Dungeons & Dragons 3.5 Edition Index – Equipment

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# Armors & Shields

## Light Armor

| Light Armor | Armor bonus to AC | Max Dex Mod | Armor Check Penalty[[1]](#footnote-1) | Arcane Spell Failure | Time to put On | Time to Don Hastily[[2]](#footnote-2) | Time to Remove | Cost | Weight | Hardness | HP |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Dueling Cloak [[3]](#footnote-3) (DR335 p77) | +1 | — | ­–1 | 10% | Standard | n/a | Standard | 15 gp | 3 lbs | 2 | 5 |
| Padded D (PH p123) | +1 | +8 | 0 | 5% | 10 rnd.† | 5 rnd. | 10 rnd.[[4]](#footnote-4)† | 5 gp | 10 lbs | 2 | 5 |
| Leafweave Padded D (RotW p168) | +1 | +9 | 0 | 5% | 10 rnd.† | 5 rnd. | 10 rnd.† | 745 gp | 8 lbs | 2 | 5 |
| Silk Swathes [[5]](#footnote-5)H (Sand p99) | +1 | +8 | 0 | 5% | 40 rnd.‡ | 40 rnd. | 1d4+1 min† | 400 gp | 6 lbs | TBD | TBD |
| Thistledown Padded D (RotW p168) | +1 | +10 | 0 | 0% | 10 rnd.† | 5 rnd. | 10 rnd.† | 405 gp | 5 lbs | 2 | 5 |
| Twist Cloth, Gnome[[6]](#footnote-6)E[[7]](#footnote-7) (RoS p158) | +1 | — | 0 | 5% | 10 rnd.† | 5 rnd. | 10 rnd.† | 150 gp | 5 lbs | 2 | 5 |
| Leather [[8]](#footnote-8)D (PH p123) | +2 | +6 | 0 | 10% | 10 rnd.† | 5 rnd. | 10 rnd.† | 10 gp | 15 lbs | 2 | 10 |
| Bark D (DR319 p42) | +2 | +5 | –2 | 15% | 10 rnd.† | 5 rnd. | 10 rnd.† | TBD | 15 lbs | TBD | TBD |
| Chitin (RoE p171) | +2 | +7 | –1 | 5% | 10 rnd.† | 5 rnd. | 10 rnd.† | 20 gp | 10 lbs | TBD | TBD |
| Cord (Storm p106) ~~(DR319 p42)~~ | +2 | +5 | –1 | 15% | 10 rnd.† | 5 rnd. | 10 rnd.† | 15 gp | 15 lbs | TBD | TBD |
| Feather Cloak H (Sand p99) | +2 | +6 | 0 | 10% | 10 rnd.† | 5 rnd. | 10 rnd.† | 1,000 gp | 3 lbs | TBD | TBD |
| Leafweave Leather D (Eb p120) (RotW p168) | +2 | +7 | 0 | 5% | 10 rnd.† | 5 rnd. | 10 rnd.† | 750 gp | 15 lbs | 2 | 10 |
| Nightscale (Und p66) | +2 | +10 | 0 | 5% | 10 rnd.† | 5 rnd. | 10 rnd.† | 1,000 gp | 3 lbs | TBD | TBD |
| Studded Leather (PH p123) | +3 | +5 | –1 | 15% | 10 rnd.† | 5 rnd. | 10 rnd.† | 25 gp | 20 lbs | 2 | 15 |
| Bone (DR319 p42) | +3 | +4 | –3 | 15% | 10 rnd.† | 5 rnd. | 10 rnd.† | TBD | 20 lbs | TBD | TBD |
| Chitine Web [[9]](#footnote-9) (Und p66) | +3 | +6 | –1 | 10% | 10 rnd.† | 5 rnd. | 10 rnd.† | 75 gp | 10 lbs | TBD | TBD |
| Leafweave Leather with Darkwood StudsD (RotW p168) | +3 | +6 | 0 | 10% | 10 rnd.† | 5 rnd. | 10 rnd.† | 765 gp | 15 lbs | 2 | 10 |
| Twisted Silk (DR348 p87) | +3 | +7 | 0 | 5% | 10 rnd.† | 5 rnd. | 10 rnd.† | 400 gp | 15 lbs | TBD | TBD |
| Sharkskin [[10]](#footnote-10) (Storm p106) | +3 | +6 | –1 | 10% | 10 rnd.† | 5 rnd. | 10 rnd.† | 85 gp | 15 lbs | TBD | TBD |
| Spidersilk E (Und p66) | +3 | +8 | –1 | 10% | 10 rnd.† | 5 rnd. | 10 rnd.† | 750 gp | 5 lbs | TBD | TBD |
| Wildwood Chain  Shirt D (RotW p168) | +3 | +5 | –1 | 15% | 10 rnd.† | 5 rnd. | 10 rnd.† | 500 gp | 19 lbs | 10 | 20 |
| Wood (DR319 p42) | +3 | +6 | –2 | 15% | 10 rnd.† | 5 rnd. | 10 rnd.† | TBD | 20 lbs | TBD | TBD |
| Chain Shirt (PH p123) | +4 | +4 | –2 | 20% | 10 rnd.† | 5 rnd. | 10 rnd.† | 100 gp | 25 lbs | 10 | 20 |
| Mammoth Leather E D (RoS p155) | +4 | +4 | –4 | 20% | 10 rnd.† | 5 rnd. | 10 rnd.† | 5 gp | 30 lbs | 2 | 10 |
| Mithral Chain Shirt (DMG p220) (RotW p168) | +4 | +6 | 0[[11]](#footnote-11)M | 10% | 10 rnd.† | 5 rnd. | 10 rnd.† | 1,100 gp | 10 lbs | 15 | 20 |
| Mithral Scale Mail (RotW p168) | +4 | +5 | –2 M | 15% | 40 rnd.† | 10 rnd. | 10 rnd.† | 4,050 gp | 15 lbs | 15 | 25 |
| Resin Suit (DU118 p42) | +4 | +3 | –4 | 25% | 40 rnd.† | 10 rnd. | 10 rnd.† | 250 gp | 20 lbs | TBD | TBD |
| Darkleaf Breastplate D (Eb p120) | +5 | +4 | –2 | 20% | 40 rnd.† | 5 rnd. | 10 rnd.† | 2,450 gp | 30 lbs | TBD | 25 |
| Elven Chain (aka Mithral Chainmail) (DMG p220) (RotW p168) | +5 | +4 | –2 M | 20% | 40 rnd.† | 5 rnd. | 10 rnd.† | 4,150 gp | 20 lbs | 15 | 25 |
| Mithral Breastplate (RotW p168) | +5 | +5 | –2 M | 15% | 40 rnd.† | 10 rnd. | 10 rnd.† | 4,200 gp | 15 lbs | 15 | 25 |

## Medium Armor

Max Movement – base 30’ becomes 20’ & base 20’ becomes 15’

| Medium Armor | Armor bonus to AC | Max Dex Mod | Armor Check Penalty1 | Arcane Spell Failure | Time to put On | Time to Don Hastily2 | Time to Remove | Cost | Weight | Hardness | HP |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Hide D (PH p123) | +3 | +4 | –3 | 20% | 10 rnd.† | 5 rnd. | 10 rnd.† | 15 gp | 25 lbs | 2 | 15 |
| Leafwave Hide D (RotW p168) | +3 | +5 | –1 | 15% | 10 rnd.† | 5 rnd. | 10 rnd.† | 755 gp | 20 lbs | 2 | 15 |
| Shell D (Storm p106)(DR319 p40) | +3 | +3 | –2 | 20% | 40 rnd.† | 10 rnd. | 10 rnd.† | 25 gp | 20 lbs | TBD | TBD |
| Tentacle Hide [[12]](#footnote-12) (Und p66) | +3 | +5 | –3 | 20% | 10 rnd.† | 5 rnd. | 10 rnd.† | 315 gp | 30 lbs | TBD | TBD |
| Wildwood Scale Mail D (RotW p168) | +3 | +4 | –3 | 20% | 40 rnd.† | 10 rnd. | 10 rnd.† | 400 gp | 22 ½ lbs | 10 | 20 |
| Scale Mail (PH p123) | +4 | +3 | –4 | 25% | 40 rnd.† | 10 rnd. | 10 rnd.† | 50 gp | 30 lbs | 10 | 20 |
| Bronze Breastplate (DR319 p40) | +4 | +4 | –4 | 25% | 40 rnd.† | 10 rnd. | 10 rnd.† | TBD | 25 lbs | TBD | TBD |
| Chitin (Storm p106) | +4 | +4 | –3 | 30% | 40 rnd.† | 10 rnd. | 10 rnd.† | 75 gp | 20 lbs | TBD | TBD |
| Chitin, Siege Beetle D [[13]](#footnote-13) (MM5 p153) | +4 | +4 | –2 M | 30% | 40 rnd.† | 10 rnd. | 10 rnd.† | 2,000 gp | 20 lbs | TBD | TBD |
| Scorpion Breastplate (RoE p171) | +4 | +4 | –3 | 20% | 40 rnd.† | 10 rnd. | 10 rnd.† | 300 gp | 20 lbs | TBD | 25 |
| Wildwood Breastplate D (RotW p168) | +4 | +4 | –3 | 20% | 40 rnd.† | 10 rnd. | 10 rnd.† | 700 gp | 22 ½ lbs | 10 | 25 |
| Wildwood Chain Mail D (RotW p168) | +4 | +3 | –4 | 25% | 40 rnd.† | 10 rnd. | 10 rnd.† | 600 gp | 30 lbs | 10 | 25 |
| Interlocking Scale E [[14]](#footnote-14) (RoS p158) | +4 (+6) | +2 | –6 | 30% | 40 rnd.† | 10 rnd. | 10 rnd.† | 250 gp | 30 lbs | 10 | 20 |
| Chainmail (PH p123) | +5 | +2 | –5 | 30% | 40 rnd.† | 10 rnd. | 10 rnd.† | 150 gp | 40 lbs | 10 | 25 |
| Breastplate (PH p123) | +5 | +3 | –4 | 25% | 40 rnd.† | 10 rnd. | 10 rnd.† | 200 gp | 30 lbs | 10 | 25 |
| Adamantine Breastplate[[15]](#footnote-15) (DMG p219) | +5 | +3 | –3M | 25% | 40 rnd.† | 10 rnd. | 10 rnd.† | 10,200 gp | 30 lbs | 20 | 25 |
| Lead-Lined Breastplate[[16]](#footnote-16) (DR348 p87) | +5 | +3 | –4 | 25% | 40 rnd.† | 10 rnd. | 10 rnd.† | 200 gp | 35 lbs | 10 | 25 |
| Tumbler’s Breastplate E [[17]](#footnote-17) (RoS p158) | +5 | +4 | –4 | 25% | 40 rnd.† | 10 rnd. | 10 rnd.† | 450 gp | 30 lbs | 10 | 20 |
| Darkleaf Banded  Mail D (Eb p120) | +6 | +2 | –4 | 30% | 40 rnd.† | 10 rnd. | 10 rnd.† | 3,250 gp | 35 lbs | TBD | 30 |
| Living Coral [[18]](#footnote-18) (Storm p106) | +6 | +3 | –4 | 20% | 40 rnd.† | 10 rnd. | 10 rnd.† | 16,000 gp | 30 lbs | TBD | TBD |
| Mithral Banded Mail  (RotW p168) | +6 | +3 | –4 M | 25% | 40 rnd.† | 10 rnd. | 10 rnd.† | 9,250 gp | 17 ½ lbs | 15 | 30 |
| Mithral Splint Mail  (RotW p168) | +6 | +2 | –5 M | 30% | 40 rnd.† | 10 rnd. | 10 rnd.† | 9,200 gp | 22 ½ lbs | 15 | 30 |
| Mithral Half-Plate  (RotW p168) | +7 | +2 | –5 M | 30% | 40 rnd.[[19]](#footnote-19)‡ | 40 rnd. | 1d4+1 min† | 9,600 gp | 25 lbs | 15 | 35 |
| Mithral Full Plate (RotW p168) | +8 | +3 | –4 M | 25% | 40 rnd.‡ | 40 rnd. | 1d4+1 min† | 10,500 gp | 25 lbs | 15 | 40 |

## Heavy Armor

Max Movement – base 30’ becomes 20’ & base 20’ becomes 15’, plus running speed is 3x (not 4x).

| Heavy Armor | Armor bonus to AC | Max Dex Mod | Armor Check Penalty1 | Arcane Spell Failure | Time to put On | Time to Don Hastily2 | Time to Remove | Cost | Weight | Hardness | HP |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Stonemail D (Und p66) | +5 | +2 | –5 | 30% | 40 rnd.† | 10 rnd. | 10 rnd.† | 180 gp | 35 lbs | 8 | 30 |
| Wildwood Banded Mail D (RotW p168) | +5 | +2 | –5 | 30% | 40 rnd.† | 10 rnd. | 10 rnd.† | 800 gp | 27 lbs | 10 | 30 |
| Chitin’ (DR319 p40) | +5 | +0 | –6 | 35% | 40 rnd.† | 10 rnd. | 10 rnd.† | TBD | 35 lbs | TBD | TBD |
| Wildwood Splint Mail D (RotW p168) | +5 | +1 | –6 | 35% | 40 rnd.† | 10 rnd. | 10 rnd.† | 700 gp | 31 lbs | 10 | 30 |
| Banded Mail (PH p123) | +6 | +1 | –6 | 35% | 40 rnd.† | 10 rnd. | 10 rnd.† | 250 gp | 35 lbs | 10 | 30 |
| Bronze Half-Plate (DR319 p40) | +6 | +1 | –7 | 40% | 40 rnd.‡ | 40 rnd. | 1d4+1 min† | TBD | 50 lbs | TBD | TBD |
| Splint Mail (PH p123) | +6 | +0 | –7 | 40% | 40 rnd.† | 10 rnd. | 10 rnd.† | 200 gp | 45 lbs | 10 | 30 |
| Stone Plate D (RoS p158) | +6 | +1 | –7 | 30% | 40 rnd.† | 40 rnd. | 10 rnd.† | 750 gp | 35 lbs | 8 | 30 |
| Wildwood Half-Plate D (RotW p168) | +6 | +1 | –6 | 35% | 40 rnd.‡ | 40 rnd. | 1d4+1 min† | 1,500 gp | 37 ½ lbs | 10 | 35 |
| Half-Plate (PH p123) | +7 | +0 | –7 | 40% | 40 rnd.‡ | 40 rnd. | 1d4+1 min† | 600 gp | 50 lbs | 10 | 35 |
| Wildwood Full Plate D (RotW p168) | +7 | +2 | –5 | 30% | 40 rnd.‡ | 40 rnd. | 1d4+1 min† | 3,300 gp | 37 ½ lbs | 10 | 40 |
| Full Plate (PH p123) | +8 | +1 | –6 | 35% | 40 rnd.‡ | 40 rnd. | 1d4+1 min† | 1,500 gp | 50 lbs | 10 | 40 |
| Dragonhide Plate D (DMG p220) | +8 | +1 | –5 M | 35% | 40 rnd.‡ | 40 rnd. | 1d4+1 min† | 3,300 gp | 50 lbs | 10 | 40 |
| Dwarven Plate[[20]](#footnote-20) (DMG p220) | +8 | +1 | –5 M | 35% | 40 rnd.‡ | 40 rnd. | 1d4+1 min† | 16,500 gp | 50 lbs | 20 | 40 |
| Feeler Plate [[21]](#footnote-21) (Und p66) | +8 | +1 | –6 | 35% | 80 rnd.‡ | 80 rnd. | 2d4+1 min† | 2,500 gp | 65 lbs | TBD | 40 |
| Interlocking Plate E 9 (RoS p158) | +8 (+10) | +0 | –8 | 40% | 40 rnd.‡ | 40 rnd. | 1d4+1 min† | 1,750 gp | 50 lbs | 10 | 40 |
| Battle Plate E (RoS p158) | +9 | +1 | –7 | 50% | 40 rnd.‡ | 40 rnd. | 1d4+1 min† | 2,500 gp | 125 lbs | 10 | 40 |
| Heavy Plate  (RoS p158) (Und p66) | +9 | +0 | –8 | 45% | 80 rnd.‡ | 80 rnd. | 2d4+1 min† | 2,000 gp | 100 lbs | 10 | 40 |
| Mountain Plate E [[22]](#footnote-22) (RoS p158) | +10 | +0 | –9 | 60% | 60 rnd.‡ | 60 rnd. | 1d6+1 min† | 3,250 gp | 225 lbs | 10 | 40 |

## 

## Shields

Time to Put On –or– Take Off a Shield is a Move Action.

| Shields | Shield Bonus to AC | Max Dex Mod | Armor Check Penalty1 | Arcane Spell Failure | Cost | Weight | Hard-ness | HP | Notes |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Battle Cloak, Gnome E (RoS p158) | +1 | — | 0 | 0% | 5 gp | 1 lbs | 2 | 5 | Cannot be used to Bash.  Although worn, when used as a shield, the wearer holds the Cloak in his/her off-hand as with a Light Shield.  Grants a +4 bonus on Disarm checks. |
| Buckler (PH p123) | +1 | — | –1 | 5% | 15 gp | 5 lbs | 10 | 5 | Cannot be used to Bash.  –1 penalty to attacks with any weapon that uses the arm wearing the Buckler & the wearer looses the Shield Bonus to AC for that round. |
| Buckler, Darkwood (DMG p221) | +1 | — | 0M | 5% | 205 gp | 2 ½ lbs | 5 | 7 | Cannot be used to Bash.  –1 penalty to attacks with any weapon that uses the arm wearing the Buckler & the wearer looses the Shield Bonus to AC for that round. |
| Buckler, Mithral (RotW p168) | +1 | — | 0M | 0% | 1,015 gp | 2 ½ lbs | 15 | 5 | Cannot be used to Bash.  –1 penalty to attacks with any weapon that uses the arm wearing the Buckler & the wearer looses the Shield Bonus to AC for that round. |
| Dueling Cloak (DR335 p77) | +1 | — | –1 | 10% | 15 gp | 3 lbs | 2 | 5 | Despite granting a Shield bonus to AC, using a Dueling Cloak requires proficiency with Light Armor.  Can be used to make Disarm attempts with a +2 bonus. Counts as a Light weapon |
| Light Shield, Bronze (DR319 p40) | +1 | — | –1 | 5% | TBD | 6 lbs | 9 | 10 | Can be used to make a Shield Bash  (1d3 Bludgeoning damage 20/x2 critical, Light Martial Weapon) |
| Light Shield, Wood (PH p123) | +1 | — | –1 | 5% | 3 gp | 5 lbs | 5 | 7 | Can be used to make a Shield Bash  (1d3 Bludgeoning damage 20/x2 critical, Light Martial Weapon) |
| Light Shield, Steel (PH p123) | +1 | — | –1 | 5% | 9 gp | 6 lbs | 10 | 10 | Can be used to make a Shield Bash  (1d3 Bludgeoning damage 20/x2 critical, Light Martial Weapon) |
| Light Shield, Mithral (RotW p168) | +1 | — | 0 M | 0% | 1,015 gp | 2 ½ lbs | 15 | 10 | Can be used to make a Shield Bash  (1d3 Bludgeoning damage 20/x2 critical, Light Martial Weapon) |
| Heavy Shield, Bronze (DR319 p40) | +2 | — | –2 | 15% | TBD | 15 lbs | 9 | 15 | Can be used to make a Shield Bash  (1d4 Bludgeoning damage 20/x2 critical, 1-Handed Martial Weapon) |
| Heavy Shield, Wood (PH p123) | +2 | — | –2 | 15% | 7 gp | 10 lbs | 5 | 15 | Can be used to make a Shield Bash  (1d4 Bludgeoning damage 20/x2 critical, 1-Handed Martial Weapon) |
| Heavy Shield, Darkwood (DMG p221) | +2 | — | 0 M | 15% | 257 gp | 5 lbs | 5 | 15 | Can be used to make a Shield Bash  (1d4 Bludgeoning damage 20/x2 critical, 1-Handed Martial Weapon) |
| Heavy Shield, Steel (PH p123) | +2 | — | –2 | 15% | 20 gp | 15 lbs | 10 | 15 | Can be used to make a Shield Bash  (1d4 Bludgeoning damage 20/x2 critical, 1-Handed Martial Weapon) |
| Heavy Shield, Mithral (DMG p221) (RotW p168) | +2 | — | 0 M | 5% | 1,020 gp | 7 ½ lbs | 15 | 15 | Can be used to make a Shield Bash  (1d4 Bludgeoning damage 20/x2 critical, 1-Handed Martial Weapon) |
| Shield, Gauntlet E (RoS p158) | +2 | — | –2 | 35% | 50 gp | 20 lbs | 5 | 15 | May hold objects in the shield hand, cast Somatic spells, etc.  Can be used to make a Shield Bash  (1d4 Bludgeoning damage 20/x2 critical, 1-Handed Martial Weapon) |
| Shield, Rider’s E (RoS p158) | +2 | — | –2 | 15% | 75 gp | 15 lbs | 5 | 15 | Both Rider and Mount gain Shield bonus to AC  Can be used to make a Shield Bash  (1d4 Bludgeoning damage 20/x2 critical, 1-Handed Martial Weapon) |
| Extreme Shield,  Steel E (RoS p158) | +3 | — | –4 | 15% | 30 gp | 25 lbs | 10 | 15 | Cannot be used to Bash.  Extreme Shields share one proficiency |
| Extreme Shield, Wood E (RoS p158) | +3 | — | –4 | 15% | 10 gp | 15 lbs | 5 | 15 | Cannot be used to Bash.  Extreme Shields share one proficiency |
| Tower Shield, Hide (Sand p99) | +3 | +4 | –3 | 30% | 50 gp | 30 lbs | 3 | 20 | Cannot be used to Bash.  As a Standard Action, the wielder of a Tower Shield can receive Total Cover against creatures on the other side of the Tower Shield.  Using a Tower Shield gives a –1 penalty on attacks. |
| Tower Shield, Wood (PH p123) (DR317 p101)+ | +4 | — | –10 | 50% | 30 gp | 45 lbs | 5 | 20 | Cannot be used to Bash.  As a Standard Action, the wielder of a Tower Shield can receive Total Cover against creatures on the other side of the Tower Shield.  Using a Tower Shield gives a –2 penalty on attacks. |
| Tower Shield, Steel (RoS p158)  (DR317 p101)+ | +4 | +2 | –10 | 50% | 75 gp | 100 lbs | 10 | 20 | Cannot be used to Bash.  As a Standard Action, the wielder of a Tower Shield can receive Total Cover against creatures on the other side of the Tower Shield.  Using a Tower Shield gives a –2 penalty on attacks. |
| Tower Shield, Mithral (RotW p168)  (DR317 p101)+ | +4 | +4 | –7 M | 40% | 1,030 gp | 50 lbs | 15 | 20 | Cannot be used to Bash.  As a Standard Action, the wielder of a Tower Shield can receive Total Cover against creatures on the other side of the Tower Shield.  Using a Tower Shield gives a –2 penalty on attacks. |

