

# Polearm

## Random determination

Sometimes it is necessary to determine a random polearm, such as in the case of encountering orcs. The following table can be used:

d12 + d2 control die	Polearm
1	Awl pike
2	Bardiche
3	Bec de corbin
4	Bill-guisarme
5	Fauchard
6	Fauchard-fork
7	Fork, military
8	Glaive
9	Glaive-guisarme
10	Guisarme
11	Guisarme-voulge
12	Halberd
13	Hammer, lucern
14	Hook fauchard
15	Lance <sup>1)</sup>
16	Nagimaki/naginata <sup>2)</sup>
17	Partisian
18	Ranseur
19	Spear
20	Spetum
21	Trident
22	Voulge
23-24	Reroll

<sup>1)</sup>

Type depends on mount (light, medium, or heavy). If mounted on a monster: [HD ≤ 2] Light, [HD 2-3] Medium, [HD > 3] Heavy (based on MM 53, "Horse"). Should be re-rolled by the DM if the owner lacks a mount.

<sup>2)</sup>

Nagimaki if owner is mounted, naginata otherwise. May be re-rolled by the DM as desired if the locale is distant from the oriental portion of the campaign realm.

From:

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Last update: **2024-12-22 15:53**



