

# Dhanurvedya & Varshaan The Arms and Armor of India



*By Michael J. Varhola, Alejandro Melchor,  
and the Skirmisher Game Development Group*

# Dhanurvidya & Varman

## The Arms and Armor of India

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*Great Mogul and His Court Returning from the Great Mosque at Delhi, India (c. 1886), by Edwin Lord Weeks*

# Introduction

While some Indian arms and armor have counterparts in traditional D&D campaigns, the richness, color, and variety of many of the region's ancient and medieval armaments provide a glimpse of a mysterious world as yet unknown in most roleplaying game settings. Weapons and armor are, of course, only two pieces in the exotic mosaic of Indian history and culture. They are, however, some that can be used to punctuate the distinct, exciting adventures possible in settings inspired by the vast subcontinent and the equally distinct characters that might hail from it.

The area traditionally known as India covers a vast area and included what are now the nations of India, Bangladesh, Pakistan, and Sri Lanka, and the border regions with Afghanistan, Bhutan, Burma, Nepal, and Tibet.

Historically, much of this area was both subject to many foreign invasions and enjoyed extensive international trade — successively with Assyria, Sumer, Greece, Rome, Mongolia, and Turkey, among others — all of which left marks upon its weaponry and armor from the 2nd millennium B.C. onward. From around 1500 B.C., contact with Persia influenced the development of Indian arms and resulted in an overlap of the weapons of these two regions. In the 4th century B.C., Alexander the Great penetrated the subcontinent and defeated a major army at the battle of the Hydaspes, leaving a Mediterranean influence. Much later, many sorts of weapons and equipment were introduced by Muslim invaders and settlers over a 900-year period, beginning in the 7th century A.D.

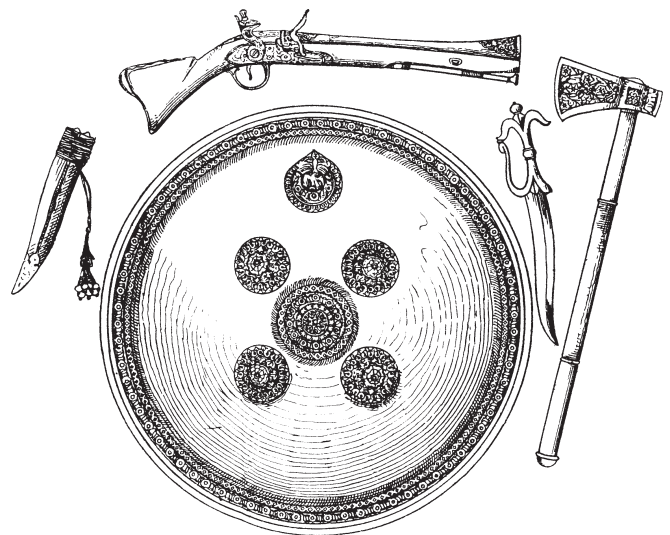
As a result of these foreign influences, the weaponry and armor used by India's diverse peoples was no more homogeneous than they are. The weapons and protective gear described in this book include both those that were wholly indigenous to the Indian subcontinent itself and those that have their origins in outside cultures. Certain weapons were used by India's aboriginal inhabitants and only in specific areas, while others were more universal. Similarly, weapons imported over the ages were sometimes used only in a certain region, while others gained more widespread usage. Notes regarding this are made where applicable to assist DMs in their campaign planning.

The weapons of the indigenous inhabitants of central and southern India and the Andaman Islands were generally the most primitive, while those of the Rajputs, who ruled northern India from the 8th to the 13th centuries A.D., and the Marathas, a people of southwestern India, were unparalleled in beauty and craftsmanship. The arms of the northwest frontier — toward modern Pakistan — those of the hill people of the north-

east, those of the jungle dwellers of Burma and Siam, and those of Nepal all have a unique, distinct, and exotic character.

Ornate decorations and embellishments were often characteristic of Indian arms and armor and those who could afford expensive arms often had them crafted into works of art unto themselves. Many were chased with brass, silver, or gold, or fitted with ivory or jade hilts and the finest arms and armor were often richly embellished with *koftgari* work, an inlay of gold or other precious metal applied to the surface of an item in thin layers. Prices given for weapons in Indian campaigns thus represent only the base values of the weapons, and any sort of decorative work can easily increase their value from two to 10 times or more. Indeed, in general the aesthetic level of Indian weapons and armor exceeded that of armaments anywhere else in the world, including Europe.

What is most important for DMs to consider when equipping the warriors, monsters, and other denizens of an Indian milieu is that there should be a great variety of such equipment, and that many of the innumerable tiny kingdoms and enclaves will have their own variations and styles of armaments.





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# Chapter 1: Indian Body Armor

**V**arman is the Sanskrit word used most often in historical and epic writings to refer to various sorts of body armor, as opposed to shields. Some of this armor associated with the Indian subcontinent was intended to be worn as a set, while other components could be worn individually, either by themselves or to augment other armor. These latter sorts of pieces benefit the wearer's armor class but, unlike shields, need not be actively used but only worn. They are indicated on the armor table as giving an "accessory bonus" to AC, rather than an armor or shield bonus.

A great variety of defensive equipment was used throughout the hundreds of tiny states that once made up the sprawling Indian subcontinent. The use of armor and shields in India dates from at least the second millennium B.C. and continued almost into the 20th century. Indeed, in the Indian wars of rebellion against British domination in the 1800s, armor and shields, little different than those used in the Middle Ages, were used by Indian warriors.

Individual sources are often vague or conflicting with regard to the defensive arms of the Indian subcontinent. When studied as a whole, however, a comprehensible picture of the subject begins to take shape. Some of the earliest descriptions of the arms and armor of India can be found in the mythological epics of the subcontinent, but like many such sources they are given to hyperbole and must be regarded cautiously. Some of the earliest truly historical descriptions of Indian armaments are from the 4th century B.C., when Macedonian conqueror Alexander the Great subdued portions of the subcontinent.

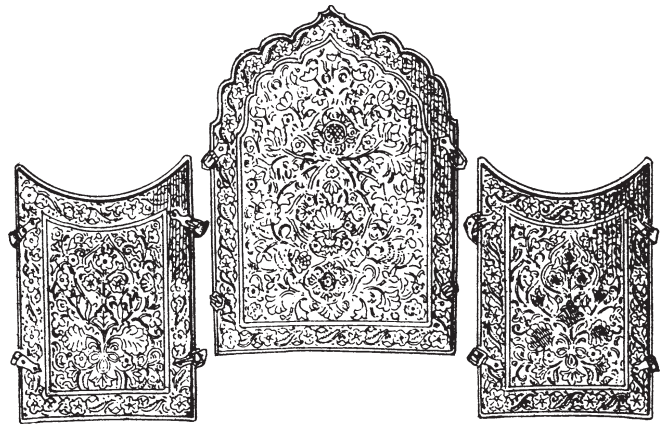
Common soldiers did not have access to the best armor; most had quilted linen armor and shields at best, and the most impoverished or technologically deprived did not have even that much. Armor, of course, appears in typical D&D scenarios in quantities beyond what was really available in Europe during the Middle Ages, and DMs may follow the same precedent in an Indian milieu if they wish.

Following are descriptions of various sorts of armor and defensive equipment associated with an Indian milieu.

## ARMOR TYPES

**Accessory:** This armor can be worn over another suit of armor, granting an accessory bonus to AC but also applying the listed penalties. Like other typed bonuses, accessory bonuses do not stack. Can only be worn in conjunction with cloth, leather, hide, and chainmail armor unless otherwise specified in the item's description. Leather and hide armor worn in conjunction with

accessory armor is considered heavy armor. Characters may only wear one accessory in Heroic tier, and two in Paragon and Epic tiers. Accessory armor may be enchanted as armor of its same type, but if worn over magic armor its magical properties and enhancements are suppressed; only the main suit of armor's enhancements, properties, and powers are active. At Paragon tier, a character wearing magic accessory armor over magic armor can spend a short rest and replace the magic armor's properties (but not enhancement bonuses) with the accessory armor's properties; this includes access to the armor's powers. At Epic tier, the character must still choose during a short rest which properties are active, but has access to both the armor's powers and the accessory armor's powers.



**Hide:** Hide armors might be common in areas of an Indian campaign setting where metal is uncommon, the people are poor, or religion dictates that hide must be used. Typically, such armor will be of elephant or rhinoceros hide. Nonetheless, it can be quite handsome and functional, and has the same chances of being magical as any other armor in areas where it predominates. Heavy hide armor includes full skirts, and arm and leg guards. Lighter hide armor conforms to the characteristics of *sadiqi* armor (described below).

# Dhanurvedya & Varman



**Chainmail:** This sort of armor was so commonly encountered in India that several weapons were developed for the express purpose of piercing it.

A suit of chainmail often included both a full-length tunic and mail trousers.

*Chughuwa* was a term that applied to a type of chainmail that combined torso armor and a mail coif in a single piece, often padded with velvet.

**Helmets:** A great variety of helmets were used throughout India and two distinct forms of head protection are described here: the *khula-kud* and the turban. Helmets are armor accessories (see above) and occupy the head item slot. Helmets may be enchanted with the magical properties of any head slot item and retain their own special protection. As such, they increase a magic head item's level by 1 for purposes of price and treasure parcel placement.

**Leather:** Because the cow is a sacred animal in Hindu India, leather armor will not be used in many Indian campaign areas, and certain characters might be prohibited from its use. However, it may be used in non-Hindu states or by barbarians or other non-Hindus who dwell on the fringes of the world of Indian adventures.

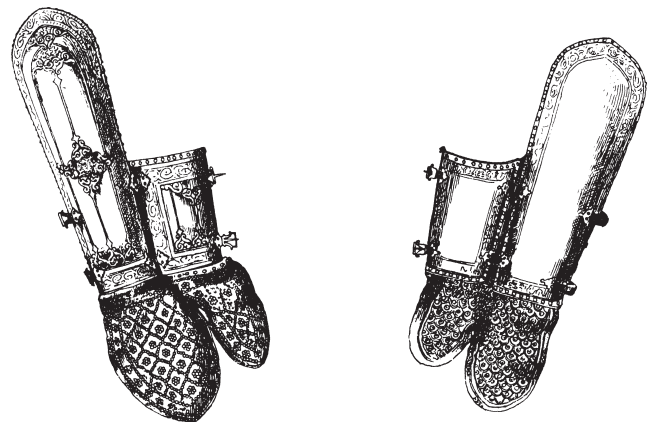
**Scale Armor:** Coats of scale armor were found in many Indian regions and again pointed to the martial influence of Persia. Such armor was generally very common in India.

## SPECIAL ARMOR

**Chahar-Aina:** Also called "four mirror" body armor, *chahar-aina* consisted of four metal plates strapped around the wearer's body: one on the back, one on the chest, and one on each side under the arms. *Chahar-aina* was often worn to augment another suit of armor, such as quilted linen or chainmail, and in conjunction with *khulah-kud* (helmet), *dastana* (bracers), and shield. It was usually of high quality and often richly embellished and highly polished. Any armor worn in conjunction with *chahar-aina* is considered heavy armor.



**Dastana:** These were forearm guards, also called *bazubands*, typically a pair of hinged plates that fully encircled the arm with mittens of cloth or mail to protect the hands. *Dastana* were often worn with *chahar-aina*.



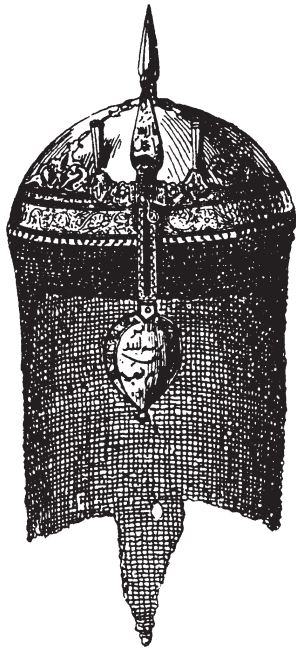
# Chapter 1: Indian Body Armor

**Dhenuka:** Traditionally, this sort of armor was made from the hide, horn, and hooves of an Indian elephant, but could also be fashioned from other thick-skinned creatures, such as elephants, water buffaloes, or crocodiles. Such armor is always of masterwork quality, and non-masterwork armor made from such exotic hides should be treated simply as hide armor.

*Dhenuka* would definitely be popular in regions where other armor components are scarce but where the creatures it is made from are relatively common or where the use of cow hide is prohibited. It might also be used by characters who are prohibited from wearing cowhide or metal or by those who are required to wear components from the beasts in question.

Magical varieties of this armor might bestow powers on their wearers sympathetic with the abilities of the creatures they are constructed from. For example, a character wearing magical rhinoceros *dhenuka* might have the ability to smash into opponents with greater force than normal, as a charging rhinoceros would.

**Khulah-Kud:** The Persian influence on Indian armor is most apparent in this helmet. The *khulah-kud* was a round, open-faced, domed helmet with a spike on top, a nose guard, and a pair of tubular supports for plumes a few inches to either side of the center front of the helmet.



A chainmail neck guard sometimes hung from the back of the *khulah-kud*, and a turban was often wrapped around it. A *khulah-kud* grants a +1 bonus to saving throws against the stun and dazed conditions.

**Kanthatrana:** This piece of armor was specially designed to protect the neck and could be worn alone or in conjunction with other armor. A character wearing a *kanthatrana* gains a +3 bonus to Endurance checks to resist suffocation by strangulation, grapple checks if the character is being grabbed by the neck, saving throws against stun, daze, immobilize and ongoing damage if the effect is somehow related to squeezing the neck (GM's call) and a +1 bonus to all defenses against special attacks and powers that would somehow target the neck. The *kanthatrana* occupies the neck item slot and may be enchanted with the magical properties of any neck slot item and retain its own protective properties. As such, it increases a magic neck item's level by 1 for purposes of price and treasure parcel placement.

**Lamellar:** This sort of armor was similar to scale mail but was of higher quality. Thus, lamellar provides somewhat better protection than scale mail by virtue of a lighter weight.

**Nagodarika:** This was a shooting glove worn by archers that protected against the slap of a bowstring. Most were leather or hide finger guards sewn onto straps that were wrapped around the user's hand to keep the device in place. A character wearing a *nagodarika* can spend a move action to aim with a bow and gain a +1 untyped bonus to the attack roll. The *nagodarika* occupies the hands item slot and may be enchanted with the magical properties of any hands slot item and retain its own properties. As such, it increases a magic hands item's level by 1 for purposes of price and treasure parcel placement.

**Poshteen:** The *poshteen* was not actually armor as such, but rather a heavy sheepskin coat with the fur on the inside to protect against cold. Such garments were worn by dwellers of the craggy hills and mountains of the subcontinent, historically by Afghans. Because of its thickness and construction, this cloth armor gives a +2 on saving throws and Endurance checks against cold effects.



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**Quilted Linen:** Many Indian armors, particularly those of northern India, used quilted linen instead of leather, producing an armor of similar effectiveness. The least expensive of these armors contained only linen, but some were improved with studding with small gilt nails, or the addition of scale, mail, or metal plates; such armor could be further augmented with chahar-aina, dastana, and shield.

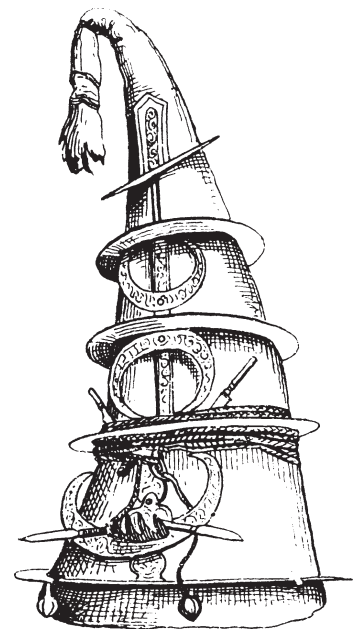
**Reinforced Mail:** The best Indian armors were of quilted linen reinforced with chainmail and metal plates that were fastened within the armor with metal studs and nails, and could thus not be worn separately or

easily removed. A complete set of this armor included protective trousers, boots, *dastana* (q.v.), and a helmet, typically a *khulah-kud* (q.v.). It was not especially bulky or heavy for the protection it gave, but was still too bulky for chahar-aina to be worn over it. This is the best basic sort of armor available in an Indian milieu, and only the most affluent characters will own it. Most of it was very ornate and attractive, and the components of many suits — including a shield — were often crafted as matching ensembles.

**Sadiqi:** This is the name for any suit armor, such as chainmail or leather armor, that protects only the torso and does not cover the arms. The protection such armor provides is lesser, but so are its cost and weight.

**Talatra:** Known by several other names this device was an arm guard or bracer worn by an archer to protect his inner arm from the slap of a released bowstring. Traditionally, the *talatra* was made of iguana skin. A character wearing a *talatra* can spend a move action to aim with a bow and gain a +2 untyped bonus to the damage of a successful attack. The *talatra* occupies the arms item slot and may be enchanted with the magical properties of any arms slot item and retain its own properties. As such, it increases a magic arms item's level by 1 for purposes of price and treasure parcel placement.

**Turban:** Various sorts of turbans were worn throughout India, many for religious reasons, and the thick padding of a turban provides some protection to the wearer's head. A conical turban worn by Sikh warriors was also used as a means of carrying their ring-shaped *chakrams*. A turban can conceal a single small weapon such as a chakram, a collyer, a sling, a rumal, a dart, a pasa, or any small item weighing no more than 5 lbs.



# Chapter 1: Indian Body Armor







Man in Armour, by Edwin Lord Weeks (1849-1903)



# Chapter 2: Indian Shields

**A** *varna* is the Sanskrit word most often used to refer shields, as opposed to body armor, in the historical and mythic texts that describe the arms of India. Many sorts of light and heavy shields that functioned exactly like those described in the 4E *Player's Handbook* could be found throughout the subcontinent. In addition to these, a number of specialized shield types were used throughout India and are described below, and many variations might be found throughout the vast area comprising historic India.

**Light Shield:** Most shields used throughout India fall into this category.

The *dahl*, a small- or medium-sized round shield, was the most common sort used throughout India — particularly during the age of encounters with European powers — and it was used throughout the subcontinent and the regions to its northwest. Its form changed little over centuries: the *dahl* typically had four or five metal bosses on its face and two handles on the inside, one to slide the shield arm through and the other for the shield hand to grasp. Some, often referred to as

“Persian” in style, have six bosses and three handles, through two of which the was arm passed. The *dahl* was typically constructed of either leather or steel, but might be made of other materials as well; some were made of up to 50 layers of silk and used by Brahmins or others who eschewed the use of leather, and others were constructed of equally rare materials, such as tortoise shells.

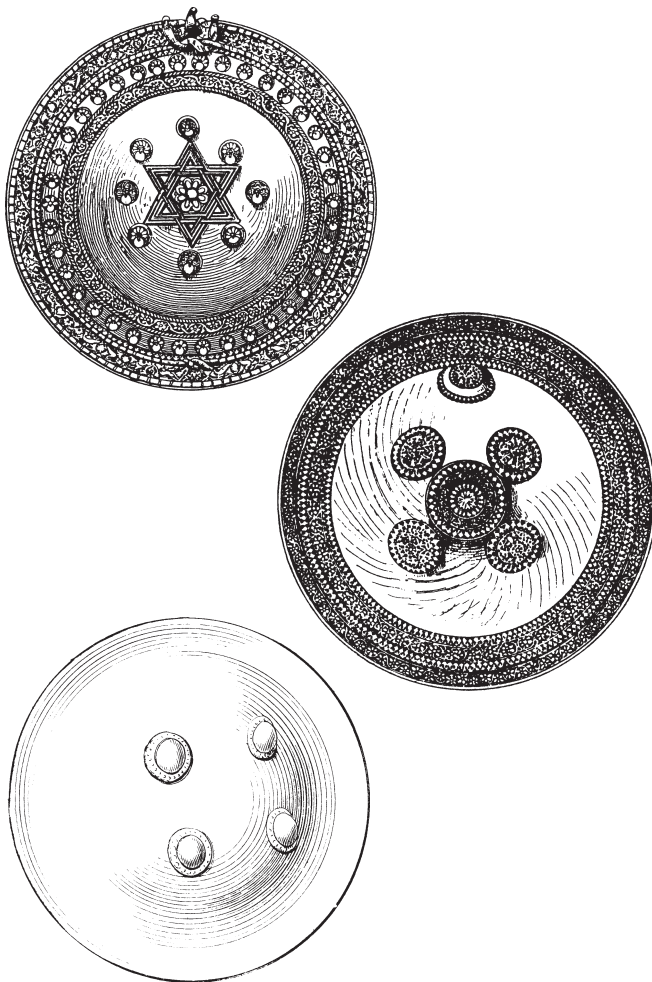
Hide shields of various sizes were popular in areas where metal was scarce or especially valuable or where weight or expense was a consideration. Many common Indian infantry often used large hide shields that had bamboo frames covered with hide and these were the kind of shields used by the warriors who battled Alexander the Great.