## Options

| Extras | Applies To | Cost | Notes |
| --- | --- | --- | --- |
| Shield Sheath (RoS p158) | Shield only | + 25 gp | A scabbard for a Light weapon is added to the inside of a Shield (but not a Buckler). If the shield has been Readied, the weapon may be drawn as a Free Action. |
| Buoyancy (Und p65) | Armor only | + 50 gp | +1 Armor Check penalty, but Swim checks only receive a 1x Armor Check penalty (instead of the usual 2x). |
| Signature Crest (RoS p158) | Armor only | + 50 gp | The armor has a family crest built into its design. Can be identified on a Knowledge (nobility and royalty) check vs. DC 20. |
| Stability Weights (Und p66) | Armor only | +160 gp | +2 Circumstance bonus on Balance checks and checks to resist being Bull Rushed or Tripped.  +30 pounds  +10% Arcane Failure  –1 max Dexterity bonus  Light Armor is treated as Medium Armor. Medium Armor is treated as Heavy Armor. |
| Netcutter Spikes (RotW p167) | Armor only | +200 gp | May be used as Armor Spikes  +4 Circumstance bonus on Strength or Escape Artist check to escape from a Net, a *Web* spell, or similar entangling effect.  +10 pounds |
| Riding Straps (RoS p158) | Armor only | +200 gp | +1 Circumstance bonus on Ride checks. |
| Fast-Donning Straps (RoS p158) | Armor only | +250 gp | When you ‘Hastily Don’ armor with these straps, the Armor Check penalty is not increased, though the Armor bonus to AC is still reduced by 1. |
| Camouflage (Und p65) | Armor only | +300 gp | +2 Circumstance bonus on Hide checks in one of the following terrains: Aquatic, Desert, Forest Hill, Marsh, Mountain, Plain, or Underground. |
| Muffling (Und p66) | Armor only | +300 gp | +2 Circumstance bonus on Move Silently checks. |
| Stinging Polyps (Storm p106) | Living Coral Armor only | +500 gp | If you get a Hold in a Grapple, your opponent is Paralyzed for 1d4 rounds (FortNeg, DC14). Usable 1/day. |
| Keel (Storm p106) | Armor only | +50 gp | +2 Circumstance bonus on Swim checks. |
| Oil Chamber (Dun p033) | Armor or Shield | +1,000 gp | When activated, the liquid contained in the chamber is sprayed onto the attached Armor / Shield. |
| Sanctified (Dun p033) | Armor or Shield | +50 gp | Can be used as a Holy / Unholy Symbol. |
| Wand Chamber (Dun p034) | Shield only | +100 gp | Holds one wand, which is treated as “readied” (i.e., can be used without any additional action). |

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# Melee Weapons

All weapons are sized for a Medium-sized user. For rules on resizing weapons, see on page 29 of this Index.

## Unarmed Melee Weapons

| Unarmed Melee Weapons | Size | Dam. | Critical | Range | Type | Cost | Weight | Hard-ness | HP | Misc. |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Gauntlet (PH p116) | — | 1d3 | 20 / x2 | — | B | 2 gp | 1 lb | 5 | 2 | Part of most Medium & Heavy Armors. |
| Unarmed (PH p116) | — | 1d3[[23]](#footnote-23)§ | 20 / x2 | — | B | — | — | — | — | Finesse |

## Simple Melee Weapons

| Simple Melee Weapons | Size | Dam. | Critical | Range | Type | Cost | Weight | Hard-ness | HP | Misc. |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Dagger (PH p116) | 0Light | 1d4 | 19-20 / x2 | 10’ | P or S | 2 gp | 1 lb | 10 | 2 | +2 bonus on Sleight of Hand check to Conceal |
| Dagger, Punching (PH p116) | 0Light | 1d4 | 20 / x3 | — | P | 2 gp | 1 lb | 10 | 2 |  |
| Gauntlet, Spiked (PH p116) | 0Light | 1d4 | 20 / x2 | — | P | 5 gp | 1 lb | 10 | 2 | Can’t be disarmed |
| Hook (DR318 p53) | 0Light | 1d4 | 20 / x4 | — | P | 8 gp | 1 lb | 10 | 2 | Can’t be disarmed  Must be added in place of a missing hand |
| Mace, Light (PH p116) | 0Light | 1d6 | 20 / x2 | — | B | 5 gp | 4 lbs | 10 | 10 |  |
| Sickle (PH p116) | 0Light | 1d6 | 20 / x2 | — | S | 6 gp | 2 lbs | 10 | 2 | Druid, Trip |
| Club (PH p116) | 1Hand | 1d6 | 20 / x2 | 10’ | B | Free | 3 lbs | 5 | 5 | Druid, Monk |
| Mace, Heavy (PH p116) | 1Hand | 1d8 | 20 / x2 | — | B | 12 gp | 8 lbs | 10 | 20 |  |
| Morningstar (PH p116) | 1Hand | 1d8 | 20 / x2 | — | B & P | 8 gp | 6 lbs | 5 | 5 |  |
| Shortspear (PH p116) | 1Hand | 1d6 | 20 / x2 | 20’ | P | 1 gp | 3 lbs | 5 | 5 | Vs. Charge, Druid |
| Crossbow, Bladed (DR349 p22) | 2Hand | 1d4 | 19-20 / x2 | — | P or S | 150 gp | 8 lbs | 10 | 10 | Also a Simple Melee Weapon |
| Fauchard (DR331 p24) | 2Hand | 1d8 | 20 / x3 | — | S | 7 gp | 10 lbs | 5 | 10 | Reach 10’, Polearm |
| Longspear (PH p116) | 2Hand | 1d8 | 20 / x3 | — | P | 5 gp | 9 lbs | 5 | 10 | Vs. Charge, Druid  Reach 10’, Polearm |
| Quarterstaff (PH p116) | 2Hand | 1d6/1d6 | 20 / x2 | — | B | Free | 4 lbs | 5 | 10 | Double, Druid, Monk, Kata, Polearm |
| Spear (PH p116) | 2Hand | 1d8 | 20 / x3 | 20’ | P | 2 gp | 6 lbs | 5 | 10 | Vs. Charge, Druid, Polearm |

## Martial Melee Weapons

| Martial Melee Weapons | Size | Dam. | Critical | Range | Type | Cost | Weight | Hard-ness | HP | Misc. |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Axe, Throwing (PH p116) | 0Light | 1d6 | 20 / x2 | 10’ | S | 8 gp | 2 lbs | 5 | 2 |  |
| Cutlass (Storm p107) ~~(DR318 p53) (DU111 p24)~~ | 0Light | 1d6 | 19-20 / x2 | — | S | 15 gp | 3 lbs | 5 | 2 | +2 to resist being Disarmed |
| Dagger, Disguised (DR316 p46) | 0Light | 1d4 | 19-20 / x2 | 10’ | P or S | 52 gp | 1 lb | 10 | 2 | +7 bonus on Sleight of Hand check to Conceal |
| Hammer, Light (PH p116) | 0Light | 1d4 | 20 / x2 | 20’ | B | 1 gp | 2 lbs | 5 | 2 |  |
| Handaxe (PH p116) | 0Light | 1d6 | 20 / x3 | — | S | 6 gp | 3 lbs | 5 | 2 | Monk |
| Kukri (PH p116) | 0Light | 1d4 | 18-20 / x2 | — | S | 8 gp | 2 lbs | 10 | 2 |  |
| Pick, Light (PH p116) | 0Light | 1d4 | 20 / x4 | — | P | 4 gp | 3 lbs | 5 | 2 | Kobold Racial Proficiency |
| Poison Ring (DR316 p46) | 0Light | 1 | 20 / x2 | — | P | 45 gp | — | 10 | 2 | Touch Attack  Ring can hold one dose of Injury Poison.  Needle on palm side of ring. Extended as a Std Action |
| Razored Armor (Und p65) | 0Light | 1d6 | 20 / x2 | — | S | +50 gp | +10 lbs | 10 | 2 | Damage is done by grappling or with a melee attack. |
| Sap (PH p116)(PH3.5e)+ | 0Light | 1d6§ | 20 / x2 | — | B | 1 gp | 2 lbs | 2 | 2 | Bard, Rogue, Subdual |
| Shield, Light Metal (PH p116) | 0Light | 1d3 | 20 / x2 | — | B | 9 gp | 6 lbs | 10 | 10 |  |
| Shield, Light Metal Razored (Und p64) | 0Light | 1d4 | 20 / x2 | — | S | 59 gp | 16 lbs | 10 | 10 |  |
| Shield, Light Metal Spiked (PH p116) | 0Light | 1d4 | 20 / x2 | — | P | 19 gp | 11 lbs | 10 | 10 |  |
| Shield, Light Wood (PH p116) | 0Light | 1d3 | 20 / x2 | — | B | 3 gp | 5 lbs | 5 | 7 |  |
| Shield, Light Wood Razored (Und p64) | 0Light | 1d4 | 20 / x2 | — | S | 53 gp | 15 lbs | 5 | 7 |  |
| Shield, Light Wood Spiked (PH p116) | 0Light | 1d4 | 20 / x2 | — | P | 13 gp | 10 lbs | 5 | 7 |  |
| Spiked Armor (PH p116) | 0Light | 1d6 | 20 / x2 | — | P | +50 gp | +10 lbs | 10 | 2 | Damage is done by grappling or with a melee attack. |
| Sword, Short (PH p116) | 0Light | 1d6 | 19-20 / x2 | — | P | 10 gp | 2 lbs | 10 | 2 | Bard, Rogue |
| Battleaxe (PH p116) | 1Hand | 1d8 | 20 / x3 | — | S | 10 gp | 6 lbs | 5 | 5 |  |
| Flail, Light (PH p116) | 1Hand | 1d8 | 20 / x2 | — | B | 8 gp | 5 lbs | 5 | 5 | Trip, Disarm +2 |
| Longsword (PH p116) | 1Hand | 1d8 | 19-20 / x2 | — | S | 15 gp | 4 lbs | 10 | 5 | Bard, Elf Racial Proficiency |
| Pick, Heavy (PH p116) | 1Hand | 1d6 | 20 / x4 | — | P | 8 gp | 6 lbs | 5 | 5 | Kobold Racial Proficiency |
| Rapier (PH p116) | 1Hand | 1d6 | 18-20 / x2 | — | P | 20 gp | 2 lbs | 10 | 5 | Finesse, Bard, Rogue  Elf Racial Proficiency  When wielded with 2 hands, only add Strength modifier to damage (instead of 150%) |
| Scimitar (PH p116) | 1Hand | 1d6 | 18-20 / x2 | — | S | 15 gp | 4 lbs | 10 | 5 | Druid |
| Shield, Heavy Metal  (PH p116) | 1Hand | 1d4 | 20 / x2 | — | B | 20 gp | 15 lbs | 10 | 20 |  |
| Shield, Heavy Metal Spiked (PH p116) | 1Hand | 1d6 | 20 / x2 | — | P | 30 gp | 20 lbs | 10 | 20 |  |
| Shield, Heavy Wood  (PH p116) | 1Hand | 1d4 | 20 / x2 | — | B | 7 gp | 10 lbs | 5 | 15 |  |
| Shield, Heavy Wood Spiked (PH p116) | 1Hand | 1d6 | 20 / x2 | — | P | 17 gp | 15 lbs | 5 | 15 |  |
| Trident (PH p116) | 1Hand | 1d8 | 20 / x2 | 10’ | P | 15 gp | 4 lbs | 5 | 5 | Vs. Charge |
| Truncheon (BoED p34) | 1Hand | 1d8§ | 20 / x2 | — | B | 2 gp | 12 lbs | 5 | 5 | Subdual |
| Warhammer (PH p116) | 1Hand | 1d8 | 20 / x3 | — | B | 12 gp | 5 lbs | 5 | 5 |  |
| Bardiche (DR331 p24) | 2Hand | 1d10 | 20 / x3 | — | S | 9 gp | 12 lbs | 5 | 10 | Polearm |
| Duom (DR331 p24) | 2Hand | 1d8 | 20 / x3 | — | P | 20 gp | 8 lbs | 5 | 10 | Reach 10’ and Threaten Adjacent, Polearm |
| Executioner’s Mace (DU135 p61) | 2Hand | 2d6 | 20 / x3 | — | B & P or  B & S | 75 gp | 12 lbs | 5 | 10 |  |
| Falcion (PH p117) | 2Hand | 2d4 | 18-20 / x2 | — | S | 75 gp | 8 lbs | 10 | 10 |  |
| Flail, Heavy (PH p117) | 2Hand | 1d10 | 19-20 / x2 | — | B | 15 gp | 10 lbs | 5 | 10 | Trip, Disarm +2 |
| Glaive (PH p117) | 2Hand | 1d10 | 20 / x3 | — | S | 8 gp | 10 lbs | 5 | 10 | Reach 10’, Polearm |
| Greataxe (PH p117) | 2Hand | 1d12 | 20 / x3 | — | S | 20 gp | 12 lbs | 5 | 10 |  |
| Greatclub (PH p117) | 2Hand | 1d10 | 20 / x2 | — | B | 5 gp | 8 lbs | 5 | 10 |  |
| Greatsword (PH p117) | 2Hand | 2d6 | 19-20 / x2 | — | S | 50 gp | 8 lbs | 10 | 10 |  |
| Guisarme (PH p117) | 2Hand | 2d4 | 20 / x3 | — | S | 9 gp | 12 lbs | 5 | 10 | Reach 10’, Trip, Polearm |
| Halberd (PH p117) | 2Hand | 1d10 | 20 / x3 | — | P or S | 10 gp | 12 lbs | 5 | 10 | Vs. Charge, Trip, Polearm |
| Lance, Heavy (PH p117) | 2Hand | 1d8 | 20 / x3 | — | P | 10 gp | 10 lbs | 5 | 10 | Reach 10’, x2 damage when used from the back of a charging mount, usable with 1 hand while mounted |
| Lucerne Hammer (DR331 p24) | 2Hand | 2d4 | 20 / x4 | — | B or P | 12 gp | 10 lbs | 5 | 10 | Reach 10’, Polearm |
| Maquahuitl (MM4 p88) | 2Hand | 1d10 | 20 / x2 | — | B & P | TBD | 8 lbs | 5 | 10 |  |
| Maul (CWar p157) | 2Hand | 1d10 | 20 / x3 | — | B | 15 gp | 20 lbs | 5 | 10 | Hand-and-a-Half |
| Naginata (DR331 p24) | 2Hand | 1d10 | 20 / x3 | — | S | 10 gp | 15 lbs | 5 | 10 | Reach 10’, Polearm |
| Partisan (DR331 p24) | 2Hand | 2d4 | 20 / x3 | — | P or S | 12 gp | 12 lbs | 5 | 10 | Reach 10’, Polearm |
| Pick, Dire (CWar p157)  (CAdv p116)+ | 2Hand | 1d8 | 20 / x4 | — | P | 30 gp | 12 lbs | 5 | 10 | Hand-and-a-Half  Shared Focus (Pick, Heavy) |
| Pilum (DR331 p24) | 2Hand | 1d8 | 20 / x3 | — | P | 5 gp | 6 lbs | 5 | 10 | Reach 10’, Polearm  May be used to make a Sunder on a shield (if successful, the shield takes 1hp & the pilum is stuck in the shield, causing a –2 penalty to AC, attack, & Reflex saves of the wielder. Takes 2d4 rnds to remove) |
| Ranseur (PH p117) | 2Hand | 2d4 | 20 / x3 | — | P | 10 gp | 12 lbs | 5 | 10 | Reach 10’, Disarm +2,  Polearm |
| Scimitar, Great (Sand p96) | 2Hand | 1d8 | 18-20 / x2 | — | S | 200 gp | 8 lbs | 10 | 10 | Hand-and-a-Half |
| Scythe (PH p117) | 2Hand | 2d4 | 20 / x4 | — | P or S | 18 gp | 10 lbs | 5 | 10 | Trip |
| Spetum (DR331 p24) | 2Hand | 2d4 | 20 / x3 | — | P | 10 gp | 8 lbs | 5 | 10 | Disarm +2, Polearm |
| Sword, Bastard (PH p117) | 2Hand | 1d10 | 19-20 / x2 | — | S | 35 gp | 6 lbs | 10 | 10 | Hand-and-a-Half |
| Waraxe, Dwarven (PH p117) | 2Hand | 1d10 | 20 / x3 | — | S | 30 gp | 8 lbs | 5 | 10 | Hand-and-a-Half  Dwarf Weapon Familiarly |
| Warmace (CWar p157)  (CAdv p116)+ | 2Hand | 1d12 | 20 / x2 | — | B | 25 gp | 10 lbs | 10 | 20 | Hand-and-a-Half  –1 penalty to AC  Shared Focus (Mace, Heavy) |
| Voulge (DR331 p24) | 2Hand | 1d10 | 20 / x3 | — | S | 10 gp | 14 lbs | 5 | 10 | Reach 10’, Polearm |

