



Arms and Armor of the Stone Age



Requires the use of the Dungeons and Dragons Third Edition Core Rules,
published by Wizards of the Coast Inc.



Arms and Armor of the Stone Age
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of the
Stone Age
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Arms and Armor of the Stone Age

INTRODUCTION

Welcome to Arms and Armor of the Stone Age. This supplement presents dozens of primitive weapons, armor, and equipment for your d20 game. Many of these items were found in our own world's history. Information detailing the origins of many of the more obscure items in this supplement can be found on [page 31](#).

Although these items have been drawn from a wide range of sources, they are all available in Axiom, the land of [Primal Legends](#).

Document Features

This document features a fully hyper-linked Table of Contents and a list of hyper-linked bookmarks. There are also a few internal and external hyper-links for assisted cross-referencing. These internal and external links appear in [blue text](#).

Note that this file is for onscreen viewing only. If you wish to print these rules, please check the folder you downloaded for a printer friendly version.

RELATED MATERIAL

If you would like to add more Stone Age flavor to your RPG, you might find these other titles from Bloodstone Press to be of help.

[Primal Feats](#)

[Wilderness Traps](#)

[Primal magic Items](#)

[Bane Ledger](#)

[Bane Ledger II](#)

[Primal Races](#)

[Nature's Wrath](#)

You will also need a copy of the [Core Rules](#) to use this supplement.

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OPEN GAME CONTENT

The various weapons, armor and equipment items in this supplement are hereby declared Open Game Content. All other content in this document is reserved as Product Identity and may not be reproduced with written permission from Bloodstone Press.

Arms and Armor of the Stone Age

Table 1: Simple Weapons

Simple Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Light Melee Weapons							
Adze	3 gp	1d4	1d6	x3	--	4 lb.	Piercing
Baton	1 gp	1d3	1d4	x2	20 ft.	½ lb.	Bludgeoning
Dagger	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Piercing/slashing
Mace, light	5 gp	1d4	1d6	x2	--	4 lb.	Bludgeoning
Sickle	6 gp	1d4	1d6	x2	--	2 lb.	Slashing
One-Handed Melee Weapons							
Club	--	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Mace, heavy	12 gp	1d6	1d8	x2	-	8 lb.	Bludgeoning
Spear, short	1 gp	1d4	1d6	x2	20 ft.	3 lb.	Piercing
Two-handed Melee Weapons							
Quarterstaff	--	1d4/1d4	1d6/1d6	x2	--	4 lb.	Bludgeoning
Spear	2 gp	1d6	1d8	x3	20 ft.	6 lb.	Piercing
Spear, long	5 gp	1d6	1d8	x3	--	9 lb.	Piercing
Ranged Weapons							
Dart	5 sp	1d3	1d4	x2	20 ft.	½ lb.	Piercing
Javelin	1 gp	1d4	1d6	x2	30 ft.	2 lb.	Piercing
Pilum*	2 gp	1d4	1d6	x2	20 ft.	2 lb.	Piercing
Sling	--	1d3	1d4	x2	50 ft.	0 lb.	Bludgeoning
Bullets, sling (10)	1 sp	-	-	-	-	5 lb.	--
Throwstick	2 sp	1d3	1d4	x2	20 ft.	1 lb.	Bludgeoning
Throwing arrow	2 gp	1d3	1d4	x2	40 ft.	1 lb.	Piercing

*See description of this weapon for special rules.

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Table 2: Martial Light and One-Handed Weapons

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Light Melee Weapons							
Axe, throwing	8 gp	1d4	1d6	x2	10 ft.	2 lb.	Slashing
Axe, hand	6 gp	1d4	1d6	x3	--	3 lb.	Slashing
Hammer, light	1 gp	1d3	1d4	x2	20 ft.	2 lb.	Bludgeoning
Pick, light	4 gp	1d3	1d4	x4		3 lb.	Piercing
Sap*	1 gp	1d4	1d6	x2	--	2 lb.	Bludgeoning
Sword, short	10 gp	1d4	1d6	19-20/x2	--	2 lb.	Piercing
One-Handed Melee Weapons							
Axe, battle	10 gp	1d6	1d8	x3	--	6 lb.	Slashing
Axe, beak	20 gp	1d4	1d6	19-20/x3	--	7 lb.	Piercing/slashing
Club, bent	15 gp	1d4	1d6	x3	--	3 lb.	Bludgeoning/piercing
Club, sawtooth	6 gp	1d4	1d6	x3	10 ft.	4 lb.	Bludgeoning/slashing
Hammer, war	12 gp	1d6	1d8	x3	--	5 lb.	Bludgeoning
Pick, heavy	8 gp	1d4	1d6	x4	--	6 lb.	Piercing
Trident	15 gp	1d6	1d8	x2	10 ft.	4 lb.	Piercing

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Table 3: Two-Handed Martial Weapons and Ranged Martial Weapons

