

Arms and Armor of the Stone Age



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Arms And Armor

**Free
Preview**

of the Stone Age

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Preview**

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2

Bloodstone Press
P.O. box 332703
Murfreesboro TN, 37133
www.bloodstone-press.com

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Arms and Armor of the Stone Age

Contents

INTRODUCTION...5

WEAPON DESCRIPTIONS...10

Adze...10

Atlatl...10

Axe, Battle...10

Axe, Beak...10

Axe, Great...10

Axe, Hand...10

Axe, Long-handled...11

Axe, Throwing...11

Baton ...11

Battlestaff...11

Blowgun...11

Boomerang...12

Boomerang, War...12

Chakram...13

Club...13

Club, Bent...13

Club, Disarming...13

Club, Great...14

Club, Heavy...14

Club, Hoe...14

Club, Long-Handled...14

Club, Saw...14

Dagger ...15

Fire Wheel...15

Hammer, Great ...15

Hammer, Light...15

Hammer, War...15

Hook...15

Hooked Throwing Knives...15

Horizon Blade...16

Mace...16

Meteor Hammer...16

Moontooth Shovel...17

Net...17

Pick, Light...17

Pick, Heavy...18

Pick, Great...18

Pilum...18

Quarterstaff...18

Rope Dart...18

Sap...19

Scythe...19

Shortbow...19

Sickle...19

Spear...20

Spear, Dragon...20

Spear, Long...20

Spear, Short...20

Spear, Snake...20

Stone Thrower ...20

Sword, Khopesh...21

Sword, Short ...21

Throwing Arrow...21

Throwstick...21

Tiger Fork...21

Trident...21

Whip...22

Wooden Star...22

Wrist Knife...22

Arms and Armor of the Stone Age

ARMOR DESCRIPTIONS ...25

Beast Hide...25

Bone...25

Breastplate...25

Hide...25

Leather...26

Padded ...26

Scale Mail...26

Shell...26

Wood...26

SHIELD DESCRIPTIONS ...26

Antler Shield...27

Bronze Shield...27

Club Shield...27

Dang...27

Horn Shield...27

Leather Shield...27

Skutum...28

Tamang...28

Throwing Shield...28

Wicker Shield...28

Wooden Shield...28

KITS AND INSTRUMENTS...29

Hunting Trap Kit...29

Musical Instrument...29

MOUNTS AND VEHICLES...29

CLOTHING...30

Chieftain Outfit...30

Hunting Outfit...30

Savage Outfit...30

Tribal Outfit...30

ARMS AND ARMOR ORIGINS ...30

OPEN GAME LICENSE VERSION 1.0A...33

Pages 3 and 4 of this free preview feature a look at the complete Table of Contents for [Arms and Armor of the Stone Age](#). Like all of Bloodstone's gaming books, the Table of Contents of the complete version of Arms and Armor is fully hyper-linked.

Arms and Armor of the Stone Age

INTRODUCTION

Welcome to the free preview of Arms and Armor of the Stone Age. This preview presents a look at the Table of Contents and some selected material from Arms and Armor of the Stone Age. Many of these items were found in our own world's history. Information detailing the origins of many of the more obscure items in this supplement can be found on [page 13](#).

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

Document Features

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

Note that this file is for onscreen viewing only. If you wish to print these rules, a printer friendly version is included with the full version.

RELATED MATERIAL

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

[Primal Feats](#)

[Wilderness Traps](#)

[Primal magic Items](#)

[Bane Ledger](#)

[Bane Ledger II](#)

[Primal Races](#)

[Nature's Wrath](#)

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

5

OPEN GAME CONTENT

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

Arms and Armor of the Stone Age

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

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

*See description of this weapon for special rules.

Pages 6 and 7 of this free preview present partially censored (XX) weapons tables from [Arms and Armor of the Stone Age](#). To see the full, uncensored versions of these tables and to find out more about these unusual weapons, check out [Arms and Armor of the Stone Age](#). today.

Arms and Armor of the Stone Age

Table 4: Exotic Weapons

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

See the descriptions of these weapons for special rules.

Arms and Armor of the Stone Age

WEAPON DESCRIPTIONS



Axe, Beak

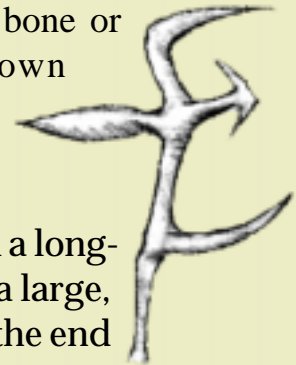
This heavy bronze axe has a blade that resembles the profile of a large beaked bird. When used properly, the narrow blade can inflict grievous wounds.

