

Weapons of the Thousand Islands

([Damian May](#) and [Brock^{1\)}](#))

The Golok (d8, 3)

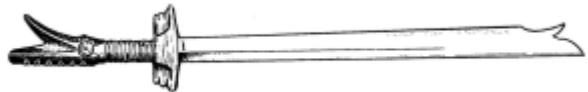
A heavy-bladed cutting tool, similar to a machete. The shape of the blade makes a golok especially suitable for cutting bushes and branches, but it can readily be used as a weapon. In addition, goloks are usually made of better quality steel than machetes, making them better able to withstand the rigours of combat.



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The Kampilan (2d4, 4)

This is a single-edged sword (2d4, 4) originating from islands to the north of the Thousand Islands (and to the south of Yamato). It has a heavy, straight blade that widens gently towards a truncated tip. Kampilan blades usually have a small protruding spike behind the tip. The pommel is often carved into designs featuring birds or reptiles (crocodiles being a favourite).



A strong person can wield the heavy kampilan one-handed (minimum Strength 13), but it is primarily a two-handed weapon.

The Karambit (d4, 3) or (d8, 3)

This curved knife is common to all the cultures of the Thousand Islands. Originally an agricultural tool (used for raking roots and gathering rice), the karambit has evolved into a weapon; the blade becoming increasingly curved to improve its cutting power.



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It is believed the karambit owes its shape to common beliefs regarding the power of tigers and thus these knives are made to resemble the claw of a tiger.

The karambit consists of a sharply curved, usually double-edged blade and often has a finger ring-guard at the end of the handle. In combat, the karambit is usually held in the fist with the blade down

and pointing forwards for hooking and slashing attacks. It can also be held with the blade up, allowing the finger ring-guard to be used to punch the foe. The karambit inflicts painful ripping wounds and is rightly feared.

The length of blade of a karambit can vary in length. Small karambits act as (d4, 3) weapons, while larger karambits are (d8, 3).

The finger ring-guard of the karambit makes it a weapon difficult to disarm. A warrior using such a knife does not drop the karambit if a Knight uses a Disarm Technique against him: instead he takes 1d2 HP damage as his finger is cruelly wrenched.

The Kelewang (d8, 4)

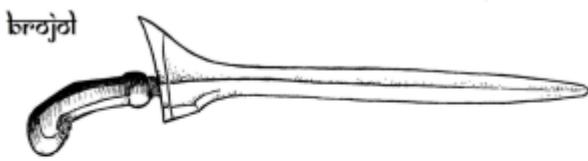
The kelewang is a single-edged, machete-style sword (d8, 4). In size, weight, and shape, it is midway between the golok and the kampilan. Kelewans vary in style throughout the Thousand Islands archipelago; some have straight blades, but most are curved.



The kelewang depicted here is the type favoured on the large island of Kalimantan. It has a single-edged, curved blade, with its tapered end clipped to form a decorative spike (some have this as a loop) on the spine of the blade. The handle is shaped to resemble a horse's hoof.

The Keris (d6, 3)

The keris (d6, 3 plus any poison and/or enchantment effects), also known as kris, is a sacred weapon deeply embedded in the rituals and practices of Silat (a set of fighting styles native to the Thousand Islands). There exist about five dozen variants of the keris in Thousand Islands, each with their own shape and name.



The keris is an asymmetrical dagger with a distinctive blade, patterned through ancient smithing techniques. While some, generally older, keris have straight blades, most have wavy blades with an odd number of curves. The number of curves (or *lok*) of a keris blade generally varies from 3 to 13, although some blades have as many as 29.

Many keris are believed to have their own personalities and powers that must be controlled and negotiated by the wielder. Aside from any enchantments they may be imbued with, most keris blades are infused with a poison (known as *warangan*) during their forging, ensuring that wounds caused by this weapon are fatal.

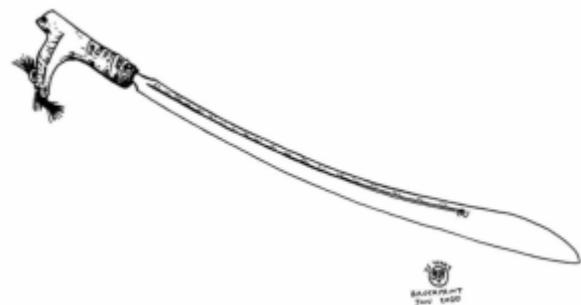
Some keris blades are imbued with powerful enchantments making them dangerous weapons indeed^{[2\)](#)}.

Using [Wayne Imlach's poison rules](#), a keris poison is typically: Medium strength, Slow rapidity, Lethal toxicity. Otherwise, a keris poison would be a normal poison (roll less than or equal to Strength on 3d6 or die).

The illustration shows two keris. The upper keris is an older, straight-bladed version known as a *Brojol*. The lower keris is a more typical wavy-bladed knife known as a *Buto Ijo*.

The Mandau (d6, 5)

This heavy chopping sword is a traditional weapon of the people of Kalimantan. Associated with head-hunting ceremonies, where warriors would assemble to attack other tribes and gather heads to be used in various rituals, the mandau is both a formidable weapon and a work of art.



The blade is made of tempered metals, often engraved with exotic vine-works, and inlaid with precious metals, such as gold, silver or brass. The hilt is usually made from animal horns, such as deer antlers, though some are made from human bone or scented wood.

Both hilt and scabbard are elaborately carved and decorated with plumes. Details of the carving vary from tribe to tribe, but most depict creatures or, where human bone is used, anthropomorphic deities.

The Rencong (d4, 3) or (d6, 3)

The rencong is a traditional weapon from the outlying Western Isles of the Thousand Islands archipelago. It is slightly similar in appearance to a keris (or kris) and carries the same sinister reputation. The rencong is worn during ceremonies and in time of war.



A rencong's blade can vary in length from 10cm to 50cm. Smaller rencongs strike as a dagger (d4, 3), while larger blades are (d6, 3). Sometimes, the blade can be wavy (like a keris) but is more often straight. It is kept in a scabbard that can be made from wood, ivory, horn, or even precious metals like silver or gold.

Note: the Anweh province is also known as "The Land of Rencong" (Tanah Rencong).

This article is compiled from articles that appeared in the [Casket of Fays Issues 1](#) and [8](#).

¹⁾

Contributed to the Kampilan, Kelewang, Keris, and Rencong.

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The exact nature of such an enchantment is left entirely in the hands of the Gamesmaster.

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