## Exotic Melee Weapons

| Exotic Melee Weapons | Size | Dam. | Critical | Range | Type | Cost | Weight | Hard-ness | HP | Misc. |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Buckler-Axe, Dwarf (CWar p156) (RoS p153) | 0Light | 1d6 | 20 / x3 | — | S | 20 gp | 4 lbs | 10 | 20 | Buckler |
| Braid Blade (DU120 p35) | 0Light | 1d3 | 18-20 / x3 | — | S | 10 gp | ½ lb | 5 | 2 | Blade attached at the end of a long hair braid  Feint +2  As a Full Round Attack, you can make a bonus attack with the Braid Blade at –5 (or –2 if you have 5+ ranks of Tumble) |
| Dagger, Barbed (CAdv p115) | 0Light | 1d4 | 19-20 / x2 | — | P | 35 gp | 1 lb | 5 | 2 | A proficient user with 5+ ranks of Sleight of Hand does +2 dmg on a Sneak Attack  Shared Focus (Dagger) |
| Hammer, Throwing  (RoS p155) | 0Light | 1d6 | 20 / x2 | 20’ | B | 30 gp | 2 lbs | 5 | 2 |  |
| Foot Spike  (RotW p165) | 0Light | 1d6 | 18-20 / x2 | — | P | 8 gp | 1 lbs | 5 | 2 | Spikes can be folded into boot (for walking) or extended (for fighting) with the same effort it takes to draw a weapon.  If on the ground, attacker has a –4 penalty & land speed is reduced to 5’.  Can attack with one on each foot. |
| Handaxe, Stone  (DR331 p84) | 0Light | 1d6 | 20 / x2 | — | S | ½ gp | 2 lbs | 5 | 2 |  |
| Japute (DR352 p72) | 0Light | 1d4 | 19-20 / x2 | — | S | 20 gp | 2 lbs | 5 | 2 | Full Round Action to equip or remove from wrist  +6 to avoid being Disarmed  +2 on Climb checks |
| Kama (PH p117) | 0Light | 1d6 | 20 / x2 | — | S | 2 gp | 2 lbs | 5 | 2 | Kata, Monk, Trip |
| Lightblade, Elven (CWar p157) (RotW p165) | 0Light | 1d6 | 18-20 / x2 | — | P | 50 gp | 1 lbs | 10 | 2 | Shared Focus (Short Sword)  Shared Focus (Rapier) |
| Long Knife, Drow (RoE p171) | 0Light | 1d6 | 19-20 / x2 | 10’ | P | 15 gp | 2 lbs | 10 | 2 |  |
| Nekode (Und p64) | 0Light | 1d4 | 20 / x2 | — | P | 5 gp | 2 lbs | 5 | 2 | Kata, Can’t be disarmed  +1 Circumstance bonus on Climb checks |
| Nunchaku (PH p117) | 0Light | 1d6 | 20 / x2 | — | B | 2 gp | 2 lbs | 5 | 2 | Kata, Monk, Disarm +2 |
| Quickrazor, Gnome  (RoS p155) | 0Light | 1d4 | 19-20 / x2 | — | S | 45 gp | 1 lb | 10 | 2 | Feint +2  Normally drawn from wrist sheath (as a Free Action) at the start of a round and stored (also as a Free Action) at the end of the round. If simply held, it has a –2 penalty.  +4 bonus to conceal on body |
| Ribbon Dagger (DU118 p42) | 0Light | 1d4 | 20 / x4 | — | S | 50 gp | 1 lb | TBD | 2 | Disarm +2 |
| Sai (PH p117) | 0Light | 1d4 | 20 / x2 | — | B | 1 gp | 2 lbs | 10 | 2 | Kata, Monk, Disarm +4 |
| Sword, Short Broadblade (CAdv p117) (CAdvErrata)+ | 0Light | 1d6 | 19-20 / x2 | — | P | 75 gp | 3 lbs | 10 | 2 | A proficient user who uses Defensive Fighting, Total Defense, or Combat Expertise with at least 2 points on AC gains a +1 Dodge bonus to  AC for the rest of the round  Shared Focus (Short Sword) |
| Sharktooth Gauntlet (DR315 p41) | 0Light | 1d4 | 18-20 / x2 | — | P or S | 10 gp | 1 lb | 5 | 2 | Can’t be disarmed |
| Shimalo’koa (DR352 p72) | 0Light | 1d8 | 20 / x2 | — | S | 10 gp | 3 lbs | 5 | 2 |  |
| Siangham (PH p117) | 0Light | 1d6 | 20 / x2 | — | P | 3 gp | 1 lb | 5 | 2 | Kata, Monk |
| Steel Fins (Und p64) | 0Light | 1d4 | 20 / x2 | — | S | 10 gp | 2 lbs | 5 | 2 | Kata, Can’t be disarmed |
| Tortoise Blade, Gnome  (CWar p158) (RoS p155) | 0Light | 1d6 | 19-20 / x2 | — | P | 10 gp | 3 lb | 5 | 7 | Buckler |
| Celt, Stone  (DR331 p84) | 1Hand | 1d8 | 19-20 / x2 | — | B | ½ gp | 10 lbs | 5 | 5 |  |
| Dragonsplit  (MM4 p151) | 1Hand | 1d6 | 19-20 / x2 –or–  20 / x4 | — | P  –or–  S | TBD | 2 lbs | 10 | 5 | Finesse  Treated as a Light weapon for Two-Weapon Fighting |
| Flindbar  (MM3 p62) | 1Hand | 2d4 | 19-20 / x2 | — | B | 30 gp | 2 lbs | 10 | 5 | +2 Disarm  A proficient user may make a free Disarm attempt when a Critical is Threatened, which does not provoke an Attack of Opportunity |
| Flutter Blade  (Und p64) | 1Hand | 1d4 | 19-20 / x2 | — | P or S | 15 gp | 2 lbs | 10 | 5 | Can switch between Slashing & Piercing as a Move Action |
| Ghost Spike  (DR348 p86) | 1Hand | 1d6 & 1d6 | 19-20 / x2 & 19-20 / x3 | — | P | 320 gp | 2 lbs | 10 | 5 | Double  Always Masterwork  Class weapon for Ninja & Assassins |
| Ice Axe  (Frost p76) | 1Hand | 1d6 | 20 / x4 | — | P or S | 10 gp | 5 lbs | 5 | 10 | Can be used as a Martial weapon with a –2 penalty  Non-proficient uses receive a +1 Circumstance bonus on Climb checks in Mountains or Icy Terrain. Proficient uses receive a +4 bonus. |
| Iuak  (Frost p76) | 1Hand | 1d6 | 19-20 / x2 | — | S | 12 gp | 4 lbs | 5 | 10 | Ignores 3 Hardness of objects |
| Maul  (CWar p157) | 1Hand | 1d10 | 20 / x3 | — | B | 15 gp | 20 lbs | 5 | 10 | Hand-and-a-Half |
| Pick, Dire (CWar p157)  (CAdv p116)+ | 1Hand | 1d8 | 20 / x4 | — | P | 30 gp | 12 lbs | 5 | 10 | Hand-and-a-Half  Shared Focus (Pick, Heavy) |
| Rapier, Quickblade (CAdv p116) | 1Hand | 1d6 | 18-20 / x2 | — | P | 75 gp | 3 lbs | 10 | 5 | Finesse, Disarm +2, Feint +2  When wielded with 2 hands, only add Strength modifier to damage (instead of 150%)  Shared Focus (Rapier) |
| Ribbonweave (RoE p172) | 1Hand | 1d8 | 19-20 / x2 | — | S | 70 gp | 3 lbs | 5 | 5 | Finesse  When wielded with 2 hands, only add Strength modifier to damage (instead of 150%)  Treated as a Club until the blade is released (Search vs. DC18 to find the latch) |
| Scimitar, Great (Sand p96) | 1Hand | 1d8 | 18-20 / x2 | — | S | 200 gp | 8 lbs | 10 | 10 | Hand-and-a-Half |
| Scourge (CWar p157) (DR353 p28) | 1Hand | 1d8 | 20 / x2 | — | S | 20 gp | 2 lbs | 2 | 5 | Disarm +2 |
| Sword, Bastard (PH p117) | 1Hand | 1d10 | 19-20 / x2 | — | S | 35 gp | 6 lbs | 10 | 10 | Hand-and-a-Half |
| Swordcatcher, Gnome (RoS p155) | 1Hand | 1d6 | 19-20 / x2 | — | S | 35 gp | 5 lbs | 10 | 5 | Disarm +4 |
| Thinblade, Elven (CWar p158) (RotW p165) | 1Hand | 1d8 | 18-20 / x2 | — | P | 100 gp | 3 lbs | 10 | 5 | Finesse  Shared Focus (Longsword)  Shared Focus (Rapier) |
| Tigerskull Club  (Frost p76) | 1Hand | 1d8 | 20 / x4 | — | B & P | 15 gp | 8 lbs | 5 | 10 | Disarm +2, Trip +2 |
| Waraxe, Dwarven (PH p117) | 1Hand | 1d10 | 20 / x3 | — | S | 30 gp | 8 lbs | 5 | 10 | Hand-and-a-Half  Dwarf Weapon Familiarly |
| Warmace (CWar p157)  (CAdv p116)+ | 1Hand | 1d12 | 20 / x2 | — | B | 25 gp | 10 lbs | 10 | 20 | Hand-and-a-Half  –1 penalty to AC  Shared Focus (Mace, Heavy) |
| Whip (PH p117) | 1Hand | 1d3§ | 20 / x2 | — | S | 1 gp | 2 lbs | 2 | 5 | Bard, Trip, Disarm +2, Subdual, Finesse  Reach 15’ & Threaten Adjacent  Attacking generates an Attack of Opportunity  Cannot damage an opponent with an Armor bonus of +1 or higher –or– a Natural Armor bonus of +3 or greater |
| Whip, Stingray  (Storm p107) | 1Hand | 1d6 | 20 / x3 | — | S or P | 15 gp | 3 lbs | 2 | 5 | Finesse  Cannot damage an opponent with an Armor bonus of +2 or higher –or– a Natural Armor bonus of +4 or greater  If a creature takes damage, it receives a –1 penalty on attack, damage, & skill checks (FortNeg, DC12) |
| Whip-Dagger (DU134 p50) (DR353 p28) | 1Hand | 1d6 | 19-20 / x2 | — | S | 25 | 3 lbs | 2 | 5 | Bard, Trip, Disarm +2, Finesse  Shared Proficiency (Whip)  Reach 15’ & Threaten Adjacent  Attacking generates an Attack of Opportunity |
| Ankus (DR331 p24) | 2Hand | 2d4 | 20 / x2 | — | B | 15 gp | 15 lbs | 5 | 10 | Reach 10’, Trip, Polearm |
| Awl Pike (DR331 p24) | 2Hand | 1d8 | 20 / x3 | — | P | 10 gp | 10 lbs | 5 | 10 | Reach 15’, Vs. Charge,  Polearm |
| Axe, Orc Double (PH p115) | 2Hand | 1d8/1d8 | 20 / x3 | — | S | 60 gp | 15 lbs | 5 | 10 | Double, Polearm |
| Bec de Corbin (DR331 p24) | 2Hand | 2d4 | 20 / x4 | — | P | 28 gp | 14 lbs | 5 | 10 | Reach 10’, Vs. Charge,  Polearm |
| Cahulaks (DR319 p40) | 2Hand | 2d4 | 20 / x2 | — | P | 25 gp | 1 lbs | 2 | 10 | Reach 10’ & Threaten Adjacent, Trip, Disarm +2 |
| Chain, Spiked (PH p117) | 2Hand | 2d4 | 20 / x2 | — | P | 25 gp | 10 lbs | 10 | 10 | Reach 10’ & Threaten Adjacent, Finesse, Trip, Disarm +2 |
| Courtblade, Elven (RotW p165) | 2Hand | 1d10 | 18-20 / x2 | — | P or S | 150 gp | 6 lbs | 10 | 10 | Finesse  Shared Focus (Greatsword) |
| Dragonchain (RedHand p126) | 2Hand | 1d6 | 19-20 / x2 | — | B | 50 gp | 10 lbs | 10 | 10 | Trip, Grapple (on a successful grapple, you can Constrict on a grapple check (that has a +2 bonus) that does 1d8 + 1 ½ Str damage) |
| Entangling Pole (BoED p34) | 2Hand | 1d4 or Grapple | 20 / x2 | — | P | 4 gp | 5 lbs | 5 | 10 | Reach 10’, Grapple (clothing) |
| Flail, Dire (PH p117) | 2Hand | 1d8/1d8 | 20 / x2 | — | B | 90 gp | 10 lbs | 5 | 10 | Double, Trip, Disarm +2 |
| Goad (Frost pp76) (DR331 p24) | 2Hand | 2d4 or  2d4§ | 20 / x2 | — | P or  B | 8 gp | 10 lbs | 5 | 10 | Polearm  Bludgeon damage is subdual, Piercing damage is lethal  +2 bonus on Handle Animal checks for Huge+ animals |
| Grasping Pole (BoED p34) | 2Hand | 1d4§ | 20 / x2 | — | B | 8 gp | 8 lbs | 5 | 10 | Reach 10’, Grapple |
| Greathammer, Goliath  (RoS p155) (MM4 p101) | 2Hand | 1d12 | 20 / x4 | — | B | 30 gp | 30 lbs | 5 | 10 | Sunder +2 |
| Greatspear  (CWar p156) (CAdv p116)+ | 2Hand | 2d6 | 20 / x3 | 10’ | P | 25 gp | 9 lbs | 5 | 10 | Reach 10’, Polearm  Shared Focus (Longspear) |
| Greatpick  (wRotD2) | 2Hand | 1d10 | 20 / x4 | — | P | 15 gp | 15 lbs | 5 | 10 | Kobold Racial Familiarity |
| Gyrspike  (DU126 p95) | 2Hand | 1d8 &  1d8 | 19-20 / x2 | — | S &  B | 90 gp | 15 lbs | 10 | 10 | Double, Trip, Disarm +2 |
| Gythka  (DR319 p40) | 2Hand | 1d10 &  1d10 | 20 / x2 | — | S | 90 gp | 25 lbs | 5 | 10 | Double |
| Hammer, Gnome Hooked (PH p117) | 2Hand | 1d8 & 1d6 | 20 / x3 & 20 / x4 | — | B & P | 20 gp | 6 lbs | 5 | 10 | Double, Trip  Gnome Weapon Familiarly |
| Hammer, Double  (CWar p156) | 2Hand | 1d8/1d8 | 20 / x3 | — | B | 70 gp | 18 lbs | 5 | 10 | Double |
| Kaua’koi (DR352 p72) | 2Hand | 1d6/1d6 | 20 / x2 | — | B or P or S | 5 gp | 5 lbs | 5 | 10 | Double, Proficient wielder may change damage type on each attack |
| Lajatang  (CWar p157) | 2Hand | 1d8/1d8 | 20 / x2 | — | S | 90 gp | 7 lbs | 5 | 10 | Kata, Double |
| Lochaber Axe (DR331 p24) | 2Hand | 1d10 | 20 / x3 | — | S | 18 gp | 15 lbs | 5 | 10 | Reach 10’, Trip, Polearm |
| Longaxe (CAdv p115) | 2Hand | 1d12 | 20 / x3 | — | S | 35 gp | 15 lbs | 5 | 10 | A proficient user with Power Attack that shifts at least 3 points to damage can use the Longaxe as Reach 10’ for the whole round  Shared Focus (Greataxe) |
| Longspear, Microlith Barbed (DR331 p84) | 2Hand | 1d10 | 20 / x3 | — | P | 5 gp | 9 lbs | 5 | 10 | Reach 10’ |
| Longstaff (CAdv p116) | 2Hand | 1d6/1d6 | 20 / x2 | — | B | 15 gp | 6 lbs | 5 | 10 | A proficient user who uses Defensive Fighting, Total Defense, or Combat Expertise with at least 2 points on AC cannot be Flanked for the rest of the round  Kata, Polearm  Shared Focus (Quarterstaff) |
| Lynxpaw (RotW p165) | 2Hand | 1d6 & 1d4 | 18-20 / x2 & 20 / x3 | — | S & P | 30 gp | 4 lbs | 5 | 10 | Disarm +2, Double, Trip, Finesse |
| Mancatcher  (CWar p157) | 2Hand | 1d4§ | 20 / x2 | — | B | 20 gp | 8 lbs | 5 | 10 | Reach 10’, Grapple, Subdual |
| Pincer Staff (Und p64) | 2Hand | 1d10 | 20 / x2 | — | B | 20 gp | 15 lbs | 5 | 10 | Reach 10’, Grapple |
| Poleaxe, Heavy (CWar p156)  (CAdv p116)+ | 2Hand | 2d6 | 20 / x3 | — | P or S | 20 gp | 15 lbs | 5 | 10 | Reach 10’, Vs. Charge,  Polearm  Shared Focus (Halberd) |
| Ritiik (Frost p76) (DR331 p24) | 2Hand | 1d8 | 20 / x3 | — | P | 5 gp | 6 lbs | 5 | 10 | Polearm  Opponent makes a Reflex save (DC = 10 + dmg) to avoid getting the Ritiik embedded in his/her flesh. If embedded, the wielder can make a Trip attempt.  Removing the Ritiik is a Full Round action that takes two hands and causes the original damage again unless a Heal check vs. DC 15 |
| Sasumata (DR331 p24) | 2Hand | 1d4§ | 20 / x2 | — | B | 8 gp | 8 lbs | 5 | 10 | Reach 10’, Grapple, Subdual, Polearm |
| Scimitar, Valenar Double (Eb p120) | 2Hand | 1d6/1d6 | 18-20 / x2 | — | S | 125 gp | 15 lbs | 10 | 10 | Double |
| Scorpion Chain, Drow (RoE p172) | 2Hand | 1d6 | 19-20 / x2 | — | S | 25 gp | 12 lbs | 10 | 10 | Reach 10’ & Threaten Adjacent, Finesse, Trip, Disarm +2 |
| Sharrash, Talenta (Eb p120)(EbEratta)+ | 2Hand | 1d10 | 19-20 / x2 | — | S | 18 gp | 10 lbs | 5 | 10 | Reach 10’, Trip, Polearm |
| Snap-Tong (HotA p51) | 2Hand | 1d10 | 20 / x2 | — | P | 250 gp | 10 lbs | 10 | 10 | Grapple |
| Sodegarami (DR331 p24) | 2Hand | 1d4 | 20 / x2 | — | P | 4 gp | 5 lbs | 5 | 10 | Reach 10’, Grapple (clothing), Polearm |
| Spear, Dwarven Double  (RoS p155) | 2Hand | 1d8/1d8 | 20 / x3 | — | P or S | 115 gp | 15 lbs | 5 | 10 | Double, Vs. Charge |
| Sugliin (Frost p76) | 2Hand | 2d8 | 20 / x2 | — | S & P | 35 gp | 20 lbs | 10 | 10 | Reach 10’  Single attack requires a Full Round Action unless you also have Feat: Sugliin Mastery. |
| Sword, Two-Bladed (PH p117) | 2Hand | 1d8/1d8 | 19-20 / x2 | — | S | 100 gp | 10 lbs | 10 | 10 | Double |
| Tangat, Talenta (Eb p120) | 2Hand | 1d10 | 18-20 / x2 | — | S | 40 gp | 8 lbs | 10 | 10 | — |
| Urgrosh, Dwarven (PH p117) | 2Hand | 1d8 & 1d6 | 20 / x3 & 20 / x3 | — | S & P | 50 gp | 12 lbs | 5 | 10 | Double; vs. Charge, Polearm  Dwarf Weapon Familiarly |
| Warpike, Dwarven (RoS p155)(DR331 p24) | 2Hand | 2d6 | 20 / x3 | — | P or S | 45 gp | 15 lbs | 5 | 10 | Reach 10’, vs. Charge, Trip, Polearm |
| Yuan-ti Serpent Bow (DR349 p22) | 2Hand | 1d6 | 19-20 / x2 | — | S | 150 gp | 5 lbs | 5 | 10 | Double  also Exotic Ranged weapon |

## Unusual Melee Weapons

| Unusual Melee Weapons | Size | Dam. | Critical | Range | Type | Cost | Weight | Hard-ness | HP | Misc. |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Dueling Cloak (DR335 p77) | 0Light | — | — | — | — | 15 gp | 3 lbs | 2 | 5 | Disarm +2  Light Armor Proficiency is needed. Grants a +1 Shield bonus to AC, but has an Armor Check penalty of –1 and an Arcane Spell Failure chance of 10%. |

## Options for Melee Weapons

| Options | Used with… | Description | Cost |
| --- | --- | --- | --- |
| Blade, Close Fighting (RotW p166) | any One-Handed or Two-Handed Melee weapon that has a hilt, haft, or pommel. | A blade equivalent to a Dagger is release from the hilt, haft, or pommel when a hidden catch is pressed. It can be extended as a Free Action and retracted as a Move Action.  When extended, the Close Fighting Blade –and– the original weapon both have a –2 penalty on attacks. Even if the blade is extended, the weapon does not count as a Double Weapon.  Typically used when the wielder is being Grappled or has been Swallowed. | +100 gp |
| Modular Melee Weapon (DR316 p40) | Simple or Martial weapon weighing up to 5 pounds | The weapon is built out of (2 \* number of pounds) pieces. Each piece is made to look like a mundane object than is worn or carried. It takes an Intelligence check of 20 (–1 per two component object visible) to recognize the purpose of the modular pieces.  Reassembly and disassembly each take 1 minute.  If an attack with a Modular Weapon is a ‘Natural 1’, part of the weapon comes loose or breaks, resulting in no damage and the weapon becoming ineffective until reassembled or repaired. | +150 gp |
| Oil Chamber (Dun p033) | Any weapons large enough to hold the container | When activated, the liquid contained in the chamber is sprayed onto the attached weapon. | +1,000 gp |
| Wand Chamber (Dun p034) | Weapon with enough space for the wand | Holds one wand, which is treated as “readied” (i.e., can be used without any additional action). | +100 gp |
| Hilt Hollow (Dun p033) | Weapon with enough space in its hilt for the chamber | Adds a 6” long by 1” diameter hollow inside the weapon. Spring loaded, so it can be emptied into the wielder’s hand as a Swift Action. Loading is a Full Round Action.  Requires a Search check vs. DC 30 to find the concealed chamber.  Often contains a Potion, Poison, Material Components, etc. | +200 gp |

## Polearms

The following are listed above, but are consolidated here for convenience.

