

Choe Pho



Armory

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Choe Pho: Armory

The world of Choe Pho is in a state of growth. Adventurers travel into the Plains of Marrow to expand the land, seeking peaceful and valuable expansions to the world, while pruning the undersirable, dangerous, and corrupt segments that spring up amid the chaos.

While many of the people of Choe Pho prefer a peaceful resolution to conflicts when possible, violence still occurs. For those who adventure in the Plains of Marrow, or eke out a nomadic existence on the Isle of Hope, violence is far more common. As such, many weapons have been devised by the smiths of the land.

It is important to note that metalworking on the Isle of Hope is limited to copper and tin. Most blades are crafted of stones such as flint, chert, and obsidian. Bone, antler, and ivory weapons are also available, but somewhat less common.

While a game master can certainly use the weapons list included in the SRD 5.1 (Available online for free at http://media.wizards.com/2016/downloads/DND/SRD-OGLE_V5.1.pdf) in a Choe Pho game, the weapons listed in this document are designed to be more reflective of the flavor of the setting. Where an analogue exists for a weapon listed below in the SRD 5.1, that weapon's name will be listed in bold text in the weapon's description. Proficiency with the SRD version of the weapon grants proficiency with the version of the weapon listed in this supplement.

Melee Weapons Simple Melee Weapons

The following weapons are considered simple melee weapons and can best be used by characters with that proficiency.

Bo. The bo is a simple wooden staff, roughly equivalent to a **quarterstaff**.

Bokken. The bokken is a wooden **shortsword**. Frequently the bokken is used for practice, but

most bokken on Choe Pho are constructed to withstand combat use. A bokken in trained hands can be an incredibly effective weapon.

Chui. The chui is a piece of stone, copper, or tin, attached to a wooden or bone handle. Comparable to a **mace**.

Eskrima Stick. The eskrima stick is a length of rattan, bamboo, or bone. Often one end of the stick is wrapped in leather or cord to serve as a handle. Comparable to a **club**.

Fu Axe (Hand). The fu axe is a length of wood or bone with a bladed head attached to one end. This bladed head is typically constructed of copper or obsidian. The fu axe comes in three different sizes. This version is comparable in size and function to a **handaxe**.

Hammer. The typical hammer is used more as a construction tool than a weapon, though its efficacy in combat is undebatable. Most hammers are comprised of a length of wood or bone with a blunt head attached. Comparable to a **light hammer**.

Kama. The kama is typically used as a farming implement for cutting grain and rice. A typical kama is made up of a wooden or bone handle with a curved stone blade or large beast's fang attached to one end. The kama is comparable to a **sickle**.

Kunai. The kunai is a stone or bone implement used for prying, farming, masonry, and climbing. Due to the sharp point and hand-hend design of the kunai, this tool also serves well as a weapon, comparable to a **dagger**.

Tanto. Also comparable to a **dagger**, the tanto is designed specifically for martial use. Unlike the kunai, the tanto is edged, focusing on cutting and slashing.

Te Yari. Designed for hunting, the te yari is a shaft of wood or bone with sharpened stone or copper affixed to the head. Comparable to a **javelin**.

Yari. Larger in size than the te yari, the yari is long enough to serve as a two-handed thrusting weapon. Comparable to a **spear**.

Martial Melee Weapons

The following weapons are considered martial melee weapons and can best be used by characters with the martial weapons proficiency.

Bishamon Yari. The bishamon yari takes the design of the yari one step further. By affixing a copper or stone axe blade to the sharpened end of a yari creates a weapon similar to a **glaive**.

Chigiriki. The chigiriki is a bludgeoning weapon. Similar in design concept to the chui, the distinguishing feature of the chigiriki is a length of cord or sinew that connects the head of the chigiriki to the handle. This permits the chigiriki to function as a **flail**.

Dadao. The dadao is a massive, bladed weapon. Made almost exclusively of copper with wooden handles (though a few obsidian and bone examples exist), dadao are comparatively rare but powerful weapons, comparable to a **greatsword**.

Dao. The dao is another rare bladed weapon, typically crafted of copper. Dao are sharpened on one side to allow for slashing cuts. Dao are comparable to a **scimitar**.

Fu Axe. This represents the mid-range size of fu axes, comparable to a **battleaxe**.