Various kinds of light shields that do not conform to the characteristics of more common shields might be encountered in an Indian scenario. One example is the *fari*, a light shield made of bamboo or cane. Other light shields might be made of hide and used by hill people, woven from palm fronds and used by jungle dwellers, and the like.

**Heavy Shield:** These sorts of shields were not very common in India. The largest sorts of steel *dahl*, described above, count as heavy shields.

**Buckler:** These light shields were favored by some in India, and many of them were augmented with blades or spikes, allowing them to be used for both attacking and defending (see “parrying device” in the next chapter). The biggest difference between a buckler and light shield is that the buckler’s shield bonus does not apply to Reflex.

**Maratha Shield:** Such shields were typically medium in size and highly convex, almost coming to a point. They were lacquered and light, and highly effective against missile weapons. They function in all ways as light shields except with regard to attacks against ranged weapon attacks, against which they provide their user with a + 3 shield bonus to AC and Reflex.





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# Chapter 3: Indian Weapons

**D***hanurvidya* is the Sanskrit word most often used for weapons in classical texts. The Indian subcontinent produced a wide variety of exotic, lethal, and often beautiful weapons. Naturally, many of the weapons used throughout India had equivalents elsewhere in Europe and Asia, but many of them were unique, having neither Western nor Oriental counterparts.

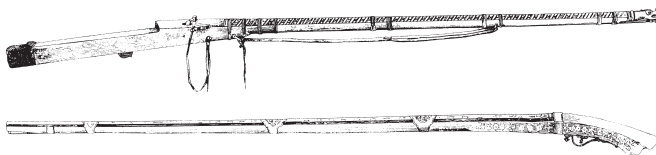
Weapons held a place of special significance in India. Indeed, not only were the vast variety of weapons catalogued and described by innumerable Indian scholars of the arts of war, the form of each was also considered to be the manifestation of a divinity, or even a gift from a deity to faithful worshippers (as is the case with the *rumal*, believed to be a gift from dark Kali and representing her kerchief). Weapons were thus treated with respect and sometimes even prohibited to members of the lower social castes.

Indian steel tended to be quite good, and some weapons were constructed entirely of it, including the hafts. Nonetheless, much steel was imported from Persia or Damascus, in Syria, despite a reputation of superiority that were frequently inferior to their Indian counterparts, which were often among the highest quality in the world.

Some Indian weapons were specially modified or designed to penetrate armor, and the mail-piercer arrow, *peshkabz*, and *zaghnal* are examples of weapons designed specifically for this purpose.

This book also introduces a new category of weapons — firearms — that applies to two sorts of weapons presented on the following pages, matchlock muskets and rockets, both weapons that played a significant role in Indian military history.

**Firearm (new weapon group):** A firearm is a weapon that uses alchemical combustion, rather than physical strength or mechanical, energy to launch a projectile. Such weapons are very powerful and can inflict grievous damage. Reloading a firearm requires not only to put a new missile on the firing device, but also a packet of the combustion compound, commonly known as blastpowder. Blastpowder is available in very specialized markets, although a character with the right knowledge of rituals or alchemy can mix his own with the



*mix blastpowder* alchemical formula below (see “Alchemy” in the D&D 4E ADVENTURER’S VAULT).

## Blastpowder

**Level:** 5

**Category:** Other

**Time:** 10 minutes

**Component Cost:** varies

**Market Price:** 70 gp

**Key Skill:** Arcana or Nature (no check)



### Blastpowder

Level 5+

*The mixture is delicate, and the smell is overwhelming, but at the end, the heavy black dust is ready to detonate on command.*

Lvl 5 3 gp      Lvl 15 1,800 gp

Lvl 10 360 gp      Lvl 20 9,000 gp

### Alchemical Item

**Property:** Each preparation of blastpowder creates 20 charges. One (and only one) charge of blastpowder can be used as a reagent for a fire-based ritual, granting a bonus to related skill checks equal to 2 plus its enhancement bonus.

**Power (Consumable):** As a minor action, you pour the necessary charges of blastpowder as an explosive reagent for an attack with a matchlock or taksh-andaz. Finer mixtures grant a bonus to attack rolls:

*Level 10th:* +1 to attack rolls.

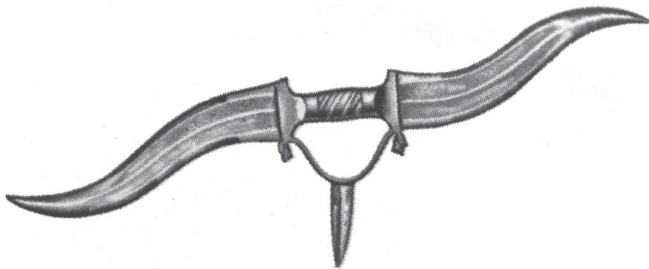
*Level 15th:* +2 to attack rolls.

*Level 20th:* +3 to attack rolls.



# Dhanurvedya & Varman

**Parrying Device (new weapon group):** Many parrying implements were used in India, devices intended both for attacking and defending. Parrying devices may not look like shields at all, and many consisted of pairs of metal bars or horns held by a grip between them (e.g., the *madu*, later in this chapter). A parrying device is considered a shield for purposes of feat and power requirements. It grants a +1 shield bonus when wielded in the off-hand; a non-proficient character loses this bonus until the beginning of his next turn when using the parrying device to attack, while a proficient character enjoys it all the time in addition to the proficiency bonus.



## WEAPON ENTRIES

The following section contains some of the most characteristic weapons in the Indian arsenal.

**Name and Type:** Every entry begins with the weapon's name and is followed by its handling and training categories, and its weapon group.

**Description:** Details about the weapon, from alternate names to even alternate forms it may take, history and general advantages.

**Weapon Characteristics:** Describe the weapon in terms of game rules in the same format as the weapon tables in the *D&D 4E Player's Handbook*.

**Recommended Feats:** This is a list of feats that work particularly well with the weapon. Reserve Maneuver, Weapon Focus and Weapon Expertise are recommended for all weapons, so they are not listed to avoid repetition. Feats from the *D&D 4E Player's Handbook* are listed before feats from the *D&D 4E Player's Handbook 2*. Some weapons have additional feats original to this book described after this list.

**Weapon Mastery:** Each of the featured weapon has special uses that may be unlocked by characters with enough dedication. Weapon mastery consists of an

entry-level multiclass feat that grants proficiency with the weapon in addition to a special ability related to its use, and a series of power swap feats that allow you to replace one of your regular powers with a listed weapon mastery power. This follows the usual rules of multiclassing.

## ANKUS

### One-Handed Military Spear

This is an elephant goad and was carried by mahouts, or elephant drivers (and weapons of this type might be used by beast handlers of all sorts in a fantasy milieu). An *ankus* looked like a small pole arm, with a spear-like head fitted with a curved hook, and usually had a haft two or more feet in length but was sometimes as short as a large dagger. Many of these devices were finely crafted and highly embellished, and several magical varieties are known to exist.

### Recommended Feats:

*Heroic:* Defensive Mobility, Fast Runner, Mounted Combat, Power Attack, Powerful Charge, Skill Focus (Athletics); Improved Bull Rush

*Paragon:* Devastating Critical, Evasion, Lightning Reflexes, Mettle, Seize the Moment, Shield Specialization, Spear Push

*Epic:* Flanking Maneuver, Spear Mastery, Unfettered Stride

### Ankus Beast Driver

**Prerequisite:** Proficient with the ankus.

**Benefit:** When using the ankus to control a Huge or larger creature, gain a +2 bonus on appropriate Nature skill check. Also, when using the ankus with a power that shifts, pulls, pushes or slides a Large or bigger target, add 1 square to the forced movement.

### Ankus Mastery

#### Ankus Training [Multiclass]

**Prerequisites:** Dex 13 or Wis 13, Mounted Combat

**Benefit:** You gain proficiency with the ankus. While wielding an ankus and mounted, you and your mount have an additional shared move action between you.

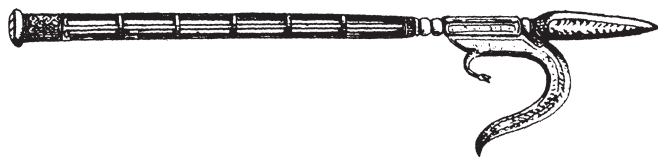
### Ankus Novice

**Prerequisites:** Ankus Training, 4th level

**Benefit:** You can swap one 3rd-level or higher en-



# Chapter 3: Indian Weapons



counter attack power you know for the *simultaneous strike* attack power.

## Simultaneous Strike Feat Power

You hook your target and pull it under the feet of your mount.

**Encounter** ♦ **Weapon**

**Standard Action** **Melee** weapon

**Requirement:** You must be wielding an ankus.

**Target:** One creature

**Attack:** Strength vs. Fortitude

**Hit:** 1[W] + Strength modifier damage, and your mount can make a basic melee attack against the same target, with a bonus to the attack roll equal to your Wisdom or Intelligence modifier.

At 11th level, increase to 2[W] damage.

At 21st level, increase to 3[W] damage.

## Ankus Expert

**Prerequisites:** Ankus Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *quick spur* utility power.

## Quick Spur Feat Power

A quick slap on your mount is a signal to unleash hell upon your enemies.

**Encounter** ♦ **Weapon**

**Minor Action** **Melee** 1

**Requirement:** You must be wielding an ankus and riding a mount

**Target:** Your mount

**Effect:** Your mount can use an at-will power of your choice.

## Ankus Master

**Prerequisites:** Ankus Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *merciless mangling* attack power

## Merciless Mangling Feat Power

You reel your enemy into a horrible death at your mount's mercy.

**Daily** ♦ **Weapon**

**Standard Action** **Melee** weapon

**Requirement:** You must be wielding an ankus and riding a mount

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and your mount automatically hits with one of its at-will attacks (your choice). You gain a secondary attack against the same target.

**Secondary Attack:** Strength +2 vs. Fortitude

**Hit:** 2d6 + your mount's Strength modifier, and you move your mount's speed pulling the target to any square adjacent to your new location, and the target is knocked prone.

At 15th level, increase to 3[W] damage and secondary attack has a +4 bonus to hit and deals 3d6 + your mount's Strength modifier damage.

At 25st level, increase to 4[W] damage and secondary attack has a +6 bonus to hit and deals 4d6 + your mount's Strength modifier damage.

## BAGH NAKH

### One-Handed Superior Light Blade

Also called "tiger's claws," this weapon consisted of five metal claws fitted to a metal bar with a ring at each end. The first and fourth fingers were slid through the rings, and the middle two fingers between the claws. An upward slash was the typical employment of the weapon. *Bagh nakh* were not generally a weapon for war, but rather for assassination or murder, and the wounds they inflicted were often meant to simulate those caused by an animal. Although similar to the *nekode* of the Japanese ninja, *bagh nakh* did not assist in climbing. Such weapons were only rarely embellished in any way.

### Recommended Feats:

*Heroic:* Backstabber, Lethal Hunter, Nimble Blade, Quick Draw, Two-Weapon Defense, Two-Weapon Fight-

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Ankus	+2	1d4	—	4 gp	2 lb.	Spear	—

# Dhanurvedya & Varman

ing; Melee Training, Two-Weapon Threat

*Paragon:* Back to the Wall, Bloodthirst, Defensive Advantage, Devastating Critical, Light Blade Precision; Agile Opportunist, Two-Weapon Opening

*Epic:* Flanking Maneuver, Light Blade Mastery, Two-Weapon Flurry

## Feral Hand Weapon Expertise

**Prerequisite:** Druid, *wild shape* power, proficient with bagh nakh or hors.

**Benefit:** You can use the bagh nakh as an implement for powers with a melee touch range, as well as for basic melee attacks while you are in your beast form.

## Bagh Nakh Mastery

### Bagh Nakh Training [Multiclass]

**Prerequisites:** Dex 13

**Benefit:** You gain proficiency with the bagh nakh. Once per encounter and when you have combat advantage, you can reroll an attack roll and keep the better result.

### Bagh Nakh Novice

**Prerequisites:** Bagh Nakh Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *tiger slash* attack power.

### Tiger Slash

### Feat Power

You rend the flesh of your victim like a rabid tiger and overwhelm him with your ferocity.

**Encounter** ♦ **Weapon**

**Standard Action** **Melee** weapon

**Requirement:** You must be wielding a bagh nakh

**Target:** One creature

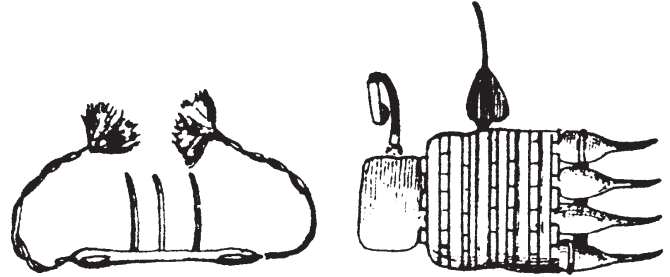
**Attack:** Dexterity vs. AC, two attacks.

**Hit:** 2[W] + Dexterity modifier damage.

At 11th level, increase to 3[W] damage.

At 21st level, increase to 4[W] damage.

**Special:** If both attacks hit, the target takes extra damage equal to your Strength modifier and is dazed until the beginning of your next turn.



## Bagh Nakh Expert

**Prerequisites:** Bagh Nakh Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *rend armor* utility power.

### Rend Armor

### Feat Power

You pull apart your target's protection, exposing his weakness.

**Encounter** ♦ **Weapon**

**Standard Action** **Melee** weapon

**Requirement:** You must be wielding a bagh nakh

**Target:** One creature

**Attack:** Dexterity vs. Fortitude

**Hit:** Target gains vulnerability 5 against all weapon damage and grants combat advantage to you until the end of your next turn.

## Bagh Nakh Master

**Prerequisites:** Bagh Nakh Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *rend flesh* attack power.

### Rend Flesh

### Feat Power

You mark your target for death and sink your weapons in your target's flesh and pull him apart with extreme malice.

**Daily** ♦ **Weapon**

**Standard Action** **Melee** weapon

**Requirement:** You must be wielding an angh backh in each hand

**Target:** One creature

**Attack:** Dexterity vs. Fortitude

**Hit:** 3[W] + Dexterity modifier damage, and target suffers 5 ongoing damage (save ends). Until the end of the encounter, you gain a +2 power bonus to damage against the target.

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Bagh Nakh	+3	1d4	—	2 gp	1 lb.	Light blade	Off-Hand, high crit

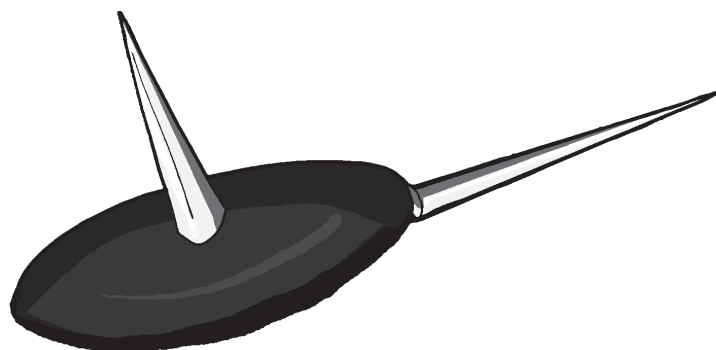
# Chapter 3: Indian Weapons

At 15th level, increase to 4[W] damage.

At 25th level, increase to 5[W] damage.

**Special:** If the target was under your mark, hunter's quarry, curse or this power was used with a sneak attack and you deal damage with this power, you gain a +2 bonus to attack rolls against the target until the end of the encounter.

**Miss:** 1[W] + Dexterity modifier damage and target suffers 5 ongoing damage until the end of your next turn. You gain no bonus to attack or damage.



## BUCKLER, SPIKED

### One-Handed Military Light Blade/Parrying Device

An Indian spiked buckler typically consisted of a sturdy buckler with a pair of small, iron-shod horns protruding from the center (see “parrying device” at the beginning of this chapter). Such a device is heavy enough that it cannot also be used in conjunction with an off-hand weapon in the hand in which it is held.

### Recommended Feats:

*Heroic:* Blade Opportunist, Combat Reflexes, Distracting Shield, Nimble Blade, Quick Draw, Shield Push, Two Weapon Defense, Two Weapon Fighting; Two-Weapon Threat

*Paragon:* Back to the Wall, Bloodthirst, Light Blade Precision, Shield Specialization; Agile Opportunist, Two-Weapon Opening

*Epic:* Light Blade Mastery, Two-Weapon Flurry

## Spiked Buckler Mastery

### Spiked Buckler Training [Multiclass]

**Prerequisites:** Con 13

**Benefit:** You gain proficiency with the spiked buckler. The buckler's shield bonus applies to all attacks instead of a single one as normal for a buckler. Once per encounter, as an immediate reaction when a melee attack misses you, you can make a basic melee attack with the spiked buckler against the attacker that missed. At 15th level, instead of a basic melee attack, you can use an at-will power with the weapon keyword using the spiked buckler.

### Spiked Buckler Novice

**Prerequisites:** Spiked Buckler Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *solid rebuke* attack power.

#### Solid Rebuke

#### Feat Power

*After blocking an attack, you quickly follow up by impaling your enemy.*

#### Encounter ♦ Weapon

**Immediate reaction**      **Melee** weapon

**Requirement:** You must be wielding a spiked buckler

**Trigger:** You are the target of a melee attack.

**Target:** The creature that attacked you.

**Effect:** You may shift up to 2 squares if your attacker has reach.

**Attack:** Strength vs. AC

**Hit:** 1d6 + Strength modifier damage.

At 11th level, increase to 2d6 + Strength modifier damage.

At 21st level, increase to 3d6 + Strength modifier damage.

### Spiked Buckler Expert

**Prerequisites:** Spiked Buckler Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *wood of thorns* utility power.

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Buckler, Spiked	+2	1d4	—	10 gp	4 lb.	Light blade, parrying device	Off-Hand*

\* When this weapon is used in the off-hand, it counts as a light shield (+1 shield bonus to AC).

# Dhanurvedya & Varman

## Wood of Thorns

## Feat Power

*It doesn't matter how they attack you, they won't escape unscathed.*

### Daily ♦ Stance

#### Minor Action Personal

**Requirement:** You must be wielding a spiked buckler

**Effect:** Until the end of the encounter, any attacker that deals melee damage to you suffers 2 + your Constitution modifier damage.

## Spiked Buckler Master

**Prerequisites:** Spiked Buckler Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *pin & skewer* attack power.

## Pin & Skewer

## Feat Power

*You impale your target in your shield, making easy pickings for you and your allies.*

### Daily ♦ Weapon

**Standard Action**      **Melee** weapon

**Requirement:** You must be wielding a spiked buckler

**Target:** One creature

**Attack:** Strength vs. Fortitude, with the spiked buckler  
**Hit:** 2[W] + Strength modifier damage, and the target is immobilized until the end of your next turn. You can also make a secondary attack.

**Secondary Attack:** Strength +2 vs. AC, main-hand weapon

**Hit:** 2[W] + Strength modifier damage

At 15th level, increase to 3[W] damage on main and secondary attack.

At 25th level, increase to 4[W] damage on main and secondary attack.

**Sustain Move:** Strength modifier damage and the target is immobilized; you must start your turn adjacent to the target to sustain this power.

## CHAKRAM

### One-Handed/Ranged Military Light Thrown

This flat steel ring had a sharpened rim and was hurled as a missile weapon. It was associated with the Sikhs of northwestern India, and their warriors often carried a half dozen or more of these weapons around their arms, necks, and over the tops of conical turbans.



### Recommended Feats:

*Heroic:* Blade Opportunist, Far Throw, Lethal Hunter, Nimble Blade; Distant Advantage, Melee Training.

*Paragon:* Devastating Critical, Distant Throw, Light Blade Precision, Point-Blank Shot, Running Shot.

*Epic:* Light Blade Mastery.

### Curving Throw

**Prerequisite:** Proficient with the chakram.

**Benefit:** On a missed ranged attack with the chakram, make a saving throw. Success means the chakram returns to the same square from which you threw it at the end of your turn. You can catch it if you are still in that square and have at least one hand free. At 15th level the chakram always returns on a missed attack, and may return after dealing damage on a successful saving throw.

### Chakram's Deadly Return [Paragon]

**Prerequisites:** 11th level, proficient with the chakram, Curving Throw.

**Benefit:** When you miss with a power with the weapon keyword while using a chakram, you can make a free ranged basic attack against any enemy between you and the missed target.

### Chakram's Deadly Path [Epic]

**Prerequisites:** 21st level, proficient with the chakram.

**Benefit:** When you make a basic ranged attack with the chakram, all enemies within 1 square of the line of effect between you and your target suffer damage equal to your Dexterity modifier.

# Chapter 3: Indian Weapons

## Chakram Mastery

### Chakram Training [Multiclass]

**Prerequisites:** Dex 13

**Benefit:** You gain proficiency with the chakram.

You count as having the Quick Draw feat for attacks with the chakram, and you may use a chakram as a light blade melee weapon.