Two-handed Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Axe, great	20 gp	1d10	1d12	x3	--	10 lb.	Slashing
Club, great	5 gp	1d8	1d10	x2	--	8 lb.	Bludgeoning
Club, heavy	10 gp	1d8	1d10	x3	--	12 lb.	Bludgeoning
Club, hoe	8 gp	1d10	1d12	x2	--	9 lb.	Bludgeoning
Hammer, great	15 gp	1d8	1d10	x3	--	15 lb.	Bludgeoning
Pick, great	12 gp	1d8	1d10	x4	--	12 lb.	Piercing
Scythe	18 gp	1d6	2d4	x4	--	10 lb.	Slashing
Ranged Weapons							
Atlatl*	5 gp	1d6	1d8	x4	90 ft.	3 lb.	Piercing
Bolas*	5 gp	1d3	1d4	x2	10 ft.	2 lb.	Bludgeoning
Chakram	5 gp	1d3	1d4	x2	60 ft.	¼ lb.	Slashing
Hooked throwing knife	5 gp	1d4	1d6	x3	20 ft.	1 lb.	Piercing
Shortbow	30 gp	1d4	1d6	x3	60 ft.	2 lb.	Piercing
Arrows (20)	1 gp	--	--	--	--	3 lb.	--
Stone thrower	2 gp	1d3	1d4	x2	20 ft.	¼ lb.	Bludgeoning
Stones (20)	1 sp	--	--	--	--	2 lb.	--
Wooden star (5)	1 gp	1	1d2	x2	10 ft.	½ lb.	Piercing

*See description of this weapon for special rules.

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Table 4: Exotic Weapons

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Light Melee Weapons							
Wrist Knife	10 gp	1	1d2	x2	--	½ lb.	Slashing
Fire wheel	25 gp	1d3	1d4	x2	--	1 lb.	Slashing/piercing
One-handed Melee Weapons							
Club, disarming	12 gp	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Hook	20 gp	1d6	1d6	x2	--	2 lb.	Slashing
Sword, Khopesh	20 gp	1d6	1d8	19-20/x2	--	6 lb.	Slashing
Whip	1 gp	1d2	1d3	x2	--	2 lb.	Slashing
Two-handed Melee Weapons							
Axe, long-handled	15 gp	1d6	1d8	x3	--	12 lb.	Slashing
Battlestaff	50 gp	1d6/1d6	1d8/1d8	x3/x2	--	6 lb.	Bludgeoning/piercing
Club, long-handled	3 gp	1d6	1d8	x2	--	8 lb.	Bludgeoning
Horizon blade	65 gp	1d4	1d6	18-20/x3	--	8 lb.	Slashing
Meteor hammer	5 gp	1d3	1d4	x2	--	2 lb.	Bludgeoning
Moonteeth shovel	35 gp	1d6/1d6	1d8/1d8	x2/x3	--	12 lb.	Slashing/piercing
Rope dart	8 gp	1d3	1d4	x2	5 ft.	6 lb.	Piercing
Spear, dragon	15 gp	1d6	1d8	x3	--	15 lb.	Piercing
Spear, snake	10 gp	1d6	1d8	19-20/x3	10 ft.	9 lb.	Piercing
Tiger Fork	25 gp	1d8	1d10	x3	--	13 lb.	Piercing/Slashing
Ranged Weapons							
Boomerang	15 gp	1d3	1d4	19-20/x2	30 ft.	1 lb.	Bludgeoning
Boomerang, war	50 gp	1d6	1d8	20x2	40 ft.	20 lb.	Bludgeoning
Net	20 gp	--	--	--	10 ft.	6 lb.	--

See the descriptions of these weapons for special rules.

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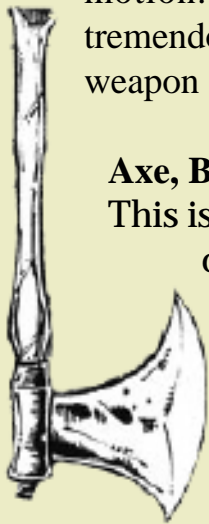
WEAPON DESCRIPTIONS

Adze

This axe-like tool has a curved bronze blade at a right angle to the handle. It is used domestically for sharpening or trimming wood, but also makes a handy weapon.

Atlatl

This device is to spears what a bow is to arrows. The atlatl is a long, wooden rod with a knob on one end. Special spears are mounted on the knob and the thrower swings the atlatl in an overhand motion. This action hurls the spear with tremendous force. The atlatl is a devastating weapon on the battlefield, being able to



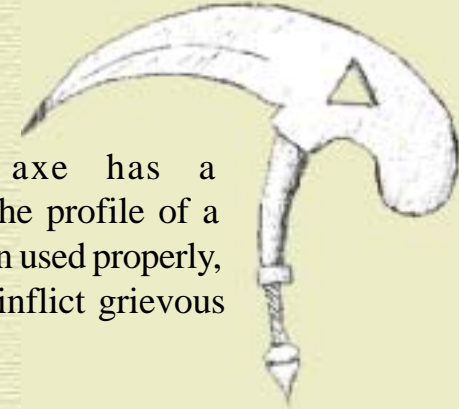
Axe, Battle

This is the most common axe to be used on the battlefield. Larger than a hand axe but still light enough to wield in one hand, the battle axe is a popular weapon among

many humanoids. Although it is a one-handed weapon, the long haft allows it to be used two handed for increased damage.

Axe, Beak

This heavy bronze axe has a blade that resembles the profile of a large beaked bird. When used properly, the narrow blade can inflict grievous wounds.



Axe, Great

This heavy two-handed axe often has a bronze or stone head, though large bones are also used sometimes. Great axes are a favorite weapon of larger races such as giants.

