

RACES OF ANSALON

Conversion Document by Cam Banks

What follows are DUNGEONS & DRAGONS 4th edition statistics for player races of DRAGONLANCE as presented in *Races of Ansalon*. You will need a copy of that sourcebook in order to make the most of this conversion document.

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Chapter One: Humans

Ansalon's humans follow the rules provided in the 4E *Player's Handbook*. There is no game mechanics difference between civilized and nomadic humans, although the distinction can be made through bonus feat or bonus skill training choices. *Races of Ansalon* suggests bonus equipment for humans of various geographical origin, although rules for masterwork weapons have changed in the new edition. Substitute standard 4E items for masterwork 3.5E items if you choose to provide 1st level human characters with bonus equipment.

Ithin'carthians are of human stock, originally, but have different racial characteristics. Racial traits for the three Ithin'carthian cultures (**Damjatt**, **Keena**, and **Tarmak**) are provided here.

DAMJATT

Average Height: 5'10"–6'4"

Average Weight: 155-225 lb.

Ability Scores: +2 Constitution, +2 Dexterity

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Tarmakian, choice of one other

Skill Bonuses: +2 Arcana, +2 Nature

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites. You count as human for the purposes of meeting these prerequisites.

Secret Lore: Choose a 1st-level ritual. You have mastered this ritual and do not need to keep a ritual spellbook in order to prepare it. You cannot master any other rituals, however, unless you acquire the Ritual Caster feat.

Slave's Rebuke: You can use *slave's rebuke* as an encounter power.

Slave's Rebuke **Damjatt Racial Power**

Struck one too many times, you return the favor with a vengeance.

Encounter ♦ **Weapon**

Immediate Reaction **Melee** weapon

Trigger: You are hit by a melee or close attack.

Target: One adjacent enemy that just attacked you.

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and you can spend a healing surge.

Increase to 2[W] + Dexterity modifier damage at 21st level.

KEENA

Average Height: 5'8"–6'2"

Average Weight: 145-215 lb.

Ability Scores: +2 Wisdom, +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Tarmakian, choice of one other

Skill Bonuses: +2 History, +2 Religion

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites. You count as human for the purposes of meeting these prerequisites.

Keena Meditation: Once a day, you may spend a short rest to gain insight. You gain a +2 racial bonus to a single defense that lasts until the end of your next encounter.

White Fire: You can use *white fire* as an encounter power.

White Fire **Keena Racial Power**

You direct a surge of spiritual power at one whom you judge fit to be punished.

Encounter ♦ **Necrotic, Psychic**

Minor Action **Ranged 5**

Target: One creature

Attack: Wisdom vs. Will

Hit: 1d6 + Wisdom modifier necrotic damage and target is dazed (save ends).

Increase to 2d6 + Wisdom modifier at 11th level and target is stunned (save ends). Increase to 3d6 + Wisdom modifier at 21st level and target is weakened (save ends).

TARMAK

Average Height: 6'–6'10"

Average Weight: 185-285 lb.

Ability Scores: +2 Strength, +2 Constitution

Size: Medium

Speed: 7 squares

Vision: Normal

Languages: Nerakese, Tarmakian

Skill Bonuses: +2 Athletics, +2 Intimidate

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites. You count as human for the purposes of meeting these prerequisites.

Brutish Tenacity: When you're bloodied, you gain a +1 racial bonus to your defenses.

Oversized: You can use weapons of your size or one size larger than you as if they were your size.

Tarmak Blue Paint **Level 8**

Applying this magical blue substance confers remarkable defensive powers.

Wondrous Item 5000 stl for 5 days of application

Property (take a short rest to apply paint): Gain a +2 item bonus to AC until you take an extended rest.

Power (Daily ♦ Charm) You gain regeneration 5 until the end of the encounter or until you are reduced to 0 hp.

Chapter Two: Dwarves

The hill and mountain dwarves of Ansalon use the racial traits for Dwarves described in the *4E Player's Handbook*.

Dark and **gully dwarves** are described below.

DARK DWARF

Use Dwarf traits, except as follows:

Average Height: 4'–4' 6"

Average Weight: 140-200 lb.

Vision: Darkvision

Skill Bonuses: +2 Dungeoneering, +2 Stealth

Stand Your Ground: You do not have this racial trait.

