

The following are rules for adding Weapon Masteries to Labyrinth Lord, taken from the Cyclopaedic Musings document. Cyclopaedic Musings focuses on bringing later additions to the Classic gaming in line with the rules presented in Labyrinth Lord .

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WEAPON MASTERY

Normally, LL allows characters to be proficient in a set number of weapons determined by class. Proficiency in these weapons afford the same base benefits, that is, allowing the character to perform a regular attack with the weapon as described in the LL rule book. The following system allows players to study weapons allowed by their class to a greater degree, achieving a more in-depth familiarity with certain selected weapons.

NOTE: the Weapon Mastery rules assume that you will use the old optional rule concerning magic-users which allows them to also use clubs, staves, and darts as opposed to only daggers.

Initial Weapon Mastery

During character creation, the player of a human character (fighter, cleric, thief, and magic-user) is given a set number of Weapon Choices which are used to pick the weapons the character will begin mastering. The player may only assign these Weapon Choices to weapons listed for his class (example: a wizard may assign his Weapon Choices to club, dagger, dart and/or staff. Fighters may assign their Weapon Choices to any weapons they wish). Demihuman characters, due to their long life-span, do not gain Weapon Choices at 1st level, and are instead considered to have Basic Mastery in all weapons allowable to their class. However, demihumans, like humans, may increase their Weapon Master through training (see Training below).

First level fighters begin with 5 weapon choices, all other human classes begin with 3. These Weapon Choices are used to buy Basic Mastery in weapons listed for their class. Expending 1 weapon choice provides Basic Mastery in 1 weapon. A first level character may not achieve a level of mastery higher than Basic in a weapon. Therefore a Fighter begins the game with 5 chosen weapons at Basic Mastery, while a thief will start with 3 weapons at Basic Mastery. Basic Mastery simply allows characters to perform attacks normally, without incurring the Unskilled penalty. Weapons used without at least a Basic level of Mastery, but that are part of the allowable weapons associated with the class, are treated as Unskilled and incur a 50% penalty to damage, with missile weapons also receiving a -1 penalty to Hit. Weapons that are unavailable to a class may never be used, nor may never receive Weapon Choices. (Example: a wizard spends his

initial 3 Weapon Choices on staff, dagger and dart. Should he ever use a club, he will suffer a -4 penalty to Hit. He'll never be able to use a sword or mace as these weapons are restricted to the magic-user.)

Basic Mastery simply allows characters to perform attacks normally, without incurring the Unskilled penalty. Weapons used without at least a Basic level of Mastery, but that are part of the allowable weapons associated with the class, are treated as Unskilled and incur a 50% penalty to damage, with missile weapons also receiving a -1 penalty to Hit. Weapons that are unavailable to a class may never be used, nor may never receive Weapon Choices. (Example: a wizard spends his initial 3 Weapon Choices on staff, dagger and dart. Should he ever use a club, he will suffer a -4 penalty to Hit. He'll never be able to use a sword or mace as these weapons are restricted to the magic-user.)

Acquiring New Weapon Masteries and Increasing Existing Mastered Weapons

When a human character attains a class level divisible by 3, or a demihuman reaches a class level divisible by 4, they receive an extra Weapon Choice. This Weapon Choice, after training, may be used to gain a new weapon at Basic Mastery or to increase the mastery level of an already mastered weapon.

Weapon Choices by Level

Lv	Fighter	Thief, MU, Cleric	Elf, Halfling	Dwarf
1	5	3		
2				
3	+1	+1		
4			+1	+1
5				
6	+1	+1		
7				
8			+1*	+1
9	+1	+1		
10				
11				
12	+1	+1		+1*
13				
14				
15	+1	+1		
16				
17				
18	+1*	+1*		
19				
20				

*As an optional rule, the Labyrinth Lord may allow players to receive an additional Weapon Choice for every 200,000 experience points earned above each character class' maximum level.

Levels of Weapon Mastery

# of Weapon	Level of Mastery
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Choices Spent	
0	Unskilled
1	Basic
2	Skilled
3	Expert
4	Master
5	Grand Master

Training

As opposed to the Basic Mastery acquired at 1st level, subsequent Weapon Choices require not only the expenditure of a Weapon Choice, but also involves some form of training.

To be trained in a weapon, the character must find a trainer (another PC or an NPC) with a Weapon Mastery in the sought weapon equal or superior to the character's. This is a wonderful way for the Labyrinth Lord to inject martial oriented guilds or academies into the setting.