Axe, Hand

Used as a tool more often than weapon, this is perhaps the most common axe to be found. Farmers, woodsmen, and craftsmen use these axes regularly.

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Axe, Long-handled

Longer than a normal axe, but shorter than a pole-arm, a long-handled axe has reach. You can strike opponent's 10 feet away with it. With special training, you can also use it to strike adjacent foes; thus, it is an exotic weapon. Characters without the proper feat (Exotic Weapon Proficiency) can use the long-handled axe as a martial weapon and only strike those opponents that are 10 feet away.

Axe, Throwing

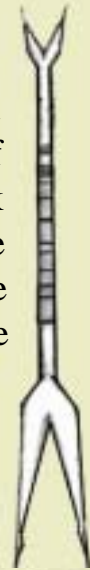
These small axes are typically made of stone or bronze. The tomahawk is a prime example of this weapon. Warriors, hunters and even common civilians often carry this weapon.

Baton

This weapon is basically light, miniature club. Batons are often nothing more than short pieces of wood found lying on the ground. Some, however, are hand crafted by weapon smiths.

Battlestaff

This exotic double weapon is usually about 7 feet tall and is carved from a single piece of wood. It is often decorated with red and black seeds. The bottom of the staff ends in a large inverted "V" shape that inflicts x3 damage when it strikes a critical hit. The top of the weapon ends in a smaller "V" shape. Both ends inflict piercing damage. A battlestaff can also be held by the top and swung like a club, inflicting bludgeoning damage. If a character uses a ready action to set a battlestaff against a charge, he deals double damage on a successful hit against a charging opponent.



Blowgun

This long, hollow tube is used to shoot large needles. Most blowguns are roughly 3 feet long and fairly silent when used. The needles are most often made of bone splinters and are sometimes poisoned.

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Boomerang

This exotic weapon is an advanced throwstick that returns when thrown properly. Using a boomerang at all requires the Exotic Weapon Proficiency feat, but to get full use from a boomerang, one must take an additional feat, Boomerang Expert. Characters without this feat may only make the standard returning throw. They may not use the figure eight or giant star throw.

Returning Throw: This is the typical boomerang throw; the weapon arcs high to the left and returns to the place from where it was thrown, hitting no more than 1 target. The boomerang only returns to the thrower if it misses the target.

Figure Eight: This difficult throw causes the boomerang to make a tight turn to the left and cross over its original flight path, where it then turns to the right and finally returns to the place from where it was thrown. This maneuver can be used to attack the same target twice with one throw. That target must be in the cross hairs of the figure eight flight pattern. If the first pass misses, the boomerang arcs around and makes an immediate second attack at the target from behind, using all the same attack

modifiers as the first throw. However, the target is considered to be twice as far away from the thrower than he actually is, so this second attack may suffer penalties due to range. If the boomerang hits the target on the first attack it inflicts damage and stops its flight. There is no second attack and it does not return to the thrower.

Giant Star: A skilled character can hurl a boomerang like a giant throwing star. Although this throw does not return, the boomerang wobbles so erratically in flight that it negates any Dexterity and dodge bonuses the target may have, effectively making flatfooted attacks.

Boomerang, War

This giant throwing weapon is typically the same size as the creature it is designed for. A war boomerang designed for a medium size creature is usually around 5 feet tall. A war boomerang must be thrown with both hands. Furthermore, the thrower must run at least 10 feet to hurl the weapon. Unlike smaller boomerangs, the giant war boomerang does not return.

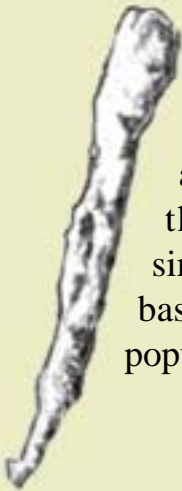
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Chakram

These round bronze discs are usually less than 1 foot in diameter. The entire outer edge of the ring is sharpened and it is thrown like a Frisbee.

Club

This is the simplest and most common weapon of the Stone Age. A club can usually be made from a piece of wood or a bone and it requires no special training or practice to use. Although there are several more advanced versions of this weapon, the simplicity and availability of the basic club have helped it remain a popular weapon among many tribes.

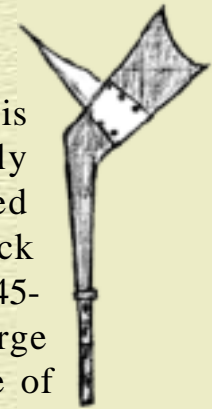


Spiked Clubs: Spikes can be added to a club for additional damage. A club enhanced in this way increases its damage die by 1 size and inflicts piercing damage as well as bludgeoning damage. A medium size spiked club inflicts 1d8 points of piercing and bludgeoning damage, for example.



Club, Bent

This wooden club is narrow and vaguely resembles a curved sword. It bends back from the handle at a 45-degree angle. A large wedge-shaped piece of sharpened bone, bronze or stone mounted to the edge of the wooden club. The combined effect of the club's angled haft and the triangular shape of the wedge allow the weapon to focus a great deal of force in a very small area.