### Chakram Novice

**Prerequisites:** Chakram Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *flying death* attack power.

#### Flying Death

#### Feat Power

Your hurled chakram draws a line of blood across your targets' limbs.

**Encounter** ♦ **Weapon**

**Standard Action**      **Ranged 5**

**Requirement:** You must be wielding a chakram

**Target:** One or two creatures separated by no more than 5 squares

**Attack:** Dexterity vs. AC, one attack per target

**Hit:** 2[W] + Dexterity modifier damage, and the target is weakened until the end of your next turn.

At 11th level, increase to 3[W] damage.

At 21st level, increase to 4[W] damage.

### Chakram Expert

**Prerequisites:** Chakram Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *chakram recovery* utility power.

#### Chakram Recovery

#### Feat Power

You flick your wrist as you throw, ensuring your weapon's return so you can use it again.

**Daily** ♦ **Weapon**

**Immediate Reaction**

**Requirement:** You must be wielding a chakram

**Trigger:** An attack with your chakram scores a critical hit.

**Effect:** Your chakram returns to your hand at the end of your turn, and you can use again the power or ma-



neuver that triggered this power against the same or another target.

### Chakram Master

**Prerequisites:** Chakram Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *decapitating tornado* attack power.

#### Decapitating Tornado

#### Feat Power

You send your chakram flying and bouncing between targets in a lethal storm of flying steel.

**Daily** ♦ **Weapon**

**Standard Action**      **Close blast 5**

**Requirement:** You must be wielding a chakram

**Target:** All enemies in the area

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage.

At 15th level, increase to 4[W] damage.

At 25th level, increase to 5[W] damage.

**Special:** Any bloodied target or who is bloodied by this attack suffers 5 ongoing damage (save ends).

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Chakram	+2	1d4	5/10	2 gp	½ lb.	Light blade	Light thrown, high crit



# Dhanurvedya & Varman

## COLLERY

### One-Handed/Ranged Military Mace

Referred to also as a *katarim*, *katariya*, and by several other regional names, this weapon was used by the aboriginal inhabitants of central and southern India and strongly resembled the better-known Australian boomerang. It was used mainly for hunting, even against prey as large as wild boar.

*Colleries* averaged a foot or more in length and had a forward curve and a single edge. Most such hurled clubs were made of wood but they could also be made of more exotic materials, such as ivory, and might be mounted with brass or steel fittings or forged entirely of metal.

Because a *collery's* damage is a function of its hurled velocity, it will inflict less damage if used as a melee weapon.

### Recommended Feats:

*Heroic:* Far Throw, Lethal Hunter, Precise Hunter, Quick Draw; Distant Advantage, Melee Training.

*Paragon:* Devastating Critical, Distant Throw, Point-Blank Shot, Running Shot.

*Epic:* Bludgeon Mastery.

### Distant Blindside [Paragon]

**Prerequisite:** Level 11th, proficient with the collery.

**Benefit:** When you roll a natural 20 on any ranged attack with the collery, the target is dazed until the end of your next turn.

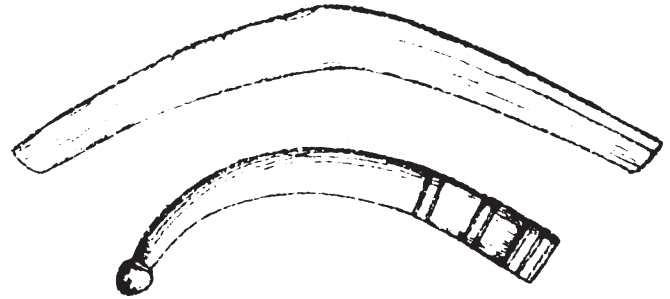
### Collery Mastery

#### Collery Training [Multiclass]

**Prerequisites:** Dex 13 or Str 13

**Benefit:** You gain proficiency with the collery.

On a missed attack, make a saving throw. Success means the collery returns to the same square from which you threw it at the end of your turn. You can catch it if you are still in that square. At 15th level the collery always returns on a missed attack, and may return after dealing damage on a successful saving throw.



### Collery Novice

**Prerequisites:** Collery Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *surprising rebound* attack power.

#### Surprising Rebound

#### Feat Power

*Your collery bounces off its victim and catches an additional target by surprise.*

#### Encounter ♦ Weapon

**Standard Action** Ranged weapon

**Requirement:** You must be wielding a collery

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity damage modifier, and you can make a secondary attack.

**Secondary Target:** One creature within 5 squares of the main target.

**Secondary Attack:** Dexterity +2 vs. AC

**Hit:** 1[W] + Dexterity damage.

At 11th level, increase to 2[W] damage.

At 21st level, increase to 3[W] damage and a successful secondary attack gives you a tertiary attack with the same characteristics.

### Collery Expert

**Prerequisites:** Collery Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *stunning blow* utility power.

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Collery	+2	1d6/1d4*	10/20	1 gp	1 lb.	Mace	Light thrown

\*If used as a melee weapon rather than a ranged weapon

# Chapter 3: Indian Weapons

## Stunning Blow Feat Power

*You aim your collery to your target's heads.*

### Encounter ♦ Weapon

#### Minor Action

**Effect:** Targets damaged by your collery until the end of your next turn are also dazed until the end of their next turn.

### Collery Master

**Prerequisites:** Collery Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *skull crack* attack power.

## Skull Crack Feat Power

*You strike a foe with the force and precision to give him a major headache, if he's lucky.*

### Daily ♦ Weapon

**Standard Action** **Ranged** weapon

**Requirement:** You must be wielding a collery

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage, and the target is stunned (save ends).

At 15th level, increase to 4[W] damage.

At 25th level, increase to 5[W] damage.

## GADA

### One-Handed Simple Mace

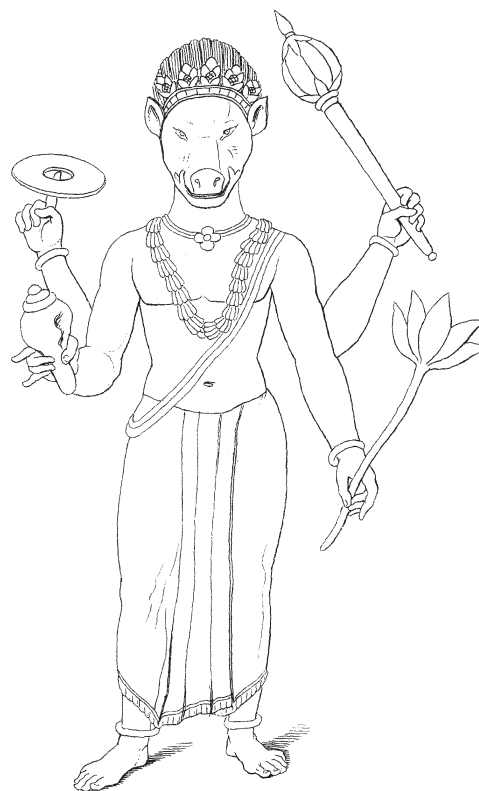
The *gada* was a large war club with a large round wooden head mounted on a haft. The *gada's* damage can be attributed to the fact that it had an unusually large head and could be used as either a one- or two-handed weapon. The *gada* was associated with various Indian martial arts.

#### Recommended Feats:

*Heroic:* Power Attack.

*Paragon:* Blood Thirst, Devastating Critical, Hammer Rhythm.

*Epic:* Bludgeon Mastery, Triumphant Attack.



### Gada Mastery

#### Gada Training [Multiclass]

**Prerequisites:** Str 13

**Benefit:** You gain proficiency with the gada. When the damage dice for basic and at-will weapon attacks with a gada come up 1 when used one-handed, or 1-2 when used two-handed, re-roll the dice until the result is higher than 1 or 1-2, respectively.

### Gada Novice

**Prerequisites:** Gada Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *unbalance* attack power.

## Unbalance Feat Power

*The strength of your blow makes your enemy stagger.*

### Encounter ♦ Weapon

**Standard Action** **Melee** weapon

**Requirement:** You must be wielding a gada

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Gada	+2	1d8	—	2 gp	4 lb.	Mace	Versatile

# Dhanurvedya & Varman

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and until the end of your next turn, any effect from your allies that slides, pulls or pushes the target moves him 1 additional square, and the target cannot shift.

At 11th level, increase to 3[W] damage.

At 21st level, increase to 4[W] damage.

## Gada Expert

**Prerequisites:** Gada Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *follow the momentum* utility power.

### Follow the Momentum

### Feat Power

You use the force your target used to deflect your strike to deal a glancing blow.

**Encounter** ♦ **Weapon**

**Minor Action**      **Melee** weapon

**Requirement:** You must be wielding a gada

**Effect:** After you fail an attack roll with the gada, use this power to deal 2 + Strength modifier damage to the same target you missed.

## Gada Master

**Prerequisites:** Gada Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *shatter defenses* attack power.

### Shatter Defenses

### Feat Power

You spin the gada to crush whatever protection your target was relying on.

**Daily** ♦ **Weapon**

**Standard Action**      **Melee** weapon

**Requirement:** You must be wielding a gada

**Target:** One creature

**Attack:** Strength vs. Fortitude

**Hit:** 2[W] + Strength modifier damage, and the target gains vulnerability 5 against all weapon damage (save ends).

At 15th level, increase to 3[W] damage.

At 25th level, increase to 4[W] damage.

**Special:** If you are wielding the gada with two hands when using this power, the target has a penalty to saving throws to shake this effect equal to your Constitution modifier.

## GULEL

### Two-Handed/Ranged Military Bow

This variety of bamboo bow was used for firing pellets rather than arrows. Thus, the *gulel* is available to characters who for religious reasons are allowed to use slings but not bows.

### Recommended Feats:

*Heroic:* Defensive Mobility, Far Shot, Lethal Hunter, Quick Draw; Distant Advantage

*Paragon:* Blood Thirst, Devastating Critical, Distant Shot, Point-Blank Shot, Running Shot, Sly Hunter,

*Epic:* Bow Mastery

## Gulel Mastery

### Gulel Training [Multiclass]

**Prerequisites:** Dex 13

**Benefit:** You gain proficiency with the gulel. Once per encounter, you may shoot two pellets with any ranged weapon or basic attack that targets a single creature. You gain a +2 bonus to damage in this way, but you must spend the additional ammunition.

### Lodged Pellet [Paragon]

**Prerequisites:** Level 11th, proficient with gulel or Weapon Expertise (sling).

**Benefit:** When you score a critical hit with a gulel or sling, the target is slowed (save ends).

### Gulel Novice

**Prerequisites:** Gulel Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *pin-point bullet* attack power.

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Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Gulel	+2	1d6	15/30	25 gp	2 lb.	Bow	Load free

# Chapter 3: Indian Weapons

## Pin-Point Bullet Feat Power

Your pellet finds its way past armor and into vital spots.

### Encounter ♦ Weapon

**Standard Action**      **Ranged** weapon

**Requirement:** You must be wielding a gulel

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 2[W] + Dexterity modifier damage.

At 11th level, increase to 3[W] damage.

At 21st level, increase to 4[W] damage.

**Special:** This attack ignores damage resistance.

### Gulel Expert

**Prerequisites:** Gulel Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *improvised ammunition* utility power.

## Improvised Ammunition Feat Power

You can adjust your gulel to shoot almost anything.

### At-will ♦ Weapon

**Move Action**

**Requirement:** You must be wielding a gulel

**Effect:** You can load into the gulel any object no larger than a closed fist, such as random gravel and debris, very small creatures, or volatile alchemical items. You fire the improvised ammunition without penalty using a basic ranged attack. The Dungeon Master determines damage depending on the item, and you add your Dexterity bonus to this damage. Alchemical items do not need to be adapted as ammunition to be fired by the gulel with this power and they use the gulel's range, but their attack bonus remains unchanged and the gulel's proficiency bonus does not apply.

### Gulel Master

**Prerequisites:** Gulel Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *lethal wound* attack power.



## Lethal Wound Feat Power

You lodge a pellet inside the body of your foe, inflicting great agony.

### Daily ♦ Weapon

**Standard Action**      **Ranged** weapon

**Requirement:** You must be wielding a gulel

**Target:** One creature

**Attack:** Dexterity vs. Fortitude

**Hit:** 3[W] + Dexterity modifier damage, and the target suffers a -2 penalty to attack rolls (save ends) and ongoing 5 damage (save ends); if the target saves successfully from both effects on the same round, he suffers 1[W] damage.

At 15th level, increase to 4[W] damage.

At 25th level, increase to 5[W] damage.

**Miss:** 1[W] + Dexterity damage, and the target suffers a -2 penalty to attack rolls (save ends).

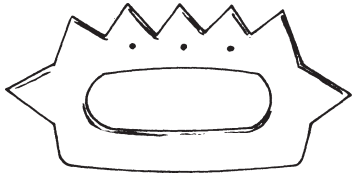
### HORS

#### One-Handed Simple Light Blade

This weapon was a horn knuckle-duster that typically had five spikes along its front edge and one on each side. The *hors* was used in the brutal Indian martial art *vajra-musti*, which combined wrestling with savage armed blows. Due to its size and shape, the *hors* can be easily concealed. Although a simple weapon, it

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Hors	+2	1d4	—	1 gp	½ lb.	Light blade	Off-Hand

# Dhanurvedya & Varman



might even be found in the hands of a king who practices the martial arts associated with it.

## Recommended Feats:

*Heroic:* Backstabber, Lethal Hunter, Nimble Blade, Quick Draw, Surprise Knockdown, Two-Weapon Defense, Two-Weapon Fighting; Improved Grab, Melee Training, Two-Weapon Threat

*Paragon:* Back to the Wall, Bloodthirst, Defensive Advantage, Devastating Critical, Light Blade Precision; Agile Opportunist, Two-Weapon Opening

*Epic:* Flanking Maneuver, Light Blade Mastery, Two-Weapon Flurry

## Hors Mastery

### Hors Training [Multiclass]

**Prerequisites:** Dex 13

**Benefit:** You gain proficiency with the hors.

The hand you use to wield a hors is considered to be a free hand. However, you may not attack with another weapon in that hand that is not the hors.

### Hors Novice

**Prerequisites:** Hors Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *rake and hold* attack power.

### Rake and Hold Feat Power

*You slash your target in a way to hinder his movements and expose him to danger.*

**Encounter** ♦ **Weapon**

**Standard Action** **Melee** weapon

**Requirement:** You must be wielding a hors

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 2[W] + Dexterity modifier damage, and the target grants combat advantage to you and all adjacent allies until the end of your next turn.

At 11th level, increase to 3[W] damage.

At 21st level, increase to 4[W] damage.

### Hors Expert

**Prerequisites:** Hors Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *tearing dance* utility power.

### Tearing Dance Feat Power

*You push yourself around a foe using the hors both as support and to impede your foe's reaction.*

**Encounter** ♦ **Weapon**

**Immediate reaction** **Melee** weapon

**Requirement:** You must be wielding a hors

**Trigger:** You hit a target with a hors

**Effect:** You can shift as many squares as your Dexterity modifier. All squares in your route must be adjacent to the target that triggered this power.

### Hors Master

**Prerequisites:** Hors Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *vicious hold* attack power.

### Vicious Hold Feat Power

*You latch on to your target, rending flesh slowly but surely.*

**Daily** ♦ **Weapon**

**Standard Action** **Melee** weapon

**Requirement:** You must be wielding a hors

**Target:** One creature

**Attack:** Dexterity vs. Fortitude

**Hit:** 4[W] + Dexterity modifier damage, and the target is grabbed.

At 15th level, increase to 5[W] damage and the target suffers a -2 penalty on his rolls to escape.

At 25th level, increase to 6[W] damage and the target suffers a -4 penalty on his rolls to escape.

**Special:** If the target tries to escape, you inflict 1[W] + Dexterity modifier damage. When the target escapes, it suffers an additional 1[W] + Dexterity modifier damage.

**Sustain Standard:** Deal 1[W] damage, and you also sustain the grab.

## KATARA

### One-Handed Superior Light Blade

This was a punch dagger. Rather than having a straight hilt, the *katara* had two parallel metal bars holding a crossbar grip at a 90° angle to the blade. As a punch



# Chapter 3: Indian Weapons

dagger, the *katara* was potentially more deadly than an ordinary dagger. In form, it was a uniquely Indian weapon, carried in the sash of a warrior. A number of variations on the basic form of this weapon existed, including ones with three blades and split blades, described below. Another variant, the *turup*, had a curved plate over the hilt to protect the user's hand.

**Katara, Scissors:** This variant on the regular *katara* was fashioned so that when the two metal bars forming the grip were squeezed together, the blade opened into a two- or three-pronged weapon. In the hands of a skilled user, such a weapon might be used to inflict wounds even more grievous than usual.

**Katara, Split-Blade:** This weapon had a blade that split about halfway along its length, giving it two tips with a space between them. A skilled user might be able to use such a weapon not just to parry an attack but also to trap an opponent's weapon and possibly even disarm him.

**Katara, Three-Blade:** This variant *katara* had three fixed blades, two of which generally projected from the sides of its hilt at 90-degree angles to the primary blade. Such a weapon was not more effective in the hands of an untrained user but in the hands of a skilled wielder might be used to make additional attacks.

## Recommended Feats:

**Heroic:** Backstabber, Lethal Hunter, Nimble Blade, Quick Draw, Two-Weapon Defense, Two-Weapon Fighting; Melee Training, Two-Weapon Threat

**Paragon:** Back to the Wall, Bloodthirst, Defensive Advantage, Devastating Critical, Light Blade Precision; Agile Opportunist, Two-Weapon Opening

**Epic:** Flanking Maneuver, Light Blade Mastery, Two-Weapon Flurry

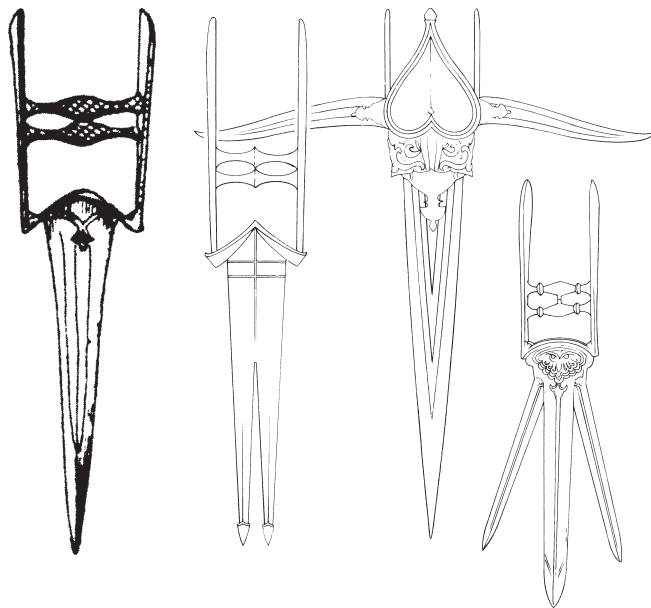
## Katara Mastery

### Katara Training [Multiclass]

**Prerequisites:** Str 13 or Dex 13

**Benefit:** You gain proficiency with the katara.

If you wield a katara in each hand, you gain +1 feat



bonus to damage with the katara in your main hand. This feat counts as Two Weapon Fighting for purposes of meeting requirements and prerequisites, but only applies to the katara.

### Katara Novice

**Prerequisites:** Katara Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *twin skewer* attack power.

### Twin Skewer

### Feat Power

You strike with both weapons and slash apart, inflicting great harm.

### Encounter x Weapon

**Standard Action**      **Melee** weapon

**Requirement:** You must be wielding two melee weapons, one of which must be a katara

**Target:** One creature

**Attack:** Strength or Dexterity vs. AC (main weapon and off hand weapon)

**Hit:** 1[W] + Strength or Dexterity modifier damage (each

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Katara	+3	1d6	—	3 gp	1 lb.	Light blade	Off-hand, high crit
Scissors	+3	1d6	—	12 gp	2 lb.	Light blade	Off-hand, high crit
Split-Blade	+3	1d6	—	6 gp	2 lb.	Light blade	Off-hand, high crit
Three-Blade	+3	1d6	—	9 gp	2 lb.	Light blade	Off-hand, high crit

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weapon), and the target suffers an additional effect. The effect depends on the type of katara you use in your main hand:

*Scissors:* Extra damage equal to your Strength modifier.

*Split-Blade:* The target's next melee attack deals half damage.

*Three-Blade:* An enemy adjacent to the target suffers damage equal to your Dexterity modifier.

At 11th level, increase to 2[W] damage.

At 21st level, increase to 3[W] damage.

**Special:** If both attacks hit, the target suffers 1[W] additional damage (main hand). When you first gain this power, choose Dexterity or Strength as the key ability for attack and damage; you may not change this choice later, and it also applies to the *deeper stab* power below.