After finding a trainer, the character is required to pay all the costs associated with the training (see Times & Costs table). Once the training cost is paid, the character enters training for a number of weeks determined by the Weapon Mastery level sought (see Times & Costs table).

Half way through the required training time the character makes a percentage roll to determine if the training period was successful (see Training Success table). If so, the character will achieved the next level of mastery in the trained weapon at the end of the required time period.

Times & Costs		
Lvl of Mastery Sought	Time Required (weeks)	Cost (gp) per Week
Basic (new weapon)	1	120
Skilled	2	300
Expert	4	600
Master	6	900
Grand Master	10	1,200

Success & Failure

There is always a chance that the student fails in his training (see Training Success table). The roll to see if the training was successful or not always occurs at the halfway mark of the training period. If the roll is successful, the character completes the rest of his training, after which he gains the sought mastery level in the weapon trained.

On a failed roll, the character has two options.

- The student may continue his training for the rest of the required time period, after which he will seek out a new trainer (once more investing time and gold) to teach him the same weapon at the same sought after mastery level. This will afford the character a 10% bonus to his next training success roll.
- The character may instead opt to cease his training midway and seek out a new trainer. With this option, the character will be refunded half the training cost in addition to saving the remaining cost in time.

Training Success %					
Student's Knowledge	Trainer's Knowledge				
	B	S	E	M	GM
None	60	80	95	99	99
Basic	2	50	70	90	95
Skilled		2	40	60	80
Expert			2	30	50
Master				2	20
Grand Master					2

Attack & Defense Benefits of Weapon Mastery

Opponents facing characters with weapon mastery are classified into two categories; H, which denotes opponents wielding hand-held weapons, and M, for those using either missile weapons or monsters using natural attacks. A third category, A, rarely comes into play, but is used to denote weapons equally good at facing both category of foes. Each weapon outlined in the Weapon Mastery table below gives which category they are more suited to attack and defend against. A weapon primarily meant to deal with hand held weapon wielding foes will bear the P=H notation. Those more effective versus missile and monster attacks will be displayed as P=M. And those that are equally effective verses all attacks will be marked P=A.

In addition to the damage increase, AC bonus, and special effects afforded by the various levels of Weapon Mastery, Weapon Mastery also provides a bonus to the attack roll based on the level of mastery, and whether the target is a primary or secondary target for that weapon.

Bonuses to Attack Rolls		
Lvl of Mastery	Bonus vs. Primary	Bonus vs. Secondary
Unskilled		
Basic		
Skilled	+2	+1
Expert	+4	+2
Master	+6	+4
Grand Master	+8	+6

Increased mastery in certain weapons may also increase the normal range of the weapons or, in some cases, allow weapons which are not ranged weapons to be thrown.

Weapon Masteries may also confer additional protection in the form of AC bonuses. The weapon Mastery table lists the amount the character's AC is increased by, as well as against who this bonus is effective, and for how many attacks each round. For example, a character with a weapon mastery level of expert with the battle axe receives a -3 bonus to AC when fighting against monsters with natural attacks or missile wielding foes. This bonus is effective only against the two first attacks of a round.


Monsters & Weapon Mastery


Monsters which normally use weapons may also benefit from


Weapon Mastery. Monsters will have the same amount of starting Weapon Choices as the class they save as (a bugbear, which saves as a fighter, gets 5 Weapon Choices at basic). In addition, use their HD to determine any additional Weapon Choices using the Weapon Choices by Level table (see above), replacing the character level by the monster's HD and using the column which corresponds to the class the


monster saves as. A doppelganger, which saves as a fighter and possesses 4 HD, would have Basic Mastery in 5 weapons (like the fighter), as well as a +1 Weapon Choice (like a 4th level fighter would) with which to increase an existing mastered weapon by 1 level or pick a new weapon to master at Basic.