GULLY DWARF

Use Dwarf traits, except as follows:

Average Height: 3'6"–4'

Average Weight: 100-140 lb.

Ability Scores: +2 Dexterity, +2 Constitution

Size: Small

Skill Bonuses: +2 Perception, +2 Stealth

Sticks and Stones: You have a +2 proficiency bonus to attacks with any melee or ranged improvised weapon. This replaces the standard dwarf's dwarven weapon proficiency.

Stand Your Ground: You do not have this racial trait.

Coward's Shift: You can use *coward's shift* as an at-will power.

Coward's Shift

Gully Dwarf Racial Power

Given the choice to fight or flee, you opt for the safer option.

At Will

Immediate Reaction **Personal**

Trigger: An enemy takes an action that provokes an opportunity attack from you.

Effect: You shift 1 square away from the enemy instead of making an opportunity attack.

Half-dwarves inherit some of the traits of their dwarven parent, as well as a measure of their human parent's adaptability. Their full list of traits is provided here.

HALF-DWARF

Average Height: 5'–5'6"

Average Weight: 140-210 lb.

Ability Scores: +2 Constitution, +2 Wisdom

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, Dwarven

Bonus Skill: You gain training in one additional skill from your class skill list.

Cast-Iron Stomach: +5 racial bonus to saving throws against poison.

Dual Heritage: You can take feats that have either dwarf or human as a prerequisite (as well as those specifically for half-dwarves), as long as you meet any other requirements.

Dwarven Resilience: You can use your second wind as a minor action instead of a standard action.

Stand Your Ground: When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies. This means an effect that normally pulls, pushes, or slides a target 1 square does not force you to move unless you want to.

In addition, when an attack would knock you prone, you can immediately make a saving throw to avoid falling prone.

Chapter Three: Elves

The origin of elves in the DRAGONLANCE campaign setting differs from that of elves and eladrin in the 4E *Player's Handbook*. The Feywild (an aspect of the Gray, in Krynnish terms) has little to no real influence over them, which means that the elven races of Ansalon (Silvanesti, Qualinesti, and Kagonesti) lack the *fey origin* trait. Other differences between Krynnish elves and the elves and eladrin of the 4E PHB are as follows.

KAGONESTI

Use Elf traits, except as follows:

Languages: Elven

QUALINESTI

Use Eladrin traits, except as follows:

Ability Scores: +2 Dexterity, +2 Charisma

Skill Bonuses: +2 Diplomacy, +2 Perception

Fey Step: You do not have this trait.

Trance: You do not have this trait.

Elven Accuracy: You can use *elven accuracy* as an encounter power (see Elf).

SILVANESTI

Use Eladrin traits, except as follows:

Fey Step: You do not have this trait.

Trance: You do not have this trait.

Elven Accuracy: You can use *elven accuracy* as an encounter power (see Elf).

Chapter Four: Gnomes

TINKER GNOME

Average Height: 3'-4'

Average Weight: 40-60 lb.

Ability Scores: +2 Intelligence, +2 Charisma

Size: Small

Speed: 5 squares

Vision: Normal

Languages: Common, Gnome

Skill Bonuses: +2 Endurance, +2 Perception

Guild Affiliation: You gain training in one of the following skills: Arcana, Dungeoneering, History, Religion, or Thievery.

Trap Expertise: You gain a +2 racial bonus to skill checks and a +1 racial bonus to your defenses when interacting with traps and hazards.

Gnomish Focus: You can use *gnomish focus* as an encounter power.

Gnomish Focus

Gnome Racial Power

With a moment of inspiration, you find another way around an obstacle.

Encounter

Free Action

Personal

Effect: Reroll a skill check. Use the second roll, even if it's lower.

HALF-GNOME

Average Height: 4'6"–5'6"

Average Weight: 70-140 lb.

Ability Scores: +2 Constitution, +2 Intelligence

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, Gnome

Dual Heritage: You can take feats that have either gnome or human as a prerequisite (as well as those specifically for half-gnomes), as long as you meet any other requirements.

Erratic Combatant: Using Bluff to feint and gain combat advantage against your opponent is a move action for you, not a standard action.

Half-Gnomish Skepticism: You gain a +1 racial bonus to your Will defense.

Skill Extremist: Choose one of the following racial benefits at 1st level.