Club, Disarming

There are two types of disarming clubs, each requiring a separate proficiency. The kotiate, which has two small notches along the edge of the club, and the

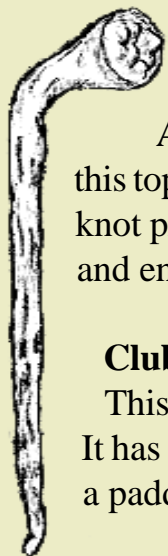


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wahaika, which has a half moon shape carved into one side. Both clubs provide a +2 equipment bonus to all disarming attempts. Larger two-handed versions of these clubs are also rumored exist.

Club, Great

This is a large piece of wood, bone or other hard material, swung in both hands. Sometimes these weapons are crudely fashioned with spikes.



Club, Heavy

Also known as a tewhatewha or a rungu, this top-heavy club has a curved end with a large knot protruding from it, used for killing snakes and enemies.

Club, Hoe

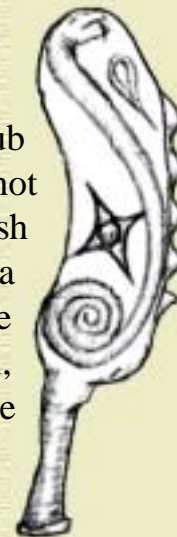
This large, two-handed club is made of wood. It has a narrow, flat end and can also be used as a paddle while boating.

Club, Long-Handled

This category of clubs includes the pou whenua and the taiaha. These common two-handed clubs are often made of whalebone and decorated with feathers. Longer than a normal club, but shorter than a pole-arm, a long-handled club has reach. You can strike opponent's 10 feet away with it. With special training, you can also use it to strike adjacent foes; thus, it is an exotic weapon. Characters without the proper feat (Exotic Weapon Proficiency) can use the long-handled club as a martial weapon and only threaten those opponents that are 10 feet away.

Club, Saw

Also known as a maripi, this short club has a rough, jagged edge. Although not very sharp, it is capable of tearing the flesh from opponents. It can also be used as a crude cutting tool. Many saw clubs have animals or monsters carved on them, symbolizing the vicious bite of the weapon's edge.



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Dagger

The dagger is a large knife designed for hunting and fighting. Characters gain a +2 bonus on **Sleight of Hand** checks made to conceal a dagger on their bodies.

Fire Wheel

These are large bronze rings, sharpened on the outer edge. They often have protrusions, reminiscent of the rays of the sun. They have a handle along the back and, unlike chakrams, are melee weapons, not thrown weapons. Fire wheels are used in pairs. In fact, characters that become proficient with these exotic weapons automatically gain the benefits of the **Two Weapon Fighting** feat while using them.

Hammer, Great

This heavy, two-handed weapon is very popular among the larger races. Like other hammers, this weapon can inflict great damage with critical hits.



Hammer, Light

Originating from a common tool, the light hammer is a very popular weapon among the civilian population. Warriors also use them occasionally as missile weapons.

Hammer, War

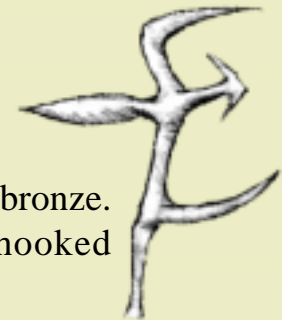
This one-handed weapon is the most common type of hammer found on the battlefield. More sophisticated than a club, the hammer can deliver terrible damage with critical hits.

Hook

This knife-like melee weapon has a narrow, hooked blade and a large crescent moon-shaped flange on the side. This weapon grants a +2 equipment bonus to any disarm attempts made with it.

Hooked Throwing Knives

These bizarre-looking weapons are often made from bronze. They feature several small, hooked



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blades protruding from a bone or wooden handle. They are thrown overhand, like large throwing stars.

Horizon Blade

This weapon is a cross between a long-handled axe and a sword. It has a large, scimitar-like blade mounted on the end of a long, wooden handle. A horizon blade has reach. You can strike opponent's 10 feet away with it. With special training, you can also use it to strike adjacent foes; thus, it is an exotic weapon. Characters without the proper feat can use the horizon blade as a martial weapon and only threaten those opponents that are 10 feet away.

Mace

A mace is basically an advanced club. It consists of a heavy stone or metal ball mounted on a wooden or bone handle. The heavy, round head of the weapon concentrates force in a smaller area than that of a club. Therefore, the weapon inflicts slightly more damage.

Meteor Hammer

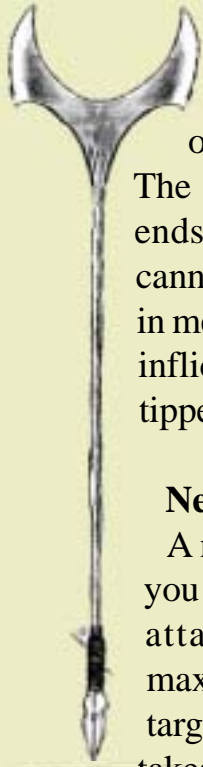
This weapon consists of a heavy metal ball tied to the end of a 12-foot length of rope. It requires two hands to use. The meteor hammer is treated as a melee weapon with a 10-foot reach. In addition, unlike most other weapons with reach, it can be used against foes anywhere within reach (including adjacent foes)

A character can make trip attacks with a meteor hammer. If a character is tripped during the trip attempt, he can drop the meteor hammer to avoid being tripped.