Weapon Mastery Tables

Axe, battle					
P=M	LvL	Ranges	Damage	Defense	Special Effect
 + ② Cost: 6gp Weight: 6lbs	B		1d8		
	S		1d8+2	M:-2AC/2	Delay
	E	-/5/10	1d8+4	M:-3AC/2	Delay
	M	-/5/10	P=1d8+8 S=1d8+6↗	M:-3AC/3	Delay + Stun
	GM	5/10/15	P=1d10+10 S=1d8+8↗	M:-4AC/4	Delay + Stun

Axe, hand					
P=M	LvL	Ranges	Damage	Defense	Special Effect
 ① Cost: 1gp Weight: 3lbs	B	10/20/30	1d6		
	S	15/25/35	1d6+2	M:-1AC/1	
	E	25/35/45	1d6+3	M:-2AC/2	
	M	30/40/50	P=2d4+4 S=1d6+4↗	M:-3AC/3	
	GM	40/50/60	P=2d4+7 S=1d6+6↗	M:-3AC/3	

Club					
P=M	LvL	Ranges	Damage	Defense	Special Effect
 + ② Cost: 3gp Weight: 3lbs	B		1d4		
	S		1d6+1	A:-1AC/2	Deflect (1)
	E	-/15/25	1d6+3↗	A:-2AC/2	Deflect (1)
	M	-/15/25	P=1d6+5 S=1d4+5↗	A:-3AC/3	Deflect (2)
	GM	10/25/40	P=1d6+6 S=1d4+6↗	A:-4AC/4	Deflect (2)

Crossbow, heavy					
P=H	LvL	Ranges	Damage	Defense	Special Effect
 ③ Cost: 25gp Weight: 8lbs	B	80/160/240	1d8		
	S	90/160/240	1d12	M:-1AC/1	Stun (s/m)
	E	100/170/240	2d6+2	M:-2AC/2	Stun (s/m)
	M	110/170/240	P=3d6+2 S=1d12+4	M:-3AC/2	Stun (s/m)
	GM	120/180/240	P=4d4+4 S=1d10+6	M:-3AC/3	Stun (s/m)

Crossbow, light

P=H	LvL	Ranges	Damage	Defense	Special Effect
↖ ↗ ⇄ ② Cost: 16gp Weight: 4lbs	B	60/120/180	1d6		
	S	60/120/180	1d6+2	M:-1AC/1	Stun (s)
	E	75/130/180	1d6+4	M:-2AC/2	Stun (s)
	M	75/130/180	P=1d8+6 S=1d4+6	M:-2AC/3	Stun (s)
	GM	90/140/180	P=1d6+7 S=2d4+5	M:-3AC/3	Stun (s)

Dagger

P=H	LvL	Ranges	Damage	Defense	Special Effect
↖ ⊙ ↗ ① Cost: 3gp Weight: 1lbs	B	10/20/30	1d4		
	S	15/25/35	1d6	H:-1AC/1	X2 damage (20)
	E	20/30/45	2d4	H:-2AC/2	X2 damage (19-20)
	M	25/35/50	P=3d4 S=2d4+2↗	H:-2AC/2	X2 damage (18-20)
	GM	30/50/60	P=4d4 S=3d4+1↗	H:-3AC/3	X2 damage (17-20)

Dart

P=H	LvL	Ranges	Damage	Defense	Special Effect
↖ ⊙ ⇄ ① Cost: 5sp Weight: . 5lbs	B	15/30/45	1d4		May be poisoned
	S	20/35/50	1d6		May be poisoned
	E	25/40/55	2d4		May be poisoned
	M	30/45/60	P=3d4 S=2d4+2↗		May be poisoned
	GM	35/55/65	P=4d4 S=3d4+1↗		May be poisoned

Flail

P=A	LvL	Ranges	Damage	Defense	Special Effect
↖ ⊙ + ② Cost: 3gp Weight: 5lbs	B		1d6		
	S		2d4	H:-1AC/1	
	E	-/15/25	2d4+2↗	H:-2AC/2	
	M	-/15/25	2d4+4↗	H:-3AC/3	
	GM	10/25/40	2d4+6↗	H:-4AC/3	

Flail, heavy

P=A	LvL	Ranges	Damage	Defense	Special Effect
↖ ↗ + ③ Cost: 8gp Weight: 10lbs	B		1d8		
	S		1d8+2	H:-1AC/1	
	E	-/5/10	1d8+4	H:-2AC/2	
	M	-/5/10	P=1d8+8 S=1d8+6↗	H:-2AC/2	
	GM	5/10/15	P=1d10+10 S=1d8+8↗	H:-3AC/3	

Hammer, light

P=M	LvL	Ranges	Damage	Defense	Special Effect
☛ ⊙ ↗ ② Cost: 1gp Weight: 2lbs	B	10/20/30	1d4		
	S	10/20/30	1d6	M:-1AC/1	
	E	20/30/45	2d4	M:-2AC/2	
	M	20/30/45	P=3d4 S=2d4+2↗	M:-3AC/3	
	GM	30/50/60	P=4d4 S=3d4+1↗	M:-3AC/3	