Fu Axe (Huge). This represents the largest size of fu axes, comparable to a **greataxe**.

Hu Cha. The hu cha is a farming or fishing implement, comprised of a wooden or bone staff and a three pronged head forged of copper. Comparable to a **trident**.

Jian. The jian is a bladed weapon with a hilt and wooden handle. The double edged blade

is often crafted from copper, obsidian, or jade. Comparable to a **rapier**.

Kanabo. The kanabo is a length of heavy wood, which is studded with copper or stone studs. Usually, the kanabo will have a leather, sinew, or cord wrapping to form a handle. Comparable to a **maul** or **flail**.

Katana. This special sword is incredibly rare on Choe Pho. Forged of copper or obsidian, the katana is light, sharp, and tempered through strange alchemy to craft an extremely durable, yet thin blade. Though the weapon itself is a work of incredible mastery, there are Master Forged versions of the katana, which offer increased damage capabilities and represent the absolute finest sword crafting in all of Choe Pho. Both versions of the katana are comparable to the **longsword**.

Kwan Dao. Like the bishamn yari, the kwan dao is a length of wood or bone with a sharpened head affixed to one end. Kwan dao tend to have a larger blade than the bishamon yari, crafted from copper, bone, the fangs of large creatures, or sharp stone such as jade or obsidian. Comparable to a **halberd**.

Lan Ya Ban. This weapon takes a similar head to that found on the chui and affixes it to a longer shaft of heavy wood or bone. This creates a weapon similar to a **morningstar**.

Nagae Yari. The nagae yari is a longer version of the bishamon yari, drawing a closer parallel to a **pike**.

Nunchuck. The nunchuck is a pair of wooden sticks attached by a cord, rope, or sinew. The closest analog in the SRD is a **club**, though the nunchuck as presented here enjoys additional properties and is considered a martial weapon.

Omi Yari. The omi yari is another variation on the basic yari design, with a blade similar to that of a jian attached to one end. This weapon is comparable to a **lance**.

Otsuchi. An otsuchi is an enormous wooden mallet, frequently used to break down doors, and knock enemies unconscious. Comparable to a **maul**.

Wakasaki. This blade often serves as a companion to the katana or jian. Comparable to a **scimitar**.

Whip. This is a length of cord or leather used for beating and flogging. Comparable to **whip**.

Whip Chain. This is a series of wooden, bone, or stone clubs connected by whip-like cords of leather or sinew, which can be used as a whip, but deals bludgeoning damage. Comparable to **whip**.

Zhua. The zhua is a length of wood or bone with a clawed or hooked chunk of stone, bone, or copper on the end. This can be used to disarm an opponent, try to pull down their shield, or simply deliver a nasty poke. Comparable to a **war pick**.

Ranged Weapons

Simple Ranged Weapons

The following weapons are considered simple ranged weapons and can best be used by characters with that proficiency.

Light Crossbow. This is effectively no different than the **light crossbow** described in the SRD 5.1.

Dart. Crafted from wood, stone or bone, this functions as the **dart** listed in the SRD 5.1.

Shortbow. As described in the SRD 5.1

Shuriken. This weapon is similar to a **dart**, but is capable of making a cutting attack due to its multiple sharpened edges. Typically made of copper or ceramic.

Sling. As described in the SRD 5.1

Martial Ranged Weapons

The following weapons are considered martial ranged weapons and can best be used by characters with the martial weapons proficiency.

Hand Crossbow. As described in the SRD 5.1.