When using a meteor hammer, a character receives a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

A character can use the Weapon Finesse feat to apply his Dexterity modifier instead of his Strength modifier to attack rolls with a meteor hammer sized for him, even though it is not a light weapon for him.

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Moonteeth Shovel

This pole arm has a wide blade at one end, resembling a crescent moon. The long wooden handle of this weapon ends in a sharp spearhead. Although it cannot be thrown, either end can be used in melee. The crescent moon-shaped blade inflicts slashing damage while the spear-tipped haft inflicts piercing damage.

Net

A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must

make a DC 15 Concentration check or be unable to cast the spell.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action).

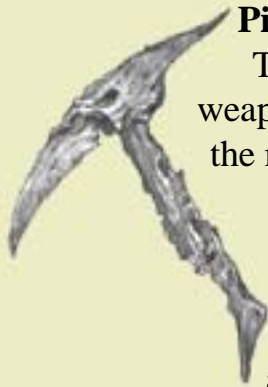
A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Pick, Light

This weapon originated as a digging tool used to break hard earth. The head of a pick tapers to a very small point. The light pick is suited for one-handed use and intended for fighting in close quarters.

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Pick, Heavy

The heavy pick is a large one-handed weapon intended for the battlefield, not the mead hall.

Pick, Great

This weapon is a heavy, two-handed war device, favored for its ability to deliver tremendous damage. Those races that live in the earth often prefer the light, heavy, or great pick over all other weapons.

Pilum

This advanced spear is constructed with an exceptionally weak section just behind the bronze head. When the weapon pierces a target, the weight of the shaft causes it to bend at the weak point, hindering the opponent's ability to move.

A creature struck by a pilum suffers a -5 ft penalty to their speed until the weapon is removed. Once a pilum becomes bent, it is useless and cannot be used again. A creature struck by multiple pilums cannot

have its speed reduced to less than half its normal maximum. Creatures that are larger than the creature for which the pilum was designed are unaffected. For example, a human with a pilum made for medium-sized creatures cannot reduce the speed of a Large creature. Likewise, a pilum designed for Small creatures cannot reduce the speed of a human. Removing a pilum from a damaged creature is a standard action.

Quarterstaff

A quarterstaff 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, just as if you were using a one-handed weapon and a light weapon. A creature wielding a quarterstaff in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Rope Dart

This weapon consists of a large metal dart tied to the end of a 12-foot length of rope. The dart itself

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weighs more than 5 pounds. The rope dart is treated as a melee weapon with a 15-foot reach. In addition, unlike most other weapons with reach, it can be used against foes anywhere within reach (including adjacent foes).

A character can make trip attacks with a rope dart. If he is tripped during the trip attempt, he can drop the rope dart to avoid being tripped.

When using a rope dart, a character gets a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

A character can use the Weapon Finesse feat to apply his Dexterity modifier instead of his Strength modifier to attack rolls with a rope dart sized for him, even though it is not a light weapon for him.

Sap

A sap is a crude, blunt weapon that inflicts nonlethal damage. It is useful for subduing opponents without killing them.

Scythe

This large, heavy weapon originated as a farming tool used to harvest fields of wheat and grain. A scythe can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

Shortbow

You need at least two hands to use a bow. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow.

Sickle

This small hand tool, used for harvesting small plants, also makes a good weapon. A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.



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Spear

A spear can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

Spear, Dragon

These spears are designed for fighting huge creatures, and are exceptionally long. A dragon spear triples the reach of the user. A human with a medium-size dragon spear has a reach of 15 feet, for example. Like other reach weapons, a dragon spear can not be used to attack opponents that are inside the weapon's reach. If you use a ready action to set a dragon spear against a charge, you deal double damage on a successful hit against a charging creature.

Spear, Long

A long spear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a long spear against

a charge, you deal double damage on a successful hit against a charging character.

Spear, Short

A short spear is small enough to wield one-handed. It may also be thrown. Typically, a short spear has a larger head than a long spear and is balanced for melee.



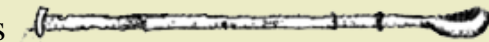
Spear, Snake

This spear has a long, wavy spearhead that looks like a crawling snake. This warped spearhead inflicts especially grievous wounds, slightly increasing the damage of critical hits over normal spears.

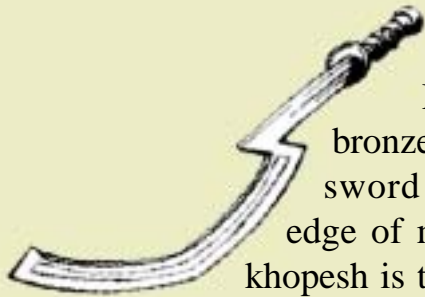
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Stone Thrower

The stone thrower is similar to a large, long-handled spoon. It uses the same principle as the atlatl to hurl small stones. Most stone throwers have a loop of leather attached to the handle. This is placed around the user's wrist to prevent accidentally dropping the weapon when swinging it.



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Sword, Khopesh

Made of a 12% tin, 88% bronze alloy, this heavy, curved sword represents the cutting edge of modern technology. The khopesh is the first true sword to be invented. Featuring a long curved blade, the weapon's center of gravity is near the middle of the blade, rather than near the hilt. The heavy blade of the khopesh inflicts a lot of damage, due to the heavy blows it can land. The curved blade of the khopesh also imparts a +2 bonus to all trip and disarm attempts. If a character with a khopesh is tripped while attempting to trip an opponent, he may drop the weapon to avoid being tripped. The khopesh is very popular among the nobility.