Hammer, war

P=H	LvL	Ranges	Damage	Defense	Special Effect
☛ ⊙ + ② Cost: 7gp Weight: 5lbs	B		1d6		
	S		1d6+2	M:-2AC/2	
	E	-/10/20	1d8+2↗	M:-3AC/3	
	M	-/10/20	P=1d8+5 S=1d6+4↗	M:-4AC/3	
	GM	10/20/30	P=1d8+7 S=1d6+7↗	M:-5AC/4	

Javelin

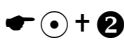
P=H	LvL	Ranges	Damage	Defense	Special Effect
☛ ⊙ ↗ ② Cost: 1gp Weight: 2lbs	B	20/40/60	1d6		
	S	20/40/60	1d6+2		
	E	30/60/90	1d6+4		
	M	30/60/90	P=1d6+6 S=1d4+6↗		
	GM	40/80/115	P=1d6+9 S=1d4+8↗		


Lance

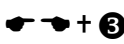
P=M ✓	LvL	Ranges	Damage	Defense	Special Effect
☛ ⊙ + ③ ❖ Cost: 7gp Weight: 10lbs	B		1d6		Charge
	S		1d6+2	M:-2AC/1	Charge
	E		2d4+2	M:-3AC/	Charge
	M		2d4+4	M:-3AC/2	Charge
	GM		2d4+6	M:-4AC/2	Charge

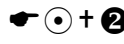
Longbow

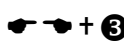
P=M	LvL	Ranges	Damage	Defense	Special Effect
☛ ☛ ↗ ③ Cost: 40gp Weight: 3lbs	B	70/140/210	1d8		
	S	90/150/220	1d12	H:-1AC/1	Delay (s/m)
	E	110/170/230	2d8	H:-2AC/1	Delay (s/m)
	M	130/180/240	P=2d8+4 S=2d6+4	H:-2AC/2	Delay (s/m)
	GM	150/200/250	P=2d6+8 S=2d4+8	H:-2AC/2	Delay (s/m)
			0		

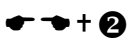
Mace					
P=A	LvL	Ranges	Damage	Defense	Special Effect
 + ② Cost: 5gp Weight: 3lbs	B		1d6		
	S		2d4	H:-1AC/1	
	E	-/10/20	2d4+2↗	H:-2AC/2	
	M	-/10/20	2d4+4↗	H:-3AC/3	
	GM	10/20/30	2d4+6↗	H:-4AC/3	

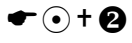
Morningstar					
P=H	LvL	Ranges	Damage	Defense	Special Effect
 + ③ Cost: 5gp Weight: 6lbs	B		1d6		
	S		1d6+2	H:-1AC/1	
	E	-/10/20	1d8+2↗	H:-2AC/2	
	M	-/10/20	P=1d8+5 S=1d6+4↗	H:-3AC/3	Stun
	GM	10/20/30	P=1d8+7 S=1d6+7↗	H:-4AC/3	Stun


Pick, heavy					
P=H	LvL	Ranges	Damage	Defense	Special Effect
 + ③ Cost: 8gp Weight: 6lbs	B		1d8		
	S		1d12	H:-2AC/1	Delay
	E	-/10/20	2d8↗	H:-2AC/2	Delay
	M	-/10/20	P=2d8+4 S=2d6+4↗	H:-3AC/2	Delay + Stun
	GM	10/20/30	P=2d6+8 S=2d4+8↗	H:-3AC/3	Delay + Stun


Pick, light					
P=H	LvL	Ranges	Damage	Defense	Special Effect
 + ② Cost: 5gp Weight: 3lbs	B		1d6		
	S		2d4	H:-1AC/1	
	E	-/5/10	2d4+2↗	H:-2AC/2	
	M	-/5/10	2d4+4↗	H:-3AC/3	Delay
	GM	5/10/15	2d4+6↗	H:-4AC/3	Delay + Stun


Pole Arm					
P=H ✓	LvL	Ranges	Damage	Defense	Special Effect
 + ③ Cost: 7gp Weight: 15lbs	B		1d10		
	S		1d10+2	H:-1AC/1	Deflect (1)
	E		1d10+5	H:-2AC/1	Deflect (1)
	M		P=1d8+10 S=1d8+8	H:-2AC/2	Deflect (2)
	GM		P=1d6+15 S=1d6+12	H:-3AC/2	Deflect (2)