| Polearms | Size | Dam. | Critical | Range | Type | Cost | Weight | Hard-ness | HP | Misc. |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ankus (DR331 p24) | 2Hand | 2d4 | 20 / x2 | — | B | 15 gp | 15 lbs | 5 | 10 | Reach 10’, Trip, Polearm |
| Awl Pike (DR331 p24) | 2Hand | 1d8 | 20 / x3 | — | P | 10 gp | 10 lbs | 5 | 10 | Reach 15’, Vs. Charge,  Polearm |
| Axe, Lochaber (DR331 p24) | 2Hand | 1d10 | 20 / x3 | — | S | 18 gp | 15 lbs | 5 | 10 | Reach 10’, Trip, Polearm |
| Axe, Orc Double (PH p117) | 2Hand | 1d8/1d8 | 20 / x3 | — | S | 60 gp | 15 lbs | 5 | 10 | Double, Polearm |
| Bardiche (DR331 p24) | 2Hand | 1d10 | 20 / x3 | — | S | 9 gp | 12 lbs | 5 | 10 | Polearm |
| Bec de Corbin (DR331 p24) | 2Hand | 2d4 | 20 / x4 | — | P | 28 gp | 14 lbs | 5 | 10 | Reach 10’, Vs. Charge,  Polearm |
| Duom (DR331 p24) | 2Hand | 1d8 | 20 / x3 | — | P | 20 gp | 8 lbs | 5 | 10 | Reach 10’ and Threaten Adjacent, Polearm |
| Fauchard (DR331 p24) | 2Hand | 1d8 | 20 / x3 | — | S | 7 gp | 10 lbs | 5 | 10 | Reach 10’, Polearm |
| Glaive (PH p117) | 2Hand | 1d10 | 20 / x3 | — | S | 8 gp | 10 lbs | 5 | 10 | Reach 10’, Polearm |
| Goad (DR331 p24) | 2Hand | 2d4 or  2d4§ | 20 / x2 | — | P or  B | 8 gp | 10 lbs | 5 | 10 | Polearm  Bludgeon damage is subdual, Piercing damage is lethal  +2 bonus on Handle Animal checks for Huge+ animals |
| Greatspear  (CWar p156) (CAdv p116)+ | 2Hand | 2d6 | 20 / x3 | 10’ | P | 25 gp | 9 lbs | 5 | 10 | Reach 10’, Polearm  Shared Focus (Longspear) |
| Halberd (PH p117) | 2Hand | 1d10 | 20 / x3 | — | P or S | 10 gp | 12 lbs | 5 | 10 | Vs. Charge, Trip, Polearm |
| Hammer, Lucerne (DR331 p24) | 2Hand | 2d4 | 20 / x4 | — | B or P | 12 gp | 10 lbs | 5 | 10 | Reach 10’, Polearm |
| Longspear (PH p116) | 2Hand | 1d8 | 20 / x3 | — | P | 5 gp | 9 lbs | 5 | 10 | Vs. Charge, Druid  Reach 10’, Polearm |
| Longstaff (CAdv p116) | 2Hand | 1d6/1d6 | 20 / x2 | — | B | 15 gp | 6 lbs | 5 | 10 | A proficient user who uses Defensive Fighting, Total Defense, or Combat Expertise with at least 2 points on AC cannot be Flanked for the rest of the round  Kata, Polearm  Shared Focus (Quarterstaff) |
| Naginata (DR331 p24) | 2Hand | 1d10 | 20 / x3 | — | S | 10 gp | 15 lbs | 5 | 10 | Reach 10’, Polearm |
| Partisan (DR331 p24) | 2Hand | 2d4 | 20 / x3 | — | P or S | 12 gp | 12 lbs | 5 | 10 | Reach 10’, Polearm |
| Pilum (DR331 p24) | 2Hand | 1d8 | 20 / x3 | — | P | 5 gp | 6 lbs | 5 | 10 | Reach 10’, Polearm  May be used to make a Sunder on a shield (if successful, the shield takes 1hp & the pilum is stuck in the shield, causing a –2 penalty to AC, attack, & Reflex saves of the wielder. Takes 2d4 rnds to remove) |
| Poleaxe, Heavy (CWar p156)  (CAdv p116)+ | 2Hand | 2d6 | 20 / x3 | — | P or S | 20 gp | 15 lbs | 5 | 10 | Reach 10’, Vs. Charge,  Polearm  Shared Focus (Halberd) |
| Quarterstaff (PH p116) | 2Hand | 1d6/1d6 | 20 / x2 | — | B | Free | 4 lbs | 5 | 10 | Double, Druid, Monk, Kata, Polearm |
| Ranseur (PH p117) | 2Hand | 2d4 | 20 / x3 | — | P | 10 gp | 12 lbs | 5 | 10 | Reach 10’, Disarm +2,  Polearm |
| Ritiik (DR331 p24) | 2Hand | 1d8 | 20 / x3 | — | P | 5 gp | 6 lbs | 5 | 10 | Polearm  Opponent makes a Reflex save (DC = 10 + dmg) to avoid getting the Ritiik embedded in his/her flesh. If embedded, the wielder can make a Trip attempt.  Removing the Ritiik is a Full Round action that takes two hands and causes the original damage again unless a Heal check vs. DC 15 |
| Sasumata (DR331 p24) | 2Hand | 1d4§ | 20 / x2 | — | B | 8 gp | 8 lbs | 5 | 10 | Reach 10’, Grapple, Subdual, Polearm |
| Sharrash, Talenta (Eb p120)(EbEratta)+ | 2Hand | 1d10 | 19-20 / x2 | — | S | 18 gp | 10 lbs | 5 | 10 | Reach 10’, Trip, Polearm |
| Sodegarami (DR331 p24) | 2Hand | 1d4 | 20 / x2 | — | P | 4 gp | 5 lbs | 5 | 10 | Reach 10’, Grapple (clothing), Polearm |
| Spear (PH p116) | 2Hand | 1d8 | 20 / x3 | 20’ | P | 2 gp | 6 lbs | 5 | 10 | Vs. Charge, Druid, Polearm |
| Spetum (DR331 p24) | 2Hand | 2d4 | 20 / x3 | — | P | 10 gp | 8 lbs | 5 | 10 | Disarm +2, Polearm |
| Urgrosh, Dwarven (PH p117) | 2Hand | 1d8 & 1d6 | 20 / x3 & 20 / x3 | — | S & P | 50 gp | 12 lbs | 5 | 10 | Double; vs. Charge, Polearm  Dwarf Weapon Familiarly |
| Voulge (DR331 p24) | 2Hand | 1d10 | 20 / x3 | — | S | 10 gp | 14 lbs | 5 | 10 | Reach 10’, Polearm |
| Warpike, Dwarven (RoS p155)(DR331 p24) | 2Hand | 2d6 | 20 / x3 | — | P or S | 45 gp | 15 lbs | 5 | 10 | Reach 10’, vs. Charge, Trip, Polearm |

# Ranged Weapons

## Simple Ranged Weapons

| Simple Ranged Weapons | Size | Dam. | Critical | Range | Type | Cost | Weight | Misc. |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Crossbow, Heavy (PH p116) | — | 1d10 | 19-20 / x2 | 120’ | P | 50 gp | 8 lbs | Full Round Action to reload, Monk  Can be fired with 1 hand at a –4 penalty |
| Crossbow, Light (PH p116) | — | 1d8 | 19-20 / x2 | 80’ | P | 35 gp | 4 lbs | Move Action to reload, Monk  Can be fired with 1 hand at a –2 penalty |
| Crossbow, Bladed (DR349 p22) | — | 1d8 | 19-20 / x2 | 80’ | P | 150 gp | 8 lbs | Move Action to reload  Can be fired with 1 hand at a –2 penalty  Also a Simple Melee weapon |
| Crossbow, Double (DR349 p22) | — | 1d8 | 19-20 / x2 | 80’ | P | 100 gp | 8 lbs | Move Action to reload one of the internal crossbows  Full Round to reload both internal crossbows  Both bolts may be fired as a Standard Action with a single attack roll at –2. Critical Hit damage, Sneak attack damage, etc., are only applied once. |
| Crossbow, Grapple (DR349 p22) | — | 1d3 | 20 / x2 | 120’ | P | 70 gp | 12 lbs | Move Action to reload  Fires a grappling hook with 100’ of thin light rope |
| Dart (PH p116) | — | 1d4 | 20 / x2 | 20’ | P | ½ gp | ½ lb | Strength modifier applies to damage, Druid |
| Javelin (PH p116) | — | 1d6 | 20 / x2 | 30’ | P | 1 gp | 2 lbs | Strength modifier applies to damage.  Monk, can be used as a Melee weapon but has a –4 penalty on attacks |
| Prodd (DR349 p22) | — | 1d4 | 20 / x2 | 80’ | B | 20 gp | 4 lbs | Like a crossbow, but shoot Sling Buttets or Sling Stones |
| Sling (PH p116) | — | 1d4 | 20 / x2 | 50’ | B | Free | — | Strength modifier applies to damage.  Move Action to reload, Druid, Monk |

## Martial Ranged Weapons

| Martial Ranged Weapons | Size | Dam. | Critical | Range | Type | Cost | Weight | Misc. |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Dart Thurster (Und p64) | — | 1d4 | 19-20 / x2 | 40’ | P | 40 gp | 1 lbs | Uses standard Darts |
| Handbow (DR349 p22) | — | 1d4 | 19-20 / x2 | 30’ | P | 15 gp | 1 lb | Fires ‘Fletched Darts’. |
| Longbow (PH p117) | — | 1d8 | 20 / x3 | 100’ | P | 75 gp | 3 lbs | Elf Racial Proficiency |
| Longbow, Aquatic (Storm p107)(DR349 p22) | — | 1d8 | 20 / x3 | 60’ | P | 400 gp | 3 lbs | Rang of 10’ underwater |
| Longbow, Composite Mighty +0 (PH p117) | — | 1d8 | 20 / x3 | 110’ | P | 100 gp | 3 lbs | A wielder with less than a +0 Strength modifier receives a –2 penalty on attacks.  Elf Racial Proficiency  Shared Proficiency (Longbow) |
| Longbow, Composite Mighty +1 (PH p117) | — | 1d8 | 20 / x3 | 110’ | P | 200 gp | 3 lbs | A wielder with less than a +1 Strength modifier receives a –2 penalty on attacks.  Up to +1 Strength modifier applies to damage.  Elf Racial Proficiency  Shared Proficiency (Longbow) |
| Longbow, Composite Mighty +2 (PH p117) | — | 1d8 | 20 / x3 | 110’ | P | 300 gp | 3 lbs | A wielder with less than a +2 Strength modifier receives a –2 penalty on attacks.  Up to +2 Strength modifier applies to damage.  Elf Racial Proficiency  Shared Proficiency (Longbow) |
| Longbow, Composite Mighty +3 (PH p117) | — | 1d8 | 20 / x3 | 110’ | P | 400 gp | 3 lbs | A wielder with less than a +3 Strength modifier receives a –2 penalty on attacks.  Up to +3 Strength modifier applies to damage.  Elf Racial Proficiency  Shared Proficiency (Longbow) |
| Longbow, Composite Mighty +4 (PH p117) | — | 1d8 | 20 / x3 | 110’ | P | 500 gp | 3 lbs | A wielder with less than a +4 Strength modifier receives a –2 penalty on attacks.  Up to +4 Strength modifier applies to damage.  Elf Racial Proficiency  Shared Proficiency (Longbow) |
| Shortbow (PH p117) | — | 1d6 | 20 / x3 | 60’ | P | 30 gp | 2 lbs | Bard, Rogue, Elf Racial Proficiency |
| Shortbow, Composite Mighty +0 (PH p117) | — | 1d6 | 20 / x3 | 70’ | P | 75 gp | 2 lbs | A wielder with less than a +0 Strength modifier receives a –2 penalty on attacks.  Bard, Rogue, Elf Racial Proficiency  Shared Proficiency (Shortbow) |
| Shortbow, Composite Mighty +1 (PH p117) | — | 1d6 | 20 / x3 | 70’ | P | 150 gp | 2 lbs | A wielder with less than a +1 Strength modifier receives a –2 penalty on attacks.  Up to +1 Strength modifier applies to damage.  Bard, Rogue, Elf Racial Proficiency  Shared Proficiency (Shortbow) |
| Shortbow, Composite Mighty +2 (PH p117) | — | 1d6 | 20 / x3 | 70’ | P | 225 gp | 2 lbs | A wielder with less than a +2 Strength modifier receives a –2 penalty on attacks.  Up to +2 Strength modifier applies to damage.  Bard, Elf Racial Proficiency  Shared Proficiency (Shortbow) |

## Exotic Ranged Weapons

| Exotic Ranged Weapon | Size | Dam. | Critical | Range | Type | Cost | Weight | Misc. |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Atlatl,  firing Atlatl Dart firing Atlatl Javelin (DR331 p84) | — | 1d6  1d8 | 19-20 / x2  20 / x3 | 80’  120’ | P | 4 gp | 2 lb | Fires Atlatl Darts and Atlatl Javelins  Non proficient users receive a –6 penalty (instead of –4) |
| Blowgun (DR312 p44) | — | 1 | 20 / x2 | 10’ | P | 1 gp | 2 lb | Fires Blowgun Needles |
| Blowgun, Greater (CWar p155) (CAdv p116)+ | — | 1d3 | 20 / x2 | 10’ | P | 15 gp | 2 lb | Requires two hands to fire and/or reload.  Move Action to reload.  Maximum range of 5 increments.  Shared Focus (Blowgun) |
| Blowgun, Repeating (DR348 p87) | — | 1d3 | 20 / x2 | 40’ | P | 100 gp | 1 lbs | Magazine holds 6 darts |
| Bolo (PH p117) | — | 1d4§ | 20 / x2 | 10’ | B | 5 gp | 3 lbs | Subdual, Trip |
| Bolo, Barbed (CWar p155)  (CAdv p116)+ | — | 1d4 | 20 / x2 | 10’ | P | 10 gp | 3 lbs | Trip  Shared Proficiency (Bolo) |
| Bonebow (Frost p76) (DR349 p22) | — | 1d10 | 20 / x3 | 120’ | P | 250 gp | 4 lbs | Cannot be used while mounted.  Shared Focus (Longbow) |
| Boomerang (CWar p155) (DR328 p81)+ | — | 1d4§ | 20 / x2 | 20’ | B | 10 gp | 2 lbs | Subdual, Returns after a miss (AC 10 to catch). |
| Boomerang, Hunting (DR331 p84) | — | 1d6 | 20 / x2 | 25’ | B | 15 gp | 2 lbs | Does not return to thrower |
| Boomerang, Talenta (Eb p120) (EbErrata)+ | — | 1d4 | 20 / x2 | 30’ | B or P | 15 gp | 1 lbs | Returns after a miss (AC 10 to catch). |
| Boomerang, Xen’drik (Eb p120) | — | 1d6 | 20 / x2 | 20’ | S | 20 gp | 2 lbs | Returns after a miss (AC 10 to catch). |
| Chatkcha (DR319 p40) | — | 1d6 | 18-20 / x2 | 20’ | S | 10 gp | 1 lb | Thrown weapon |
| Crossbow, Aquatic (Storm p107) (DR349 p22) | — | 1d8 | 19-20 / x2 | 40’ | P | 250 gp | 4 lbs | Move Action to reload, has a 40’ range increment underwater |
| Crossbow, Great (RoS p154) (DR349 p22) | — | 2d8 | 18-20 / x2 | 120’ | P | 150 gp | 14 lbs | Full Round to reload |
| Crossbow, Hand (PH p117) | — | 1d4 | 19-20 / x2 | 30’ | P | 100 gp | 2 lbs | Move Action to reload, Rogue |
| Crossbow, Repeating Heavy (PH p117) | — | 1d10 | 19-20 / x2 | 120’ | P | 400 gp | 12 lbs | Magazine holds 5 bolts. Attaching a new Magazine is a Full Round action |
| Crossbow, Repeating Light (PH p117) | — | 1d8 | 19-20 / x2 | 80’ | P | 250 gp | 6 lbs | Magazine holds 5 bolts. Attaching a new Magazine is a Full Round action |
| Double Axehead (DR348 p86) | — | 2d4 | 20 / x2 | 20’ | S | 30 gp | 2 lbs | Thrown weapon |
| Double Bow, Elven (DR349 p22) | — | 1d8 | 20 / x3 | 80’ | P | 1,000 gp | 3 lbs | Can be used as a normal Longbow as a Martial proficiency  A proficient user may load a second arrow as a Move Action. Both arrows may be fired as a Standard Action with a single attack roll at –2. Critical Hit damage, Sneak attack damage, etc., are only applied once. |
| Footbow, Mighty +0 (RotW p165)  (DR349 p22) | — | 1d8 | 20 / x3 | 110’ | P | 150 gp | 3 lbs | A wielder with less than a +0 Strength modifier receives a –2 penalty on attacks.  If fired while on the ground, the shooter must be prone and receives a –4 penalty on the attack.  Raptoran Racial Familiarity |
| Glot (Frost p76) | — | 1d4 | 18-20 / x2 | 10’ \* | B | 1 gp | 1 lbs | If rolled on a flat, unobstructed surface, Range is 20’  If rolled on an icy, flat, unobstructed surface, Range is 30’. |
| Greatbow (CWar p156)  (CAdv p116)+  (DR349 p22) | — | 1d10 | 20 / x3 | 120’ | P | 150 gp | 6 lbs | Cannot be used while mounted.  Shared Focus (Longbow) |
| Greatbow, Composite, Mighty +0 (CWar p156)  (CAdv p116)+  (DR349 p22) | — | 1d10 | 20 / x3 | 130’ | P | 200 gp | 6 lbs | Cannot be used while mounted.  A wielder with less than a +0 Strength modifier receives a –2 penalty on attacks.  Shared Focus (Longbow) |
| Greatbow, Composite, Mighty +1 (CWar p156)  (CAdv p116)+  (DR349 p22) | — | 1d10 | 20 / x3 | 130’ | P | 400 gp | 6 lbs | Cannot be used while mounted.  A wielder with less than a +1 Strength modifier receives a –2 penalty on attacks.  Up to +1 Strength modifier applies to damage.  Shared Focus (Longbow) |
| Greatbow, Composite, Mighty +2 (CWar p156)  (CAdv p116)+  (DR349 p22) | — | 1d10 | 20 / x3 | 130’ | P | 600 gp | 6 lbs | Cannot be used while mounted.  A wielder with less than a +2 Strength modifier receives a –2 penalty on attacks.  Up to +2 Strength modifier applies to damage.  Shared Focus (Longbow) |
| Greatbow, Composite, Mighty +3 (CWar p156)  (CAdv p116)+  (DR349 p22) | — | 1d10 | 20 / x3 | 130’ | P | 800 gp | 6 lbs | Cannot be used while mounted.  A wielder with less than a +3 Strength modifier receives a –2 penalty on attacks.  Up to +3 Strength modifier applies to damage.  Shared Focus (Longbow) |
| Greatbow, Composite, Mighty +4 (CWar p156)  (CAdv p116)+  (DR349 p22) | — | 1d10 | 20 / x3 | 130’ | P | 800 gp | 6 lbs | Cannot be used while mounted.  A wielder with less than a +4 Strength modifier receives a –2 penalty on attacks.  Up to +4 Strength modifier applies to damage.  Shared Focus (Longbow) |
| Harpoon (Frost p76)  (Storm p107) | — | 1d10 | 20 / x2 | 30’ | P | 15 gp | 10 lbs | If a Harpoon deals damage, it becomes lodged in the target (RefNeg, DC = 10 + damage).  While lodged, the target is at ½ movement & cannot run or charge. The thrower holding the Harpoon’s 30’ rope can keep the target from getting away by making an Opposed Strength check.  Removing the Harpoon requires two hands & a Full Round Action and deals the damage again unless a Heal check vs. DC 15 is made. |
| Icechucker (Frost p76) (DR349 p22) | — | 1d12 | 20 / x3 | 30’ | P | 150 gp | 12 lbs | Like a Heavy Crossbow, but loaded with a Javeline or an Icicles.  Full Round Action to reload. |
| Lasso (BoED p34) | — | — | — | 10’ | — | 1 gp | 3 lbs | 30’ max, Trip  Ranged Touch to Partially Entangle (–2 on attacks, –4 penalty to Dexterity).  By holding the attached rope, the thrower can keep the opponent within 30’ (opposed Strength checks)  To remove, Escape Artist vs. DC 20 –or– Strength check vs. DC 23. |
| Net (PH p117) | — | — | — | 10’ max | — | 20 gp | 6 lbs | Ranged Touch to Entangle (–2 on attacks, –4 to Dexterity, ½ move, can’t run or charge).  By holding the attached rope, the thrower can keep the opponent within 10’ (opposed Strength checks)  To remove, Escape Artist vs. DC 20 –or– a Strength check vs. DC 25.  Throwing an unfolded net has a –4 attack penalty. Folding a net takes 2 rounds (or 4 if not proficient) |
| Razor Skipdisk (Frost p76) | — | 1d6 | 18-20 / x2 | 10’ | S | 15 gp | 12 lbs | If slid on a flat, unobstructed surface, Range is 20’  If slid on an icy, flat, unobstructed surface, Range is 30’. |
| Sand Blaster (MM3 p58) | — | 1d6 | — | 10’ max | — | 30 gp | ? | Creates a 10’ Cone of sand that does 1d6 damage (Ref½) and target receives a –4 penalty to AC &  –2 penalty to attack rolls for 3 rounds (RefNeg). DC is Constitution-based.  It takes a Full Round to reload a Sand Blaster tube with 5 pounds of sand. |
| Shuriken (PH p117) | — | 1d2 | 20 / x2 | 10’ | P | 1 gp | 1/10 lb | Monk, Kata, Strength modifier applies to the damage, treat as Ammunition for prices of making them Masterwork & drawing them |
| Skipping Blade (Storm p107) | — | 1d3 | 20 / x3 | 10’ | S | 3 sp | ½ lb | Range becomes 15’ if there is water between the thrower and the target. |
| Skiprock (RotW p165) | — | 1d6 | 20 / x2 | 15’ | B | 3 gp | ¼ lbs | Strength modifier applies to the damage, treat as Ammunition for prices of making them Masterwork & drawing them  If the initial hit was successful, the Skiprock can ricochet and attack a second target within 5’ of the first, though the 2nd attack roll is at –2. |
| Spring Dart Boot (DR316 p40) | — | 1d2 | 20 / x2 | 10’ | P | 65 gp | 2 lbs | Dart launcher is concealed in the heel of the boot. Firing the weapon takes a Full Round Action.  The dart is typically poisoned. |
| Tri-Blade (HotA p51) | — | 2d4 | 20 / x2 | 20’ | S | 35 gp | 3 lbs | Launched from a sling-like device. |
| War Sling (RotW p165) | — | 1d8 | 20 / x4 | 50’ | B | 5 gp | 1 lb. | Damage listed is when the War Sling is used with Skiprocks. A use proficient with both can ricochet the Skiprock when launched from the War Sling.  When using normal Sling Stones / Sling Bullets, use the normal damage. |
| Yuan-ti Serpent Bow (DR349 p22) | — | 1d8 | 20 / x3 | 80’ | P | 150 gp | 5 lbs | Also an Exotic Melee weapon. |