Sword, Short

This weapon is basically a very large dagger. A bronze short sword has a leaf-shaped blade and is slightly less than two feet long. Short swords usually have a wooden handle.

Throwing Arrow

This weapon is similar to a very large arrow, yet still much snapper than a spear. Like an arrow, it has feather fletchings and can be hurled very far distances.

Throwstick

Also called a rabbit stick or a kylie, this carved wooden stick is shaped for aerodynamic stability and thrown overhand.

Tiger Fork

The tiger fork is a large, two-handed trident with curved tines. It can be used to inflict both piercing and slashing damage. Unlike a trident, the tiger fork is not balanced for throwing. The tiger fork is an exotic weapon.

Trident

This weapon can be thrown. If you use a [readied action](#) to set a trident against a charge, you deal double damage on a successful hit against a charging character.

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Whip

A whip deals nonlethal damage. It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon for you.

Wooden Star

These small, simple weapons usually consist of 2 or 3 sharpened sticks fitted together into a star shape. A wooden star can't be used as a melee weapon.

Although they are thrown weapons, wooden stars are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them and what happens to them after they are thrown.

Wrist Knife

This exotic weapon fits around the wrist and cannot be disarmed. It comes with a thin leather sheath to cover the blade when not in use.

Arms and Armor of the Stone Age

Table 5:Armor

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed		Wt
						30 ft.	20 ft.	
Light Armor								
Padded	5 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lb.
Leather	10 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Wood	2 gp	+1	+10	0	0%	30 ft.	20 ft.	3 lb.
Bone, half	8 gp	+3	+6	-3	20%	30 ft.	20 ft.	15 lb.
Medium Armor								
Hide	15 gp	+3	+4	-3	20%	20 ft.	15 ft.	25 lb.
Beast hide	30 gp	+4	+4	-4	25%	20 ft.	15 ft.	28 lb.
Scale mail	50 gp	+4	+3	-4	25%	20 ft.	15 ft.	30 lb.
Breastplate	100 gp	+4	+4	-4	20%	30 ft.	20 ft.	25 lb.
Bone, full	20 gp	+5	+3	-5	30%	20 ft.	15 ft.	35 lb.
Shell	15 gp	+5	+2	-5	35%	20 ft.	15 ft.	35 lb.

Arms and Armor of the Stone Age

Table 6: Shields

Shield	Cost	Shield Bonus	Armor Check	Spell Failure	Damage	Critical	Range	Wt	Type
Light									
Antler	6 gp	+1	-3	10%	1d2	x2	--	7 lb.	Piercing
Bronze	5 gp	+1	-2	5%	1d3	x2	--	7 lb.	Bludgeoning
Club	2 gp	+1	0	--	1d4	x2	--	2 lb.	Bludgeoning
Dang	1 gp	+2 *	-2	--	--	--	--	2 lb.	--
Horn	5 gp	+1	-2	10%	1d6	x3	--	6 lb.	Piercing
Leather	1 gp	+1*	0	--	--	--	--	2 lb.	--
Throwing	3 gp	+1	-2	5%	1d8	x3	20 ft.	5 lb.	Piercing
Wiker	10 gp	+1	-1	5%	--	--	--	3 lb.	--
Wooden	3 gp	+1	-1	5%	1d3	x2	--	5 lb.	Bludgeoning
Heavy									
Bronze	15 gp	+2	-3	20%	1d4	x2	--	18 lb.	Bludgeoning
Scutum	12 gp	+2/+3	-3	15%	1d4	x2	--	12 lb.	Bludgeoning
Tamerang	6 gp	+1	-2	10%	1d6	x2	--	5 lb.	Bludgeoning
Wooden	7 gp	+2	-2	15%	1d4	x2	--	10 lb.	Bludgeoning

*See description of this item for special rules.

Arms and Armor of the Stone Age

ARMOR DESCRIPTIONS

Beast Hide

Similar to common hide armor, beast hide is crafted from layers of skins taken from magical beasts, dragons, aberrations, and other monsters with exceptionally tough hide. Any monster of that has a natural armor bonus of +5 or greater can be made into beast hide armor.

Bone

This gruesome armor is made from the bones, horns, and tusks of all sorts of creatures. Sometimes, the bones of large creatures such as giants are used to make this armor. Alternatively, the armor can be fashioned from a conglomeration of bones from smaller creatures.

Half bone armor consists of large pieces covering the chest and shoulders and some smaller pieces on the forearms.



Full bone armor includes a helm, leg protection, and heavier bones on the upper body to protect the chest and arms.

Breastplate

This armor consists of a simple cuirass of bronze, a vambrace on each arm, and greaves on the lower legs. It also has a studded leather skirt and a helm. This armor represents the cutting edge of military technology in late Stone Age/early Bronze Age settings and may not be available in most places.

Hide

Hide armor is fashioned from the skins of fairly common animals and monsters. The skins of creatures with natural armor of +1 to +4 are most commonly used to make this armor. Hide armor is crude and bulky, often being nothing more than an animal skin thrown over the shoulder.