## Katara Expert

**Prerequisites:** Katara Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *katara prowess* utility power.

### Katara Prowess

### Feat Power

*You show off your mastery of the katara with an impressive martial feat.*

**Encounter** ♦ **Weapon**

**Minor Action** **Melee** weapon

**Requirement:** You must be wielding a katara

**Effect:** You enjoy the following benefit according to the type of katara you are using:

*Scissors:* You flick open the extra blades while you attack to cause greater damage when you pull it out. After a successful hit, gain a +2 bonus to your next attack roll with the same katara.

*Split-Blade:* You opt to aim for your target's weapon. After a miss, you can make a Strength attack vs. Reflex; if successful, your target suffers a -2 penalty to all attacks against you until the end of your next turn.

*Three-Blade:* You make use of the katara's extra blade to make sure you harm your foe. After a miss, make a Dexterity attack vs. Fortitude; if successful, you gain combat advantage against your target until the end of your next turn.

## Katara Master

**Prerequisites:** Katara Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *deeper stab* attack power.

### Deeper Stab

### Feat Power

*You sink your kataras deep into your enemy's flesh and latch on like a hungry wolf.*

**Daily** ♦ **Weapon**

**Standard Action** **Melee** weapon

**Requirement:** You must be wielding two melee weapons, one of which must be a katara

**Target:** One creature

**Attack:** Strength or Dexterity vs. AC (main weapon and off hand weapon)

**Hit:** 2[W] + Strength or Dexterity modifier damage (main weapon) and 1[W] + Strength or Dexterity modifier damage (off-hand weapon), and the target is immobilized (save ends).

At 15th level, increase to 3[W] damage (main weapon) and 2[W] damage (off-hand weapon).

At 25th level, increase to 4[W] damage (main weapon) and 3[W] damage (off-hand weapon).

**Sustain Standard:** 2[W] + Strength or Dexterity modifier damage. You must remain adjacent to the target to sustain the power. If the target saves, you cannot sustain the effect. If both attacks dealt damage, the target suffers a penalty to his saving throw equal to your Strength or Dexterity modifier.

**Special:** When you first gain this power, choose Dexterity or Strength as the key ability for attack, damage and save penalty; you may not change this choice later, and it also applies to the *twin skewer* power above.

## KHANDAR

### One-Handed Superior Heavy Blade

Designed for delivering powerful, hacking blows, a weapon of this sort has a long, single-edged blade that is reinforced along its back edge with a metal spine. It also often has a bar projecting from its pommel, allowing a character to use it with two hands.

A similar weapon called a *sosun pattah* had a forward-curving blade but its intent was the same and, for game purposes, these two weapons have identical characteristics.

### Recommended Feats:

*Heroic:* Blade Opportunist, Nimble Blade, Power Attack.

*Paragon:* Bloodthirst, Devastating Critical, Heavy Blade Opportunity; Agile Opportunist.

*Epic:* Heavy Blade Mastery, Triumphant Attack.

# Chapter 3: Indian Weapons

## Khandar Mastery

### Khandar Training [Multiclass]

**Prerequisites:** Str 13

**Benefit:** You gain proficiency with the khandar.

Once per day after you miss all targets with an attack power with the weapon keyword and multiple targets, you can declare the missed power to have the reliable keyword.

### Khandar Novice

**Prerequisites:** Khandar Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *sever and maim* attack power.

#### Sever and Maim

#### Feat Power

*You trace a powerful downward arc intended to deprive the target from its limbs.*

**Encounter** ♦ **Weapon**

**Standard Action**      **Melee** weapon

**Requirement:** You must be wielding a khandar

**Target:** One creature

**Attack:** Strength vs. Fortitude

**Hit:** 2[W] + Strength modifier damage, and you make a secondary attack.

**Secondary Target:** Same creature

**Secondary Attack:** Strength vs. Fortitude

**Hit:** 1[W] + Strength modifier damage and the target is weakened or slowed (your choice) until the end of your next turn.

At 11th level, increase to 3[W] damage.

At 21st level, increase to 4[W] damage.

### Khandar Expert

**Prerequisites:** Khandar Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *cut the way* utility power.

#### Cut the Way

#### Feat Power

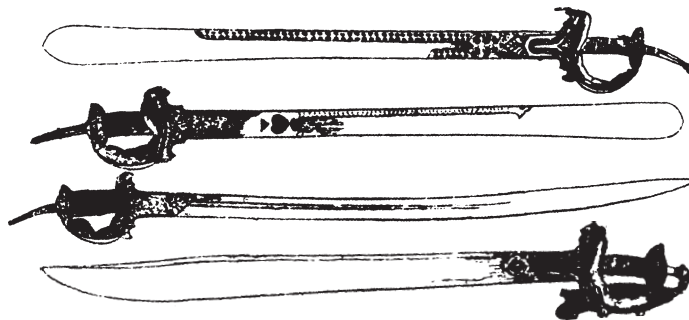
*You cut your enemy's escape short.*

**Encounter** ♦ **Weapon**

**Opportunity Action**      **Melee** weapon

**Requirement:** You must be wielding a khandar

**Target:** Enemy that provokes an opportunity attack



**Attack:** Strength vs. Fortitude

**Hit:** You interrupt the action that provoked the opportunity attack. Target loses all remaining actions (if any) and is dazed until the beginning of your next turn.

### Khandar Master

**Prerequisites:** Khandar Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *sundering charge* attack power.

#### Sundering Charge

#### Feat Power

*You rush forward and cut everything in your path in half.*

**Daily** ♦ **Weapon**

**Standard Action**      **Close** blast 3

**Requirement:** You must be wielding a khandar

**Target:** All enemies in area

**Attack:** Strength vs. Fortitude

**Effect:** Shift 4 squares towards the opposite end of the blast area.

**Hit:** 3[W] + Strength modifier damage. If you have the ability to mark, all damaged targets are marked (save ends).

At 15th level, increase to 4[W] damage.

At 25th level, increase to 5[W] damage.

## KHUKRI

### One-Handed Military Light Blade

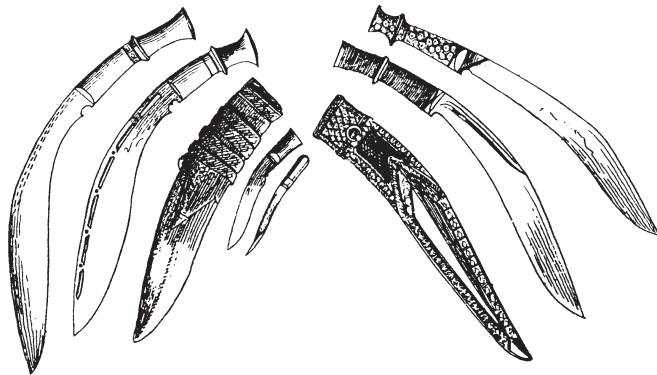
Perhaps the most characteristic weapon of Nepal and northern India, the *khukri* had a heavy, single-edged, forward curving blade for slashing and was traditional-

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Khandar	+3	1d10	—	30 gp	6 lb.	Heavy blade	Versatile

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ly used by Nepalese warriors from the 12th century onward.

More than just a formidable fighting knife, the *khukri* was also a rugged tool that could be used for skinning game or chopping wood and could do almost anything that either a knife or a handaxe could do, sometimes even better. The only decoration likely to be found on one was a small pair of notches on the blade near the grip that signified “divinity” and reflected the *khukri*'s status as a religious symbol. The *khukri* was accompanied by a pair of small utility knives in its sheath.



## Recommended Feats:

**Heroic:** Backstabber, Lethal Hunter, Nimble Blade, Quick Draw, Surprise Knockdown, Two-Weapon Defense, Two-Weapon Fighting; Improved Grab, Melee Training, Two-Weapon Threat.

**Paragon:** Back to the Wall, Bloodthirst, Defensive Advantage, Devastating Critical, Light Blade Precision; Agile Opportunist, Two-Weapon Opening.

**Epic:** Flanking Maneuver, Light Blade Mastery, Two-Weapon Flurry.

## Khukri Mastery

### Khukri Training [Multiclass]

**Prerequisites:** Dex 13 or Str 13

**Benefit:** You gain proficiency with the *khukri*.

You gain a +1 untyped bonus to Dungeoneering, Nature and Thievery checks that might make use of the *khukri* as a tool (finding firewood, improvising a ladder, cutting the cords off a coinpurse, etc.). If your religion or pact patrons can justifiably use the *khukri* as a symbol, treat it as a divine implement or a pact blade.

### Khukri Novice

**Prerequisites:** Khukri Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *quick crippling* attack power.

### Quick Crippling

### Feat Power

You change the direction of your strike at the last minute to sever something important.

**Encounter ♦ Weapon**

**Minor Action**      **Melee** weapon

**Requirement:** You must be wielding a *khukri*

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** Dexterity modifier damage, and make a secondary attack against the same target.

**Secondary Attack:** Dexterity vs. Fortitude

**Hit:** 1[W] + Dexterity modifier damage and the target is weakened until the end of your next turn.

At 11th level, increase to 2[W] damage.

At 21st level, increase to 3[W] damage.

### Khukri Expert

**Prerequisites:** Khukri Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *slice restraints* utility power.

### Slice Restraints

### Feat Power

With a few deft slashes, you cut through the restraints holding you or an ally.

**Encounter ♦ Weapon**

**Move Action**      **Melee** weapon

**Requirement:** You must be wielding a *khukri*

**Target:** You or one ally suffering from the restrained or immobilized conditions

**Effect:** Target makes a saving throw or escape check with a bonus equal to your Strength modifier + weapon proficiency bonus. If the target was grabbed and the escape check succeeds, the grabber suffers damage equal to your Strength modifier. This power has no ef-

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Khukri	+3	1d6	—	12 gp	2 lb.	Light blade	Off-Hand, high crit
Utility knife (2)	+2	1d2	—	—	0.5 lb.	Light blade	—

# Chapter 3: Indian Weapons

fect if the restraining or immobilizing effect is mental in nature (often have the psychic keyword).

## Khukri Master

**Prerequisites:** Khukri Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *bloody spiral* attack power.

### Bloody Spiral Feat Power

*You wedge your khukri on your victim's flesh and use him as the center of a deadly circle.*

#### Daily ♦ Weapon

**Standard Action** Melee weapon

**Requirement:** You must be wielding a khukri

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage, all enemies adjacent to the target suffer your Dexterity modifier in damage, and you may shift to any square adjacent to the target.

At 15th level, increase to 4[W] damage, and adjacent enemies suffer your 3 + Dexterity modifier damage.

At 25th level, increase to 5[W] damage, and adjacent enemies suffer your 6 + Dexterity modifier damage.

**Special:** If you are wielding a second khukri in your off-hand, increase damage to the target by 1[W] (off-hand).

## KORA

### One-Handed Military Light Blade

This was a heavy short sword with a wide, forward-curving blade, used in northern India and Nepal. It was a hacking weapon, sharp only on its inner edge, and had no thrusting point. It was often decorated with etchings in the steel of the blade. Nepalese warriors might carry one of these and a *khukri* (q.v.).

#### Recommended Feats:

*Heroic:* Backstabber, Lethal Hunter, Nimble Blade, Quick Draw, Surprise Knockdown, Two-Weapon Defense, Two-Weapon Fighting; Improved Grab, Melee Training, Two-Weapon Threat

*Paragon:* Back to the Wall, Bloodthirst, Defensive Advantage, Devastating Critical, Light Blade Precision;



Agile Opportunist, Two-Weapon Opening

*Epic:* Flanking Maneuver, Light Blade Mastery, Two-Weapon Flurry

## Kora Mastery

### Kora Training [Multiclass]

**Prerequisites:** Dex 13 or Str 13

**Benefit:** You gain proficiency with the kora.

Once per encounter as an immediate reaction after a successful attack, you can impose a -1 penalty to saves on one target suffering from an ongoing condition caused by one of your powers with the weapon keyword.

### Kora Novice

**Prerequisites:** Kora Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *decapitation attempt* attack power.

### Decapitation Attempt Feat Power

*You intimidate your target into fleeing after you attempt to slit his throat.*

**Encounter ♦ Fear, Weapon**

**Standard Action** Melee weapon

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Kora	+3	1d8	—	15 gp	3 lb.	Heavy blade	—



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**Requirement:** You must be wielding a kora

**Target:** One creature

**Attack:** Dexterity or Strength vs. Fortitude

**Hit:** Dexterity modifier damage, and the target suffers a -2 penalty on his next attack roll.

At 11th level, increase to 1[W] + Dexterity modifier damage.

At 21st level, increase to 2[W] + Dexterity modifier damage.

**Miss:** Push the target a 1 square. If you are trained in Intimidate, add your Charisma modifier to the number of squares.

## Kora Expert

**Prerequisites:** Kora Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *costly deflect* utility power.

### Costly Deflect

### Feat Power

You block with the edge of your kora at great cost to the attacker.

### Encounter ♦ Weapon

**Immediate interrupt**      **Melee** weapon

**Requirement:** You must be wielding a kora

**Trigger:** You are the target of a melee attack

**Effect:** The attacker rolls again and keeps the second result. If the second attack is a miss, the attacker suffers 3 + Strength modifier damage.

## Kora Master

**Prerequisites:** Kora Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *sudden hack* attack power.

### Sudden Hack

### Feat Power

You flash your blade to blind your target before using the distraction to strike.

### Daily ♦ Weapon

**Standard Action**      **Melee** weapon

**Requirement:** You must be wielding a kora

**Target:** One creature

**Attack:** Dexterity or Strength vs. Will

**Hit:** Target grants combat advantage to you and all your

allies until the beginning of your next turn, and you can make a secondary attack.

**Secondary Attack:** Dexterity vs. Fortitude

**Hit:** 4[W] + Dexterity modifier damage.

At 15th level, increase to 5[W] damage.

At 25th level, increase to 6[W] damage.

## MADU/SAINTI

### One-Handed Military Light Blade/Parrying Device

One of many varieties of parrying devices used throughout India, the *madu* was a sturdy buckler with an antelope horn, sometimes tipped with iron or steel, projecting from its side. Such an armament could be used either as an offensive weapon or a shield or, in the hands of a trained wielder, both (see “parrying device” at the beginning of this chapter).

A similar device that functions exactly the same for game purposes was the *sainti*, which consisted of a shaft of steel or horn about two feet long, extending from a central grip and shell-like metal handguard from which a short dagger typically projected.

### Recommended Feats:

*Heroic:* Blade Opportunist, Combat Reflexes, Distracting Shield, Nimble Blade, Quick Draw, Shield Push; Two-Weapon Threat

*Paragon:* Back to the Wall, Bloodthirst, Light Blade Precision, Shield Specialization; Agile Opportunist, Two-Weapon Opening

*Epic:* Light Blade Mastery, Two-Weapon Flurry

## Parrying Weapon Mastery

### Parrying Weapon Training [Multiclass]

**Prerequisites:** Con 13 or Dex 13

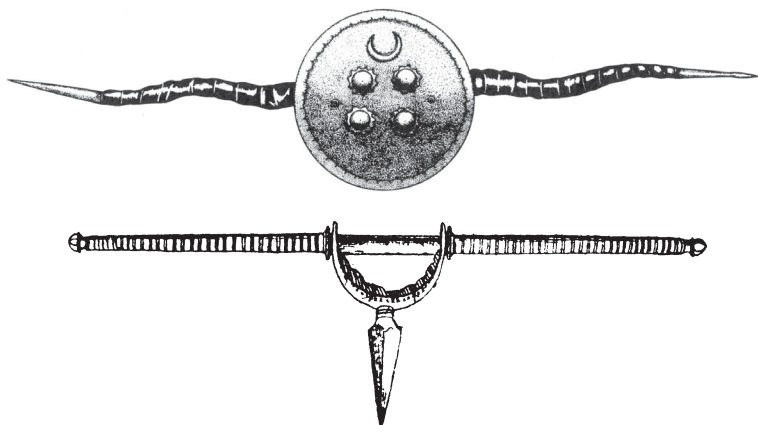
**Benefit:** You gain proficiency with the *madu* and the *sainti*. When you are using a *madu* or a *sainti* in your off-hand, you gain a +1 shield bonus to AC and a +1 bonus to damage with your main-hand weapon. This feat counts as Two-Weapon Fighting and Two-Weapon Defense for purposes of meeting prerequisites and requirements, but only applies to the *madu* and *sainti*.

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Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Madu/Sainti	+2	1d4	—	6 gp	2 lb.	Light blade, parrying device	Off-Hand*

\* When this weapon is used in the off-hand, it counts as a shield.

# Chapter 3: Indian Weapons



## Parrying Weapon Novice

**Prerequisites:** Parrying Weapon Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *defensive strike* attack power.

### Defensive Strike Feat Power

*Attacking with your parrying device makes your target wonder if your defense actually has an opening.*

#### Encounter ♦ Weapon

**Standard Action** **Melee** weapon

**Requirement:** You must be wielding a madu or sainti in the off-hand

**Target:** One or two creatures

**Attack:** Strength vs. AC (main hand and off-hand, one per target or both against one target)

**Hit:** 1[W] + Strength modifier damage (main hand and off-hand), and the target struck by the off-hand suffers a -2 penalty to attack rolls against you until the end of your next turn.

At 11th level, increase to 2[W] damage (main hand and off-hand).

At 21st level, increase to 3[W] damage (main hand and off-hand).

**Special:** Using this power with a madu allows you to shift 1 square away from the target struck by it. Using this power with a sainti gives you a +1 bonus to the attack roll with it.

## Parrying Weapon Expert

**Prerequisites:** Parrying Weapon Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *defensive opportunity* utility power.

### Defensive Opportunity Feat Power

*You use your enemies' distraction to defend yourself.*

#### Daily ♦ Stance, Weapon

**Minor Action** **Melee** weapon

**Requirement:** You must be wielding a madu or sainti in your off-hand

**Effect:** You cannot attack as an opportunity action; instead, each time you could make an opportunity attack, you gain a +2 power bonus to AC until the end of your next turn. This bonus increases to +3 at 12th level, and +4 at 22nd level.

## Parrying Weapon Master

**Prerequisites:** Parrying Weapon Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *guarded assault* attack power.

### Guarded Assault Feat Power

*You confuse your enemies into believing your attack is actually a defense ... and the other way around.*

#### Daily ♦ Weapon

**Standard Action** **Close** burst 1

**Requirement:** You must be wielding a madu or sainti in your off-hand

**Target:** All enemies in area

**Attack:** Strength vs. Will

**Hit:** Targets that damage you with a melee attack suffer 1[W] + Strength modifier damage (off-hand, save ends); they also grant combat advantage to you until the end of your next turn.

At 15th level, increase to 2[W] damage.

At 25th level, increase to 3[W] damage.

**Special:** If you have the ability to mark, all targets are marked until the end of your next turn.

## MATCHLOCK

### Two-Handed/Ranged Superior Firearm

The *bandukh torador* or *jezzail* often called an arquebus in European adventures, is a matchlock weapon that may be allowed in Indian adventures at the DM's judgment. Historically, such weapons were used more for hunting or adventuring than for warfare, for which the bow predominated.

A number of heavier varieties, designed to be mounted on fortress walls or fired from the backs of camels or elephants, also existed. These did more damage, were

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considerably more expensive, and often required crews of two warriors to effectively operate.

It should not be assumed that matchlock weapons can only exist in Indian adventures if they also do in the DM's Western milieu; it is quite possible for adventurers to encounter them initially in the exotic East. Indeed, historically, such arms came to India due to its contact with the Arab world, rather than from Europe.

## Recommended Feats:

*Heroic:* Defensive Mobility, Far Shot, Lethal Hunter, Power Attack, Quick Draw; Distant Advantage

*Paragon:* Blood Thirst, Devastating Critical, Distant Shot, Hammer Rhythm, Point-Blank Shot, Running Shot, Sly Hunter,

*Epic:* Bludgeon Mastery, Triumphant Attack.

## Recoil Fire [Paragon]

**Prerequisite:** Level 11<sup>th</sup>, proficient with a matchlock.

**Benefit:** When you are using the matchlock as a mace, a critical hit allows you to make a free basic ranged attack with the matchlock without provoking opportunity attacks.

## Gun Mastery [Epic]

**Prerequisite:** Level 21st.

**Benefit:** When you make a ranged weapon attack with a firearm, you can score a critical hit on a natural roll of 19 or 20.

## Matchlock Mastery

### Matchlock Training [Multiclass]

**Prerequisites:** Dex 13

**Benefit:** You gain proficiency with the matchlock. You can use the matchlock as a melee weapon. Wielded this way, the matchlock has all the characteristics of a mace.

## Matchlock Novice

**Prerequisites:** Matchlock Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *two-shot* attack power.

### Two-Shot

### Feat Power

*You prime the blastpowder to add potency to your shot.*

### Encounter ♦ Weapon

**Standard Action** Ranged weapon

**Effect:** Add +1 to the weapon's range

**Requirement:** You must be wielding a matchlock

**Target:** One or two creatures, must be adjacent to each other

**Attack:** Dexterity +1 vs. AC, one attack per target

**Hit:** 2[W] + Dexterity modifier damage.

At 11th level, increase to 3[W] damage.