## Ammunition

| Ammunition | Used with… | Description | Cost | Weight |
| --- | --- | --- | --- | --- |
| Arrow (PH p117) | Bows | Standard arrow  May be used as an melee weapon with a –4 attack penalty & does Dagger damage (1d4 for Medium) with a 20/x2 critical. | 1/20 gp | 1/6 lb |
| Arrow, Adamantine (DR349 p22) | Bows | Masterwork Arrow with an Adamantine head.  Ignores Hardness up to 20. Overcomes some types of Damage Reduction. | 60 gp | 1/6 lb |
| Arrow, Alchemist’s Fire (DR349 p22) | Bows | Hollow Arrow with Alchemist’s Fire sealed inside.  Arrow damage 1d4 (for medium), critical 20/x2, x75% range  +1d4 Fire damage on the round after impact if the target does not spend a Full Round action trying to keep the Alchemist’s Fire from igniting (RefNeg, DC 15, +2 bonus for going Prone (i.e., stop, drop, & roll), automatic success if totally immersed in water). | 75 gp | 1/5 lb |
| Arrow, Alchemist’s Frost (DR349 p22) | Bows | Hollow Arrow with Alchemist’s Frost sealed inside.  Arrow damage 1d4 (for medium), critical 20/x2, x75% range  +1d4 Cold damage on the round after impact if the target does not spend a Full Round action trying to keep the Alchemist’s Fire from igniting (RefNeg, DC 15, +2 bonus for going Prone (i.e., stop, drop, & roll), automatic success if totally immersed in water). | 75 gp | 1/5 lb |
| Arrow, Blunt (RotW p165) (DR349 p22) | Bows | Arrow with a blunt, leather wrapped head.  Arrow damage is bludgeoning & subdual, critical 20/x2, x50% range | 1/20 gp | 1/6 lb |
| Arrow, Cold Iron (DR349 p22) | Bows | Arrow with a Cold Iron head.  Overcomes some types of Damage Reduction. | 1/10 gp | 1/6 lb |
| Arrow, Dragonbreath (RotW p165)  (DR349 p22) | Bows | Arrow with a hollow head containing Alchemist’s Fire and a pitch-soaked shaft.  Arrow does 1 category less damage (1d8 -> 1d6, etc.)  Whistles and ignites during flight, doing 1 hp Fire damage and setting the target on Fire (RefNeg, DC15). Cannot be reused. | 2 ½ gp | 1/6 lb |
| Arrow, Flight (DR349 p22) | Bows | Arrow with superior aerodynamics  Range 125% normal. | 2/5 gp | 1/6 lb |
| Arrow, Hardwood (DR330 p92) | Bows | Arrow with a hardwood shaft  If it misses, there is only a 25% chance a Hardwood Arrow is destroyed. | ½ gp | 1/4 lb |
| Arrow, Pungent (DR330 p92) | Bows | Arrow with a smelly sticks substance at the end.  Does no damage, but anyone hit with a Pungent Arrow gives off a distinctive smell for 1 hour, which grants a +1 Circumstance bonus on Survival checks to track the target (+4 Circumstance bonus if the tracker has the Scent ability). The substance can be washed off in 5 minutes with ample water. | ¼ gp | 3/20 lb |
| Arrow, Serpentstongue (RotW p165) (DR349 p22) | Bows | Arrow whose arrow head has a wide cutting area.  Does Slashing & Piercing damage and does full damage to objects with a Hardness of 5 or less (instead of ½ damage). Used for cutting rope at range. | 3/20 gp | 1/6 lb |
| Arrow, Signal  (DR349 p22)  ~~Arrow, Singing (DR330 p92)~~ | Bows | Arrow with special notches in the shaft.  –2 penalty on attack roll  While in flight, the arrow makes a distinctive sound. Different notches make different sounds. | 1 gp | 1/4 lb |
| Arrow, Silvererd (DR349 p22) | Bows | Arrow with an Alchemical Silver head.  Does –1 damage. Overcomes some types of Damage Reduction. | 6 gp | 1/6 lb |
| Arrow, Smoking (DR349 p22) | Bows | Arrow with alchemical material for a head.  No damage, ½ normal range.  Must be fired within 1 round of being lit. Leaves a trail of smoke. On imact, generates a 10’ cube of smoke (same properties as a ‘smokestick’) | 30 gp | 1/6 lb |
| Arrow, Star (DR330 p92) | Bows | Arrow coated with glowing phosphorous.  The arrow gives off Bright Illumination in a 5’ radius and Shadowy Illumination in a 15’ radius. | ½ gp | ¼ lb |
| Arrow, Swiftwing (RotW p165) (DR349 p22) | Bows | Arrow with a smaller, more aerodynamic head and longer fletchings.  Receives –1 penalty per range increment (instead of –2), but does 1 category less damage (1d8 -> 1d6, etc.). | 1 gp | 1/6 lb |
| Arrow, Thundering (DR349 p22) | Bows | Arrow with alchemical material for a head.  No damage.  On impact, it makes a loud bang, causing all within a 10’ radius to become Deaf for 1 hour (FortNeg, DC 15). | 2 gp | 1/3 lb |
| Arrow, Zigzag (DR330 p92) | Bows | Arrow with a forked arrowhead.  Has a –4 penalty on its attack roll, but does Slashing / Piercing damage, and does double damage to objects with Hardness 0 (typically rope). | ½ gp | 1/4 lb |
| Dart, Fletched (DR349 p22) | Handbow | Tiny arrows used with a Handbow. | 1/20 lb | 1/40 lb |
| Blowgun Dart (CWar p154) | Blowgun, Greater | Often poisoned | 1/10 gp | 1/20 lb |
| Blowgun Needle (DR312 p44) | Blowguns | Often poisoned | 1/20 gp | — |
| Bolt (PH p116) | Crossbows – Hand, Light, Heavy, & Repeating | Standard bolt  May be used as an melee weapon with a –4 attack penalty & does Dagger damage (1d4 for Medium) with a 20/x2 critical. | 1/10 gp | 1/10 lb |
| Bolt, Adamantine (DR349 p22) | Crossbows – Hand, Light, Heavy, & Repeating | Masterwork Bolt with an Adamantine head.  Ignores Hardness up to 20. Overcomes some types of Damage Reduction. | 60 gp | 1/6 lb |
| Bolt, Cold Iron (DR349 p22) | Crossbows – Hand, Light, Heavy, & Repeating | Bolt with a Cold Iron head.  Overcomes some types of Damage Reduction. | 1/10 gp | 1/6 lb |
| Bolt, Exploding  (DR348 p87) | Crossbows – Heavy | All creature within a 5’ radius Burst of the point of impact take 2d12 Fire damage (Ref½, DC = 20 for target, 15 for those adjacent).  The crossbow’s range is 75% normal. Requires a Exotic Weapon Proficiency. | 60 gp | 2 lbs |
| Bolt, Grapple (DR349 p22) | Crossbows – Grapple | Bolt with a Grappling Hook for a head & 100’ of thin strong rope attached.  No damage. | 20 gp | 4/5 lb |
| Bolt, Mountain Chain (DR348 p87) | Crossbows – Light & Heavy | 3 balls connected to the bolt by a chain. Does subdual damage and allows a ranged Trip attempt.  The crossbow’s range is halved. Requires a Exotic Weapon Proficiency. | 25 gp | 2 lbs |
| Bolt, Silvererd (DR349 p22) | Crossbows – Hand, Light, Heavy, & Repeating | Bolt with an Alchemical Silver head.  Does –1 damage. Overcomes some types of Damage Reduction. | 6 gp | 1/6 lb |
| Bolt, Splintering (DR349 p22) | Crossbows – Light, Heavy, & Repeating | Bolt composed of numberious smaller bolts bound together.  All creatures within a 30’ Cone-shaped Burst of the attacker take 1d6 damage for Medium size (Ref½, DC 15). | 30 gp | 1/5 lb |
| Bolt, Tanglefoot (DR349 p22) | Crossbows – Light, Heavy, & Repeating | Bolt with an alchemical glob on the end.  50% range, no damage.  Target become glued to itself & its suroundings, receiving a –2 penalty on attacks & –4 penalty on Dexterity and must make a Reflex save vs. 15 or be stuck to the floor & unable to move.  To break free of the floor takes a Strength check vs. DC 27 –or– 15 hp of Slashing damage.  To scrape the goo off the target’s body, the target or an ally must do “scrapping” damage equal to 15 hp. The target can then move a half speed.  The goo lasts 2d4 rounds. | 60 gp | 4 lbs |
| Bolt, Tumbling (DR349 p22) | Crossbows – Light, Heavy, & Repeating | Bolt with tiny holes & vents on the shaft.  50% range.  Target may only apply ½ Dexterity modifier to AC due to unpredictable flight. | 5 gp | 1/5 lb |
| Repeating Crossbow Magazine (PH p117) | Crossbows – Repeating | Holds 5 standard bolts | ½ gp | ½ lb |
| Sling Bullet (PH p116) | Slings, War Slings, Prodd | Standard lead sling bullet | 1/100 gp | ¼ lb |
| Priest’s Bullet (Holy) (LM p73) | Slings, War Slings, Prodd | Hollow oversized glass sling bullet filled with Holy Water.  –2 penalty to hit. Does normal damage +1d4 to Undead & Evil Outsiders. | 20 gp | 5/8 lb |
| Priest’s Bullet (Unholy) (LM p73) | Slings, War Slings, Prodd | Hollow oversized glass sling bullet filled with Unholy Water.  –2 penalty to hit. Does normal damage +1d4 to Deathless & Good Outsiders. | 20 gp | 5/8 lb |
| Sling Stone (PH p116) | Slings, War Slings, Prodd | Rocks about the right size for a sling  –1 penalty to hit & does one size-category less damage (1d3 for Medium) | — | ¼ lb |
| Skiprock (RotW p165) | War Slings | Specially polished rocks that can be ricochet into another target by a proficient user. May also be thrown. | 3 gp | ¼ lb |
| Atlatl Dart (DR331 p84) | Atlatl | Stone-tipped dart whose end is formed to fit into an Atlatl | ½ gp | ½ lb |
| Atlatl Javelin (DR331 p84) | Atlatl | Stone-tipped javelin whose end is formed to fit into an Atlatl | 1 ½ gp | ½ lb |

## Options for Ranged Weapons

| Options | Used with… | Description | Cost |
| --- | --- | --- | --- |
| Folding Bow (DR316 p40) | Non-Composite Straight Bow | Joint in the middle of the Bow allows it to be folded in half when unstrung. It then can be concealed as if it were a Small-sized object with a Sleight of Hand check.  Reassembly and disassembly each take 1 Standard Action (which provokes an Attack of Opportunity). | +75 gp |
| Longbow, Elvencraft (RotW p166)  (DR349 p22) | any Longbow (including Composite, Mighty, etc.) | May be used as a Longbow –or– a Quarterstaff. The wielder threatens the squares around himself/herself even if the last use was as a ranged weapon.  The bow is not damaged when used as a melee weapon and the wielder may shift between ranged and melee as part of a Full Round Attack (if desired). | +300 gp |
| Modular Ranged Weapon (DR316 p40) | Hand Crossbow, Dart, or Sling | The weapon is built out of (2 \* number of pounds) pieces. Each piece is made to look like a mundane object than is worn or carried. It takes an Intelligence check of 20 (–1 per two component object visible) to recognize the purpose of the modular pieces.  Reassembly and disassembly each take 1 minute.  If an attack with a Modular Weapon is a ‘Natural 1’, part of the weapon comes loose or breaks, resulting in no damage and the weapon becoming ineffective until reassembled or repaired. | +150 gp |
| Shortbow, Elvencraft (RotW p166)  (DR349 p22) | any Shortbow (including Composite, Mighty, etc.) | May be used as a Shortbow –or– a Club. The wielder threatens the squares around himself/herself even if the last use was as a ranged weapon.  The bow is not damaged when used as a melee weapon and the wielder may shift between ranged and melee as part of a Full Round Attack (if desired). | +300 gp |

# Melee & Ranged Weapons

## Simple Melee & Ranged Weapons

| Simple Melee & Ranged Weapons | Size | Dam. | Critical | Range | Type | Cost | Weight | Hard-ness | HP | Misc. |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Dagger (PH p116) | 0Light | 1d4 | 19-20 / x2 | 10’ | P or S | 2 gp | 1 lb | 10 | 2 | +2 bonus on Sleight of Hand check to Conceal |
| Crossbow, Bladed (DR349 p22) | 0Light  — | 1d4  1d8 | 19-20 / x2  19-20 / x2 | —  80’ | P or S  P | 150 gp | 8 lbs | 5 | 10 | Move Round Action to reload  Can be fired with 1 hand at a –4 penalty |
| Crossbow, Light Steel (DR349 p22) | 0Light  — | 1d6  1d8 | 20 / x2  19-20 / x2 | —  80’ | B  P | 335 gp | 8 lbs | 10 | 10 | Move Round Action to reload, Monk  Can be fired with 1 hand at a –4 penalty |
| Club (PH p116) | 1Hand | 1d6 | 20 / x2 | 10’ | B | Free | 3 lbs | 5 | 5 | Druid, Monk |
| Crossbow, Heavy Steel (DR349 p22) | 1Hand  — | 1d8  1d10 | 20 / x2  19-20 / x2 | — 120’ | B P | 350 gp | 16 lbs | 10 | 20 | Full Round Action to reload, Monk  Can be fired with 1 hand at a –4 penalty |
| Shortspear (PH p116) | 1Hand | 1d6 | 20 / x2 | 20’ | P | 1 gp | 3 lbs | 5 | 5 | Vs. Charge, Druid |
| Spear (PH p116) | 2Hand | 1d8 | 20 / x3 | 20’ | P | 2 gp | 6 lbs | 5 | 10 | Vs. Charge, Druid, Polearm |

## Martial Melee & Ranged Weapons

| Martial Melee & Ranged Weapons | Size | Dam. | Critical | Range | Type | Cost | Weight | Hard-ness | HP | Misc. |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Axe, Throwing (PH p116) | 0Light | 1d6 | 20 / x2 | 10’ | S | 8 gp | 2 lbs | 5 | 2 |  |
| Dagger, Disguised (DR316 p46) | 0Light | 1d4 | 19-20 / x2 | 10’ | P or S | 52 gp | 1 lb | 10 | 2 | +7 bonus on Sleight of Hand check to Conceal |
| Hammer, Light (PH p116) | 0Light | 1d4 | 20 / x2 | 20’ | B | 1 gp | 2 lbs | 5 | 2 |  |
| Shortbow, Elvencraft (DR349 p22) | 1Hand | 1d6  1d6 | 20 / x2  20 / x3 | —  60’ | B  P | 330 gp | 3 lbs | 5 | 5 | Bard, Rogue, Elf Racial Proficiency |
| Trident (PH p116) | 1Hand | 1d8 | 20 / x2 | 10’ | P | 15 gp | 4 lbs | 5 | 5 | Vs. Charge |
| Longbow, Elvencraft (DR349 p22) | 2Hand | 1d6/1d6  1d8 | 20 / x2  20 / x3 | —  100’ | B  P | 375 pg | 4 lbs | 5 | 10 | Elf Racial Proficiency |

## Exotic Melee & Ranged Weapons

| Exotic Melee & Ranged Weapons | Size | Dam. | Critical | Range | Type | Cost | Weight | Hard-ness | HP | Misc. |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Hammer, Throwing  (RoS p155) | 0Light | 1d6 | 20 / x2 | 20’ | B | 30 gp | 2 lbs | 5 | 2 |  |
| Long Knife, Drow (RoE p171) | 0Light | 1d6 | 19-20 / x2 | 10’ | P | 15 gp | 2 lbs | 10 | 2 |  |
| Greatspear  (CWar p156) (CAdv p116)+ | 2Hand | 2d6 | 20 / x3 | 10’ | P | 25 gp | 9 lbs | 5 | 10 | Reach 10’, Polearm  Shared Focus (Longspear) |
| Yuan-ti Serpent Bow (DR349 p22) | 2Hand | 1d6  1d8 | 19-20 / x2  20 / x3 | —  80’ | S  P | 150 gp | 5 lbs | 5 | 20 | Double |

# Misc. Weapons

## Improvised Weapons

(CWar p159)

Fighting with any of the following results in a –4 penalty on all attack rolls. Each has a Critical Range of 20 / x2. Range increment is 10’.

| Weight (in Pounds) | Dam. | Example |
| --- | --- | --- |
| up to 2 | 1d3 | Mug, Torch |
| 2 – 5 | 1d4 | Lantern, Manacles |
| 6 – 10 | 1d6 | Chair, Shovel |
| 11 – 25 | 1d8 | Ladder, Small Table |
| 26 – 50 | 2d6 | Barrel (empty) |
| 51 – 100 | 3d6 | Chest (full), Big Table |
| 101 – 200 | 4d6 | Cart |
| 201 – 400 | 5d6 | Wagon |

A Sharp object does damage as if twice its weight.

A Soft object does damage as if half its weight and the damage is Nonlethal.

## Gunpowder Weapons

(DR321 p30)

The indicated page has a detailed list of Blunderbusses, Wheellock Guns, Hand Cannons, etc.

# Weapons Errata

## Weapons with Multiple Damage Types

Weapons that can generate more than one type of damage.

“And” weapons the better of the two damage types

“Or” weapons require the wielder to choose the damage type before the attack.

“Double Weapons” require the wielder to choose which end to attack with (or even both).

|  |  |  |  |
| --- | --- | --- | --- |
| Damage Types | –And– | –Or– | –Double Weapon– |
| Bludgeoning / Piercing | Executioner’s Mace  Maquahuitl  Morningstar  Tigerskull Club | Goad  Lucerne Hammer | Hammer, Gnome Hooked |
| Bludgeoning / Slashing | Executioner’s Mace | — | Gyrspike |
| Piercing / Slashing | Sugliin | Courtblade, Elven  Dagger  Dragonsplit  Flutter Blade  Halberd  Ice Axe  Partisan  Poleaxe, Heavy  Scythe  Sharktooth Gauntlet  Spear, Dwarven Double  Warpike, Dwarven | Lynxpaw  Urgroth, Dwarven |

## Weapon Features

Buckler – This weapon can be used as an off-hand weapon ‑or‑ as a shield each round (to do both in the same round requires Feat: Shield Expert). Bucklers are +1 AC, –1 Armor Check Penalty, 5% Arcane Spell Failure.

Buckler – Tortoise Blade, Gnome; Buckler-Axe, Dwarf.

Class Proficiency – The listed classes gain proficiency in the listed weapons.

Bard – All Simple plus all of the following: Longsword; Rapier; Sap; Shortsword; Shortbow; Whip.

Druid – Club; Dagger; Dart; Quarterstaff; Scimitar; Sickle; Shortspear; Sling; Spear.

Monk – Club; Crossbow, Light; Crossbow, Heavy; Dagger; Handaxe; Javelin; Kama; Nunchaku; Quarterstaff; Sai; Shuriken; Siangham; Sling.

Rogue – All Simple, plus all of the following: Crossbow, Hand; Rapier; Shortbow; Shortsword; Sap.

Disarm +N – This weapon gets a +N bonus on disarm attempts, and rolls to resist being counter-disarmed.

Disarm +2 – Chaulaks; Chain, Spiked; Flail, Dire; Flail, Heavy; Flail, Light; Flindbar; Gyrspike; Lynxpaw; Nunchaku; Ranseur; Rapier, Quickblade; Ribbon Dagger; Scorpion Chain, Drow; Scourge; Spetum; Tigerskull Club; Whip.

Disarm +4 – Sai; Swordcatcher, Gnome.

Double – A weapon with 2 attack surfaces. Either surface can be used as a single weapon, or both can be used via a Two-Weapon fighting style. In the later case, the “off-hand” surface is considered ‘light’.

Double – Axe, Orc Double; Flail, Dire; Ghost Spike; Gythka; Hammer, Double; Hammer, Gnome Hooked; Gyrspike; Kaua’koi; Lajatang; Lynxpaw; Quarterstaff; Scimitar, Valenar Double; Spear, Dwarven Double; Sword, Two-Bladed; Urgrosh, Dwarven; Yuan-ti Serpent Bow.

Feint +N – A proficient wielder who does a ‘Feint in Combat’ check receives +N on the Bluff check:

Feint +2 – Braid Blade; Quickrazor, Gnome; Rapier, Quickblade.

Finesse – All Light weapons can be used with Feat: Weapon Finesse. In addition, the weapons listed below can also be used:

Finesse – Chain, Spiked; Courtblade, Elven; Dragonsplit; Lynxpaw; Rapier; Rapier, Quickblade; Ribbonweave; Scorpion Chain, Drow;   
Thinblade, Elven; Whip.

Grapple – These weapons can be used to initiate a Grapple:

Grapple – Dragonchain; Grasping Pole; Mancatcher; Pincer Staff; Sasumata; Snap-Tong.

Grapple (clothes) – Entangling Pole; Sodegarami.

Hand-and-a-Half – This weapon can be used two-handed with basic Martial Proficiency ‑or‑ one-handed with an Exotic Proficiency.

Hand-and-a-Half – Maul; Pick, Dire; Scimitar, Great; Sword, Bastard; Waraxe, Dwarven; Warmace.

Kata – A Monk may use this weapon in conjunction with the Flurry of Blows class ability.

Kata – Kama; Lajatang; Longstaff; Nekode; Nunchaku; Quarterstaff; Sai; Shuriken; Siangham; Steel Fins.

Polearm – The following are considered Polearms for purposes of Polearm-specific Feats.

Polearm – Ankus; Awl Pike; Axe, Lochaber; Axe, Orc Double; Bardiche; Bec de Corbin; Duom; Fauchard; Glaive; Goad; Greatspear; Halberd; Hammer, Lucerne; Longspear; Longstaff; Naginata; Partisan; Pilum; Poleaxe, Heavy; Quarterstaff; Ranseur; Ritiik; Sasumata; Sharrash, Talenta; Sodegarami; Spear; Septum; Urgrosh, Dwarven; Voulge; Warpike, Dwarven.

Racial Proficiency – The listed race gains automatic proficiency in the listed weapon.

Elf Racial Proficiency – Longbow; Longsword; Rapier; Shortbow.

Kobold Racial Proficiency – Pick, Light; Pick, Heavy.

Racial Familiarity – The listed race adds the listed weapon to their Martial Weapons list

Dwarf Racial Familiarity – Urgrosh, Dwarven; Waraxe, Dwarven.

Gnome Racial Familiarity – Hammer, Gnome Hooked.

Kobold Racial Familiarity – Greatpick.

Raptoran Racial Familiarity – Footbow.

Reach 10’ – This weapon threatens at 10’. It does not threaten the adjacent hex unless otherwise indicated.

Reach 10’ – Ankus; Bec de Corbin; Entangling Pole; Fauchard; Glaive; Greatspear; Guisarme; Lance, Heavy; Lochaber Axe; Longspear;   
Longspear, Microlith Barbed; Lucerne Hammer; Mancatcher; Naginata; Partisan; Pilum; Pincer Staff; Poleaxe, Heavy; Ranseur; Sasumata; Sharrash, Talenta; Sodegarami; Sugliin; Voulge; Warpike, Dwarven.

Reach 10’ and Threaten Adjacent – Chaulaks; Chain, Spiked; Duom.

Reach 15’ – Awl Pike.

Reach 15’ and Threaten Adjacent – Whip.

Shared Focus (CAdv p116) (RotW p166) – If any of the following feats are taken with the weapon on the left, they apply to the weapon(s) on the right: Weapon Focus, Greater Weapon Focus, Weapon Specialization, Greater Weapon Specialization, Improved Critical.

Blowgun – Blowgun, Greater.

Dagger – Dagger, Barbed.

Greataxe – Longaxe.

Greatsword – Courtblade, Elven.

Halberd – Poleaxe, Heavy.

Longbow – Bonebow, Greatbow.

Longspear – Greatspear.

