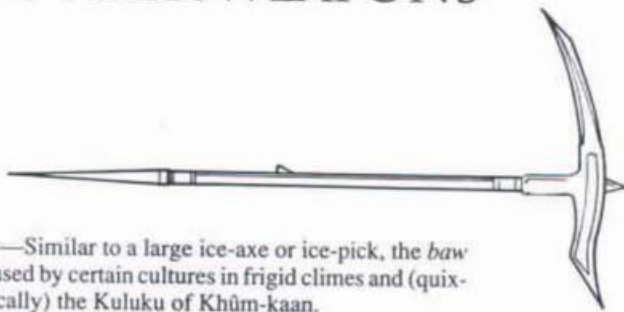
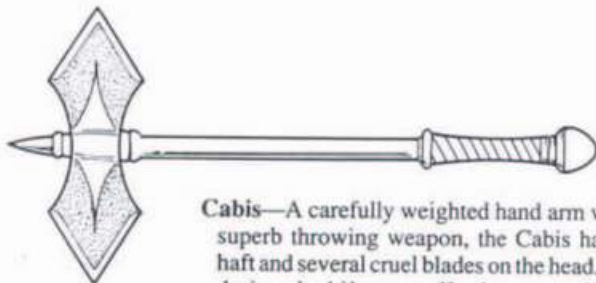


## 7 OTHER WEAPONS



**Baw**—Similar to a large ice-axe or ice-pick, the *baw* is used by certain cultures in frigid climes and (quixotically) the Kuluku of Khûm-kaan.



**Cabis**—A carefully weighted hand arm which is a superb throwing weapon, the Cabis has a short haft and several cruel blades on the head. The best designed cabis have an effective range of up to 100'.



**Dag**—A large and odd-looking bladed weapon, the Dag was once the weapon of the royal guard of the Masters of Emer (the Xiosians).



**Gé**—Similar to a bola in many respects, the *gé* has three weights attached by a strong cable or chain. This weapon requires considerable skill to use and is quite dangerous.



**Kynac**—An excellent throwing weapon which owes its unique abilities to a combination of superior construction and careful training by the user, the *kynac* resembles a slender dagger with an unusually designed hilt and pommel.

Knowledge of the *kynac* seems to be limited to the Dúranaki of Tanara and a few obscure cults scattered across Kulthea.

*GM Note: PCs who 'acquire' a *kynac* will not be able to use it to its full potential; it will only be a +10 dagger with the usual dagger throwing range.*

**Long Kynac**—Like the *kynac*, a long *kynac* is only effective when constructed along very specific design parameters, and when employed by combatants who have been specially trained in their use.

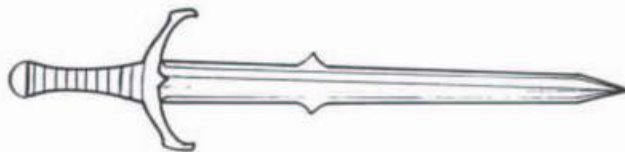
Knowledge of the long *kynac* seems to be limited to the Dúranaki of Tanara and a few obscure cults scattered across Kulthea.



*GM Note: PCs who 'acquire' a long *kynac* will not be able to use it to its full potential; it will only be a +10 main gauche with no effective throwing range.*



**Typh**—Another unusual throwing weapon, it consists of two weighted parts linked by a chain. It requires considerable skill to use properly, and the slightest miscalculation can be catastrophic for the thrower. But its devastating impact on a foe make the risks worthwhile.



**Yarkbalka**—A broadsword of unusual appearance (which actually has the effectiveness of a 2-handed sword!), the *Yarkbalka* is a unique combination of design and composition. *Yarkbalkas* were apparently first wielded by the Guardians of the Emperor of Emer. Many of the blades were lost, but a few have resurfaced over the years. All are made of the same exceptional red steel except for a handful which had a glow and were said to be able to cut through anything. In any case, the design and weight distribution make them perilous for the unskilled swordsman to use.



**Shangkana**—Two wood or alloy rods about eighteen inches long, and attached by a short chain, the *Shangkana* is a dangerous weapon when in the hands of a skilled martial artist. The rods can be slung about and whirled in dizzying circles, disabling a foe before he knows what hit him.



**Chegain**—Essentially a large, bladed boomerang, the *Chegain* is punctured with holes in a pattern that gives each *chegain* a distinctive whistling sound. The Rhiani of Uj use them with deadly skill (they have special armored gloves to catch the dangerous returns).