At 21st level, increase to 4[W] damage.

## Matchlock Expert

**Prerequisites:** Matchlock Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *lock and load* utility power.

### Lock and Load

### Feat Power

*You could load your matchlock in your sleep.*

### Encounter ♦ Weapon

**Move Action**

**Requirement:** You must be wielding a Matchlock

**Effect:** You reload your matchlock.

## Matchlock Master

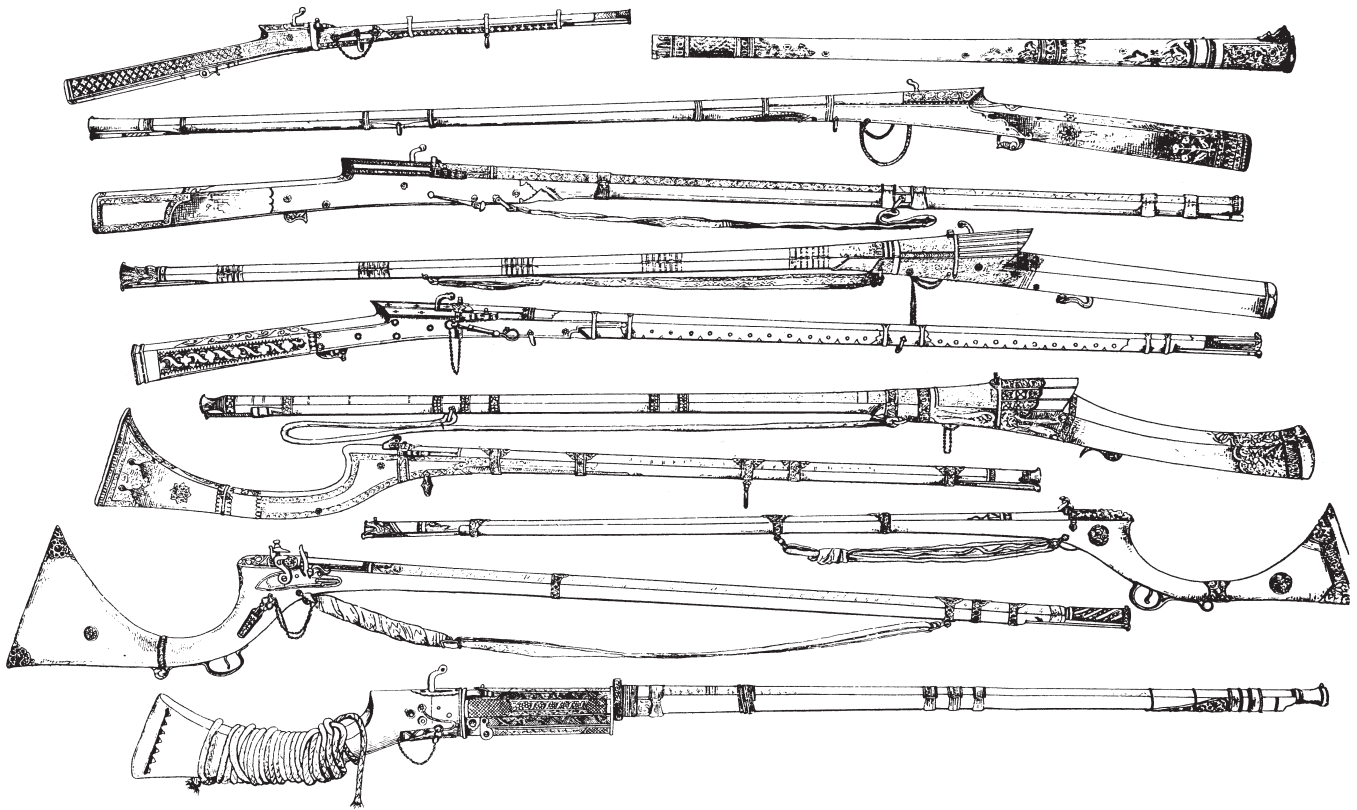
**Prerequisites:** Matchlock Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *scattershot* attack power.

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Matchlock	+2	2d6	20/40	150 gp	10 lb.	Firearm	High crit, Load special*
Shot (20)	—	—	—	1 gp	2 lb.	—	—
Blastpowder (20)	—	—	—	3 gp	1 lb.	—	—

\* A matchlock requires three actions to be loaded, which can be taken in the same or different rounds, but always in this order: move action — load the blastpowder; move action — load the shot; minor action — prime the fuse.

# Chapter 3: Indian Weapons



## Scattershot

## Feat Power

You force your matchlock's firing capacity to fire a cone of lead and fire.

### Daily ♦ Fire, Weapon

**Standard Action** Close blast 3

**Requirement:** You must be wielding a matchlock

**Target:** All creatures in area

**Attack:** Dexterity vs. Reflex

**Hit:** 2[W] + Dexterity modifier fire damage, and make a secondary attack.

At 15th level, increase to 3[W] damage.

At 25th level, increase to 4[W] damage.

**Secondary Attack:** Dexterity +2 vs. Fortitude

**Secondary Hit:** Target is dazed (save ends)

**Special:** Use 3 blastpowder charges for this power instead of 1. On a critical hit, regain the use of *lock and load*.

## PASA

### Two-Handed Superior Flail

Fashioned from stout line or rope and similar to a

lasso, this weapon was used for throttling, tripping, and entangling opponents and their mounts.

### Recommended Feats:

*Heroic:* Combat Reflexes, Distant Advantage, Potent Challenge, Power Attack, Quick Draw, Sure Climber; Improved Grab, Melee Training.

*Paragon:* Great Fortitude, Lightning Reflex, Seize the Moment; Agile Opportunist, Paragon Defenses.

*Epic:* Flail Mastery, Flanking Maneuver; Epic Fortitude, Epic Reflex, Robust Defenses.

### Pasa Dexterity

**Prerequisite:** Dex 15, proficient with the pasa.

**Benefit:** You can treat the pasa as a double weapon. As a double weapon, the pasa deals 1d6/1d6 damage, gains the off-hand property and grants a +1 shield bonus to AC and Reflex. On the same round that you use the pasa as a double weapon, you cannot use the reach property.

# Dhanurvedya & Varman

## Pasa Menace [Paragon]

**Prerequisite:** 11th level, Dex 15, Wis 15

**Benefit:** Once per encounter, when an enemy leaves a square not adjacent to you but inside your reach, you can make a free basic attack against it.

## Pasa Mastery

### Pasa Training [Multiclass]

**Prerequisites:** Dex 13

**Benefit:** You gain proficiency with the pasa.

On a critical hit, the target of your attack loses his next move action.

### Pasa Novice

**Prerequisites:** Pasa Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *serpent snare* attack power.

#### Serpent Snare

#### Feat Power

*You make your pasa fly like a striking cobra.*

#### Encounter ♦ Weapon

**Standard Action**      **Melee** weapon

**Requirement:** You must be wielding a pasa

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 1[W] + Dexterity modifier damage, and you can slide the target 1 square. The target is also immobilized until the end of your next turn.

At 11th level, increase to 2[W] damage and slide the target 2 squares.

At 21st level, increase to 3[W] damage and slide the target 3 squares.

**Special:** You can't take opportunity actions until the end of your next turn.

### Pasa Expert

**Prerequisites:** Pasa Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *aim somewhere else* utility power.



#### Aim Somewhere Else

#### Feat Power

*A snap of your pasa yanks the arms of an enemy, ruining his aim.*

#### Daily ♦ Weapon

**Immediate Interrupt**      **Melee** weapon

**Trigger:** Target attacks an ally with a ranged attack or power

**Requirement:** You must be wielding a pasa

**Target:** One enemy

**Attack:** Dexterity vs. Reflex

**Hit:** Attack misses. Target makes a basic ranged attack against one of his own allies both you and the target can see.

**Defender:** Target and the target of his basic ranged attack are marked until the end of your next turn.

**Striker:** Add your Dexterity modifier to the target's basic ranged attack.

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Pasa	+2	1d6	—	1 gp	4 lb.	Flail	Reach



# Chapter 3: Indian Weapons

**Leader:** The ally who triggered this power can spend a healing surge.

**Controller:** Slide the target 1 square.

## Pasa Master

**Prerequisites:** Pasa Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *constrict* attack power.

### Constrict

### Feat Power

You wrap your *pasa* around your target's neck and slowly squeeze his life out.

### Daily ♦ Weapon

**Standard Action**      **Melee** weapon

**Requirement:** You must be wielding a *pasa*

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 2[W] + Dexterity damage, and the target is grabbed (escape ends, add 2 + weapon enhancement bonus to your Reflex and Fortitude defense for the purpose of resisting the target's escape).

At 15th level, increase to 3[W] damage.

At 25th level, increase to 4[W] damage.

**Sustain Move:** 1[W] + Dexterity modifier damage, slide the target a number of squares equal to 1 + Strength modifier. If the target escapes the grab, you cannot sustain this power. You cannot take opportunity actions while you sustain this power.

## PATA AND PATTANI JAMDADU

### One-Handed Superior Heavy Blade (or Light Blade)

Used by upper-caste cavalrymen in medieval India, the *pata* is long sword with a built-in metal gauntlet to protect the hand and wrist of its wielder and, with an H-shaped hilt like the *katara* (q.v.), was used as a punch weapon. Such swords were quite often chased with precious metals or engraved with designs.

The *pattani jamdadu* is similar to but shorter than the *pata*, the name of this weapon means “death giver” in Hindi. It is transitional between in size and function between the *katara* and the *pata*. The *pattani jamdadu* is as long as a short sword but gains somewhat

more thrusting power because of its H-shaped hilt. Almost as many exotic variations exist of the *pattani jamdadu* as of the *katara*

### Recommended Feats:

**Heroic:** Backstabber, Blade Opportunist, Nimble Blade, Power Attack, Quick Draw, Two-Weapon Defense, Two-Weapon Fighting; Melee Training, Two-Weapon Threat.

**Paragon:** Back to the Wall, Bloodthirst, Defensive Advantage, Devastating Critical, Heavy Blade Opportunity, Light Blade Precision; Agile Opportunist, Two-Weapon Opening.

**Epic:** Flanking Maneuver, Heavy Blade Mastery, Light Blade Mastery, Triumphant Attack; Two-Weapon Flurry.

### Bladefist Mastery

You can master either the *pata* or the *pattani jamdadu*; the multiclass feat only allows you to have proficiency with one of them (you can purchase it twice to be proficient with both weapons). You can use the feat powers you learn with either of them without learning them twice; however, the *pata* uses Strength as its key ability for the powers' attack and damage, while the *pattani jamdadu* uses Dexterity.

### Bladefist Training [Multiclass]

**Prerequisites:** Str 13

**Benefit:** You gain proficiency with the *pata* or a *pattani jamdadu* (choose which when gaining this feat). Once per encounter, you can use a move action to use a power or attack with the *pata* or *pattani jamdadu* that would normally require a standard action.

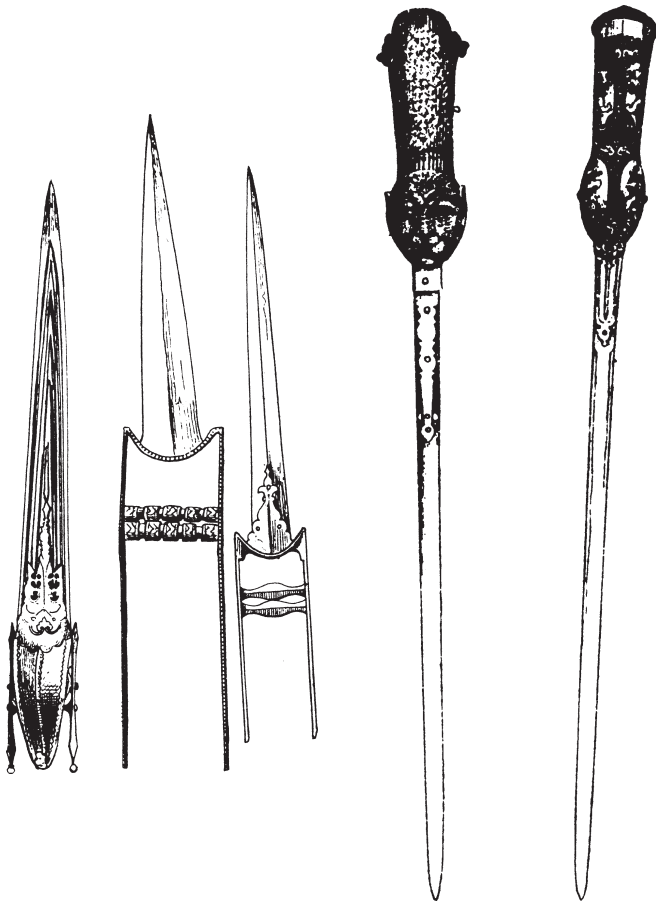
### Bladefist Novice

**Prerequisites:** Bladefist Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *lunge of the warrior king* attack power.

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Pata	+3	1d8	—	30 gp	5 lb.	Heavy blade	High crit
Pattani Jamdadu	+3	1d6	—	20 gp	3 lb.	Light blade	Off-Hand, high crit

# Dhanurvedya & Varman



**Lunge of the Warrior King** **Feat Power**  
*You make a powerful charge and impale your target.*  
**Encounter** ♦ **Weapon**  
**Standard Action** **Melee** weapon  
**Requirement:** You must be wielding a pata or a pattani jamdadu  
**Target:** One creature  
**Effect:** Move half your speed (or half your mount's speed), you must end your movement adjacent to a target  
**Attack:** Strength or Dexterity vs. AC  
**Hit:** 2[W] + Strength or Dexterity damage.  
 At 11th level, increase to 3[W] damage.  
 At 21st level, increase to 4[W] damage.  
**Defender:** The target is immobilized until the end of

your next turn.  
**Striker:** Add your Dexterity modifier to the damage.  
**Leader or controller:** Target is dazed until the end of your next turn.  
**Special:** The key ability for attack and damage is Strength for the pata and Dexterity for the pattani jamdadu.

**Bladefist Expert**  
**Prerequisites:** Bladefist Training, 8th level  
**Benefit:** You can swap one 6th-level or higher utility power you know for the *deflective swing* utility power.

**Deflective Swing** **Feat Power**  
*A powerful swing dissuades your enemies from attacking, and catches the attacks of those who dared.*  
**Encounter** ♦ **Weapon**  
**Move Action** **Personal**  
**Requirement:** You must be wielding a pata or a pattani jamdadu  
**Effect:** Shift your speed (or your mount's speed)

**Bladefist Master**  
**Prerequisites:** Bladefist Training, 10th level  
**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *run them through* attack power.

**Run Them Through** **Feat Power**  
*You leave a trail of blood behind your valorous charge.*  
**Daily** ♦ **Reliable, Weapon**  
**Standard Action** **Melee** weapon  
**Requirement:** You must be wielding a pata or a pattani jamdadu  
**Target:** One creature  
**Attack:** Strength or Dexterity vs. AC  
**Hit:** 2[W] + Strength modifier damage, target is prone and you can shift half your speed (or your mount's speed); if you end this movement adjacent to an enemy, make a secondary attack against him.  
 At 15th level, increase to 3[W] damage.  
 At 25th level, increase to 4[W] damage.  
**Secondary Attack:** Strength vs. AC  
**Secondary Hit:** 1[W] + Strength modifier damage, tar-

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Peshkabz	+2	1d4	—	2 gp	2 lb	Light blade	Off-Hand

# Chapter 3: Indian Weapons

get is prone and you can shift half your speed (or your mount's speed); if you end this movement adjacent to an enemy, make a tertiary attack against him.

At 15th level, increase to 2[W] damage.

At 25th level, increase to 3[W] damage.

**Tertiary Attack:** Strength vs. Fortitude

**Tertiary Hit:** Target is prone and you can shift half your speed (or your mount's speed).

At 15th level, increase to 1[W] damage.

At 25th level, increase to 2[W] damage.

**Special:** The key ability for attack and damage is Strength for the pata and Dexterity for the pattani jamdadu. If you are mounted, your mount can make a basic attack against a target as an immediate reaction (trigger: target falls prone) before shifting away.

## PESHKABZ

### One-Handed Simple Light Blade

This straight-bladed dagger had a reinforcing rib along its back edge that gave it a T-shaped cross-section and made it especially useful for penetrating armor.

#### Recommended Feats:

*Heroic:* Backstabber, Lethal Hunter, Nimble Blade, Quick Draw, Surprise Knockdown, Two-Weapon Defense, Two-Weapon Fighting; Improved Grab, Melee Training, Two-Weapon Threat.

*Paragon:* Back to the Wall, Bloodthirst, Defensive Advantage, Devastating Critical, Light Blade Precision; Agile Opportunist, Two-Weapon Opening.

*Epic:* Flanking Maneuver, Light Blade Mastery, Two-Weapon Flurry.

### Peshkabz Mastery

#### Peshkabz Training [Multiclass]

**Prerequisites:** Dex 13

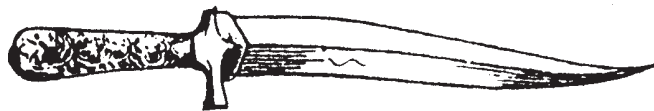
**Benefit:** You gain proficiency with the peshkabz.

You receive a +1 bonus to damage against opponents wearing armor or using shields. This bonus increases to +2 at 11th level and to +3 at 21st level.

### Peshkabz Novice

**Prerequisites:** Peshkabz Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *painful puncture* attack power.



#### Painful Puncture

#### Feat Power

*Your strike punches through your enemy's protection and into the tender flesh beneath.*

**Encounter** ♦ **Weapon**

**Standard Action** **Melee** weapon

**Requirement:** You must be wielding a peshkabz

**Target:** One creature

**Attack:** Dexterity vs. Fortitude

**Hit:** 2[W] + Dexterity modifier damage.

**Special:** If you have combat advantage, ignore 5 points of the target's damage resistance.

At 11th level, increase to 3[W] damage and ignore 10 points of resistance.

At 21st level, increase to 4[W] damage and ignore 15 points of resistance.

### Peshkabz Expert

**Prerequisites:** Peshkabz Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *expose armor* utility power.

#### Expose Armor

#### Feat Power

*A stab and a twist, and your target's protection is not as effective as he trusted.*

**Daily** ♦ **Weapon**

**Standard Action** **Melee** weapon

**Requirement:** You must be wielding a peshkabz

**Target:** One creature

**Attack:** Strength vs. Fortitude

**Hit:** The target gains vulnerable 5 against all damage (save ends).

### Peshkabz Master

**Prerequisites:** Peshkabz Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *sudden evisceration* attack power.

# Dhanurvedya & Varman

## Sudden Evisceration

## Feat Power

*It's just a quick attack, but your enemy fills you pulled his guts out.*

### Daily ♦ Weapon

**Standard Action**      **Melee** weapon

**Requirement:** You must be wielding a peshkabz

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage, and the target takes 5 ongoing damage and is stunned (save ends both). If the target succeeds at his saving throw, he suffers damage equal to your Dexterity modifier once, and is dazed (save ends). If the target succeeds at his saving throw, he suffers a -2 penalty to attack rolls until the end of the turn after he succeeded his last saving throw against this effect.

At 15th level, increase to 4[W] damage.

At 25th level, increase to 5[W] damage.

**Miss:** Half damage, and the target is dazed until the end of your next turn.

## RUMAL

### Two-Handed Superior Flail

The *rumal* is a piece of cloth three feet square and was the sacred strangling weapon of the Thugs, murderous worshippers of Kali. A knot was tied in the middle of it and one end of it was weighted, usually with rupee or other Indian coins. The *rumal* was grasped by the unweighted end and whipped around the neck of the Thug's victim and then quickly pulled tight, rapidly throttling him. Thugs keep the weapons hidden in their loincloths, swiftly whipping them out when needed, and almost always attacking from behind or surprise.

### Recommended Feats:

*Heroic:* Combat Reflexes, Defensive Mobility, Jack of All Trades, Power Attack, Quick Draw; Improved Grab, Melee Training.

*Paragon:* Great Fortitude, Lightning Reflex, Seize the Moment; Paragon Defenses.

*Epic:* Flail Mastery, Flanking Maneuver; Epic Fortitude, Epic Reflex, Robust Defenses.

## Rumal Mastery

### Rumal Training [Multiclass]

**Prerequisites:** Dex 13 and Str 13

**Benefit:** You gain proficiency with the rumal.

Targets you grab with the rumal have a -2 penalty to their escape checks.

## Rumal Novice

**Prerequisites:** Rumal Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *quiet death* attack power.

## Quiet Death

## Feat Power

*You sneak up on your target and try to choke his life out.*

### Encounter ♦ Weapon

**Standard Action**      **Melee** weapon

**Requirement:** You must be wielding a rumal, and have combat advantage against the target.

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 1[W] + Dexterity modifier damage, and the target is grabbed.

**Sustain Minor:** 1[W] + Strength modifier damage and keep the target grabbed. If the target escapes, this power ends.

At 11th level, increase to 2[W] damage.