- ◆ **Single-Minded:** You gain training in one additional skill chosen from the list in the *4E Player's Handbook*.
- ◆ **Broad-Minded:** You gain the Jack of All Trades feat as a bonus feat, even if you do not meet the prerequisites.

MAD GNOME

Use Tinker Gnome traits, except as follows:

Ability Scores: +2 Dexterity, +2 Intelligence

Skill Bonuses: +2 Perception, +2 Thievery

Bonus Feat: You gain a bonus feat at 1st level. You must meet the prerequisites.

Guild Affiliation: You do not have this trait.

WILD GNOME

Use Tinker Gnome traits, except as follows:

Ability Scores: +2 Constitution, +2 Wisdom

Skill Bonuses: +2 Endurance, +2 Nature

Hardy: +5 racial bonus to saving throws against poison.

Guild Affiliation: You gain training in one of the following skills: Insight, Nature, Religion, or Stealth.

Chapter Five: Goblins

Goblin, hobgoblin, and bugbear characters may be generated using the rules in the back of the *4E Monster Manual*. The half-goblin, introduced in *Races of Ansalon*, appears here.

HALF-GOBLIN

Average Height: 4'6"—5'6"

Average Weight: 80-120 lb.

Ability Scores: +2 Constitution, +2 Dexterity

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, Goblin

Skill Bonuses: +2 Bluff, +2 Stealth

Half-Goblin Will: You gain a +1 racial bonus to your Will defense.

Dual Heritage: You can take feats that have either goblin or human as a prerequisite (as well as those specifically for half-goblin), as long as you meet any other requirements.

Ability: You can use *zealot tactics* as an encounter power.

Zealot Tactics

Half-Goblin Racial Power

Your aggressive movement inspires your companions toward victory.

Encounter

Free Action

Ranged 5

Trigger: You charge an enemy and do damage.

Effect: Until the end of the encounter, all of your allies within range gain a +1 power bonus to melee attack rolls against the enemy you charge.

Chapter Six: Kender

KENDER

Use Halfling traits, except as follows:

Languages: Common, Kenderspeak

Skill Bonuses: +2 Stealth, +2 Thievery

Kender Weapon Proficiency: You gain proficiency with two of the following kender weapons: battak, chapak, hachak, hoopak, polpak, sashik, or whippik.

Second Chance: You do not have this trait.

Insulting Taunt: You can use *insulting taunt* as an encounter power.

Insulting Taunt

Kender Racial Power

With an insight that goes beyond simply name-calling, you conjure up a verbal barrage that strikes deep into the core of your foes, inciting them to fits of rage.

Encounter ♦ **Charm**

Standard Action **Close blast 5**

Target: One creature

Attack: Charisma +2 vs. Will

Increase to +4 bonus at 11th level, and +6 bonus at 21st level.

Hit: You pull your target up to 3 squares toward you. Until the end of your next turn, your target is marked.

Miss: Your target is marked.

Sustain Minor (Hit): You pull the target 1 square and your target is marked until the end of your next turn.

HALF-KENDER

Average Height: 4'–5'6"

Average Weight: 100-130 lb.

Ability Scores: +2 Constitution +2 Dexterity

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, Kenderspeak

Skill Bonuses: +2 Perception, +2 Thievery

Half-Kender Bravery: You gain a +2 racial bonus to saves against fear.

Dual Heritage: You can take feats that have either kender or human as a prerequisite (as well as those specifically for half-kender), as long as you meet any other requirements.

Kender Weapon Proficiency: You gain proficiency with one of the following kender weapons: battak, chapak, hachak, hoopak, polpak, sashik, or whippik.

Defensive Bluster: You can use *defensive bluster* as an encounter power.

Defensive Bluster

Half-Kender Racial Power

Your confusing banter frustrates and distracts your foe and gives you a chance to get out of the way.

Encounter ♦ **Charm**

Standard Action

Close blast 5

Target: One creature

Attack: Charisma +2 vs. Will

Increase to +4 bonus at 11th level, and +6 bonus at 21st level.

Hit: Your target is dazed (save ends). You may shift 1 square.

Miss: You may shift 1 square.

AFFLICTED KENDER

Use Halfling traits, except as follows:

Languages: Common, Kenderspeak

Skill Bonuses: +2 Stealth

Bold: You do not have this trait.

For the Cause: When you're bloodied, you may immediately make a saving throw to eliminate any condition you are suffering from that a save could end.