Quarterstaff					
P=A	LvL	Ranges	Damage	Defense	Special Effect
 + ② Cost: 2gp Weight: 4lbs	B		1d6		
	S		1d6+2	A:-1AC/2	Deflect (1)
	E		1d8+2	A:-2AC/2	Deflect (2)
	M		P=1d8+5 S=1d6+4	A:-3AC/3	Deflect (3)
	GM		P=1d8+7 S=1d6+7	A:-4AC/4	Deflect (4)


Scimitar					
P=H	LvL	Ranges	Damage	Defense	Special Effect
 + ② Cost: 15gp Weight: 4lbs	B		1d8		
	S		1d12	H:-2AC/1	Deflect (1) + Disarm
	E	-/10/20	2d8↗	H:-2AC/2	Deflect (2) + Disarm (save +1)
	M	-/10/20	P=2d8+4 S=2d6+4↗	H:-3AC/2	Deflect (2) + Disarm (save +2)
	GM	10/20/30	P=2d6+8 S=2d4+8↗	H:-3AC/3	Deflect (3) + Disarm (save +3)


Shortbow					
P=M	LvL	Ranges	Damage	Defense	Special Effect
 ② Cost: 25gp Weight: 2lbs	B	50/100/150	1d6		
	S	60/110/160	1d6+2	H:-1AC/1	Delay (s)
	E	80/130/170	1d6+4	H:-1AC/2	Delay (s)
	M	90/130/180	P=1d8+6 S=1d4+6	H:-2AC/2	Delay (s)
	GM	110/140/190	P=1d10+8 S=1d6+7	H:-2AC/2	Delay (s)


Sling					
P=H	LvL	Ranges	Damage	Defense	Special Effect
 ① Cost: 2gp Weight: 0lbs	B	40/80/160	1d4		
	S	40/80/160	1d6	H:-1AC/2	Stun (s/m)
	E	60/110/170	2d4	H:-2AC/3	Stun (s/m)
	M	60/110/170	P=3d4 S=1d8+2	H:-3AC/3	Stun (s/m)
	GM	80/130/180	P=4d4 S=1d10+2	H:-4AC/4	Stun (s/m)


Spear					
P=A✓	LvL	Ranges	Damage	Defense	Special Effect
 ③ Cost: 3gp Weight: 6lbs	B	20/40/60	1d6		Set
	S	20/40/60	1d6+2		Set
	E	40/60/75	2d4+2		Set + Stun
	M	40/60/75	2d4+4		Set + Stun
	GM	60/75/90	2d4+6		Set + Stun

Sword, long					
P=H	LvL	Ranges	Damage	Defense	Special Effect
 + ② Cost: 10gp Weight: 4lbs	B		1d8		
	S		1d12	H:-2AC/1	Deflect (1) + Disarm
	E	-/5/10	2d8↗	H:-2AC/2	Deflect (2) + Disarm (save +1)
	M	-/5/10	P=2d8+4 S=2d6+4↗	H:-3AC/3	Deflect (2) + Disarm (save +2)
	GM	5/10/15	P=2d6+8 S=2d4+8↗	H:-4AC/3	Deflect (3) + Disarm (save +3)

Sword, bastard					
P=H	LvL	Ranges	Damage	Defense	Special Effect
 + ③ Cost: 20gp Weight: 6lbs	B		2d4		
	S		2d6		Deflect (1)
	E	-/5	2d6+2↗	H:-1AC/1	Deflect (1)
	M	-/5	P=3d6+2 S=1d12+4↗	H:-2AC/2	Deflect (2)
	GM	-/10	P=4d4+4 S=1d10+6↗	H:-3AC/2	Deflect (3)

Sword, short					
P=H	LvL	Ranges	Damage	Defense	Special Effect
 + ① Cost: 7gp Weight: 2lbs	B		1d6		
	S		1d6+2	H:-1AC/1	Deflect (1) + Disarm (save +1)
	E	-/10/20	1d6+4↗	H:-2AC/2	Deflect (2) + Disarm (save +2)
	M	-/10/20	P=1d6+7 S=1d4+7↗	H:-2AC/3	Deflect (3) + Disarm (save +4)
	GM	10/20/30	P=1d6+9 S=1d4+9↗	H:-3AC/4	Deflect (3) + Disarm (save 63)