At 21st level, increase to 3[W] damage.

## Rumal Expert

**Prerequisites:** Rumal Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *forced silence* utility power.

## Forced Silence

## Feat Power

*In your hands, no one can hear your target scream.*

### Daily ♦ Weapon

**Standard Action**      **Melee** weapon

**Requirement:** You must be wielding a rumal

**Target:** One creature you are grabbing

**Attack:** Dexterity vs. Fortitude

**Hit:** You grab the target, and the target is dazed and cannot speak or emit any vocal sound. Your target must

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Rumal	+2	1d6	—	1 gp	½ lb.	Flail	—



# Chapter 3: Indian Weapons



succeed at a saving throw to use an implement power.  
**Sustain Standard:** Make another attack against the target. If the target escapes your grab or you fail the attack for this power, you cannot sustain it again.

## Rumal Master

**Prerequisites:** Rumal Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *By Kali's will* attack power.

### By Kali's Will

### Feat Power

*You squeeze your target's soul out of his body as a tribute to your dark goddess.*

### Daily ♦ Weapon

**Standard Action**      **Melee** weapon

**Requirement:** You must be carrying, wearing, or wielding a rumal

**Target:** One creature

**Effect:** You shift 3 squares to end adjacent to the target and gain combat advantage against it. You wield your rumal if it wasn't in your hands already.

**Attack:** Dexterity vs. Fortitude

**Hit:** 3[W] + Dexterity modifier damage, and the target is grabbed. The target is also stunned (save ends).

At 15th level, increase to 4[W] damage.

At 25th level, increase to 5[W] damage.

**Sustain Minor:** 1[W] + Strength modifier damage and keep the target grabbed. If the target escapes, this power ends.

**Special:** If your target drops to 0 hit points or less from this attack, you can shift 3 squares and gain combat advantage against the enemy closest to you until the end of your next turn.

## SPEAR, MARATHA

### Two-Handed Military Polearm/Spear

This pike-like weapon of the Maratha people was 12 to 18 feet long and was the favorite arm of the Pindari raiders. It requires two hands to use and cannot be used with a shield. As a superior reach weapon, it can potentially be used to attack opponents up to three squares away, but because of its length, attacking adjacent targets suffers a -2 penalty (including powers with close burst 1 areas).

### Recommended Feats:

*Heroic:* Defensive Mobility, Mounted Combat, Power Attack, Powerful Charge; Improved Bull Rush.

*Paragon:* Devastating Critical, Evasion, Lightning Reflexes, Mettle, Polearm Gamble, Seize the Moment, Shield Specialization, Spear Push.

*Epic:* Flanking Maneuver, Spear Mastery, Unfettered Stride.

## Maratha Spear Mastery

### Maratha Spear Training [Multiclass]

**Prerequisites:** Dex 13 and Str 13

**Benefit:** You gain proficiency with the maratha spear. Once per encounter, you can make an opportunity attack against a target that leaves any square within your weapon's reach other than by shifting. You cannot take any more opportunity attacks until the start of your next turn (at 21st level this restriction is lifted.)

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Spear, Maratha	+2	1d10	—	15 gp	12 lb.	Polearm, spear	Reach 2

# Dhanurvedya & Varman

## Maratha Spear Novice

**Prerequisites:** Maratha Spear Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *long arm* attack power.

### Long Arm

### Feat Power

*You surprise your enemies by attacking where they thought they would be safe.*

**Encounter** ♦ **Weapon**

**Standard Action**      **Melee** weapon

**Requirement:** You must be wielding a maratha spear

**Target:** One or two creatures

**Attack:** Strength vs. AC, one attack per target

**Hit:** 2[W] + Strength modifier damage, and if an attacked target shifts or moves before the beginning of your next turn while remaining within reach, you can make a free basic attack against him.

At 11th level, increase to 3[W] damage.

At 21st level, increase to 4[W] damage.

## Maratha Spear Expert

**Prerequisites:** Maratha Spear Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *maelstrom trance* utility power.

### Maelstrom Trance Feat

### Power

You are the center of a storm that spares no enemy.

**Daily** ♦ **Stance, Weapon**

**Standard Action**      **Melee** weapon

**Requirement:** You must be wielding a maratha spear

**Effect:** You threaten all squares in your weapon's reach. However, you can only use basic attacks even in your turn. You still need to be adjacent a target in order to flank.

## Maratha Spear Master

**Prerequisites:** Maratha Spear Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *by forceful impaling* attack power.

### Forceful Impaling

### Feat Power

*You run your enemy through and yank him around using your weapon as a handle.*

**Daily** ♦ **Weapon**

**Standard Action**      **Melee** weapon

**Requirement:** You must be wielding a maratha spear



**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 3[W] + Strength modifier damage, and make a secondary attack against the target.

At 15th level, increase to 4[W] damage.

At 25th level, increase to 5[W] damage.

**Secondary Attack:** Strength vs. Fortitude

**Hit:** 1[W] + Strength modifier damage and slide the target to any square within your weapon's reach. The target is also marked (save ends). If a target marked by you as a result of this power makes an attack that does not include you as a target, you can repeat this power's secondary attack against them.

**Special:** If the target begins his turn outside your weapon's reach, he succeeds his save to end the mark automatically. If you have the ability to mark, both marks can be placed at the same time.

# Chapter 3: Indian Weapons

## TAKSH-ANDAZ

### Two-Handed/Ranged Superior Firearm/Spear

Rockets, also known as *agni-astra*, or *tront* in Siam, were used throughout ancient and medieval India. After this time the secret of their manufacture was lost, until gunpowder and firearms were introduced from the Middle East. They never really came into wide use again, however, their role in battle being largely replaced by cannon.

The *taksh-andaz* was used mostly against large targets like fortifications and cavalry formations. One usage of rockets even anticipated the advent of the modern battle tank by being fired from launchers mounted on heavily armored elephants. Such weapons can add color to the arsenal of some small, ancient kingdom, where knowledge of the art of constructing them is possessed by learned craftsmen. In any case, they should be rare.

The weapon itself, a large javelin, was fired from a bamboo or cast metal tube and ignited when launched. Although it did not explode, the rocket struck its target with great force, shattering and causing damage from both the impact and fire.

Launchers were generally made of bronze (300 gp) or bamboo (10 gp). A bamboo launcher must make a saving throw each time it is used, or be destroyed.

### Recommended Feats:

*Heroic:* Defensive Mobility, Far Shot, Quick Draw; Distant Advantage.

*Paragon:* Devastating Critical, Evasion, Distant Shot, Mettle, Point-Blank Shot, Running Shot, Spear Push.

*Epic:* Spear Mastery, Triumphant Attack, Unfettered Stride.

## Taksh-Andaz Mastery

### Taksh-Andaz Training [Multiclass]

**Prerequisites:** Dex 13 and Con 13

**Benefit:** You gain proficiency with the *taksh-andaz*. You can mix your own blastpowder (see under “Matchlock”), even if you don’t have the Alchemist feat.

## Taksh-Andaz Novice

**Prerequisites:** Taksh-Andaz Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *flaming death* attack power.

### Flaming Death

### Feat Power

You launch a deadly missile at your target, mixing the power of steel and fire.

### Encounter ♦ Weapon

**Standard Action** Ranged weapon

**Requirement:** You must be wielding a *taksh-andaz*

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage, and you can make a secondary attack against the target.

At 11th level, increase to 2[W] damage.

At 21st level, increase to 3[W] damage.

**Secondary Attack:** Dexterity vs. Reflex

**Hit:** Target takes 5 ongoing fire damage (save ends).

## Taksh-Andaz Expert

**Prerequisites:** Taksh-Andaz Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *field reload* utility power.

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Taksh-Andaz (bronze launcher)	+2	3d6	20/40	300 gp	20 lb.	Firearm, spear	High crit, Load standard x2*
Taksh-Andaz (bamboo launcher)	+2	3d6	20/40	6 gp	5 lb.	Firearm, spear	High crit, Load standard x2*
Taksh-Andaz (spear)	—	—	—	3 gp	1 lb.	Ammunition	—
Blastpowder (20)	—	—	—	3 gp	1 lb.	—	—

\* loading a *taksh-andaz* requires two standard actions, but they may be taken by different characters.

# Dhanurvedya & Varman



## Field Reload Feat Power

You know well how to get your weapon ready for its next onslaught.

### Encounter ♦ Weapon

**Standard Action**      **Melee 1**

**Requirement:** You must be wielding a taksh-andaz

**Effect:** Reload your taksh-andaz.

## Taksh-Andaz Master

**Prerequisites:** Taksh-Andaz Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *bombardment* attack power.

## Bombardment Feat Power

You aim high and bathe your enemies in fiery death.

### Daily ♦ Weapon

**Standard Action**      **Ranged** blast 1 within 20 squares

**Requirement:** You must be wielding a taksh-andaz

**Target:** All creatures in area

**Attack:** Dexterity vs. Reflex

**Hit:** 1[W] + Dexterity modifier fire damage, and the target suffers 5 ongoing fire damage (save ends). A target that succeeds at his saving throw suffers 1d6 fire damage.

At 15th level, increase to 2[W] damage.

At 25th level, increase to 3[W] damage.

**Special:** You ignore the targets' cover if it does not provide protection from above. Use 3 blastpowder charges for this power instead of 1.

## TALWAR

### One-Handed Military Heavy Blade

This was a heavy, broad-bladed, curved sword sometimes forged entirely from solid steel. Some *talwars* had considerably lighter blades, and these function exactly like scimitars in D&D games. Both styles of *talwar* are among the most common sorts of swords encountered in Indian adventures. The *talwar* was also often used as a sacrificial weapon.

### Recommended Feats:

*Heroic:* Blade Opportunist, Defensive Mobility, Fast Runner, Nimble Blade, Power Attack.

*Paragon:* Back to the Wall, Bloodthirst, Devastating Critical, Heavy Blade Opportunity; Agile Opportunist.

*Epic:* Heavy Blade Mastery, Triumphant Attack.

## Talwar Mastery

### Talwar Training [Multiclass]

**Prerequisites:** Dex 13 and Str 13

**Benefit:** You gain proficiency with the talwar.

Once per encounter, as an immediate reaction, you can negate the advantages from flanking from a single enemy you can see that is adjacent to you.

## Talwar Novice

**Prerequisites:** Talwar Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *preemptive slice* attack power.

## Preemptive Slice Feat Power

You anticipate your enemy's attack and attack to prove that would not be good for him.

### Encounter ♦ Weapon

**Standard Action**      **Melee** weapon

**Requirement:** You must be wielding a talwar

**Target:** One creature

**Attack:** Strength vs. AC

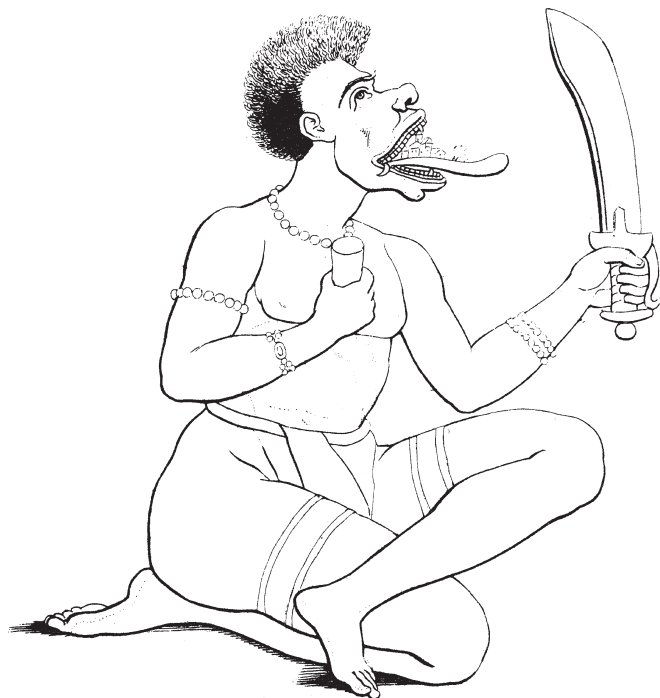
**Hit:** 2[W] + Strength modifier damage, and the target cannot make opportunity attacks until the end of your next turn.

At 11th level, increase to 3[W] damage.

At 21st level, increase to 4[W] damage.



# Chapter 3: Indian Weapons



## Talwar Expert

**Prerequisites:** Talwar Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *opportune mobility* utility power.

## Opportune Mobility

### Feat Power

*You and your blade whirl around your attackers.*

**Encounter** ♦ **Stance, Weapon**

**Minor Action**      **Personal**

**Requirement:** You must be wielding a talwar

**Effect:** Move half your speed, for every opportunity attack you receive, you can shift 1 square after your move.

**Special:** If you have the ability to mark, every attacker that targets you with an opportunity attack is marked by you.

## Talwar Master

**Prerequisites:** Talwar Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *sacrificial vortex* attack power.

## Sacrificial Vortex

### Feat Power

*None shall pass.*

**Daily** ♦ **Reliable, Weapon**

**Standard Action**      **Close** burst 2

**Requirement:** You must be wielding a talwar

**Target:** All enemies in the area

**Effect:** If you have the ability to mark, all targets are marked until the end of the next turn.

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and you slide the target a number of squares equal to your Constitution modifier. You threaten the area until the beginning of the next turn and can shift to make use of any opportunity attacks that are provoked.

At 15th level, increase to 3[W] damage.

At 25th level, increase to 4[W] damage.

**Special:** You suffer a -2 penalty to all your defenses until the end of your next turn.

## URIMI

### One-Handed Superior Light Blade/Flail

Also known as a belt sword, this weapon had a highly flexible steel blade, about three feet long and up to two inches wide. Its flexibility allowed it to be worn in a girdle around the waist, and thus be concealed. The *urimi* was sometimes associated with *Kalaripayat*, an ancient Indian martial art dedicated to the goddess Kali.

### Recommended Feats:

*Heroic:* Backstabber, Combat Reflexes, Lethal Hunter, Nimble Blade, Press the Advantage, Surprise Knockdown; Melee Training,

*Paragon:* Bloodthirst, Defensive Advantage, Devastating Critical, Light Blade Precision, Seize the Moment; Agile Opportunist

*Epic:* Flail Mastery, Flanking Maneuver, Light Blade Mastery; Vexing Flanker.

## Urimi Mastery

### Urimi Training [Multiclass]

**Prerequisites:** Dex 13

**Benefit:** You gain proficiency with the urimi. When you wear the urimi as a belt, any magic enhancement

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Talwar	+3	2d4	—	15 gp	6 lb.	Heavy blade	Versatile

# Dhanurvedya & Varman



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Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Urmi	+3	1d6	—	15 gp	3 lb.	Light blade, flail	—

# Chapter 3: Indian Weapons

bonus applies to your Fortitude defense. You count as having the Quick Draw feat for the urimi only.

## Urimi Novice

**Prerequisites:** Urimi Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *razor wrap* attack power.

### Razor Wrap Feat Power

*You wrap your blade around your foe's limb, slicing deep as you withdraw it.*

**Encounter** ♦ **Weapon**

**Standard Action** **Melee** weapon

**Requirement:** You must be wielding a urimi

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 2[W] + Dexterity modifier damage, and make a secondary attack.

At 11th level, increase to 3[W] damage.

At 21st level, increase to 4[W] damage.

**Secondary Attack:** Dexterity vs. Fortitude, choose whether you target hands or ankles.

**Hit:** If you targeted the hands, the target drops whatever he was holding; if you target the ankles, target is slowed until the end of your next turn.

## Urimi Expert

**Prerequisites:** Urimi Training, 8th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *twisting blade* utility power.

### Twisting Blade Feat Power

*You surprise your foe changing the path of your blade in mid-strike.*

**Encounter** ♦ **Weapon**

**Free action** **Melee** weapon

**Requirement:** You must be wielding a urimi

**Effect:** As part of an attack with the urimi, make a Bluff check against your foe's passive Insight. If you succeed you gain combat advantage against the target until the end of your next turn.

## Urimi Master

**Prerequisites:** Urimi Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *steel flows like water* attack power.

### Steel Flows Like Water Feat Power

*The urimi twists and wavers unpredictably, dealing a thousand cuts.*

**Daily** ♦ **Weapon**

**Standard Action** **Close** blast 2

**Requirement:** You must be wielding a urimi

**Target:** All enemies in the area

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage, and the target grants combat advantage until the end of your next turn.

At 15th level, increase to 4[W] damage.

At 25th level, increase to 5[W] damage.

## VITA

### Two-Handed/Ranged Superior Spear

Used most notably by Maratha cavalry, the *vita* is a large spear with a 10-foot-long cord attached to its butt, allowing it to be tethered to a gauntlet or bracer on the wrist of its user. This cord facilitates the *vita's* primary role as a very short-range but powerful missile weapon. When approaching an opponent, the user grasped the *vita* with both hands and then hurled it; the cord allowed it to be quickly recovered and made ready for the next attack. Indian cavalymen would charge their opponents and then hurl their vitas, deftly recovering them as they passed by, returning to attack the same opponent again or moving on to seek another.

#### Recommended Feats:

*Heroic:* Defensive Mobility, Mounted Combat, Power Attack, Powerful Charge; Improved Bull Rush.

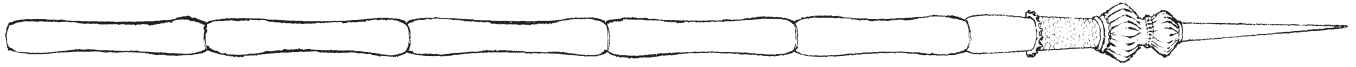
*Paragon:* Devastating Critical, Seize the Moment, Point-Blank Shot, Spear Push.

*Epic:* Spear Mastery, Unfettered Stride.

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Vita	+2	1d10	—	15 gp	9 lb.	Spear	Reach 3, versatile, Load minor*

\* Loading the vita represents retrieving it by pulling it back with the cord.

# Dhanurvedya & Varman



## Vita Mastery

### Vita Training [Multiclass]

**Prerequisites:** Str 13

**Benefit:** You gain proficiency with the vita.

You can use this weapon one-handed when mounted.

### Vita Novice

**Prerequisites:** Vita Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *hurl and pull* attack power.

#### Hurl and Pull

#### Feat Power

You throw your vita and pull it back right along your target.

**Encounter** ♦ **Weapon**

**Standard Action**      **Ranged 3**

**Requirement:** You must be wielding a vita

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength/Dexterity damage, and the target is pulled a number of squares equal to your Strength modifier.

At 11th level, increase to 2[W] damage.

At 21st level, increase to 3[W] damage.

**Special:** The vita is back in your hand at the end of your round, whether you hit or miss.

### Vita Expert

**Prerequisites:** Vita Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *vantage swing* utility power.

#### Vantage Swing

#### Feat Power

You throw your spear into a wall and swing a distance.

**Encounter** ♦ **Weapon**

**Standard Action**      **Personal**

**Requirement:** You must be wielding a vita, and there must be an overhanging terrain feature

**Effect:** Move your speed and ignore challenging, difficult, and hindering terrain. Recover the vita at the end of your turn.

### Vita Master

**Prerequisites:** Vita Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *sudden reach* attack power.

#### Sudden Reach

#### Feat Power

You stab and lunge, but suddenly launch the vita in a surprisingly long strike.

**Daily** ♦ **Weapon**

**Standard Action**      **Melee 3**

**Requirement:** You must be wielding a vita

**Target:** One creature

**Attack:** Strength vs. AC

**Hit:** 3[W] + Strength modifier damage.

At 15th level, increase to 4[W] damage.

At 25th level, increase to 5[W] damage.

**Special:** You can use this power instead of a basic melee or ranged attack where applicable.

## ZAGHNAL

### One-Handed Military Pick

The *zaghnal* is a one-handed pick, usually fashioned entirely of steel, with a broad, sharp, beaklike piercing head. Even though it was only about one to two feet long, it was also very heavy and had great punching power. Many *zaghnal* were decorated with brass, silver, or other precious metals and had beautifully etched heads and hafts, sometimes adorned with images of animals or monsters.

#### Recommended Feats:

*Heroic:* Combat Reflexes, Power Attack.

*Paragon:* Blood Thirst, Devastating Critical, Great For-

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Zaghnal	+2	1d6	—	15 gp	5 lb.	Pick	High crit



# Chapter 3: Indian Weapons

titude, Lightning Reflexes; Paragon Defenses.

*Epic:* Epic Resurgence, Pick Mastery, Triumphant Attack; Epic Fortitude, Epic Reflexes, Robust Defenses.

## Seize the Opening

**Prerequisites:** Proficient with the zaghnal.

**Benefit:** When you are wielding a zaghnal, you gain a +2 bonus to attack against targets who suffer from a temporary vulnerable condition to any type of damage.

## Zaghnal Mastery

### Zaghnal Training [Multiclass]

**Prerequisites:** Str 13

**Benefit:** You gain proficiency with the zaghnal.

You receive a +1 bonus to damage against opponents wearing armor or using shields. This bonus increases to +2 at 11th level and to +3 at 21st level.