Kender Weapon Proficiency: You gain proficiency with one of the following kender weapons: battak, chapak, hachak, hoopak, polpak, sashik, or whippik.

Chapter Seven: Minotaurs

The minotaurs of Ansalon use the racial traits provided in the *4E Monster Manual*, with the following changes:

BLOOD SEA MINOTAUR

Ability Scores: +2 Strength, +2 Wisdom

Languages: Common, Kothian

Skill Bonuses: +2 Athletics, +2 Intimidate

Oversized: You do not have this trait.

Tactical Training: You gain a +2 racial bonus to initiative checks and a +1 racial bonus to your Reflex defense.

THORADORIAN MINOTAUR

Languages: Common, Kothian

Skill Bonuses: +2 Intimidate, +2 Perception

Chapter Eight: Ogres

Ogres present numerous challenges in a 4E Dragonlance campaign. The following entries provide a means of playing ogres, ogre mages, half ogres, and Irda as beginning player heroes, though most ogres are much higher than 1st level characters.

IRDA

Average Height: 5'2"–6'8"

Average Weight: 160-240 lb.

Ability Scores: +2 Intelligence, +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, Kolshet

Skill Bonuses: +2 Arcana

Instinctual Arcanist: You gain all four of the wizard cantrips from the *4E Player's Handbook* as encounter powers. You may only use one cantrip in any encounter. If you are a wizard, you may instead choose an additional at-will power at 1st level from the list of wizard at-will powers.

Change Shape: You can use *change shape* as an at-will power.

Change Shape Irda Racial Power

Your body shifts to take on the appearance of another humanoid.

At-Will ♦ Polymorph

Minor Action **Personal**

Effect: You can alter your physical form to take on the appearance of any Medium humanoid, including a unique individual (see *Change Shape*, Glossary, *4E Monster Manual*)

HALF-OGRE

Average Height: 6'–7'

Average Weight: 220–300 lb.

Ability Scores: +2 Strength, +2 Constitution

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, Giant

Skill Bonuses: +2 Endurance

Dual Heritage: You can take feats that have either ogre or human as a prerequisite (as well as those specifically for half-ogres), as long as you meet any other requirements.

Oversized: You can use weapons of your size or one size larger than you as if they were your size.

Get Out Of My Way: You can use *get out of my way* as an encounter power.

Get Out Of My Way

Half-Ogre Racial Power

With a sweep of your weapon and a tremendous bellow, you send your foes staggering backward.

Encounter ♦ Weapon

Standard Action **Close burst 2**

Target: All creatures in area.

Attack: Strength vs. Fortitude

Hit: 1[W] damage, and target is pushed 1 square.

At 21st level, damage increases to 2[W] damage, and each target is pushed back 1 square + Strength modifier.

OGRE

Average Height: 8'–10'

Average Weight: 400–600 lb.

Ability Scores: +2 Strength, +2 Constitution

Size: Large

Speed: 7 squares

Vision: Low-light

Languages: Common, Giant

Skill Bonuses: +2 Intimidate

Large: As a large creature, you have the following traits:

— You take up a 2 square x 2 square space.

— You use large weapons and armor.

— You have reach 2.

Ogre Smash: You can use *ogre smash* as an encounter power.

Ogre Smash

Ogre Racial Power

You deliver a tremendous blow that knocks your smaller foe to the ground.

Encounter ♦ Weapon, Reliable

Standard Action **Melee** weapon

Target: One Medium or smaller sized creature.

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and target is pushed 1 square and knocked prone.

OGRE MAGE

Average Height: 7'–8'6"

Average Weight: 200–330 lb.

Ability Scores: +2 Strength, +2 Charisma

Size: Large

Speed: 7 squares

Vision: Low-light

Languages: Common, Giant

Skill Bonuses: +2 Arcana, +2 Bluff

Large: As a large creature, you have the following traits:

— You take up a 2 square x 2 square space.

— You use large weapons and armor.

— You have reach 2.

Change Shape: You can use *change shape* as an at-will power.

Change Shape

Ogre Mage Racial Power

Your body shifts to take on the appearance of another humanoid.

At-Will ◆ **Polymorph**

Minor Action **Personal**

Effect: You can alter your physical form to take on the appearance of any Medium or Large humanoid, including a unique individual (see Change Shape, Glossary, 4E Monster Manual)

Chapter Nine: Other Races

CENTAUR

Average Height: 7'-8'

Average Weight: 500-1200 lb.