Longsword – Thinblade, Elven.

Mace, Heavy – Warmace.

Pick, Heavy – Pick, Dire.

Rapier – Lightblade, Elven; Rapier, Quickblade; Thinblade, Elven.

Sword, Short – Lightblade, Elven; Sword, Short Broadblade.

Shared Proficiency – A single Weapon Proficiency applies to all of the weapons in a row, as do any of the following feats: Weapon Focus, Greater Weapon Focus, Weapon Specialization, Greater Weapon Specialization, Improved Critical (i.e., Shared Proficiency is a superset of Shared Focus).

Bolo; Bolo, Barbed.

Longbow; Composite Longbow.

Shortbow; Composite Shortbow.

Whip; Whip-Dagger

Subdual – This weapon does subdual (i.e., non-lethal) damage.

Subdual – Bolo; Boomerang; Grasping Pole; Mancatcher; Sap; Sasumata; Truncheon; Unarmed; Whip.

Optionally Subdual – Goad.

Trip – This weapon can be used to make trip attacks. If a counter-trip occurs, then the user can drop the weapon instead of being tripped.

Trip – Ankus; Bolo; Chaulaks; Chain, Spiked; Dragonchain; Flail, Dire; Flail, Heavy; Flail, Light; Guisarme; Gyrspike; Halberd; Hammer, Gnome Hooked; Kama; Lasso; Lochaber Axe; Lynxpaw; Scorpion Chain, Drow; Scythe; Sharrash, Talenta; Sickle; Warpike, Dwarven; Whip.

Trip +2 – Tigerskull Club.

Vs. Charge – If you ready a “set vs. charge” action, then you do 2x damage if you hit a charging opponent.

Vs. Charge – Awl Pike; Bec de Corbin; Halberd; Longspear; Poleaxe, Heavy; Shortspear; Spear; Spear, Dwarven Double; Trident; Urgrosh, Dwarven; Warpike, Dwarven.

## Resizing Weapons

|  |  |  |  |
| --- | --- | --- | --- |
| Tiny-sized | Small-sized | Medium-sized | Large-sized |
| — | 1 | 1d2 | 1d3 |
| 1 | 1d2 | 1d3 | 1d4 |
| 1d2 | 1d3 | 1d4 | 1d6 |
| 1d3 | 1d4 | 1d6 | 1d8 |
| 1d4 | 1d6 | 1d8 | 2d6 |
| 1d6 | 1d8 | 1d10 | 2d8 |
| 1d8 | 1d10 | 1d12 | 3d6 |
| 1d4 | 1d6 | 2d4 | 2d6 |
| 1d8 | 1d10 | 2d6 | 3d6 |
| 1d10 | 2d6 | 2d8 | 3d8 |
| 2d6 | 2d8 | 2d10 | 4d8 |

When a weapon is resized, apply the following:

Critical Threat range is unchanged.

Damage Type (i.e., Bludgeoning, Piercing, or Slashing) is unchanged.

The weapon’s weight doubles for each category it enlarges, or is halved for each category it shrinks.

The weapon’s damage is changed according to the table on the right. Look up the current damage at its current size and the move to the left (if shrinking) or right (if enlarging) to determine the new damage(PH p114).

For example, if a Medium-sized creature with a Spiked Chain (which does 2d4 damage) was targeted with *Enlarge Person*, the resulting Large-sized creature would be wielding a Spiked Chain that does 2d6 damage.

As another example, a Tiny-sized Grig decides it wants to wield a Spiked Chain and has one constructed. The new weapon would do 1d4 damage.

## Weapon Equivalencies

The following weapons are the equivalent(DMG p27). For example, a Medium-sized creature’s Longsword would be considered a Short Sword in the hands of a Large-sized creature, or a Greatsword in the hands of a Small-sized creature. This does not take into account the cumulative –2 penalty on attack when using a weapon made for a creature of a different size.(PH p113)

Note: Some weapons do not match the weapon resizing rules exactly (i.e., not keeping the same Critical Threat range, not doubling in weight with each size increase, etc.). These discrepancies are indicated by an underline.

| Weapon Family | Damage | Critical | Type | Weight | Tiny-sized Wielder | Small-sized Wielder | Medium-sized Wielder | Large-sized Wielder |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Axe | 1d6 | 20 / x3 | Slashing | 3 | Greataxe | Battleaxe | Handaxe | — |
| Axe | 1d8 | 20 / x3 | Slashing | 6 | — | Greataxe | Battleaxe | Handaxe |
| Axe | 1d12 | 20 / x3 | Slashing | 12 | — | — | Greataxe | Battleaxe |
| Sword | 1d4 | 19-20 / x2 | Slashing | 1 | Longsword | Short Sword | Dagger | — |
| Sword | 1d6 | 19-20 / x2 | Slashing | 2 | Greatsword | Longsword | Short Sword | Dagger |
| Sword | 1d8 | 19-20 / x2 | Slashing | 4 | — | Greatsword | Longsword | Short Sword |
| Sword | 1d12 | 19-20 / x2 | Slashing | 8 | — | — | Greatsword | Longsword |
| Pick | 1d4 | 20 / x4 | Piercing | 3 | — | Pick, Heavy | Pick, Light | — |
| Pick | 1d6 | 20 / x4 | Piercing | 6 | — | — | Pick, Heavy | Pick, Light |
| Spear | 1d4 | 20 / x2 | Piercing | ½ | Spear | Shortspear | Dart | — |
| Spear | 1d6 | 20 / x2 | Piercing | 3 | — | Spear | Shortspear | Dart |
| Spear | 1d8 | 20 / x3 | Piercing | 6 | — | — | Spear | Shortspear |
| Club | 1d6 | 20 / x2 | Bludgeoning | 3 | — | Greatclub | Club | Sap |
| Club | 1d10 | 20 / x2 | Bludgeoning | 8 | — | — | Greatclub | Club |
| Flail | 1d8 | 20 / x2 | Bludgeoning | 5 | — | Flail, Heavy | Flail, Light | — |
| Flail | 1d10 | 19-20 / x2 | Bludgeoning | 10 | — | — | Flail, Heavy | Flail, Light |
| Mace | 1d6 | 20 / x2 | Bludgeoning | 4 | — | Mace, Heavy | Mace, Light | — |
| Mace | 1d8 | 20 / x2 | Bludgeoning | 8 | — | — | Mace, Heavy | Mace, Light |

# Superior Equipment

## Alchemy Items

Alchemy items are created with ‘Craft (alchemy)’ checks.

| Alchemy Items | Reference | DC | Description | Weight | Cost |
| --- | --- | --- | --- | --- | --- |
| Alchemical Silence | (DR348 p087) | TBD | Flask of oil.  If thrown at a target, he/she cannot speak louder than a whisper for 2 rounds, causing any spells with Verbal components to have a 20% failure chance.  If applied to armor & boots (even if a byproduct of having a flask thrown at you), you receive a +2 Alchemical bonus on Move Silently checks. | ½ lb. | 350 gp |
| Catstink | (DR316 p039) | TBD | If poured on a creature’s scent trail, a creature tracking with Scent must make a Survival check vs.  DC 15 to regain the scent. | — | 250 gp |
| Slumberweed | (DR316 p039) | TBD | If inhaled or ingested, the target enters a death-like sleep for 8 hours (FortNeg, DC12). | — | 500 gp |
| Spy Button – Flash | (DR316 p039) | TBD | Alchemical weapon disguised as a large button.  When thrown against a hard surface, all creatures within 5’ of the point of impact are Dazzled for 1d3 rounds (FortNeg, DC15). | — | 50 gp |
| Spy Button – Smoke | (DR316 p039) | TBD | Alchemical weapon disguised as a large button.  When thrown against a hard surface, produces a 10’ cube of opaque smoke that dissipates in 2 rounds. | — | 30 gp |
| Spy Button – Thundering | (DR316 p039) | TBD | Alchemical weapon disguised as a large button.  When thrown against a hard surface, all creatures within 10’ of the point of impact are Deafened for  1 hour (FortNeg, DC15). A deafened creature has a –4 on Initiative & a 20% chance of spell miscast. | — | 40 gp |
| Tongueloose | (DR316 p039) | TBD | If ingested, the target’s becomes susceptible to suggestion for 1d3 hours (FortNeg, DC14). This has the effect of granting a +4 Circumstance bonus on Bluff, Diplomacy, or Intimidate checks against the target. | — | 150 gp |
| Sugar Bomb | (DR344 p109) | 10 | Bag of a sticky & sweet confection.  When thrown into a Dragon’s mouth, its Blindsense is suppressed for 1d6 rounds (though it still makes its Listen & Spot checks normally).  Targeting a Dragon’s mouth requires a ranged touch attack against a target 3 size categories smaller than the Dragon (minimum Fine-sized). For example, hitting a Large Dragon’s mouth is the same as hitting a Tiny target with the same Dexterity, Dodge, Deflection, etc., bonuses to AC. | — | 1 gp |
| Diamond Water Ale | (DR334 p068) | 14 | Pint of thick, muddy-looking ale.  The drinker must make a Fortitude save vs. DC 12 to avoid becoming Sickened. If already Sickened, save to avoid becoming Nauseated. If already Nauseated, save to avoid becoming Unconscious for 1d6 hours. | 1 lb. | 8/10 gp |
| Acid | (PH p128) (PH p71)+ | 15 | Grenade-like weapon with a 10’ range increment.  Acid does 1d6 Acid damage on a direct hit and 1 hp on a splash. | 1 lb. | 10 gp |
| Charm, Garlic | (DR331 p032) | 15 | Made from Garlic and Holy Water.  When used as a touch attack against a creature that is repulsed by garlic (such as a Vampire), the creature takes 1d6 hp damage (no save) and is Shaken for 1d4 rounds (WillNeg, DC14).  Single use. | 1 lb. | 5 gp |
| Daystrider Capsule | (CSco p110) | 15 | Blue gelatinous ovoid.  The swallower can walk for 10 hours before needing to make a Constitution check for damage / fatigue (instead of the normal 8). Lasts for 1 day. Only works for Humanoids. | — | 10 gp |
| Ice Chalk | (Frost p079) | 15 | Chalk formulated to work on ice. | — | 20 gp |
| Oil of Nausea | (DR322 p034) | 15 | Grenade-like weapon with a 10’ range increment.  Oil of Nausea results in 1d4 rounds of Nausea (FortNeg, DC 15) on a direct hit. All creatures within a 5’ radius of the hit location are Nauseated for 1 round (FortNeg, DC 10). | 1 lb. | 60 gp |
| Portable Pyre | (DR324 p057) | 15 | A 15 pound roll of oil-soaked logs and Tindertwigs.  As a Standard Action, the Portable Pyre is unrolled rapidly into a flat, empty 5’ square. The Tindertwigs ignite the logs and the 5’ square is filled with fire for 10 minutes. Any creature that enters the square with the pyre takes 1d6 Fire damage each round. | 15 lbs. | 10 gp |
| Alchemist’s Fire | (PH p128) (PH p71)+ | 20 | Grenade-like weapon with a 10’ range increment.  Alchemist’s Fire does 1d6 Fire damage on a direct hit and 1 hp on a splash. On a direct hit, the target takes an additional 1d6 Fire damage if he doesn’t take a Full Round Action to put himself out with a Reflex save vs. DC 15 (+2 if he rolls on the ground). | 1 lb. | 20 gp |
| Alchemist’s Fire Bullet | (DR334 p049) | 20 | Small glass-sphere filled with Alchemist’s Fire. Launched like a sling bullet with a –2 penalty on the attack.  Alchemist’s Fire Bullet does 1d4 Fire damage plus the normal sling bullet damage on a hit. On a direct hit, the target takes an additional 1d4 Fire damage if he doesn’t take a Full Round Action to put himself out with a Reflex save vs. DC 15 (+2 if he rolls on the ground). | ½ lb. | 20 gp |
| Brittlebone | (LM p073) | 20 | Flask of unguent.  If a flask is applied to bones before they are animated, the resulting Skeleton has the following changes:  a) –2 Natural Armor bonus to AC (min 0);  b) when destroyed, the Skeleton explodes into a bone shards, dealing 1 hp per HD of Piercing damage (Ref½, DC 15).  It takes 1 flask for a Medium Skeleton, 2 for a Large, 4 for a Huge, etc. | ½ lb. | 30 gp |
| Burrfoot’s Nut Brown Ale | (DR334 p055) | 20 | Halfling Recipe Ale  Anyone who drinks a pint of this full-bodied ale receives a +2 Alchemical bonus on Diplomacy checks and a –2 penalty on Sense Motive checks for 30 minutes. | 1 lb. | 20 gp |
| Charm, Anarchic[[24]](#footnote-24) | (DR331 p032) | 20 | Swirling mass of ribbons died to a leather cord.  When used as a touch attack to a creature whose DR is bypassed by ‘chaos’, the creature takes 1d6 hp damage (no save) and is Shaken for 1d4 rounds (WillNeg, DC14).  Single use. | 1 lb. | 30 gp |
| Charm, Axiomatic17 | (DR331 p032) | 20 | Geometric shapes attached to a fine steel chain.  When used as a touch attack to a creature whose DR is bypassed by ‘law’, the creature takes 1d6 hp damage (no save) and is Shaken for 1d4 rounds (WillNeg, DC14).  Single use. | 1 lb. | 30 gp |
| Charm, Cold Iron | (DR331 p032) | 20 | Made from Cold Iron and often shaped like a horse shoe.  When used as a touch attack to a creature whose DR is bypassed by ‘cold iron’, the creature takes 1d6 hp damage (no save) and is Shaken for 1d4 rounds (WillNeg, DC14).  Single use. | 1 lb. | 30 gp |
| Charm, Holy17 | (DR331 p032) | 20 | Holy symbol.  When used as a touch attack to a creature whose DR is bypassed by ‘good’, the creature takes 1d6 hp damage (no save) and is Shaken for 1d4 rounds (WillNeg, DC14).  Single use. Can be used as a Divine Focus before it is destroyed. | 1 lb. | 30 gp |
| Charm, Silver | (DR331 p032) | 20 | Made from Silver.  When used as a touch attack to a creature whose DR is bypassed by ‘silver’, the creature takes 1d6 hp damage (no save) and is Shaken for 1d4 rounds (WillNeg, DC14).  Single use. | 1 lb. | 30 gp |
| Charm, Unholy17 | (DR331 p032) | 20 | Unholy symbol or disturbing image (such as a skull)  When used as a touch attack to a creature whose DR is bypassed by ‘evil’, the creature takes 1d6 hp damage (no save) and is Shaken for 1d4 rounds (WillNeg, DC14).  Single use. Can be used as a Divine Focus before it is destroyed. | 1 lb. | 30 gp |
| Darkoil | (Und p067) | 20 | Vial of mineral oil.  Protects Drowcraft items from sunlight. One vial has enough oil to protect a Drowcraft weapon for three days –or– Drowcraft armor for 1 day. | — | 25 gp |
| Embalming Fire | (LM p073) | 20 | Flask of unguent.  If a flask is applied to a corpse before it is animated, the resulting Zombie catches fire (blue flames) if it takes any damage. For 1 minute, it does +1d6 Fire damage with its attacks. The fire does not damage the Zombie.  It takes 1 flask for a Medium Zombie, 2 for a Large, 4 for a Huge, etc. | ½ lb. | 20 gp |
| Endurance Elixir | (CSco p110) | 20 | Chalky-tasting green liquid.  The drinker receives +4 Alchemical bonus on all Ability checks, Skill checks, & Saving Throws related to natural environmental temperature extremes. | — | 25 gp |
| Ferrous Aqua | (CSco p110) | 20 | ½” sphere of glass containing a rust-colored liquid. Can be either thrown (5’ range increment) or used as a Sling Bullet.  On impact, a creature whose DR is bypassed by ‘cold iron’ takes 1d6 damage (no save) and is Sickened for 1 round (FortNeg, DC12). | — | 20 gp |
| Firebelly | (DR334 p056) | 20 | Harsh liquor brewed in the cold climates.  Anyone who drinks a shot grants a +4 Alchemical bonus on Fortitude saves vs. nonlethal damage dealt by non-magical cold over the next hour. | ¼ lb. | 2 gp |
| Forger’s Paper | (CSco p110) | 20 | Single piece of alchemically treated paper.  When heated, the paper turns nearly transparent for 1 hour, allowing the tracing of documents, signatures, etc., granting a +2 Alchemical bonus on appropriate Forgery checks. Once it turns opaque after the hour, the chemicals have been consumed, leaving normal paper. | — | 10 gp |
| Frostbite Salve | (Frost p079) | 20 | Jar of pale yellow cream.  Suppresses two points of Ability Score damage due to frost bite for 1 hour. | 1 lb. | 50 gp |
| Good Ale | (DR334 p058) | 20 | Refreshing ale brewed in Good-aligned monasteries.  Anyone who drinks a pint has all penalties associated with normal Fatigue removed –and­– receives a +2 Alchemical bonus on Constitution check made to avoid nonlethal damage from a forced march. Has no effect on magically-induced Fatigue or Exhaustion. | 1 lb. | 10 gp |
| Hearthfire | (RoS p159) | 20 | Twelve 2 inch cubes of blue-green gel.  When water is poured on a cube, it “burns” with blue-green flame that gives off no heat, but 20’ radius of light (and another 20’ of shadowy illumination) for 24 hours. The burning can be ended early by drying the cube off and relighting it later. | 2 lbs. | 10 gp |
| Liquid Courage | (DR344 p108) | 20 | Alcoholic liquid, originally created by Dwarves.  The drinker receives a +2 Alchemical bonus on saves vs. extraordinary Fear effects, but has a –2 penalty on Dexterity checks and Dexterity-based skill checks. Both effects last for 1 hour. | — | 10 gp |
| Melt Powder | (Frost p079) | 20 | Vial of powder.  Melts 1 cubic foot sphere or a 10’ square of ice.  If swallowed by a creature with the ‘cold’ subtype, it takes 2d6 Acid damage (Fort½, DC15). | 1 lb. | 25 gp |
| Miner’s Milk | (DR334 p068) | 20 | Shot of syrupy whiskey.  If the drinker makes a Fortitude save vs. DC 14, he/she gains a +2 Alchemical bonus on saves vs. Poison for 1 hour. If the drinker fails the save, he/she becomes Unconscious for 1d6 hours. | ¼ lb. | 5 gp |
| Plate Thinner | (DR344 p108) | 20 | Clear, turpentine-like liquid in a large glass bottle. Grenade-like weapon.  On impact, softens the hide of a Dragon or any creature with the Reptilian subtype that has a Natural Armor bonus to its AC. Specifically, a ‘Natural 20’ on an attack roll that is confirmed as a Critical Hit does an extra “+1” damage multiple (i.e., a x2 weapon is treated as a x3 weapon). The effect lasts for 1 minute.  Multiple does are needed for creatures greater than Medium size.  Size #doses Size #doses  up to Medium 1 Gargantuan 8  Large 2 Colossal 16  Huge 4 | 2 lbs | 25 gp |
| Powdered Silver | (CSco p110) | 20 | ½” sphere of glass containing a silver powder. Can be either thrown (5’ range increment) or used as a Sling Bullet.  On impact, a creature whose DR is bypassed by ‘silver’ takes 1d6 damage (no save) and is Sickened for 1 round (FortNeg, DC12). | — | 20 gp |
| Shadow Haze Dust | (DR322 p034) | 20 | Grenade-like weapon with a 10’ range increment.  All creatures within a 10’ radius of the hit location are receive a –6 penalty on Spot check for 1 hour  –or– until the creature’s eyes are flushed with at least 1 gallon of water. | 1 lb. | 30 gp |
| Shriek Paste | (Und p067) | 20 | Smelly purple paste made from Shriekers.  When exposed to torch-light or brighter, it ‘shrieks’ for 1 round & then goes inert. The base Listen DC to hear the shriek is –10, modified by distance, barriers, etc. | 1 lb. | 50 gp |
| Smokestick | (PH p128) (PH p71)+ | 20 | Chemically treated stick.  When lit, the Smokestick creates 10’x10’x10’ of opaque smoke in one round. The smoke dissipates normally. | ½ lb. | 20 gp |
| Stinkpot | (Storm p108) | 20 | Clay jar filled with chemicals.  When lit, the Stinkpot creates 10’x10’x10’ of opaque, noxious smoke in one round. All creatures within are Sickened as long as they stay in the smoke, plus 1d4+1 rounds (FortNeg, DC15). The smoke dissipates normally. | 1 lb. | 50 gp |
| Tindertwig | (PH p129) (PH p71)+ | 20 | Small wooden stick with chemicals on one end.  When scraped on its chemical-enhanced end, the Tindertwig immediately catches fire. | — | 1 gp |
| Trail Bar | (CSco p111) | 20 | 4” bar of vegetable matter.  Provides 24 hours of nourishment when eaten. | — | 1 gp |
| Wet Fire | (DR334 p049) | 20 | Grenade-like weapon with a 10’ range increment. The weapon has two compartments, one with “wet fire” and the other with water.  Wet Fire does 1d6 Fire damage on a direct hit and 1 hp on a splash. On a direct hit, the target takes an additional 1d6 Fire damage if he doesn’t take a Full Round Action to put himself out with a Reflex save vs. DC 15 (+2 if he rolls on the ground). Submersion in water does not automatically put out Wet Fire, but does grant a +2 bonus on the Reflex save. | 1 lb. | 25 gp |
| Alchemist’s Frost | (Eb p121) (Eb p46)+ | 22 | Grenade-like weapon with a 10’ range increment.  Alchemist’s Frost does 1d8 Cold damage on a direct hit and 1 hp on a splash. | 1 lb. | 25 gp |
| Alchemist’s Mineral Acid | (Und p067) | 22 | Grenade-like flask of sticky liquid with a 10’ range increment.  Does 1d6 per round for 3 rounds (ignoring Hardness) to inert rock or stone.  Does 1d6 damage to creatures with the (earth) subtype, plus 1d6 the next round. Any earth creature within 5’ of the target takes 1 hp of splash damage. | 1 lb. | 20 gp |
| Alchemist’s Spark | (Eb p121) (Eb p46)+ | 22 | Grenade-like weapon with a 10’ range increment.  Alchemist’s Spark does 1d8 Electrical damage on a direct hit and 1 hp on a splash. | 1 lb. | 25 gp |
| Acidic Fire | (Eb p121) (Eb p46)+ | 25 | Grenade-like weapon with a 10’ range increment.  Acidic Fire does 1d4 Fire damage & 1d4 Acid damage on a direct hit. On a direct hit, the target takes an additional 1d4 Fire damage if he doesn’t take a Full Round Action to put himself out with a Reflex save vs. DC 15 (+2 if he rolls on the ground).  On a splash, the target takes 1hp Fire damage & 1hp Acid damage. | 1 lb. | 30 gp |
| Anti-Disease Tonic | (DR331 p032) | 25 | Grants a +5 Alchemical bonus on the drinker’s saves vs. Disease for 1 day. | — | 100 gp |
| Antitoxin | (PH p128) (PH p71)+ | 25 | Antitoxin gives +5 Alchemical bonus on all Fortitude saves vs. poison for 1 hour. | — | 50 gp |
| Armor Insulation | (Frost p078) | 25 | Flask of thick red syrup.  When applied to the inside of a suit of armor, it keeps in body warmth for 24 hours. Grants a +5 Circumstance bonus on Fortitude saves vs. exposure to cold weather. | 2 lbs. | 50 gp |
| Blackwater | (Und p067) | 25 | A flask of brackish liquid.  One vial renders a 10’ cube of water “unbreathable” by destroying all the oxygen in it. Any creature in it with waterbreathing (natural or magical) begins to drown (DC 10 on the 1st round, +1 DC per subsequent round). Lasts 24 hours in still water, but can be washed away in 1d6 round if the water is moving. | 1 lb. | 100 gp |
| Blasting Pellets | (RoS p159) | 25 | A small bag of “stones”.  One bag’s worth of pellets covers a 5’ square. Any creature going through the square steps on a pellet and sets them all off by a chain-reaction (Reflex save vs. DC 15 to not set them off). Anyone in the square takes 1d6 Sonic damage (no save). | 2 lbs. | 50 gp |
| Blister Oil | (RoS p159) | 25 | Vial of oil. Can be applied to a 6 inch by 6 inch area, where it will remain effective for 2d4 hours.  Bare skin that comes in contact with the oil blisters immediately (FortNeg DC15). The blisters cause 1d4 hp of damage –and– the victim receives a –2 penalty on all Dexterity-based checks & Reflex saves for 2d4 days (unless magically healed). | ½ lb. | 15 gp |
| Blood Thickener | (DR324 p056) | 25 | When drunk, the drinker receives the following advantages and disadvantages for 12 hours:  –2 penalty to Dexterity  +2 Alchemical bonus to Constitution  When Dying (i.e., between –1 and –9 hp), only loose 1 hp per two rounds. | 1 lb. | 75 gp |
| Brown Mold Oil | (DR322 p034) | 25 | Grenade-like weapon with a 10’ range increment.  Brown Mold Oil does 2d6 non-lethal Cold damage on a direct hit. All creatures within a 5’ radius of the hit location take 1d6 non-lethal Cold damage. | 1 lb. | 75 gp |
| Burning Dust | (DR334 p049) | 25 | Grenade-like weapon with a 10’ range increment. Looks like a ceramic container full of dust. Targeting a square is AC 5.  All creatures within 5’ of the square where the Burning Dust lands is Sickened and Blinded for 1d6 rounds (FortNeg, DC12). Creature resistant to fire damage and/or immune to critical hits are immune to this effect. | 1 lb. | 40 gp |
| Charm, Combination17 | (DR331 p032) | 25 | Combination of a Material Charm (Cold Iron or Silver) and an Alignment Charm (Anarchic, Axiomatic, Holy, or Unholy).  When used as a touch attack to a creature whose DR is bypassed by either the Material or the Alignment aspect of the charm, the creature takes 1d6 hp damage (no save) and is Shaken for 1d4 rounds (WillNeg, DC14).  Single use. | 1 lb. | 40 gp |
| Draught, Anarchic17 | (DR331 p032) | 25 | The drinker receives a +2 Alchemical bonus on saves vs. spells & abilities from creatures whose DR is bypassed by ‘chaos’. Lasts for 1 hour. | — | 50 gp |
| Draught, Axiomatic17 | (DR331 p032) | 25 | The drinker receives a +2 Alchemical bonus on saves vs. spells & abilities from creatures whose DR is bypassed by ‘law’. Lasts for 1 hour. | — | 50 gp |
| Draught, Cold Iron | (DR331 p032) | 25 | The drinker receives a +2 Alchemical bonus on saves vs. spells & abilities from creatures whose DR is bypassed by ‘cold iron’. Lasts for 1 hour. | — | 75 gp |
| Draught, Garlic | (DR331 p032) | 25 | The drinker receives a +2 Alchemical bonus on saves vs. spells & abilities from creatures are repulsed by garlic (such as Vampires). Lasts for 1 hour. | — | 50 gp |
| Draught, Holy17 | (DR331 p032) | 25 | The drinker receives a +2 Alchemical bonus on saves vs. spells & abilities from creatures whose DR is bypassed by ‘good’. Lasts for 1 hour. | — | 50 gp |
| Draught, Silver | (DR331 p032) | 25 | The drinker receives a +2 Alchemical bonus on saves vs. spells & abilities from creatures whose DR is bypassed by ‘silver’. Bonus also applies to resisting the disease Lycanthropy. Lasts for 1 hour. | — | 75 gp |
| Draught, Unholy17 | (DR331 p032) | 25 | The drinker receives a +2 Alchemical bonus on saves vs. spells & abilities from creatures whose DR is bypassed by ‘evil’. Lasts for 1 hour. | — | 50 gp |
| Dwarven Grave Ale | (DR334 p056) | 25 | One-time Recipe to honor a Deceased Dwarven Hero.  Anyone who drinks a flagon receives a +2 Alchemical bonus on saves vs. Fear effects –and–  a +1 Alchemical bonus on attacks & damage. Effects last for 10 minutes. | 1 lb. | 50 gp |
| Freeze Powder | (Frost p079) | 25 | Vial of fine white crystals that look like salt.  If poured in liquid, a 1’ diameter sphere will freeze solid.  If poured on a wet surface, a 10’ square will become slick with ice.  If swallowed, the victim takes 2d6 Cold damage (Fort½, DC 15). | 1 lb. | 100 gp |
| Ghost Oil | (LM p073) | 25 | Flask of clear oil.  Applies to a weapon as a Full Round Action. For the following two rounds, the weapon is treated as being ‘Ghost Touch’ (i.e., no Miss Change when attacking Incorporeal creatures).  It takes 1 flask to cover one weapon of a Medium-sized creature, 2 flasks for a Large creature’s weapon, 4 for a Huge, etc. | ½ lb. | 62 gp |
| Holy Candle | (DR324 p056) | 25 | Candle infused with Holy Water.  Generates pure white-yellow light in a 5’ radius & shadowy illumination in a 10’ radius. Burns for 1 hr.  Any attempt to Turn / Destroy Undead while within the candle’s 5’ radius receives a +2 bonus. Bonuses from multiple candles do not stack.  The candle’s creator must have at least 1 rank in Knowledge (religion). | — | 75 gp |
| Liquid Night | (LM p074) | 25 | Flask of dark, sticky fluid that smells of moonflowers.  When applied to a Corporeal Undead that has sensitivity to sunlight, the sensitivity is suppressed for one hour.  If the Undead is targeted with a spell that does extra damage to the sunlight-sensitive (such as *Searing Light*), the Undead does not take the extra damage, but the ‘Liquid Night’ goes inert immediately afterwards.  It takes 1 flask for a Medium Undead, 2 for a Large, 4 for a Huge, etc. | ½ lb. | 150 gp |
| Long-Burning Alchemist’s Fire | (DR334 p049) | 25 | Grenade-like weapon with a 10’ range increment.  Long-Burning Alchemist’s Fire does 1d6 Fire damage on a direct hit and 1 hp on a splash. On a direct hit, the target takes an additional 1d6 Fire damage on each of the two following rounds if he doesn’t take a Full Round Action to put himself out with a Reflex save vs. DC 17 (+2 if he rolls on the ground). | 1 lb. | 30 gp |
| Nerv | (CSco p110) | 25 | Gold-colored syrup.  The drinker receives a +2 Alchemical bonus on saves vs. Fear for 1 hour. | — | 25 gp |
| Noxious Smokestick | (Eb p121) (Eb p46)+ | 25 | Chemically treated stick.  When lit, the Smokestick creates 10’x10’x10’ of opaque smoke in one round. Anyone in the smoke is Nauseated for 1 round (FortNeg DC15).  The smoke dissipates normally. | ½ lb. | 80 gp |
| Poison-Friend Pod | (DR322 p034) | 25 | Grenade-like weapon with a 10’ range increment.  On impact, the Poison-Friend Pod creates a 10’ radius of spores that remain in the air for 1 round. Anyone who comes in contact with the air-bound spores receives a –4 penalty on saves vs. Poison for 10 minutes (FortNeg, DC 15). | — | 50 gp |
| Polar Skin | (Frost p079) | 25 | Flask of dull white cream.  The cream will protect the creature coated with it from up to 5 hp of Cold damage, after which it goes inert. After 1 hour, it also looses its effectiveness. It takes 1 minute to apply. | 1 lb. | 25 gp |
| Razor Ice Powder | (Frost p079) | 25 | Vial of granulated white powder.  If sprinkled in a 5’ square, the area grows Razor Ice crystals. Any creature going through the square takes 1d4 Slashing damage & 1d6 Cold damage. Noticing the Razor Ice before entering the square requires a Survival check vs. DC 20.  If sprinkled on the Natural Weapon of a creature with the ‘cold’ subtype, that Natural Weapon receives a +1 Enhancement bonus on Slashing damage for 1 hour. | 1 lb. | 50 gp |
| Shadow Veil | (DR322 p034) | 25 | Grenade-like weapon with a 10’ range increment.  All non-magical fires (up to the size of a camp fire) within a 10’ radius of the hit location are extinguished. | 1 lb. | 40 gp |
| Shadowlight Oil | (DR337 p074) | 25 | Pint of oil.  This slow-burning oil can be burned in normal lanterns. It does not generate ‘bright illumination’, only ‘shadowy illumination’.  Lantern Type Shadowy Illumination Duration  Common 60’ radius 6 hours per Pint  Bullseye 240’ cone 6 hours per Pint  Hooded 120’ radius 6 hours per Pint | 1 lb. | 5 gp |
| Spiderlily Essence | (RoS p159) | 25 | Enough balm to protect a Small creature for 1 hour. Medium creatures need 2 doses, Large need 4, etc.  Normal vermin (except for Spiders) will not approach a creature covered with this balm. Monstrous Vermin (except for Monstrous Spiders) must make a Will save vs. DC 15 to approach the wearer. | — | 75 gp |
| Sunrod | (PH p128) (PH p71)+ | 25 | Gold-tipped iron wand (1 foot long).  When struck, the Sunrod gives off 30’ radius of light & shadowy illumination for another 30’ from the Sunrod. After 6 hours, the Sunrod burns out. | 1 lb. | 2 gp |
| Tanglefoot Bag | (PH p128) (PH p71)+ | 25 | Bag of alchemical goo.  Grenade-like weapon with a range increment of 10’.  On a direct hit, its target is at –2 attack & –4 Dex and must make a Reflex save vs. 15 or be stuck to the floor & unable to move.  To break free of the floor takes a Strength check vs. DC 27 –or– 15 hp of Slashing damage.  To scrape the goo off the target’s body, the target or an ally must do “scrapping” damage equal to 15 hp. The target can then move a half speed.  The goo lasts 2d4 rounds. | 4 lbs. | 50 gp |
| Thunderstone | (PH p129) (PH p71)+ | 25 | Grenade-like weapon with a range increment of 20’.  On impact, it makes a loud bang, forcing all within a 10’ radius to make a Fortitude save vs. DC 15 or be deafened for 1 hour. This results in –4 on Initiative & 20% chance of a spell miscast.  Consider a 5’ square to have an AC 5 for purposes of targeting it. | 1 lb. | 30 gp |
| Toxic Tooth | (CSco p111) | 25 | Hollow, fake tooth made to match the user’s mouth.  As a Standard Action, the tooth can be broken and the poison inside can be exhaled or spat out at a target. Note that the user and the adjacent target both are affected by the poison and must make saves  Price does not include the cost of the poison. | — | 30 gp |
| Unholy Candle | (DR324 p056) | 25 | Candle infused with Unholy Water.  Generates deep purple light in a 5’ radius & shadowy illumination in a 10’ radius. Burns for 1 hour.  Any attempt to Rebuke / Control Undead while within the candle’s 5’ radius receives a +2 bonus. Bonuses from multiple candles do not stack.  The candle’s creator must have at least 1 rank in Knowledge (religion). | — | 75 gp |
| Whale Grease | (Frost p079) | 25 | Flask of thick clear grease.  The grease will protect the creature coated with from it hypothermia. After 1 hour, it also looses its effectiveness. Due to the smell, creatures with the Scent ability can detect the ‘wearer’ at 2x normal range. It takes 1 minute to apply. | 2 lbs. | 75 gp |
| Draught, Combination17 | (DR331 p032) | 28 | Combination of a Material Draught (Cold Iron or Silver) and an Alignment Draught (Anarchic, Axiomatic, Holy, or Unholy).  The drinker receives a +2 Alchemical bonus on saves vs. spells & abilities from creatures whose DR is bypassed by either the Material or the Alignment aspect of the draught. Lasts for 1 hour. | — | 150 gp |
| Clearwater Tablet | (CSco p110) | 30 | Small black pellet that smells of tar.  Purifies 1 gallon of water, removing diseases, poisons, & other toxins (though leaving a slight tar-like taste and a black film). Does not work on magic liquids, oils, or alcohols. | — | 1 gp |
| Evermead | (DR334 p056) | 30 | Pale golden liquor favored by Elves. Reputed to make the drinker younger.  Anyone who drinks a glass loses all detrimental physical penalties to Strength, Dexterity, & Constitution due to age, while leaving all the bonuses. Lasts for 12 hours. | ½ lb. | 200 gp |
| Liquid Sunlight | (CSco p110) | 30 | ½” sphere of glass containing a gold-colored liquid that gives off light like a torch. Can be either thrown (5’ range increment) or used as a Sling Bullet.  On impact, the liquid continues to give off light like a torch for 1 round. A struck creature who is light sensitive becomes Dazzled for 1 round. A creature that is actually harmed by sunlight, such as a Vampire, takes 1d6 damage. | — | 20 gp |
| Rust Cube | (CSco p111) | 30 | ½” cube of rusted metal (often disguised as dice). Can be either thrown (5’ range increment) or used as a Sling Bullet.  On impact, the cube crumbles into powder. If a metal object or creature is struck, it takes 1d6 damage per round (ignoring Hardness) for a total of 3 rounds. The power can be removed as a Move Action. | — | 100 gp |