## Zaghnal Novice

**Prerequisites:** Zaghnal Training, 4th level

**Benefit:** You can swap one 3rd-level or higher encounter attack power you know for the *punching arc* attack power.

### Punching Arc

#### Feat Power

*Your wide swing guarantees the blade of your zaghnal will taste blood.*

**Encounter** ♦ **Weapon**

**Standard Action**      **Melee** weapon

**Requirement:** You must be wielding a zaghnal

**Target:** One creature

**Attack:** Strength vs. Reflex

**Hit:** 1[W] + Strength modifier damage.

At 11th level, increase to 2[W] damage.

At 21st level, increase to 3[W] damage.

**Special:** If the target is bloodied, add 1[W] to the damage. You can use this power in your turn instead of a basic attack. At 11th level, you can also use this power as an opportunity attack.

## Zaghnal Expert

**Prerequisites:** Zaghnal Training, 8th level

**Benefit:** You can swap one 6th-level or higher utility power you know for the *pin to the ground* utility power.

### Pin to the Ground

#### Feat Power

*You seize the opportunity to nail a careless enemy to the ground.*

**Encounter** ♦ **Weapon**

**Opportunity Action**      **Melee** weapon

**Requirement:** You must be wielding a zaghnal

**Target:** One creature that provokes an opportunity attack

**Attack:** Strength vs. Reflex

**Hit:** Target is immobilized until the end of your next turn.

**Sustain Standard:** Keep the target immobilized.

**Special:** Any attempt to move the target other than teleportation must first succeed in a Strength vs. Fortitude attack against you. You can use this power instead of a basic attack for an opportunity attack.

## Zaghnal Master

**Prerequisites:** Zaghnal Training, 10th level

**Benefit:** You can swap one 9th-level or higher daily attack power you know for the *puncturing hold* attack power.

### Puncturing Hold

#### Feat Power

*You punch through your foe's defense and make with him as you wish.*

**Daily** ♦ **Weapon**

**Standard Action**      **Melee** weapon

**Requirement:** You must be wielding a zaghnal

**Target:** One creature

**Attack:** Strength vs. Reflex

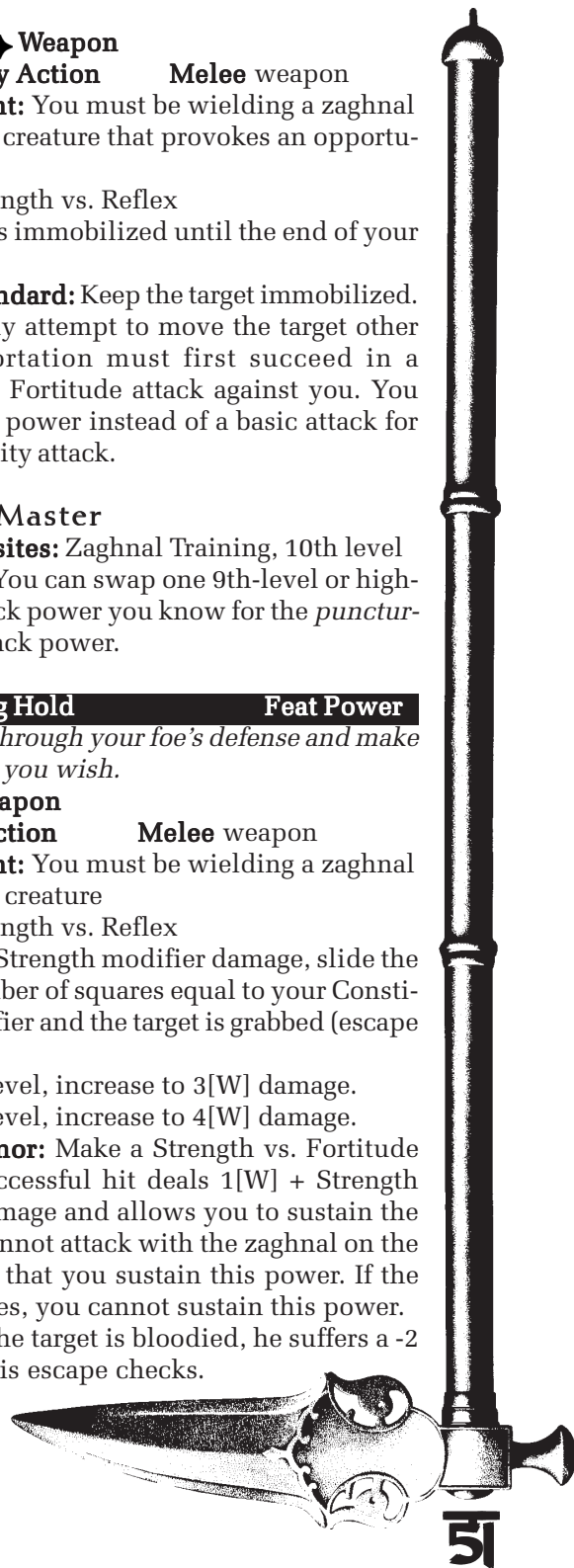
**Hit:** 2[W] + Strength modifier damage, slide the target a number of squares equal to your Constitution modifier and the target is grabbed (escape ends).

At 15th level, increase to 3[W] damage.

At 25th level, increase to 4[W] damage.

**Sustain Minor:** Make a Strength vs. Fortitude attack; a successful hit deals 1[W] + Strength modifier damage and allows you to sustain the grab. You cannot attack with the zaghnal on the same round that you sustain this power. If the target escapes, you cannot sustain this power.

**Special:** If the target is bloodied, he suffers a -2 penalty to his escape checks.



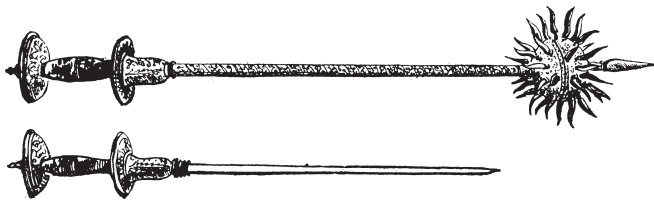


# Chapter 4: Other Weapons Used in India

Many weapons popular in typical D&D campaigns were used in India, but some have been slightly modified, and most will be crafted and embellished so as to have a wholly distinctive appearance. Perhaps more so than any other weapon type, a great variety of swords can be found in the Indian milieu. Almost any type or variation is possible within the exotic plethora that existed. Many of these had specific names but are much like existing sword types. Some, however, have no unique names, despite their singular appearances. Some swords were called *firangi*, a word that simply means “foreign,” and this term was generally used to refer to non-Indian swords that were fitted out with Indian hilts. Thus, such swords could be of virtually any type.

In addition to fine native steel, bamboo was a primary material used in Indian weapons, and bows, arrow and quarrel shafts, and the hafts of javelins, spears, maces, and other weapons were often made of bamboo.

The hafts of some higher-quality weapons, notably those of Persian origin, contained hidden daggers, twisted loose from the base of the shaft. Maces, morning-stars, picks, and battleaxes were all known to have been so crafted. Such a weapon will cost at least twice its normal base price.



After each available weapon, names for similar weapons that conform to the same characteristics are listed in parentheses. All the arms described below function exactly like the weapons they are listed under, unless noted in the text.

**Arrow, Mail-Piercer:** Mail-piercing arrows were designed to penetrate armor and shields and provide a +1 bonus on attacks against opponents who derive an AC bonus from such gear. Such an arrow typically had a long shaft, four painted flights, and a hexagonal, steel, armor-piercing head.

**Axe, Horseman's:** This weapon had a head about the size of a handaxe and an elongated haft, making it useful in the hands of a mounted warrior against foot soldiers or other horsemen in the rapid moving into-and-out-of striking range during mounted combat. Such axes typically had a single, single-edged, crescent-shaped blade. Sometimes they featured a spike, pointing forward like a spear head, that can be used to inflict piercing damage if desired.

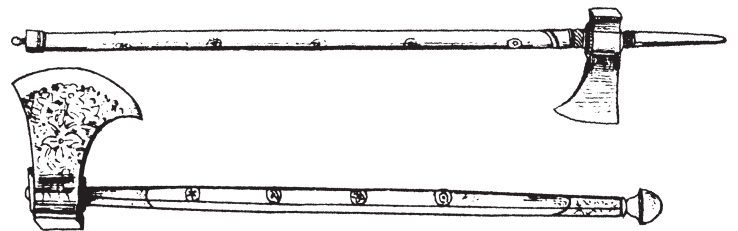
**Battleaxe (*cha katti, chata katu, Khond axe, parasa, ram dao, tabar, tungi, venmuroo*):** A great variety of axes both double- and single-headed, with heads in all conceivable shapes, were used throughout the subcontinent. They ranged from the dual-purpose weapons/tools of primitive tribesmen to the ornate weapons of aristocrats. A number even looked like large cleavers, with long, broad blades sticking straight out from their hafts.

One notable example was the Khond axe, a large, single-edged weapon preferred by the aboriginal Khond people. It could be hefted in one hand but, a heavy weapon, it was best suited to two-handed use. Khonds were known to have attacked savage wild beasts with these axes.

The *parasa* dated to ancient times and had a crescent shaped steel blade. The *venmuroo* had a similar configuration.

*Tabar* was a general name for battleaxe, and these weapons generally sported singleedged blades in a variety of forms, to include crescent, triangular, and hoe-shaped.

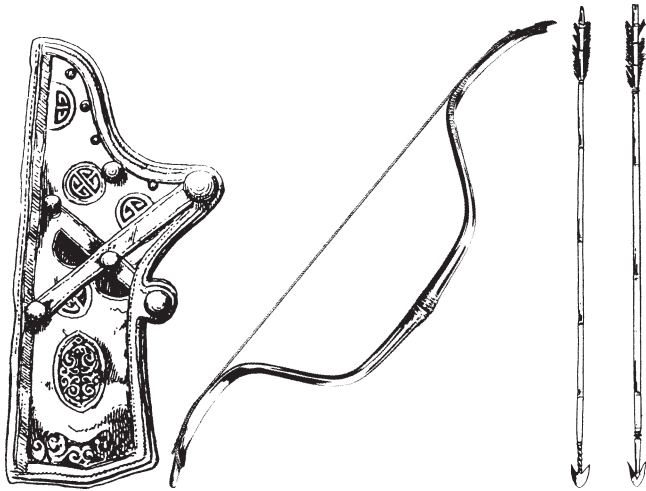
The broadheaded *tungi* was used both as a weapon and an agricultural tool by the Khonds and other aborigines of southern India. The *chata katu* was also a dual-purpose tool.



**Bow (*kampti, kaman*):** Bows of various sorts, both long and short, were indigenous to India and used throughout the subcontinent from the most ancient times as



# Dhanurvedya & Varman



the most fundamental weapons of war. Composite, or horsemen's bows, were also eventually introduced from Persia and Tartary.

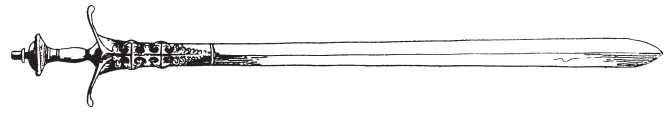
Simple bows were generally crafted of bamboo or hardwood. One, the *kampti*, was made of bamboo and was used by several aboriginal races of India, including the Bhils, and sometimes had strings made from thin strips of elastic bamboo bark.

Composite bows (*kaman*), both long and short, were generally lacquered with a wood core, horn on the belly side, and sinew on the back. Composite-style bows were also sometimes constructed of steel.

Eastern archery was a different art than that practiced in the West. Indian archers hooked their bowstrings over their thumbs, and to reduce some of the subsequent pressure on this digit they used a specialized device called a thumbing. These unique items could be made of any material, including clay, jade, or horn. Some of the more ornate ones were intended for show rather than use.

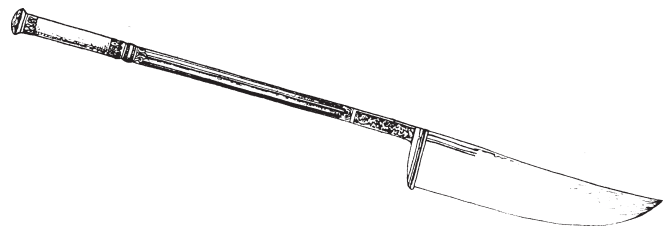
Arrows were represented in many forms, the simplest having only hardened wooden tips (*bitla*) or small, flat, triangular metal heads (*tir*). Highly specialized ones, such as those with barbed detachable heads on lines for fishing, and octagonal-headed armor piercing ones (see "arrow, mail-piercer," under Indian Weapons, above), were also used.

**Broadsword:** Known variously as *abbasi*, *sultani*, and *tegha*, heavy, straight-bladed, one-handed hacking swords were the most common general type of sword found after the scimitar and *talwar* (q.v.) in the Indian



subcontinent. Some of these, such as the *sultani*, are rather clumsy, and a DM might deem that any particular weapon of this sort has inferior balance, costing just 10 gp but suffering a -1 penalty on attacks.

**Buckie:** This cleaver-like variety of battleaxe had a blade that thrust straight out from the haft, making it look almost like a grotesquely broad spear blade or the blade of a giant's fighting knife. The head of the *buckie* was typically fully-edged on one side and half-edged on the other, with the two sides coming together in a point.



**Club (otta):** All forms of clubs, sticks, curved sticks, and canes were used as weapons in India, most roughly conforming to the characteristics of a normal club. Some of them, such as the curved sticks and the *otta*, a pointed hardwood club, were also sometimes associated with one or more martial arts forms.

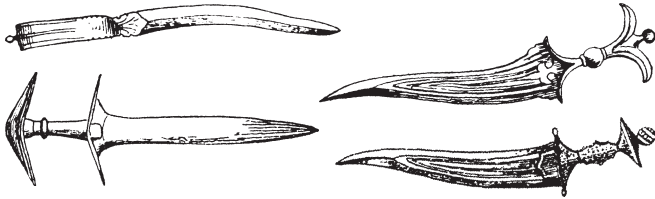
**Crossbow (thami):** These weapons were most commonly used in India by aboriginal hill and jungle tribes, and by those peoples dwelling on the periphery of the subcontinent. Whether they should be available within the core region of an Indian Adventure is up to the DM.

The *thami* was powerful crossbow used by some forest tribes. The tips of their quarrels are typically of hardened wood, however, making them -1 to hit against metal armor and heavy shields.

**Dagger (bank, bich'wa, chil anum, dao, haladie, jam-dhar katari, kard, khanjar, khanjarli, pih-kaetta, turup):** Many different types of daggers and knives, in a multitude of exotic shapes, could be found throughout



# Chapter 4: Other Weapons Used in India



India. Although many had strange appearances or exotic construction and peoples of certain regions, cults, or martial-arts disciplines might have favored one type of dagger over another, most nonetheless functioned like normal daggers for game purposes.

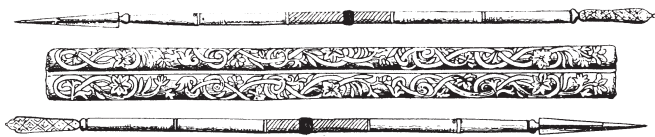
Several varieties of dagger incorporated sort of hand protection, metal plates over the handles and knuckle guards being some of the most common, and these could be used by skilled wielders to parry attacks (see “parrying device” under Chapter 2: Indian Shields).

Many, such as the *chilanum*, had a curve characteristic of an antelope horn, from which their shape was ultimately derived.

The *bank* was a sicklelike knife used for slashing, with a semicircular blade and a straight hilt.

The *haladie* was a parrying knife that had two small blades, one projecting from each end of its hilt.

**Dart:** Indian darts were often constructed entirely of steel and, popular at all levels of society, could even be found in royal arsenals.



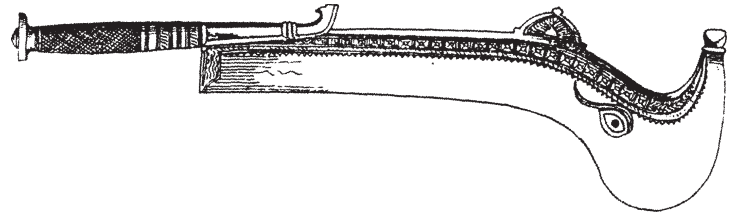
**Flail (*cumber jung*):** Flails were popular on the Indian subcontinent, and numerous types could be found, including twohanded and twoheaded varieties. Two-headed flails function for the most part like normal varieties.

The *cumber jung*, or quoit flail, was a twoheaded flail, consisting of a shaft from which two weighted steel quoits on chains were suspended.

**Greataxe:** A wide variety of two-handed axes were used throughout the regions of the Indian subcontinent.

The *ram dao*, or *kharga*, was a sacrificial weapon used by the peoples of Nepal. It had a huge, forward-

curving, usually highly-embellished blade, which projected straight forward from a short haft, rather than being mounted horizontally to it.



**Handaxe (*bhuj, dangra*):** Many varieties of handaxe could be found throughout India. In rustic areas, most of these also doubled as tools. The *dangra* was a broad-bladed hatchet used by the Parbitiyas of Nepal, who often carried it in lieu of the *kukri*.

**Javelin:** Bamboo-hafted, steel-headed javelins were used for both hunting and warfare.

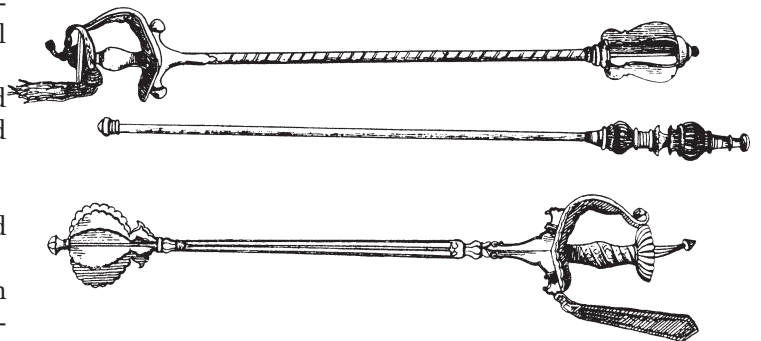
**Lance (*sang*):** Lances were used by cavalrymen in certain parts of India, mostly in the western and central regions. One notable type made use of a hollow steel haft and had an armor-piercing steel head.

The *sang*, the lance of the Rajputs, was 10 feet long and covered with iron plates on about four feet of its front end.

**Mace (*gargaz, garz, khundly p'hansi, lohang kati, mursala*):** Indian maces often had flanged steel heads, and some had guarded and spurred hilts similar to that of the *khandar* (q.v.).

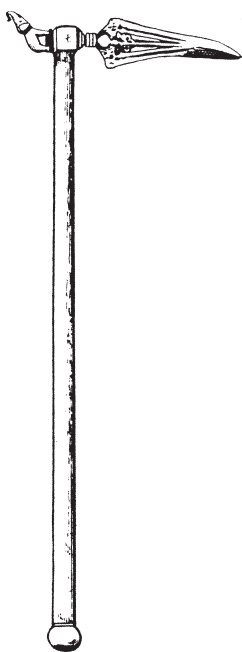
The *lohang kati* was a bamboo club, bound in iron and with a small mace-like head.

The *mursala* was a mace often made entirely of metal and shaped like a pointed rod.



# Dhanurvedya & Varman

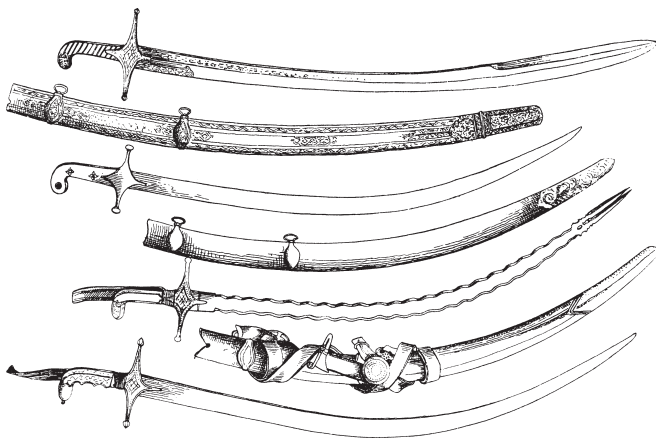
**Morningstar:** Morningstars were popular, being high-damage weapons. Indian weapons of this type often had large heads and profound spikes. Some reflected a very high level of craftsmanship, being crafted entirely of steel or having hollow steel heads.



**Pick (hoolurge):** All-steel fighting picks were popular in India and its environs, in both one- and two-handed styles. Picks often featured spear heads at the end of their hafts, hammer heads, and concealed daggers and thus might have unique characteristics in game terms. Many picks were designed especially for penetrating armor and had reinforced heads and were generally constructed entirely of steel, to include their hafts. In game terms, such picks cost 30 gp, weigh 8 lbs., receive a + 1 bonus on attacks against armored or shield-using opponents. Because they are of higher quality than normal, many will be embellished, and 90% of magical picks in an Indian-style milieu will be of this type.