Ability Scores: +2 Strength, +2 Wisdom

Size: Medium; but see *equine body*.

Speed: 8 squares

Vision: Normal

Languages: Common, Elven

Skill Bonuses: +2 Bluff, +2 Endurance

Equine Body: As you have the lower body of a horse but the upper body of a human, you have the following traits.

- You take up a 2 square x 2 square space.
- You are considered to be Large for the purposes of powers or effects that depend on size.
- You may use bows of your size or one size larger as if they were your size.
- You must wear custom armor that costs half again as much as standard Medium armor.
- You may make a hoof attack as a basic attack that deals 1d6 + Strength modifier damage.
- You gain a +5 racial bonus to Athletics checks when jumping, but suffer a -10 racial penalty to Athletics checks when climbing.

Trample: You can use *trample* as an encounter power.

Trample

Centaur Racial Power

Your thundering hooves carry you into the fray.

Encounter

Standard Action **Personal**

Effect: You can move up to your speed and enter your opponent's spaces. This movement provokes opportunity attacks and you must end your move in an unoccupied space. When you enter an enemy's space, you make a

trample attack. You may only move through an enemy's space once, but you may move through the spaces of multiple opponents.

Attack: Strength vs. Reflex

Hit: 1d6 + Strength modifier damage, and the target is knocked prone.

At 11th level, this increases to 2d6 + Strength modifier damage, and at 21st level it increases to 3d6 + Strength modifier damage.

THANOI

Average Height: 7'6"–8'6"

Average Weight: 300-350 lb.

Ability Scores: +2 Strength, +2 Constitution

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Thanoi

Skill Bonuses: +2 Athletics

Cold Resistance: You have resist cold 5 + one-half your level.

Sure Footed: You ignore difficult or challenging terrain caused by icy or slippery conditions.

Thanoi Weapon Training: You gain proficiency in the hand axe and greataxe.

Rending Tusks: You can use *rending tusks* as an encounter power.

Rending Tusks Thanoi Racial Power

With a savage roar, you charge your foe and tear into him with your two-foot long tusks, hobbling him.

Encounter

Standard Action **Melee 1**

Special: You must charge as part of this attack.

Hit: 1d6 + Strength modifier damage, and the target is slowed (save ends).

Increase the damage to 2d6 + Strength modifier at 11th level and 3d6 + Strength modifier at 21st level.

URSOI

Average Height: 9'–10'

Average Weight: 500-750 lb.

Ability Scores: +2 Strength, +2 Wisdom

Size: Large

Speed: 6 squares

Vision: Low-light

Languages: Ursoi and choice of one other (understand only, cannot speak any language other than Ursoi).

Skill Bonuses: +2 Endurance, +2 Perception

Cold Resistance: You have resist cold 5 + one-half your level.

Large: As a large creature, you have the following traits:

— You take up a 2 square x 2 square space.

— You use large weapons and armor.

— You have reach 2.

Bear Claws: You can use *bear claws* as an at-will power.

Bear Claws Ursoi Racial Power

You swipe at your opponent with a mighty clawed paw.

At-Will

Standard Action **Melee 2**

Attack: Strength vs. AC.

Hit: 1d6 + Strength modifier damage.

Increase to 2d6 + Strength modifier damage at 11th level and 3d6 + Strength modifier damage at 21st level.

Appendix: Racial Miscellany

HEROIC FEATS

GNOMISH SYNERGY [GNOME]

Prerequisites: Gnome, *gnomish focus* racial power

Benefit: When you use the *gnomish focus* power, you may grant an adjacent ally a +2 bonus to his next skill check. Your ally's skill check does not need to use the same skill as you used your *gnomish focus* power on. This bonus goes away if your ally does not make a skill check before the beginning of your next turn.