Arms and Armor of the Stone Age

Leather

Leather armor consists of a form-fitting, stitched leather suit that protects most of the body. The leather is tanned, hardened and treated with oils to keep it supple yet strong. Most suits of leather armor have a comfortable, flexible inner layer and a thicker, tougher outer layer.

Padded

This armor consists of several layers of thick cloth, usually some form of wool or mammoth fur. The strands are woven together in tight overlapping strips that are then sewn together and made into a heavy tunic.

Scale Mail

Scale mail armor is made from hundreds of small pieces of bronze, sewn to a tough leather backing. The pieces of bronze may be discs, squares or triangles. They are layered in rows and are very reminiscent of a reptile's skin.

Shell

This heavy armor is made from seashells, turtle shells or other hard, chitinous material. Large plates cover the wearer's chest and back and smaller pieces protect his forearms and legs. Sometimes, smaller shells are woven into leather sleeves to protect the elbows and shoulders.

Wood

This light armor is composed of rows of narrow branches woven together into a simple breastplate that hangs from the wearer's neck like a giant necklace. This armor offers very little protection but it is comfortable and easy to wear.

SHIELD DESCRIPTIONS

Most of the shields presented below are considered exotic weapons and require the Exotic Weapon Proficiency feat to use properly. Only the bronze shield, leather shield, wooden shield, skutum, and wicker shield can be used with the basic Shield Proficiency feat.

Arms and Armor of the Stone Age

Antler Shield



This shield usually has a pair of deer antlers mounted on it. These protrusions are useful for disarming opponents and grant a +2 circumstance bonus to all opposed rolls to disarm made with it. The antler shield is an exotic weapon.

Bronze Shield

This advanced shield represents the latest in self-defense. Although heavy, it is extremely resilient and easy to craft. Bronze shields are only available in the late Stone Age time period.

Club Shield

This wide variety of shields includes the malaku and other parrying sticks. These objects are actually multipurpose weapons. They are narrow, light and held in the fist. They are used both to parry and to attack. Skilled warriors sometimes use club shields in both hands, gaining a combined +2 shield bonus to their AC. Club shields are considered light exotic weapons.

Dang

This strange device looks like a bow, but is actually a springy shield that only protects against blunt weapons. A slashing weapon will ruin the dang in one round if the shield is used to defend against it. Piercing weapons cannot be blocked with a dang. The dang is an exotic weapon.

Horn Shield

This shield consists of a pair of black buck horns mounted together, overlapping with the points in opposite directions. It can be used as a piercing weapon as well as a shield. The horn shield is considered an exotic weapon.



Leather Shield

Leather shields grant a +1 bonus to AC against all attacks except bite attacks and those from weapons used two-handed. Bite attacks and weapons used two-handed ignores the leather shield altogether.

Arms and Armor of the Stone Age

Skutum

This large wooden shield is designed with a very curved surface. It grants a +2 bonus to AC. However, against opponent in the square directly in front of the user, the skutum grants a +3 bonus to AC, since the curved face of the shield is very difficult to strike around.

Tamerang

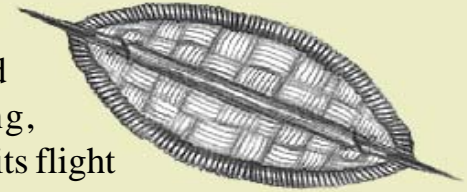
This large wooden shield is similar to a club shield but is both taller and wider. Like club shields, tamerangs are often used to attack and they inflict notably more damage than a normal shield. However, they do not protect the user as well as most other heavy shields. Tamerangs are also made with a bed of grooves on the back that aids in starting fires. As long as the user has a tamerang and a small stick, he can start a fire. Tamerangs are exotic weapons.

Throwing Shield

These weapon/shield hybrids combine a small shield with a spear. The object can be used to block

and as a projectile.

When thrown, the small leathery shield acts like a wing, stabilizing the spear in its flight and increasing its range. The throwing shield is an exotic weapon.



Wicker Shield

Also called Kube shields, these shields are often made from the rattan palm, which grows in tropical regions. They are light and durable, but not hard enough to use as a weapon.

Wooden Shield

The most typical kind of shield used, a wooden shield provides good protection, is light weight, is reasonably durable, and can be used to deliver crude bludgeoning attacks.



Arms and Armor of the Stone Age

KITS AND INSTRUMENTS

Hunting Trap Kit

This bundle of ropes, trip wire, and sharpened sticks can be used to reduce the construction time of [Wilderness Traps](#) by 50%.

Musical Instrument

Common primitive instruments include the conch shell, drum, flute, gourd, tom-tom, didgeridu, rattle, whistle and stick. Masterwork instruments add a +2 circumstance bonus to Perform checks and serve as a mark of status.

Table 7: Other Items

Item	Cost	Wt
Kits and Instruments		
Hunting trap kit	5 gp	5 lb.
Musical instrument (Primitive)	2 gp	3 lb.
Clothing		
Chieftain outfit	40 gp	6 lb.
Hunting outfit	2 gp	5 lb.
Savage outfit	0 gp	3 lb.
Tribal outfit	2 gp	4 lb.
Mounts		
Camel	100 gp	--
Dire Wolf	250 gp	--
Elephant		--
Giant lizard*	175 gp	--
Lion or tiger	125 gp	--
Moa*	25 gp	--
Zebra	30 gp	--
Vehicles		
Cart	15 gp	200 lb.
Chariot, large	60 gp	300 lb.
Chariot, light	30 gp	200 lb.
Wagon	35 gp	400 lb.