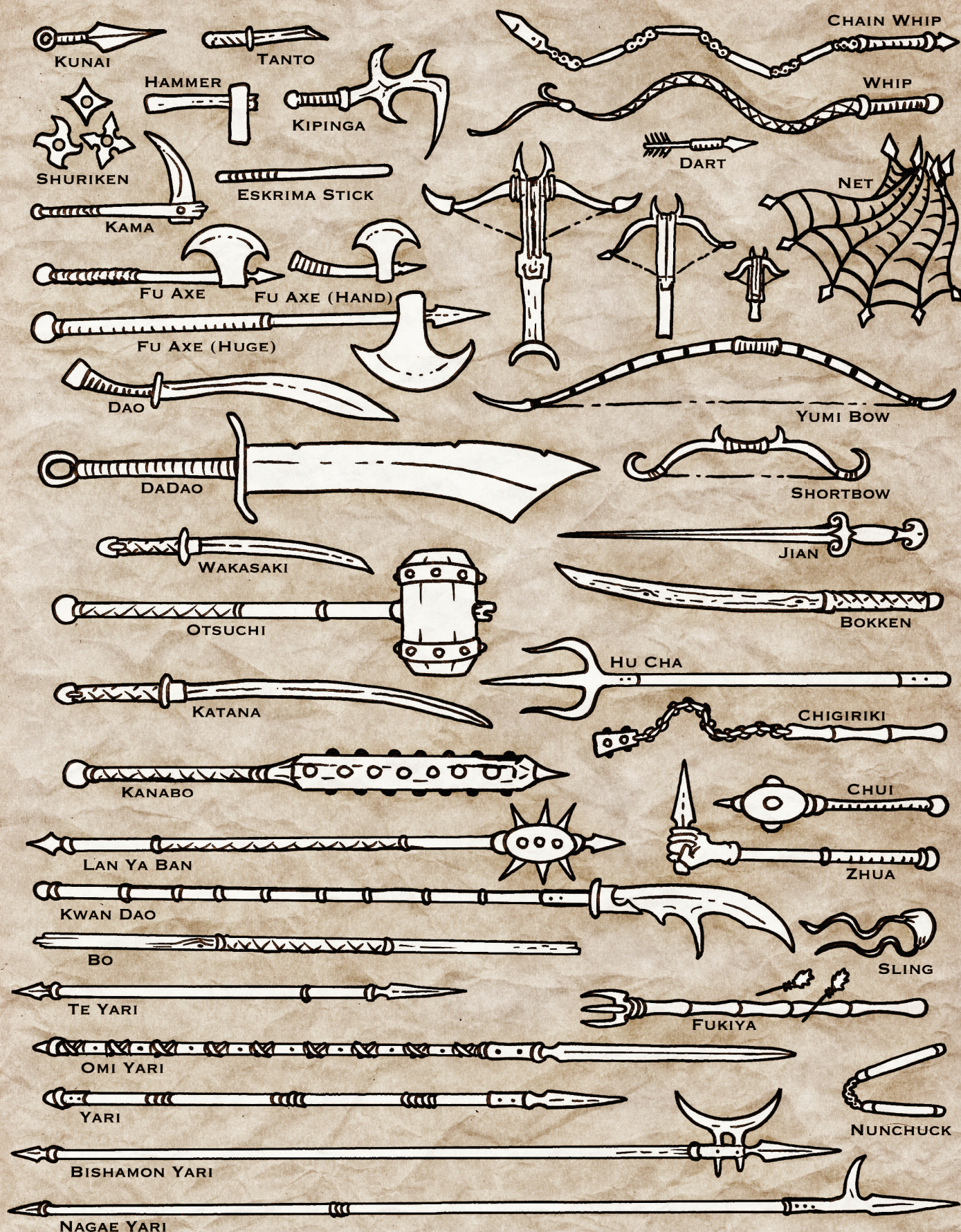
Heavy Crossbow. As described in the SRD 5.1.

Fukiya. The fukiya is a **blowgun** made of bamboo or bone.

Kipinga. The kipinga is a multi-bladed throwing knife crafted from bone, copper, or obsidian. Unlike the symmetrical shuriken, the kipinga has numerous blades of various lengths rising up from a cord-bound handle. Comparable to a **dart**, but far nastier.

Net. As described in the SRD 5.1.

Yumi Bow. This bow is an asymmetric length of bamboo, wood or bone, strung with hemp rope. Comparable to a **longbow**.