Battlestaff

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

Hooked Throwing Knives

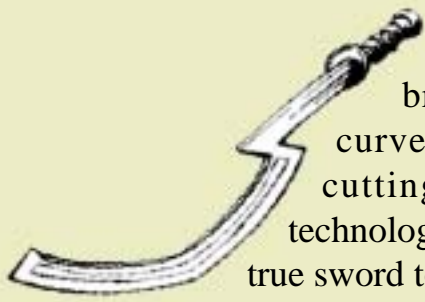
These bizarre-looking weapons are often made from bronze. They feature several small, hooked blades protruding from a bone or wooden handle. They are thrown overhand, like large throwing stars.



Horizon Blade

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

Arms and Armor of the Stone Age



Sword, Khopesh

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

Wrist Knife

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

Pages 8 and 9 of this free preview offer a look at some of the unique weapons that you can find in [Arms and Armor of the Stone Age](#). Note that the complete version of Arms and armor features **59** weapons and a total of **26 illustrations!**

Get your copy of [Arms and Armor of the Stone Age](#) today for only **\$2.88!**

Arms and Armor of the Stone Age

Table 5:Armor

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

70

Pages 10 and 11 of this free preview show partially censored (xx) tables from Arms and Armor of the Stone Age. To get the full, uncensored version, [click here](#) now.

Arms and Armor of the Stone Age

Table 6: Shields

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

*See description of this item for special rules.

Arms and Armor of the Stone Age

ARMOR DESCRIPTIONS

Bone

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

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

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



SHIELD DESCRIPTIONS

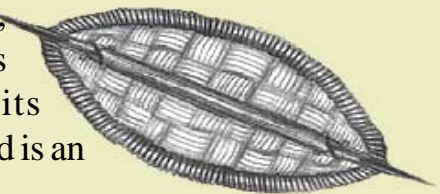
Most of the shields presented below are considered exotic weapons and require the Exotic Weapon Proficiency feat to use properly. Only the bronze shield, leather shield, wooden shield, skutum, and wicker shield can be used with the basic Shield Proficiency feat.

Antler Shield

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

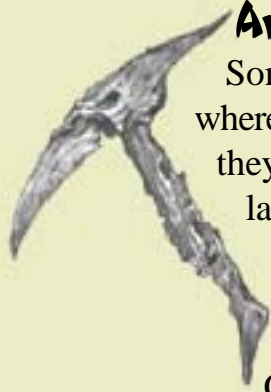
Throwing Shield

These weapon/shield hybrids combine a small shield with a spear. The object can be used to block and as a projectile. When thrown, the small leathery shield acts like a wing, stabilizing the spear in its flight and increasing its range. The throwing shield is an exotic weapon.



Arms and Armor of the Stone Age

Arms and Armor Origins

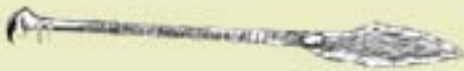


Some gamers may be curious about where these items come from. Although they are all available in Axiom, the land of [Primal Legends](#), they can also be used in other campaign settings. DMs wishing to simulate ancient Africa, pre-Columbian America or pre-

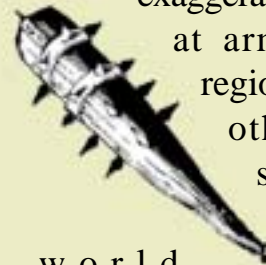
colonial Australia can refer to this section as a guide.

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

It should also be noted that four items in this supplement are not based on history. The dragon spear is a fictional item. However, it is very similar to the sarissa, a giant spear used in ancient Greece.



Beast hide armor is purely fiction and has no basis in reality. Shell armor and bone are



world weapons and armor found among cultures of the various regions listed below.

exaggerations of early attempts at armor from various regions of the world. All other items in this supplement are derived from real



Pages 12 of this free preview offers a look at one type of armor and two shields that can be found in [Arms and Armor of the Stone Age](#). Pages 13 and 14 provide some information about where these items come from to help players who wish to simulate certain cultures.

Arms and Armor of the Stone Age

(XX): These tables are partially censored (xx). To see the full, uncensored version of this information, check out [Arms and Armor of the Stone Age](#) today!

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

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

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

Arms and Armor of the Stone Age

PRIMAL LEGENDS

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

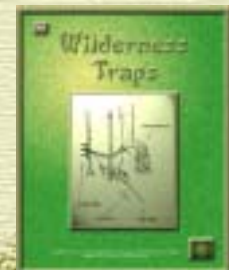
But there is a great reward for those who can survive in this environment, and even greater rewards for those that can **thrive**. The pages of history are still blank and your name could be written across them in bold script.

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

15

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

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



Arms and Armor of the Stone Age

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