hook can have a sharpened point, or simply be used as an odd-shaped bludgeon.

**Sickles** and **Scythes** cover a variety of inward-curved cutting weapons, derived from grain harvesting tools. The examples here are specifically forged & balanced for use as a weapon. The actual farm implements are treated as **improvised weapons**. Includes **falx**, **kama** and **kusari gama**.

**Improvised Weapons** are simply those weapons not actually designed for fighting; a random bottle or chair grabbed in a brawl, a pair of scissors used in self defense, a peasant's hastily grabbed farm tool, and the ever-popular frying pan. These weapons are usually not as sturdy or well-balanced as actual weapons; improvised weapons suffer a -2 to strike in melee, and poor range and accuracy when thrown.

If the GM allows, it is possible to acquire versions of some items specifically made to be used as weapons as **Quality** items; many may fall under an existing weapon type, however.

The **Spiked Gauntlets** and **Cestus** are armored 'gloves' with added weight, ridges, studs, etc. to give a punch a little extra impact. These simply shift punches into normal (non-

## THE ARSENAL: WEAPONS

subdual) damage. A character cannot deliver subdual damage while wearing these. If the GM allows, a boot version of this weapon (Boot spikes) can be purchased for the same effect on kick attacks. Note that these weapons somewhat limit fine hand work (such as practicing thief skills), and the boots are a bit noisier, making silent movement difficult.

### Missile Weapons

**Bows** are a slender lengths (staves) of wood or other materials, bent and fastened at the ends with a shorter length of animal tendon or other strong fiber. The tension of the bent staff is what provides the power to launch arrows great distances. Careful selection of materials, and changing the length of the stave can increase the power and range of these weapons. **Short bow** staves are around 5 foot unstrung, though shorter staves of more flexible materials may be favored by smaller characters. **Long bows** are typically around 6 feet unstrung, though longer staves may be encountered.

**Crossbows** are essentially a short, heavy bow (lath) of wood or metal set across a stock or tiller. Much of the popularity of the crossbow comes from its ease in use – and much shorter training time for men-at-arms – compared to bows. The mechanical lock & pulling mechanisms means higher tensions can be drawn and held without tiring the archer. This allows for ready fire, and with greater ranges than a regular bow, at the expense of a slower rate of fire.

**Light Crossbows** are hand or lever drawn, and have a rate of fire of 1 per 2 rounds (one round to draw and set, fire the next). Man-sized creatures (including Dwarves) may attempt to fire a light crossbow with one hand, but at -3 to hit. The **Bullet Crossbow** is a version of the light crossbow designed to fire small pellets (sling bullets) rather than bolts.

The **Heavy Crossbow** is a more powerful weapon, usually requiring composite or steel laths. Because of the high draw strength, Heavy crossbows can fire 1 per 3 rounds (2 rounds for drawing and setting the bolt). Heavy crossbows are often mechanically drawn, though some may use a braced draw (holding the bow with a stirrup, and using the arms and legs to draw the string back).

**Hand Crossbows** are something of a novelty – rare, fairly delicate and difficult to craft. They are easy to draw and set (firing once per round), but have short range and less penetration (damage) compared to the heavier models. Their small size and ease of use makes these popular for assassination, using poisoned bolts. As the name suggests, these can be wielded with one hand. The short bolts require a special-sized bolt case.

**Slings** represent a variety of simple tools that arc or launch a small projectile at high speed. The cup on a length of cord is most common, but also includes short levers and elastic-

## A BASIC FANTASY SUPPLEMENT

powered devices. Depending on the exact design, most slings can be “fired” one-handed, but take two hands to load. **Sling Bullets** are roughly marble-sized spheres, usually metal (lead or bronze), though carved and shaped stone is not unheard of. **Sling Stones** are simply stones of the right shape & weight, easily found while traveling (particularly around rivers). A sling may be used to hurl other small, roundish objects (gems, eggs, tiny jars), but with diminished range and accuracy.

**Blowguns** Blowguns are long, hollow tubes of metal or wood, which use the wielders' own lung power to fire small darts (or potentially other projectiles). These weapons are typically around 4 feet in length, but may be as long as 7 feet.

Traditionally a hunting weapon, they occasionally find use in combat, and are particularly popular among assassins.

**Hurled Weapons** are weapons whose meant to be thrown or hurled. While several melee weapons noted above may be Hurlled, the following weapons are made primarily to be thrown. Some hurled weapons may be usable in melee, but with a -2 to strike.