WEAPONS

Ammunition	Price	Weight	Properties
Arrow, blunt (30)	5 sp	2 lb	—
Arrow, forked (30)	1 stl	3 lb.	—
Arrows, horizon (20)	1 stl	3 lb.	—
Arrow, singing (30)	1 stl	3 lb.	1d6
Bolt, armor piercing (20)	10 stl	2 lb.	—
Bolts, bwohrb	10 stl.	2 lb.	—
Bolt, fire (20)	10 stl	2 lb.	+1d3 fire
Bolts, ice (20)	1 stl	2 lb.	—

SIMPLE MELEE WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Caff	+2	1d6	—	10 stl	6 lb.	Pick	Offhand, high crit
Fang	+2	1d4	—	4 stl	2 lb.	Pick	Off-hand, high crit

SUPERIOR MELEE WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Atl-atl	+2	1d8	15/30	5 stl	2 lb.	Spear	Load minor
Battak	+2	1d6		10 stl	4 lb.	Mace, spear	Small
Bear claws	+2	1d4	—	35 stl	2 lb.	Light blade	Off-hand
Chain, tooth	+2	1d6	—	40 stl	7 lb.	Flail	
Chapak	+2	1d8		35 stl	4 lb.	Axe, sling	Small
Crook blade	+3	1d8	—	80 stl.	4 lb.	Light blade	Off-hand, high crit
Kausin	+2	1d8	—	15 stl	4 lb.	Flail	
Mandoll	+3	1d6	—	20 stl	2 lb.	Light blade	Off-hand, high crit
Sash, weighted	+2	1d4	—	15 stl	1 lb.	Flail	
Sashik	+2	1d4	—	18 stl	3 lb.	Flail	Small
Shatang	+2	1d8	5/10	80 stl	5 lb.	Polearm, spear	High crit, heavy thrown
Sicklecord	+3	1d4	5/10	30 stl	1 lb.	Flail, light blade	High crit, light thrown
Soris	+2	1d6	—	400 stl	3 lb.	Flail, staff	Versatile
Sword, long, weighted	+3	1d8	—	25 stl	6 lb.	Heavy blade	High crit, versatile
Warpipe	+2	1d6	5/10	22 stl	8 lb.	Mace	Heavy thrown

Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Battlepick, gnome	+2	1d8	—	10 stl	10 lb.	Pick	High crit
Flail, goblin tri-	+2	1d8	—	110 stl	14 lb.	Flail	
Forpann	+2	1d10/-	—	65 stl	14 lb.	Spear	
Goblin-beater	+2	1d6	—	600 stl	50 lb.	Mace	
Hachak	+2	1d8	5/10	60 stl	15 lb.	Axe, hammer	Small
Hoopak	+2	1d6	10/20	21 stl	8 lb.	Staff, sling	Small
Lajang	+3	1d8/1d8	—	90 stl	7 lb.	Heavy blade	
Lasso	n/a	—	—	5 sp	5 lb.	None	
Polpak	+3	1d10	—	28 stl	14 lb.	Polearm, light blade	Small
Rollbar, ogre	+2	1d10	—	120 stl	18 lb.	Mace	
Sanguine	+2	1d8/1d8	—	95 stl	10 lb.	Spear	High crit
Shadowstaff	+2	1d8	—	150 stl	9 lb.	Pick, staff	
Sithak	+3	1d8	20/40	180 stl	10 lb.	Light blade, bow	Small
Spikecord	+3	1d6/1d4	—	60 stl	2 lb.	Flail, light blade	
Sword, clabbard	+3	1d10	—	80 stl	11 lb.	Heavy blade	High crit
Tessto	+2	1d10	—	45 stl	11 lb.	Mace	High crit

SUPERIOR RANGED WEAPONS

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Boomerang, plains	+2	1d4	6/12	15 stl	1 lb.	Hammer	Load free
Boomerang, tonkk	+2	1d6	5/10	30 stl	4 lb.	Hammer	Load free
Bow, horizon	+2	1d8	25/50	100 stl	4 lb.	Bow	High crit, load free
Bow, pellet	+2	1d6	15/30	45 stl	2 lb.	Bow	Load free
Club, ice	+2	1d6	5/10	—	4 lb.	Mace	
Crossbow, bwohrb	+2	1d8	10/20	150 stl	4 lb.	Crossbow	Load minor
Crossbow, ice	+2	1d6	10/20	40 stl	6 lb.	Crossbow	Load minor
Dart, goblin	+3	1d4	5/10	2 stl	1 lb.	Light blade	Load free
Throwing blade	+3	1d6	5/10	15 stl	2 lb.	Light blade	High crit, load free
Whippik	+2	1d6	10/20	5 stl	1 lb.	Flail, light blade	Small, load free