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## Superior Materials

| Materials | Reference | Description | Weight | Cost |
| --- | --- | --- | --- | --- |
| Darkweave | (Eb p121) | Dark cloth that magically includes strands of shadow.  Clothes made with Darkweave grant a +1 Circumstance bonus on Hide checks. | standard | +100gp |
| Glamerweave | (Eb p121) | Bright cloth that magically includes bits of illusion.  Clothes made with Glamerweave grant a +1 Circumstance bonus on Diplomacy checks. | 1 lbs less than standard | +100gp |
| Earthsilk Jersey | (RoS p160) | Touch material that resists punctures. Wearer receives Damage Reduction 1 / slashing or bludgeoning.  If the wearer suffers a Piercing critical hit, the Jersey no longer provides DR until repaired. | 2 lbs. | 150 gp |

## Pre-Priced Equipment Packs

| Pack | Reference | Description | Weight | Cost |
| --- | --- | --- | --- | --- |
| Healing Array | (DR345 p84) | Antitoxin, Backpack, Bedroll, Bell, Candles (2), Cleric’s Vestments, Healer’s Kit, Holy Water, Mugs (5), Rations (4 days), Sewing Needle, Soap, Wine, Fine Bottles (2) | 28 lbs | 156.21 gp |
| Infiltration Array | (DR345 p84) | Acid, Belt Pouch (2), Block and Tackle, Caltrops, Crowbar, Explorer’s Outfit, Grappling Hook, Lantern (bullseye), 10’ Pole, Rations (2 days), Signal Whistle, Silk Rope (50’), Sledge, Thieves Tools (Masterwork), Waterskin | 59 lbs | 156.00 gp |
| Merchant Array | (DR345 p85) | Belt Pouch (2), Courtier’s Outfit, Lock (Good quality), Ink (1 oz), Inkpen, Magnifying Glass, Merchant’s Scales, Paper (20 sheets), Scroll Cases (4) ,Sealing Wax, Signet Ring, Mirror (small steel) | 14 lbs | 250.10 gp |
| Mountaineering Array | (DR345 p85) | Backpack, Belt Pouch (20, Climbing Kit, Cold Weather Outfit, Firewood (24 hrs), Flint & Steel, Hammer, Pitons (30), Rations (2 weeks), Silk Rope (100’), Tent, Waterskin, Winter Blanket | 103 lbs | 135.01 gp |
| Riding Array (mount) | (DR345 p85) | Bit and Bridle, Feed (10 days), Riding Saddle, Saddlebags | 134 lbs | 15.50 gp |
| Riding Array (rider) | (DR345 p85) | Bedroll, Flint and Steel, Light Horse, Rations (20 days), Soap, Tent, Traveler’s Outfit, Waterskin | 55 lbs | 98.60 gp |
| Spelunking Array | (DR345 p85) | Backpack, Bedroll, Chalk, Crowbar, Explorer’s Outfit, Flint and Steel, Grappling Hook, Lamp (hooded), Map Cases (2), Miner’s Pick, Oil (7 pints), 10’ Pole, Rations (4 days), Silk Rope (50’), Sunrods (3), Waterskin | 68 lbs | 48.01 gp |
| Standard Adventurer’s Kit | (PH2 p215) | Backpack, Belt Pouch, Bedroll, Flint and Steel, Hempen Rope (50’), Sunrods (2), Trail Rations (10 days), Waterskin |  | 15.00 gp |
| Wilderness Array | (DR345 p85) | Bedroll, Bucket, Dagger, Fishhook, Fishing Net (25 square feet), Flint and Steel, Handaxe, Hempen Rope (50’), Iron Pot, Sewing Needle, Shovel, Soap, Traveler’s Outfit, Waterskin, Whetstone, Winter Blanket | 59 lbs | 21.22 gp |

## Kits

Animal Trainer’s Kit(A&E p22) – Equipment that makes training an animal easier.

Archaeologist’s Toolkit(DR347 p89) – Tools for exploring ruins, taking rubings, collecting samples, and opening old doors / traps.

Artisan’s Deceiver Kit(DR316 p42) – Allows a person to mimic being a specific type of artisan. Includes an Artisan’s Outfit, Masterwork Artisan’s Tools, Spring Dart Boots Spool of Spider Wire, Garrote Ring, & a Modular Short Sword.

Commoner’s Deceiver Kit(DR316 p43) – Allows a person to mimic being a commoner. Includes a Peasant’s Outfit with one Smoke Spy Button & one Thundering Spy Button, a Modular Long Sword, a Dagger, a Quarterstaff, a Pair of Climbing Boots, & a Smuggler’s Belt.

Courtier’s Deceiver Kit(DR316 p42) – Allows a person to mimic being a courtier. Includes a Noble’s Outfit with one Flash Spy Button, one Smoke Spy Button, & one Thundering Spy Button, a Poison Ring, a Signet Ring, a Modular Hand Crossbow, the Hand Crossbow Bolts, a Cord Shirt, three sheets of Tracing Vellum, Ink Pen & Ink, and a Pair of Spring Dart Boots.

Goliath Healing Kits(RoS p160) – Only work on Goliaths and earth-linked creatures.

Grooming Kit(DR334 p87) – Helps keep an animal clean.

Harvester’s Field Kit(DR317 p48) – Tools for removing and storing monster body parts for later use as components in spells, magic item creation, etc.

Infiltrator’s Kit(DR316 p42) – Includes an Infiltrator’s Outfit, 10’ spool of Spider Wire, Bag of Caltrops, a Collapsible Grappling Hook, and 50’ of Black Silk Rope.

Inquisitive’s Kit(Eb p121) – Tools for collecting clues at a crime scene.

Poisoner’s Kit(DR349 p87) – Equipment for making poison or treating it.

Rubbing Kit(Dun p033) – Allows the easy copying of ancient carvings & runes for later analysis.

Second Story Kit(DR316 p42) – Includes an Infiltrator’s Outfit, a Spider (i.e., House-Breaker’s Harness), 100’ of black silk rope, a Collapsible Grappling Hook, a Pair of Climbing Boots, 10 Pitons, a Hammer, and a set of Masterwork Thieves’ Tools.

Spelunker’s Kit'(Und p67) – Aids in navigating underground, granting a +2 bonus on Balance, Climb, Escape Artist, and Survival checks while in tough-to-access areas.

Standard Adventurer’s Kit(PH2 p215) – Covers basic traveling needs.

Warforged Repair Kit(Eb p121) – Give a bonus when repairing Warforged.

## Other Items

Air Plant(Storm p108) – Moss that provides 5 minutes of air if placed in the mouth

Animal Call(A&E p22) – Allows the calling of an animal at greater distance.

Animal Training Outfit(A&E p22) – Outfit that makes training an animal easier.

Barding, Elfcraft(DR331 p90) – Horse armor with gives a bonus to Ride checks, weighs less, and takes less time to put on or remove.

Barding, Grotesque(DR349 p91) – Terrifyingly designed armor that allows the creature to make an automatic Demoralize check when attacking.