The *hoolurge* was a typical short pick, and has the same characteristics as the *zaghnal* (described under Indian Weapons, above).

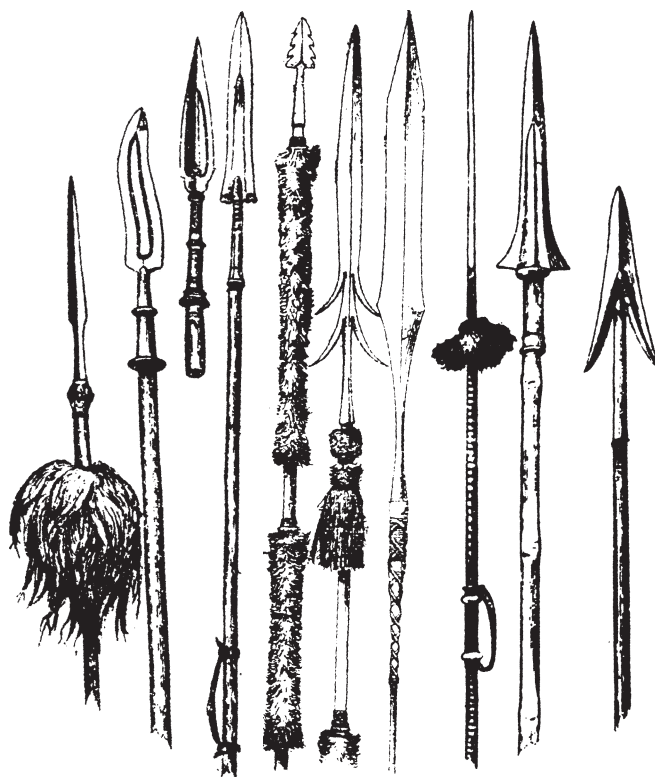
**Scimitar (abbasi talwar, goliah, kassidgode, kilij, lalli-wall, nimcha, shamshir):** Curved swords of this general type were found widely across the Indian subcon-



continent. The many varieties could sometimes be distinguished by minor differences in blade width, length, and shape. For example, the *kilij* was distinct from other scimitars in that its blade is wider near its tip.

**Sling:** hemp slings were used in many parts of the subcontinent to hurl stones or clay balls.

**Spear (ballam, neza, pandiballam):** Naturally, many types of spears were used throughout India. The *ballam* was a barbed-headed spear. The *pandiballam*, or hog spear, had a leaf-shaped blade and was used by the aborigines of central India. The *neza* was a long spear, the narrow head of which was typically quadrangular in cross section. Tridents were also used in India from ancient times and for game purposes conform to the characteristics of spears.

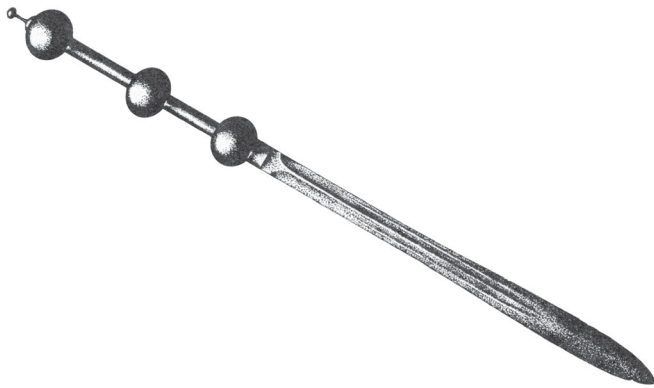


**Staff (laths):** Staff-fighting was a common fighting form in India, and various types of modified staves could be found, almost always of cane or bamboo, and sometimes weighted. The quarterstaff was one of the weap-

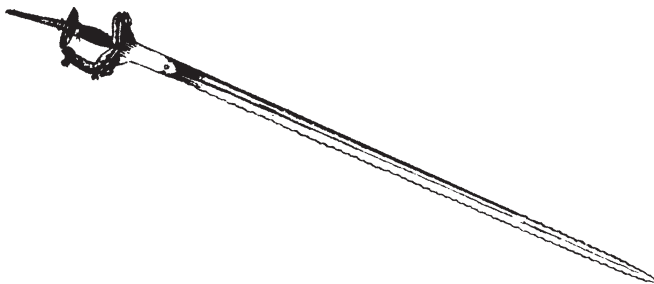
# Chapter 4: Other Weapons Used in India

ons recommended in ancient texts, including the *Kama Sutra*, for use by women.

**Sword, Bastard:** Some large swords had hollow iron tubes for hilts, or alternating sections of tubes and hollow iron balls. Generally, swords were not any bigger than the bastard type, and the *khandar* (q.v.) was probably the most formidable that would be normally encountered.

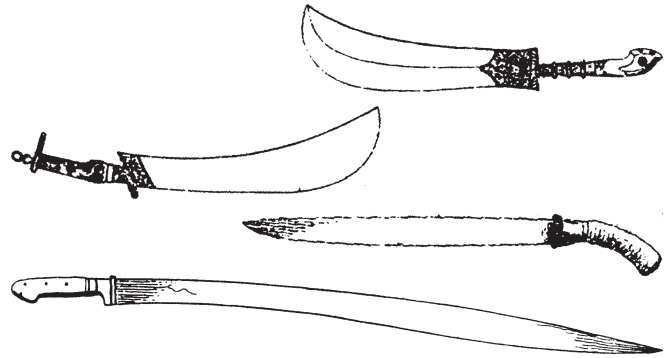


**Sword, Long (*jumgheerdha*):** Thrusting swords with more emphasis placed on the tip than the edge were the least frequently encountered type of sword in India but could still sometimes be found. The *jumgheerdha* was one such weapon and had a narrow blade and a basket hilt.



**Sword, Short (*choora, dao, adya katti*):** As with axes, short swords carried by rustics or tribesmen usually also functioned as tools.

Also called a “Khyber knife,” the *choora* was a two-to three-foot-long, single-edged weapon used by the martial Afghans and Pathans in what is now the border area between Afghanistan and Pakistan. Pakistani warriors were reputed to have been able to gut a Brit-



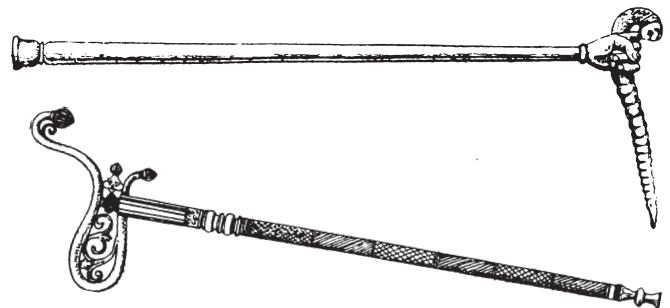
ish soldier and slice off his cartridge belt in a single upward cut.

The *dao*, preferred by many primitive tribes of India, had a one-and-a-half-foot-long blade and could also serve as a chopping tool.

**Zafar Takieh:** Also known as a *fakir's* crutch or crutch dagger, the *zafar takieh* is a cane, often made from a single long antelope horn, with a rounded or U-shaped rest on its butt end. This rest is grasped when its user is walking, allowing the device to be used as a cane, and as an arm rest when sitting. It has a pointed, sometimes metalreinforced tip, and can be thrust like a small spear.

Sometimes, rulers would keep a *zafar takieh* near their divan and use the crutchlike end as an arm rest while sitting in council. Such versions of the weapon often contained a concealed blade like that of a sword cane, causing normal *zafar takieh* damage, and were always close at hand for the noble to employ.

*Gupti*, essentially sword-canes, are quite similar to *zafar takieh* and conform to all the same characteristics. They are often richly embellished, have a handle with a pistol-grip bent to it, and do not usually have a metal tip on the wooden sheath. Rather, the concealed steel blade is drawn when needed.







*The Maharajah of Gwalior Before His Palace (c. 1887), by Edwin Lord Weeks*



# Appendix: Indian Arms & Armor Tables

## Melee Weapons

### Simple Melee Weapons

#### One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Gada	+2	1d8	—	2 gp	4 lb.	Mace	Versatile
Hors	+2	1d4	—	1 gp	½ lb.	Light blade	Off-Hand
Peshkabz	+2	1d4	—	2 gp	2 lb	Light blade	Off-Hand

### Military Melee Weapons

#### One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Axe, Horseman's	+2	1d6	—	10 gp	4 lb.	Axe, spear	Off-Hand, reach
Ankus	+2	1d4	—	4 gp	2 lb.	Spear	—
Buckie	+2	1d10	—	15 gp	6 lb.	Axe, heavy blade	Versatile, high crit
Buckler, Spiked	+2	1d4	—	10 gp	4 lb.	Light blade	Off-Hand*
Kora	+3	1d8	—	15 gp	3 lb.	Heavy blade	—
Khukri	+3	1d4	—	10 gp	2 lb.	Light blade	Off-Hand, high crit
Utility knife (2)	+2	1d2	—	—	0.5 lb.	Light blade	—
Lance	+2	1d8	—	10 gp	9 lb.	Spear	Versatile
Madu/Sainti	+2	1d4	—	6 gp	2 lb.	Light blade, parrying device	Off-Hand**
Talwar	+3	2d4	—	15 gp	6 lb.	Heavy blade	Versatile
Zaghnal	+2	1d6	—	15 gp	5 lb.	Pick	High crit
Zafar Takieh	+3	1d6	—	15 gp.	3 lb.	Light blade, spear	Off-Hand, versatile

\* When this weapon is used in the off-hand, it counts as a light shield (+1 shield bonus to AC).

\*\* When this weapon is used in the off-hand, it counts as a shield.

#### Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Spear, Maratha	+2	1d10	—	15 gp	12 lb.	Polearm, spear	Reach 2

### Superior Melee Weapons

#### One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Bagh Nakh	+3	1d4	—	2 gp	1 lb.	Light blade	Off-Hand, high crit
Katara	+3	1d6	—	3 gp	1 lb.	Light blade	Off-hand, high crit
Scissors	+3	1d6	—	12 gp	2 lb.	Light blade	Off-hand, high crit
Split-Blade	+3	1d6	—	6 gp	2 lb.	Light blade	Off-hand, high crit
Three-Blade	+3	1d6	—	9 gp	2 lb.	Light blade	Off-hand, high crit
Khandar	+3	1d10	—	30 gp	6 lb.	Heavy blade	Versatile
Pata	+3	1d8	—	30 gp	5 lb.	Heavy blade	High crit
Pattani Jamdadu	+3	1d6	—	20 gp	3 lb.	Light blade	Off-Hand, high crit
Urmi	+3	1d6	—	15 gp	3 lb.	Light blade, flail	—

# Dhanurvedya & Varman

## Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Rumal	+2	1d6	—	1 gp	½ lb.	Flail	—

## RANGED WEAPONS

### Simple Ranged Weapons

#### One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Dart	+2	1d4	10/20	1 gp	½ lb.	Spear	Light thrown

### Military Ranged Weapons

#### One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Chakram	+2	1d4	5/10	2 gp	½ lb.	Light blade	Light thrown, high crit
Collery	+2	1d6/1d4*	10/20	1 gp	1 lb.	Mace	Light thrown

\*If used as a melee weapon rather than a ranged weapon

## Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Gulel	+2	1d6	15/30	25 gp	2 lb.	Bow	Load free
Pasa	+2	1d6	—	1 gp	4 lb.	Flail	Reach

### Superior Ranged Weapons

#### Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Matchlock	+2	2d6	20/40	150 gp	10 lb.	Firearm	High crit, Load special*
Shot (20)	—	—	—	1 gp	2 lb.	—	—
Blastpowder (20)	—	—	—	3 gp	1 lb.	—	—
Taksh-Andaz (bronze launcher)	+2	3d6	20/40	300 gp	20 lb.	Firearm, spear	High crit, Load standard x2*
Taksh-Andaz (bamboo launcher)	+2	3d6	20/40	6 gp	5 lb.	Firearm, spear	High crit, Load standard x2**
Taksh-Andaz (spear)	—	—	—	3 gp	1 lb.	Ammunition	—
Blastpowder (20)	—	—	—	3 gp	1 lb.	—	—
Vita	+2	1d10	10/—	15 gp	9 lb.	Spear	Reach, versatile

\* A matchlock requires three actions to be loaded, which can be taken in the same or different rounds, but always in this order: move action — load the blastpowder; move action — load the shot; minor action — prime the fuse.

\*\* loading a taksh-andaz requires two standard actions, but they may be taken by different characters.

# Appendix: Indian Arms & Armor Tables

## Armor & Shields

	Armor Bonus	Minimum Enhance. Bonus	Check	Speed	Price (gp)	Weight	Special
<b>Cloth Armor (Light)</b>							
Poshteen	+1	—	—	—	10	2 lb.	+2 cold weather
Quilted linen, light	+1	—	—	—	10	8 lb.	—
Turban	+0	—	—	—	5	1 lb.	Weapon concealment

	Armor Bonus	Minimum Enhance. Bonus	Check	Speed	Price (gp)	Weight	Special
<b>Leather Armor (Light)</b>							
Kanthatrana	+0	—	—	—	—	—	+5 to certain rolls (see description)
Nagodarika	+0	+0	—	—	10	1 lb.	+1 to aim bow rolls (see description)
Quilted linen	+2	—	—	—	25	15 lb.	—
Quilted linen, studded	+3	—	—	-1	35	25 lb.	—
Sadiqi, leather	+1	—	—	—	20	10 lb.	—
Talatra	+0	—	—	—	5	2 lb.	+2 to aim bow damage (see description)

	Armor Bonus	Minimum Enhance. Bonus	Check	Speed	Price (gp)	Weight	Special
<b>Hide Armor (Light)</b>							
Dhenuka	+3	+3	-1	—	special	—	+1 Fortitude
Sadiqi, hide	+2	—	—	—	25	20 lb.	—

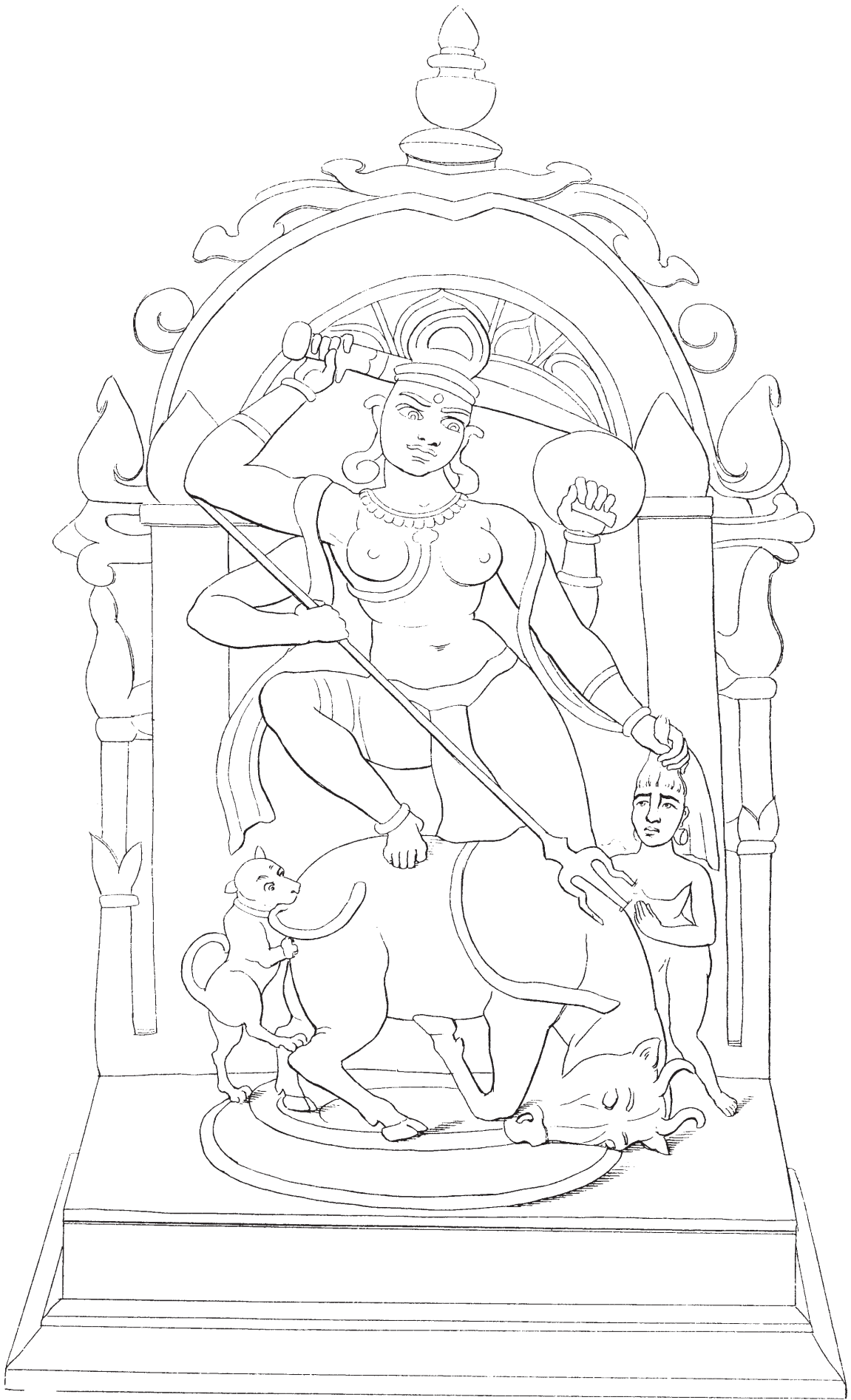
	Armor Bonus	Minimum Enhance. Bonus	Check	Speed	Price (gp)	Weight	Special
<b>Chainmail (Heavy)</b>							
Ghughuwa	+5	—	-1	—	40	40 lb.	—
Khulah-kud	+0	—	—	—	5	5 lb.	+1 saves vs. stun/daze
Sadiqi, chainmail	+4	—	—	—	35	35 lb.	—

	Armor Bonus	Minimum Enhance. Bonus	Check	Speed	Price (gp)	Weight	Special
<b>Scale Armor (Heavy)</b>							
Chahar-Aina	+1	—	—	-1	25	+10 lb.	Accessory
Lamellar armor	+7	—	—	—	55	40 lb.	—
Sadiqi, scale	+6	—	-1	—	40	40 lb.	—

	Armor Bonus	Minimum Enhance. Bonus	Check	Speed	Price (gp)	Weight	Special
<b>Plate Armor (Heavy)</b>							
Dastana	+1	-1	—	—	25	+5 lb.	Accessory
Reinforced mail armor	+8	—	-1	—	55	45 lb.	—

	Shield Bonus	Minimum Enhance. Bonus	Check	Speed	Price (gp)	Weight	Special
<b>Shields</b>							
Buckler	+1*	—	—	—	2	2 lb.	—
Dahl	+1	—	—	—	5	6 lb.	—
Dahl, steel	+2	—	-2	—	10	15 lb.	—
Fari	+1	—	-1	—	2	4 lb.	—
Maratha	+1	—	-1	—	7	10 lb.	+3 vs. ranged weapon attacks

\* does not apply to Reflex





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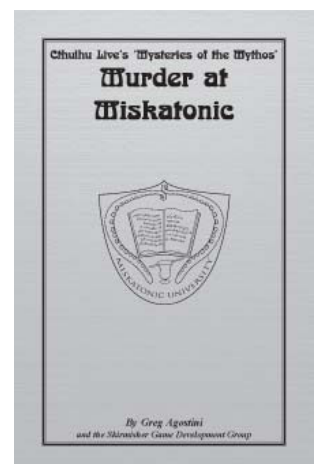
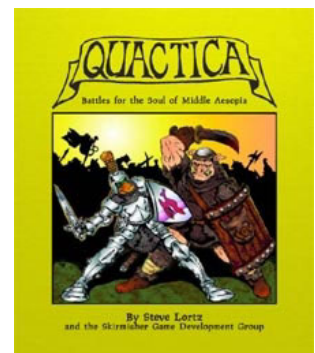
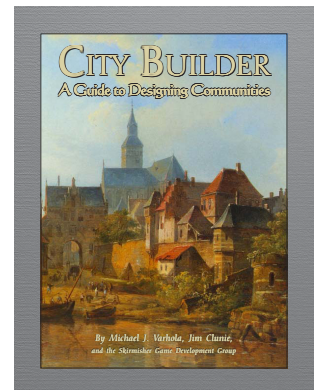
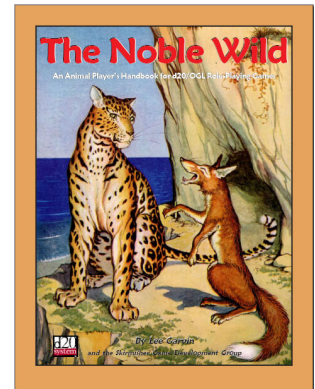
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