Sword, two-handed					
P=H	LvL	Ranges	Damage	Defense	Special Effect
 + ③ Cost: 15gp Weight: 15lbs	B		1d10		
	S		2d6+1		Deflect (1)
	E		2d8+2		Deflect (1)
	M		P=3d6+3 S=2d8+3		Deflect (2)
	GM		P=3d6+6 S=3d6+2		Deflect (3)

Trident					
P=M	LvL	Ranges	Damage	Defense	Special Effect
 + ② Cost: 4gp Weight: 4lbs	B	10/20/30	1d6		
	S	10/20/30	1d8+1		Skewer (up to 4HD)
	E	20/30/45	1d8+4		Skewer (up to 7HD)
	M	20/30/45	P=1d8+6 S=1d6+6↗		Skewer (up to 10HD)
	GM	30/50/60	P=1d6+9 S=1d4+8↗		Skewer (up to 15HD)

- ☞ One Handed
- ☞☞ Two Handed
- ⊙ Shield may be used with weapon
- ⇒ Missile fire weapon
- ↗ Melee weapon, may be thrown
- ✓ Weapon may be set vs. charge

- + Melee weapon, rarely or never thrown
- ❖ Used during charge
- ① Small Weapon
- ② Medium weapon
- ③ Large Weapon

Weapon Mastery Benefits & Special Effects

X2 damage: A natural roll of the number indicated, damage is doubled.

Charge: A charge of 20 yards or more ending in a successful hit deals double the amount of damage.

Deflect: In addition to attacking, the wielder of this weapon may deflect a number of melee and/or thrown attacks as indicated in the weapon's Special Effects column. In order to successfully deflect an attack, the character must successfully save vs. Death.

Delay: Victims hit by this weapon must save vs. Paralyze or lose initiative on the next round. Missile weapons which cause delay do so only at specified ranges.

Disarm: Rather than making an attack, using this weapon allows the wielder to disarm his foe instead. The attacker must roll a successful to Hit. If the hit is successful, the victim may attempt a DEX based ability check (see LL p.55) with a penalty of 1 for every level of mastery the attacker possesses. A success indicates the victim of the disarm retains control of his weapon. A failed DEX check means the victim is now disarmed.

May be Poisoned: Darts may be poisoned for greater effect. In addition to the damage inflicted by the dart itself, victims of the dart must make a save vs. Poison or suffer the effects of the poison, as listed below. The poison is rather lethal and LLs should price the poison accordingly. Also, the use of poison is contrary to the beliefs of Lawful folks, and deemed illegal in most societies.

Poisoned Dart

Victim's lvl or HD	Bonus to Save	Failed Save Results
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Up to 1	None	Death
1+1-3	+1	-75%hp + paralysis
3+1-6	+2	-50%hp + paralysis
6+1-9	+3	-50%hp
9+1-12	+4	-25%hp
<12	+5	-25%hp

Set: This weapon may be set against a charge. This weapon may be set against a charging foe. The charge must be of 20 yards or more. A successful hit with the set weapon inflicts double damage.

Skewer: Instead of a normal attack, the wielder of a trident may opt to skewer his foes (only if the foe has no more than the listed HD). A skewer consists of a normal attack (successful to Hit required), which is immediately followed by the attacker twisting the weapon in his foe so that it will be difficult to extract. The skewering weapon remains stuck within the victim for 2d4 rounds causing an automatic 1d6 points of damage per round.

Stun: On a failed save vs. Death, the victim of this attack becomes stunned. A stunned foe moves at 1/3 speed, and is unable to attack or cast spells. In addition, AC and saving throws receive a penalty of 2 while stunned. Each round, the victim may attempt a save vs. Death to recover from the stun. For missile weapons, this effect occurs at the specified ranges.

Throw: Some weapons, while normally melee weapons, may be thrown at high levels of mastery. These weapons display the ↗ icon after the damage listing in the Damage column. Attacks made in this manner are modified by STR and may surprise the foe.

At weapon mastery levels where the Damage column displays the ↗ icon, the attacker may attempt the unusual maneuver of throwing the weapon, hopefully surprising his foe (1-2 on 1d6). If the foe is not surprised, he may make a save vs. Death to reduce the damage by half. If the foe is surprised, or if he fails his save, he must take the full damage from the attack.

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