**Throwing blades** are light, edged or pointed throwing weapons. This includes throwing knives, chakram, and large shuriken. **Darts** are a short, weighted missiles, similar in size and design to a blowgun dart or hand crossbow bolt.

**Javelins** are lightweight cousins of the spear, with better range but inflicting less damage. Includes Roman Pilum.

A **Bola** is made from 2-3 weights attached by lengths of cord or leather. It is a hunting weapon designed primarily to snare targets. If an entangle attack is made, the target must save vs. **Paralysis** to avoid being tripped, immediately losing movement and DEX AC Bonus until they can be freed. Note that for flying creatures, a 'trip' means that one or more wings have been pinned. The target can be freed (or free themselves if possible) with a full round of action, or in place of moving or attacking if they can have a way to cut or break the cord. Quadrupeds should receive a +2 on their save.

**Nets** are only usable to snare opponents. A net for combat use is typically about 10' in diameter, with a series of weights around the edges to help spread the net in flight, and hold down the edges to better trap targets. On a successful hit, the target must save v. Death Ray or be caught. It will take 1d4+1 rounds to get free, or 1 round if they can be cut free. Strong creatures may attempt to tear the net apart. This is a strength check against a locked door to tear free. A net can normally only catch a single man-sized target when thrown. Larger nets tend to be difficult to manage in combat, but make excellent traps. Nets can be used in melee, but only to attempt to tangle a weapon. It must be thrown to capture a target.

## Game Master's Section

### Optional Rules for Weapons

The main purpose of this supplement is to provide players with a wider range of items for purchase – and ways for a GM to separate them from their hard-earned gold.

While a few items suggest specific uses, there may be instances where the enterprising GM wants to expand upon current options. The following are some options you may wish to consider.

### General

#### Unusual Materials and *High Quality* Items

While the given stats are assumed to be the standard for the setting, a GM may want to introduce items of higher or lower technology standards (bronze weapons in a steel campaign, or super-alloys in an iron age setting), or incorporate fantastic materials (mithril, orichalcum, dragon tooth, etc.). If the GM chooses he may assign bonuses or penalties to equipment of unusual make. This can take the form of attack bonuses, reduced weight, vulnerability to breakage, or other circumstantial benefits. These are *non-magical* benefits of the make or material.

Similarly, items of exceptionally fine craftsmanship (a true masterpiece of craftwork, one might say) may impart special bonuses for related tasks or actions. Specific benefits befitting *High Quality* work are noted below.

#### Quality and High Quality Weapon bonuses:

Weapons of exceptional make, or made better materials may be given saving throw bonuses against damage, at the GM's discretion. Additionally, a GM may allow bonuses to *High Quality* weapons – in the form of balance (+1 to-hit) or keen edged (+1 damage). These bonuses would be non-magical, and would not stack with bonuses from enchantments.

**Unusual Methods and Materials** In addition to silver, other creatures in a settings may possess other unique vulnerabilities. As can be expected, if a creature is susceptible to damage from something, enterprising adventurers will want it made into weapons. Alternatively, they may want special-use weapons to take advantage of other effects, or meet unusual requirements. Weapons made of unusual materials will typically have greater material costs, as well as labor, from working with unfamiliar methods and materials (A blacksmith does not often work with silver – and a silversmith is not used to making weapons).

The final product will be similar to the basic weapon, but you may want to modify the weapon stats based on the materials involved. Other effects or traits of the material may come into play as well.

**Example 1:** In one GM's setting, Fey creatures (True Faerie) are a major part of the world, and the party knows to expect conflict with them. One of the traits of the Fae is a weakness to *cold iron* (their magic cannot affect it, and they are vulnerable to it). Cold iron weapons are pure iron, poured and hammered rather than reheated and forged. As they are not *steel*, they would be somewhat softer and more prone to rust. The GM decides that cold iron blades will run double the cost (as most weapon smiths are not set up for making swords this way), and they will weigh 10% more from reinforcement to maintain shape. He also decides that these weapons take greater care (a role-playing issue), and are especially tasty to Rust Monsters.

**Example 2:** An adventuring party will confront a demon, revealed in prophecy to be impervious to any weapons forged by man. The party thief decides to get around this by having a set of glass daggers made (glass is poured or blown, not forged). Because of the unusual requirements, these cost 20x normal, and are incredibly fragile – dealing more than four points of damage is likely to break them. They are also blown hollow, and filled with holy water.