* Moas and giant lizards are detailed in the [Bane Ledger](#).

MOUNTS

The mounts listed here are trained as riding animals, not war animals. If they are exposed to combat they will revert to their instinctual combat tactics and will likely attempt to throw the rider off. Training one of these animals as a war mount costs an additional 200-500 gp (DM's discretion).

Arms and Armor of the Stone Age

CLOTHING

Chieftain Outfit

This expensive outfit includes an impressive headdress or mask. It is usually bright and showy, with highly decorative trousers and tunic. Some jewelry (bracelets, rings, amulets, etc.) is also included with this outfit.

Hunting Outfit

These simple outfits usually consist of leather or drab earth tones and utilitarian clothing. Hunting outfits usually have belts or pockets for carrying weapons and tools as well as provisions.

Savage Outfit

This is the most primitive of all clothing. This outfit consists of a poorly cured animal skin, thrown over the shoulder. It is not cut or stitched as other clothing.

Tribal Outfit

This is the most common outfit among primitive communities. It is also the most varied. Tribal outfits usually consist of a combination of utilitarian and attractive aspects. Tribal outfits are usually crafted from skins and consist of one or more stitched pieces.

Arms and Armor Origins

Some gamers may be curious about where these items come from. Although they are all available in Axiom, the land of [Primal Legends](#), they can also be used in other campaign settings. DMs wishing to simulate ancient Africa, pre-Columbian America or pre-colonial Australia can refer to this section as a guide.

The table below details the origins of some of the more obscure items in this supplement. The more common items in this supplement such as basic clubs, spears and axes are not listed on this table, as they can be found in several early cultures from around the world.

Arms and Armor of the Stone Age

It should also be noted that four items in this supplement are not based on history. The dragon spear is a fictional item. However, it is very similar to the sarissa, a giant spear used in ancient Greece. Beast hide armor is purely fiction and has no basis in reality. Shell armor and bone are exaggerations of early attempts at armor from various regions of the world. All other items in this supplement are derived from real world weapons and armor found among cultures of the various regions listed below.

Weapons	Region
Atlatl	America
Axe, beak	Africa
Axe, long-handled	Europe and China
Battlestaff	America
Boomerang	Australia
Chakram	India
Club, bent	America
Club, disarming	Australia
Club, heavy	Africa
Club, hoe	Polynesia
Club, long-handled	Australia
Club, saw	Polynesia
Fire wheel	China
Hook	China
Hooked throwing knife	Africa
Horizon blade	China
Meteor hammer	China
Moontooth shovel	China
Pilum	Europe
Rope dart	China
Spear, snake	China
Stone thrower	America
Sword, Khopesh	Africa*
Throwing arrow	America
Throw stick	Australia
Tiger fork	China
Wooden star	America
Wrist knife	Africa

Armor	Region
Breast plate	Europe
Scale mail	Europe and China
Wood	Polynesia
Shields	Region
Antler	America
Bronze	Europe
Club	Polynesia
Dang	Africa
Horn	India
Skutum	Europe
Tamerang	Australia
Throwing	Africa
Wicker	America

*The khopesh sword originated among the Hebrew people and was quickly adopted by the Egyptians.

Arms and Armor of the Stone Age

PRIMAL LEGENDS

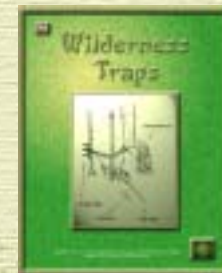
Primal Legends is a campaign setting of primordial adventure at the dawn of time, where **mighty** races of elementals, ancient giants, and extra-dimensional dragons vie to control the fate of this new, pristine world. In the cracks of the mighty **Bronze-Age** empires, clans of Stone-Age people can be found, struggling against all odds to survive and win control of their world's future. These small, scattered tribes of fey and humanoids lead hard, desperate lives steeped in superstition and plagued with **hardship**. Hunting massive dinosaurs for food, evading slave lords from the Giant Kingdoms, dealing with alien aberrations that specialize in cruelty, grappling with the raw power of nature as creation slowly comes to an end; these are the hazards of life in the ages of **Primal Legends**.

But there is a great reward for those who can survive in this environment, and even greater rewards for those that can **thrive**. The pages of history are still blank and your name could be written across them in bold script.

But you must seize the opportunity, face the challenges, and survive the **tests** of daily life.

Axiom, the world of **Primal Legends**, is void of many of the traditional races and classes that appear in the d20 Core Rules and instead features 12 new races of unique **fey** and humanoids for players to choose. The rules present six core classes that use a slot-based system of customizable ability advancement, similar to the d20 Modern system of talent trees. A new arrangement of the spell lists and races into “clean” and “unclean” helps heighten the stark contrast between **good and evil** in this setting. Dark magic and evil things infect the land of Axiom, but the forces of good are mighty and **epic deeds** are the norm.

Explore the vast and uncharted wilderness, visit the mighty city-states of the godlike **Dragon Kings**, defeat primordial monsters of legendary stature, become the greatest hero of all time! Take your game to the early Bronze-Age world of Axiom and the epic adventure of **Primal Legends** today!



Arms and Armor of the Stone Age

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