MELEE WEAPONS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
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SIMPLE MELEE WEAPONS

BO	2SP	1D6 BLUDGEON	4LB.	VERSATILE (1D8)
BOKKEN	2SP	1D8 BLUDGEON	10LB.	TWO-HANDED
CHUI	5GP	1D6 BLUDGEON	4LB.	-
ESKRIMA STICK	1SP	1D4 BLUDGEON	4LB.	LIGHT
FU AXE(HAND)	5GP	1D6 SLASHING	2LB.	LIGHT,THROWN(20/60)
HAMMER	2SP	1D4 BLUDGEON	2LB.	LIGHT,THROWN(20/60)
KAMA	1GP	1D4 SLASHING	2LB.	LIGHT
KUNAI	2GP	1D4 PIERCING	4LB.	FINESSE,LIGHT,THROWN(20/60)
TANTO	2GP	1D4 SLASHING	4LB.	FINESSE,LIGHT,THROWN(20/60)
TE YARI	5SP	1D6 PIERCING	2LB.	THROWN(30/120)
YARI	1GP	1D6 PIERCING	3LB.	THROWN(20/60),VERSATILE(1D8)

MARTIAL MELEE WEAPONS

BISHAMON YARI	20GP	1D8 SLASHING	6LB.	HEAVY,REACH,TWO-HANDED
CHIGIRIKI	10GP	1D8 BLUDGEON	2LB.	-
DADAO	50GP	2D6 SLASHING	6LB.	HEAVY,TWO-HANDED
DAO	25GP	1D6 SLASHING	3LB.	FINESSE,LIGHT
FU AXE	10GP	1D8 SLASHING	4LB.	VERSATILE(1D10)
FU AXE(HUGE)	30GP	1D12 SLASHING	7LB.	HEAVY,TWO-HANDED
HU CHA	5GP	1D6 PIERCING	4LB.	THROWN(20/60),VERSATILE(1D8)
JIAN	25GP	1D8 PIERCING	2LB.	FINESSE
KANABO	30GP	1D12 BLUDGEON	7LB.	HEAVY,TWO-HANDED
KATANA	15GP	1D8 SLASHING	3LB.	VERSATILE(1D10)
KATANA(MF*)	90GP	1D12 SLASHING	2LB.	VERSATILE(2D6)
KWAN DAO	20GP	1D10 SLASHING	6LB.	HEAVY,REACH,TWO-HANDED
LAN YA BAN	15GP	1D8 PIERCING	6LB.	HEAVY,REACH,TWO-HANDED
NAGAE YARI	5GP	1D10 PIERCING	18LB.	HEAVY,REACH,TWO-HANDED
NUNCHUCK	5GP	1D6 BLUDGEON	1LB.	FINESSE,LIGHT
OMI YARI	10GP	1D12 PIERCING	6LB.	REACH,SPECIAL**
OTSUCHI	10GP	2D6 BLUDGEON	10LB.	HEAVY,TWO-HANDED
WAKASAKI	10GP	1D6 SLASHING	2LB.	FINESSE,LIGHT
WHIP	2GP	1D4 SLASHING	3LB.	FINESSE,REACH
WHIP CHAIN	2GP	1D4 BLUDGEON	3LB.	FINESSE,REACH
ZHUA	5GP	1D8 PIERCING	2LB.	-

*MASTER FORGED **COUNTS AS A LANCE

RANGED WEAPONS

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
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SIMPLE RANGED WEAPONS

CROSSBOW(LT)	25GP	1D8 PIERCING	5LB.	AMMO(80/32),LOADING,TWO-HANDED
DART	5CP	1D4 PIERCING	1/4LB.	FINESSE,THROWN(20/60)
SHORTBOW	25GP	1D6 PIERCING	2LB.	AMMO(80/320),TWOHANDED
SHURIKEN	5CP	1D4 SLASHING	1/4LB.	FINESSE,THROWN(20/60)
SLING	1SP	1D4 BLUDGEON	-	AMMO(30/120)

MARTIAL RANGED WEAPONS

CROSSBOW(HND)	75GP	1D6 PIERCING	3LB.	AMMO(30/120),LIGHT,LOADING
CROSSBOW(HVY)	25GP	1D8 PIERCING	5LB.	AMMO(100/400),HEAVY,LOADING,TWO-HANDED
FUKIYA	10GP	1 PIERCING	1LB.	AMMO(25/100),LOADING
KIPINGA	5GP	1D8 SLASHING	2LB.	THROWN(20/60)
NET	1GP	-	3LB.	SPECIAL,THROWN(5/15)
YUMI BOW	50GP	1D8 PIERCING	3LB.	AMMO(150/600),HEAVY,TWO-HANDED

(LT)=LIGHT (HND)=HAND (HVY)=HEAVY





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