Meeting up with the rest of the party, he finds the fighter managed to acquire a *dwarf*-made axe (1.5x cost, as dwarves are uncommon in that area), and the elf brings her freshly made arrows, with fire-hardened tips (no difference on cost, but -1 damage compared to steel heads).

### Entangling Weapons:

Certain weapons have the potential to trap, bind, or otherwise hold an opponent. When using one of these weapons, the wielder may choose to strike for damage, or strike to entangle. Treat entangle attacks as a modified Wrestling attempt (See BFRPG Core Rules p. 48). In the case of entangle attacks, after a successful "hit," the target makes an immediate save vs. Death Ray to avoid being caught. Specific effects or usable maneuvers will depend on the type of weapon. Note that most entangling weapons cannot be effectively used while wrestling.

Chain weapons, hooks & certain pole-arms are well designed for this sort of use. Exactly what can be achieved in terms of maneuvers depends on the weapon.

Whips, and chains 3' or longer can be used to entangle. If the target fails their save vs. Death Ray, one of their limbs has been caught with the weapon. The target cannot move away from the attacker, and may lose use of a weapon, shield arm, or movement until they can break the grapple. Targets caught in this manner suffer a -2 to their AC.

Hook weapons: Instead of doing damage, a hook can be used to grab or hold an opponent (treat as a standard wrestling attempt). The hook can only be used to hold or move an opponent, or snag a shield or weapon arm. A

## THE ARSENAL: WEAPONS

related weapon, forks, can be used in a similar fashion, to push or hold the opponent at a distance.

Other weapons: Other weapons could be used in similar ways – pinning someone's cloak to a wall with an arrow, using the shaft of a spear or hook of a scythe to trip someone, etc. This is an unconventional use akin to inflicting **subdual damage**. As such, these attacks are made at a -4 penalty. Note that a thief attempting this as a sneak attack should still receive their attack bonus.

### Improvised Weapons

The weapons section includes several examples of “common” improvised weapons. The general idea is that the improvised tools of mayhem are not built for combat – they tend to be inappropriately balanced, and do not hold up well.

A general guideline used in laying out these statistics is that improvised weapons deal damage one die lower than for a comparable weapon – a pitchfork wielded in two hands by an angry peasant would do 1d6 rather than 1d8 (as a trident), or a pair of scissors makes a 1d3 dagger, etc. Some improvised tools are almost identical to their weapon

## A BASIC FANTASY SUPPLEMENT

counterpart (sledge hammers and hatchets, for example). In these cases, allow the regular damage, but the GM should consider applying a penalty to the user's Attack Bonus.

**Staff weapons and two-weapon fighting** (see Combat Options)

The simple staff. An elegant weapon, quite dangerous in the hands of a skilled user. Or it's just an oversized stick. The following is a suggestion to allow for more “cinematic” weapon use.

Staff weapons, wielded two-handed, can be treated as having an off-handed weapon for defense purposes (using the butt to block a single melee attacker).

### Spear and Polearm Options

Polearms with defined “spear” heads may be used to set against a charge. They may or may not be used to make a charge attack, depending on the specifics of the weapon.

A GM may allow a spear or polearm to be used as a “dual weapon” akin to the quarterstaff option above, with the butt of the weapon acting as an off-handed “club.” This cannot be used in conjunction with a charge or a set against one.

## Revised Magic Item Tables

This table replicates and replaces the Magic Weapons tables from page 121 of the BFRPG Core Rules. This incorporates the expanded options provided in this supplement.

### Magic Weapons

d%	Weapon
01-02	Great Axe
03-09	Battle Axe
10-11	Hand Axe
12	Footman's Pick
13-19	Shortbow
20-23	Longbow
24-28	Shortbow Arrow
29-31	Longbow Arrow
32-35	Light Quarrel
36-37	Heavy Quarrel
38	Sling Bullet
39-49	Dagger
50	Flail
51-55	Shortsword
56	Cutlass
57-68	Longsword
69-70	Scimitar

d%	Weapon
71-74	Two-Handed Sword
75-79	Mace
80	Light Mace
81	Great Mace
82	Morningstar
83-86	Warhammer
87	Maul
88	Pole Arm
89	Dart
90	Javelin
91-93	Spear
94	Trident
95-96	Boar Spear
97	Lance
98	Scythe
99	Sickle
100	Unusual Weapon or Item

The **Unusual Weapon or Item** result can be used to create magical versions of weapons not listed here (clubs or crossbows, for example), or to create unusual, exotic, or silly weapons (the **+3 Frying Pan of Doom**).

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### INTRODUCTION

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