Barding, Spiked(DR349 p91) – Animal armor with spikes.

Boarding Bridge(DR331 p88) – 15’ – 20’ plank with spikes used to cross from one ship’s deck to another.

Book of Prayers(DR324 p56) – A book of prayer sacred to a specific deity.

Burning Dust Pot(DR334 p49) – Catapult ammunition that contains Burning Dust.

Camouflage Clothes(DR323 p103) – Terrain-specific outer-garment that provides a bonus on Hide checks if worn in the correct area.

Carapace Vest(DR344 p108) – Wearer takes ½ damage from a Crush attack (usually from a Dragon) & has a bonus to escape. After one round, the vest is crushed and the bonuses gone.

Cargo Kite(RotW p169) – A cargo-carrying kite that can be pulled by flying creatures.

Carry Net(RotW p169) – Used by winged creatures in place of a backpack.

Cartulary(DR331 p90) – Book of inspirational religious texts.

Caveharp(Und p67) – Masterwork harp that can echo for miles underground.

Ceramic Mine(DR332 p61) – Ceramic container (Hardness 2, hp 2) that can contain anything form an inhaled poison, green slime, etc.

Claw Extenders(DR334 p87) – Metal “claws” that are strapped onto an animal’s fore-paws. Can be made from special material (such as Silver) and/or made Masterwork quality (and possibly enchanted). Requires the Attack Trick to use properly.

Climbing Boots(DR316 p40) – Boots with extendable blades that grant a +2 bonus on Climb checks when climbing wood or stone surfaces. Cannot be used as weapons.

Climbing Harness(DR334 p87) – Allows a humanoid to help pull an animal up a hill, cliff, etc., without hurting it. Requires the Stay Trick to use properly.

Collapsible Grappling Hook(DR316 p40) – Grappling Hook whose tines can be folded in.

Collapsible Pole(Dun p030) – 12’ pole that can be collapsed into six 2’ sections.

Compass, Magnetic(DR323 p103) – Always points North.

Cord Shirt(DR316 p41) – Shirt made from a single 30’ piece of sink rope. Once unraveled, it cannot be restitched.

Corvus(DR331 p88) – 15’ – 20’ plank with spikes used to cross from one ship’s deck to another.

Crampons(Frost p78) – Spikes attacks to Boots & Gauntlets to help with walking or climbing on icy surfaces.

Crookneck Lantern(DR323 p103) – Mirrors allow a Candle to generate a 60’ Cone of bright illumination.

Curative Steak(DR349 p90) – Effectively is meat meranaded in a Potion of *Cure Light Wounds*.

Disguised Dagger(DR316 p40) – Dagger disguised as a lady’s hair comb, an ink pen, etc. Grants a +5 bonus on Sleight of Hand checks to conceal the dagger.

Dragon’s Teeth(DR331 p88) – Iron spikes on the prow of a ship. Used to ram.

Drill(Dun p030) – Bores holes through wood or stone.

Drill, Adamantine(Dun p030) – Bores holes through anything.

Drogue(DR331 p88) – Sealed drum that is attached to a Harpoon’s line to keep a creature stuck to the Harpoon from diving.

Drop Sheath(DR316 p41) – Forearm sheath for a Light Weapon that grants a +5 Circumstance bonus on Sleight of Hand checks to conceal a weapon. The weapon can be drawn as a Free Action.

Duster Coat(DR323 p103) – Heavy, oiled coat can be buttoned closed to give bonus on Survival checks vs. bad weather.

Ear Plugs(DU149 p31) – Protection from language-dependant effects.

Earthsilk Rope(RoS p160) – Stronger than normal silk rope.

Elven Harp(RotW p169) – A masterwork stringed instrument that grants more than the standard bonuses to skilled players.

False Scabbard(DR316 p41) – Scabbard made longer than its associated weapon. Small objects can be hidden in the end.

Finder’s Chalk(Dun p030) – Red chalk that fades after 1 minute. Can be found with a high Search check or a Finder’s Glass.

Finder’s Glass(Dun p030) – Allows easy viewing of Finder’s Chalk.

Finger Chain Saw(DR323 p103) – Like a garrote, but for sawing wood.

Fire Pot(DR334 p49) – Catapult ammunition that contains Alchemist’s Fire.

Float Bladded(Storm p108) – Helps a person float.

Floatation Bladder(Dun p030) – Eases floating.

Flour Pouch(Dun p032) – Creates a cloud that allows the finding of invisible creatures.

Fur Clothing(Frost p78) – Protect from cold.

Glass-Cutting Ring(DR316 p41) – Ring whose gem has a hidden point that can cut glass.

Grappling Hook, Mithral(Dun p032) – Grappling hook that is light & can be thrown far.

Grappling Ladder(Dun p032) – 10’ hemp rope ladder that has grappling hooks on the end.

Grappling Ladder, Silk and Mithral(Dun p032) – 10’ silk rope ladder that has Mithral grappling hooks on the end.

Hacksaw(Dun p032) – Creates a cloud that allows the finding of invisible creatures.

Hacksaw(Dun p032) – Cuts through wood or stone.

Hacksaw, Adamantine(Dun p032) – Cuts through anything.

Hat, Bicorn(Storm p108) – Worn by captains.

Hat, Tricorn(Storm p108) – Worn by the upper class.

Hollow Boots(DR316 p41) – Boots with a small area for maps, garrotes, etc.

Holy Wafers(DR324 p56) – 10 small, stylized bread wafers imprinted with religious icons.

Honey Leather(RotW p169) – A waterproof canvas that is used to make superior tents, etc.

Hut, Portable(Frost p78) – holds several people.

Ice Goggles(Frost p78) – useful in the arctic.

Infiltrator’s Outfit(DR316 p41) – Tight-fitting black clothing with a face mask. Has many locations for tying on equipment.

Kayak, Inflatable(DR323 p103) – 35 pound portable boat.

Keymaking Set(DR316 p41) – All the equipment necessary for copying keys (including blank keys, wax impression blocks, files, etc.).

Lantern, Silvered(DR331 p90) – Bullseye or Hooded Lantern whose light is silver instead of yellow.

Lard(Dun p032) – Used to make non-magical grease traps.

Leash & Muzzle(A&E p22)(DR349 p91)+ – Helps control an animal.

Listening Cone(DR316 p41) – Grants a +5 bonus on Listen checks for hearing through obstructions.

Listening Cone(Dun p032) – Aids hearing through walls.

Long-Burning Fire Pot(DR334 p49) – Catapult ammunition that contains long burning Alchemist’s Fire.

Magnet(Dun p032) – Standard multi-use magnet.

Manacles, Adamantine(Dun p032) – Cuffs that are almost impossible to break.

Mummy Mites(DR324 p57) – Swarms of undead-eating mites.

Muzzle, False(DR334 p87) – Looks like a muzzle to keep an animal from biting, but the animal shake it off when needed. Requires the Attack Trick to use properly.

Oilskin Suit(Storm p108) – Keeps the wearer dry.

Patents of Nobility(DR331 p90) – Documentation of one’s lineage.

Periscope, Hand(Dun p032) – Looks around corners.

Ram Helmet(DR349 p91) – Grants an animal a Gore attack.

Reinforced Sheath(DR324 p57) – A heavy sheath for a bladed slashing or piercing weapon that can treat it as a bludgeoning weapon.

Rubber Ball(Dun p032) – Simple way to distract, check the floor, etc.

Saddle, Archery(DR349 p90) – Eases arrow shooting while riding.

Saddle, Burrower’s(RoS p160) – Saddle for a Dire Badger or other digging creature.

Saddle, Flyer’s(RoS p160) – Saddle for a Pegasus or other flying creature.

Sashling(RotW p170) – A pleated belt / sash that has 10 small covered pockets. Grants a +2 Circumstance bonus on Sleight of Hand checks made to hide small objects.

Sextant(Storm p108) – Necessary for navigation.

Siphon Fire(DR334 p49) – Alchemist’s Fire that can be squirted from a Siphon Projector.

Siphon Projector (Large & Small) (DR334 p50) – Siege weapon that contains a tank of Alchemist’s Fire for squirting at targets.

Siphon Wet Fire(DR334 p50) – Wet Fire that can be squirted from a Siphon Projector.

Skates(Frost p78) – useful in the arctic.

Skis and Poles(Frost p78) – useful in the arctic.

Sled(Frost p81) – pulled by dogs or other arctic creatures.

Smuggler’s Belt(DR316 p41) – Wide belt with a hidden compartment for documents or a slender dagger.

Snout Snare(DR344 p109) – A loop at the end of an extendable pole. Can be used to grapple a Dragon’s snout (the loop tightens).

Snowshoes(Frost p78) – useful in the arctic.

Song Collar(RoS p160) – Metal tube that is slid on a Quarterstaff. The tube is marked with the correct fingering positions for an instrument. The owner receives a bonus if he/she practiced on the Song Collar while traveling.

Spider (i.e., House-Breaker’s Harness)(DR316 p41) – Set of straps that allow a person to be lowered on a rope while keeping his/her hands & feet free.

Spider Wire(DR316 p41) – Very fine wire used to trip or garrote people who walk by.

Spike, Iron(Dun p033) – Multi-use in dungeons.

Steel Talons(DR349 p91) – Attached to bird claws to grant better damage.

Stink Pot(DR331 p88) – Creates a cloud of noxious smoke.

Swimming Goggles(Storm p108) – Helps with seeing underwater.

Tabard(DR331 p90) – Tunic with one’s coat-of-arms, symbol of one’s deity, etc. Also available for mounts.

Tracing Dust(DR316 p42) – Fine, almost invisible powder that turns bright blue when a reagent is applied.

Tracing Vellum(DR316 p42) – Very thin sheet of vellum, used to trace the page underneath.

Training Treats(DR334 p87) – Grants a +2 bonus on Handle Animal checks when training an animal with a new trick.

Twine(Dun p033) – Multi-use in dungeons.

Vest, Tactical(DR323 p103) – Able to access small objects without provoking an Attack of Opportunity.

Waking Herbs(DR323 p103) – Able to restore consciousness when smelled.

Wand Bracer(Dun p033) – Easy access to up to five wands.

Ward Warsled(Frost p81) – pulled by Wargs.

Wax Impression Block(DR316 p42) – When a key needs to be covertly copied, the first step is to press it into one of these wax blocks. An expert can later copy the key based on the impression.

Wing Clips(DR344 p109) – Similar to a Bear Trap, but weighing 40 pounds. Intended to be thrown at a passing Dragon’s wing. If it hits, the trap closes & weighs down the wing. Enough can force a Dragon (or other winged creature) to the ground.

Wolfsbane(DR331 p34) – When properly prepared, can be used as a touch attack on a Lycanthrope.

## Poisons

Poisons are created with Craft (Poisonmaking). Sorted by ‘Type’ and then by ‘Fortitude DC’.

| Poisons | Reference | Type | Fort DC | Initial | Secondary | Price  (in gp) | DC to  Create | Trap CR  Adjust [[25]](#footnote-25) |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ice Toad Bile | (Frost p016) | **Contact** | 12 | 1d4 Strength damage | Unconsciousness  for 1d4 hours | 250 |  | +4 |
| Carrion Crawler Brain Juice | (DMG p297) (CAdv p98)+ (DMG p74)+ | Contact | 13 | Paralysis for 2d6 minutes | — | 200 | 15 | +1 |
| Fire Coral Extract | (Storm p013) | Contact | 13 | Nauseated | 1d4 Dexterity damage | 150 |  | +2 |
| Nitharit | (DMG p297) (CAdv p98)+ (DMG p74)+ | Contact | 13 | — | 3d6 Constitution damage | 650 | 20 | +4 |
| Snow Spider Blood | (Frost p016) | Contact | 13 | Paralysis for 1 minute | — | 750 |  | +1 |
| Malyss Root Paste | (DMG p297) (CAdv p98)+ (DMG p74)+ | Contact | 16 | 1 Dexterity damage | 2d4 Dexterity damage | 500 | 20 | +3 |
| Sassone Leaf Residue | (DMG p297) (CAdv p98)+ (DMG p74)+ | Contact | 16 | 2d12 HP damage | 1d6 Constitution damage | 300 | 20 | +3 |
| Terinav Root | (DMG p297) (CAdv p98)+ (DMG p74)+ | Contact | 16 | 1d6 Dexterity damage | 2d6 Dexterity damage | 750 | 25 | +5 |
| Black Lotus Extract | (DMG p297) (CAdv p98)+ (DMG p74)+ | Contact | 20 | 3d6 Constitution damage | 3d6 Constitution damage | 4,500 | 35 | +8 |
| Dragon Bile | (DMG p297) (CAdv p98)+ (DMG p74)+ | Contact | 26 | 3d6 Strength damage | — | 1,500 | 30 | +6 |
| Striped Toadstool | (DMG p297) (CAdv p98)+ (DR349 p87)+ | **Ingested** | 11 | 1 Wisdom damage | 2d6 Wisdom damage  & 1d4 Intelligence damage | 180 | 15 |  |
| Arsenic | (DMG p297) (CAdv p98)+ (DR349 p87)+ | Ingested | 13 | 1 Constitution damage | 1d8 Constitution damage | 120 | 15 |  |
| Id Moss | (DMG p297) (CAdv p98)+ (DR349 p87)+ | Ingested | 14 | 1d4 Intelligence damage | 2d6 Intelligence damage | 125 | 15 |  |
| Oil of Taggit | (DMG p297) (CAdv p98)+ (DR349 p87)+ | Ingested | 15 | — | Unconsciousness for 1d3 hours | 90 | 15 |  |
| Lich Dust | (DMG p297) (CAdv p98)+ (DR349 p87)+ | Ingested | 17 | 2d6 Strength damage | 1d6 Strength damage | 250 | 20 |  |
| Dark Reaver Powder | (DMG p297) (CAdv p98)+ | Ingested | 18 | 2d6 Constitution damage | 1d6 Constitution damage & 1d6 Strength damage | 300 | 25 |  |
| Sekolah’s Judgment | (Storm p013) | Ingested | 18 | 1d6 Constitution damage  & Nauseated for 2d6 rnds [[26]](#footnote-26) | 3d6 Constitution damage | 3,000 |  | +5 |
| Cave Terror | (Und p67) | Ingested | 20 | Confusion | 1d4 Intelligence damage | 200 | 25 |  |
| Virile Madness | (Und p67) | Ingested | 20 | +1d2 bonus to Strength +1d2 bonus to Constitution  1d4 Intelligence damage  & 1d4 Wisdom damage | +1d2 bonus to Strength  1d4 Intelligence damage & 1d4 Wisdom damage | 1,200 | 25 |  |
| Snowflake Lichen Powder | (Frost p016) | **Inhaled** | 11 | 1 Strength damage | 1 Dexterity damage | 75 |  | +2 |
| Stun Gas | (Und p67) | Inhaled | 12 | Stunned for 1 round | Stunned for 1d4 rounds | 40 |  |  |
| White Pudding Essence | (Frost p016) | Inhaled | 13 | 1d2 Wisdom damage | 1d2 Intelligence damage  & 1d2 Wisdom damage | 500 |  | +4 |
| Icegaunt Dust | (Frost p016) | Inhaled | 14 | 1d6 Constitution damage | 2d4 Constitution damage & 2d4 Dexterity damage | 1,500 |  | +6 |
| Insanity Mist | (DMG p297) (CAdv p98)+ (DMG p74)+ | Inhaled | 15 | 1d4 Wisdom damage | 2d6 Wisdom damage | 1,500 | 20 | +4 |
| Ungol Dust | (DMG p297) (CAdv p98)+ (DMG p74)+ | Inhaled | 15 | 1 Charisma damage | 1d6 Charisma damage  & 1 Charisma Drain | 1,000 | 20 | +3 |
| Yellow Urchin Extract | (Storm p013) | Inhaled [[27]](#footnote-27) | 15 | 1d4 Dexterity damage & 1d4 Wisdom damage | 1d6 Dexterity damage & 1d8 Wisdom damage | 800 |  | +3 |
| Burnt Othur Fumes | (DMG p297) (CAdv p98)+ (DMG p74)+ | Inhaled | 18 | 1 Constitution Drain | 3d6 Constitution damage | 2,100 | 25 | +6 |
| Small Centipede Poison | (DMG p297) (CAdv p98)+ (DMG p74)+ | **Injury** | 10 | 1d2 Dexterity damage | 1d2 Dexterity damage | 90 | 15 | +1 |
| Black Adder Venom | (DMG p297) (CAdv p98)+ (DMG p74)+ | Injury | 12 | 1d6 Constitution damage | 1d6 Constitution damage | 120 | 15 | +1 |
| Bloodroot | (DMG p297) (CAdv p98)+ (DMG p74)+ | Injury | 12 | — | 1d4 Constitution damage  & 1d3 Wisdom damage | 100 | 12 | +1 |
| Chilblain Brain Juice | (Frost p016) | Injury | 12 | 1 Dexterity damage | 1d4 Dexterity damage | 110 |  | +2 |
| Cone Snail Venom | (Storm p013) | Injury | 12 | 1d4 Constitution damage | 1d4 Constitution damage  & Paralysis | 120 |  | +2 |
| Medium-sized Spider Venom | (DMG p297) (CAdv p98)+ (DMG p74)+ | Injury | 12 | 1d4 Strength damage | 1d4 Strength damage | 150 | 15 | +2 |
| Drow Poison | (DMG p297) (CAdv p98)+ (Und p67) (DR349 p87)+ | Injury | 13 | Unconsciousness  for 1 minute | Unconsciousness  for 1d3 hours | 75 | 15 |  |
| Greenblood Oil | (DMG p297) (CAdv p98)+ (DMG p74)+ | Injury | 13 | 1 Constitution damage | 1d2 Constitution damage | 100 | 15 | +1 |
| Blue Whinnis | (DMG p297) (CAdv p98)+ (DMG p74)+ | Injury | 14 | 1 Constitution damage | Unconsciousness  for 1d3 hours | 120 | 14 | +1 |
| Giant Wasp Poison | (DMG p297) (CAdv p98)+ (DMG p74)+ | Injury | 14 | 1d6 Dexterity damage | 1d6 Dexterity damage | 210 | 20 | +3 |
| Large Scorpion Venom | (DMG p297) (CAdv p98)+ (DMG p74)+ | Injury | 14 | 1d4 Constitution damage | 1d4 Constitution damage | 200 | 20 | +3 |
| Stonefish Venom | (Storm p013) | Injury | 14 | 1d8 Dexterity damage | 1d4 Constitution damage | 180 |  | +2 |
| Woolly Mammoth Eye Juice | (Frost p016) | Injury | 14 | 1d2 Strength damage  & 1d2 Dexterity damage | 1d4 Strength damage | 140 |  | +4 |
| Yeti Oil | (Frost p016) | Injury | 15 | 1d4 Dexterity damage | 1d4 Dexterity damage | 100 |  | +2 |
| Sea Snake Venom | (Storm p013) | Injury | 16 | 1d6 Constitution damage | 1d6 Constitution damage | 1,100 |  | +4 |
| Shadow Essence | (DMG p297) (CAdv p98)+ (DMG p74)+ | Injury | 17 | 1 Strength Drain | 2d6 Strength damage | 250 | 20 | +3 |
| Wyvern Poison | (DMG p297) (CAdv p98)+ (DMG p74)+ | Injury | 17 | 2d6 Constitution damage | 2d6 Constitution damage | 3,000 | 25 | +5 |
| Sickstone Unguent | (Storm p013) | Injury | 19 | 1d4 Constitution damage | 1d4 Constitution Drain | 1,500 |  |  |
| Deathblade | (DMG p297) (CAdv p98)+ (DMG p74)+ | Injury | 20 | 1d6 Constitution damage | 2d6 Constitution damage | 1,800 | 25 | +5 |
| Purple Worm Poison | (DMG p297) (CAdv p98)+ (DMG p74)+ | Injury | 25 | 1d6 Strength damage | 2d6 Strength damage | 700 | 20 | +4 |

There is an article on enhancing poisons with Feat: Brew Potion, including the poison becoming Empowered, gaining Spell Resistance (vs. *Neutralize Poison*), or oozing out an inflicted person’s skin (causing a 2nd person to be poisoned on touch). This information can be found in Dragon #322 p50.

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# Unusual Materials & Construction Techniques

None of the materials listed below are inherently magical, so none of them will show up via *Detect Magic*, they function as listed in Dead Magic Zones, etc.

All weapons, armor, & shields that use exotic materials & techniques must be manufactured with Masterwork Quality.

## Armor & Shields

| Unusual Materials for Armor & Shields | Description | Game Effect | Cost |
| --- | --- | --- | --- |
| Adamantine (DMG p283) | Black metal | Light Armor – Damage Reduction 1 / —  Medium Armor – Damage Reduction 2 / —  Heavy Armor – Damage Reduction 3 / — | +5,000 gp – Light Armor  +10,000 gp – Medium Armor  +15,000 gp – Heavy Armor |
| Aurorum (BoED p38) | Luminous Steel that gleams with indigo | If sundered, the pieces will reconnect if touched together (typically a Full Round Action) | +4,000 gp |
| Blue Ice (Frost p80) | Dark blue opaque ice that doesn’t melt | Heavy Armor counts as Medium  Medium Armor counts as Light  +1 Max Dex modifier  –2 Armor Check Penalty  Weight 50% less than iron  If worn by a creature not protect from cold, he/she receives a –1 penalty on Reflex saves & Initiative checks. | +750 gp – Light Armor  +3,000 gp – Medium Armor  +7,000 gp – Heavy Armor  +750 gp – Shield  +400/lb gp – other items |
| Bronzewood (Eb p126) | Extremely hard wood | Weigh 10% less than steel  Armor made from Bronzewood does not have its Armor Check penalty applied to Hide checks in woodlands | +4,000 gp – Medium Armor  +9,000 gp – Heavy Armor  +500/lb gp – other items |
| Ceremonial (DU105 p71) | Armor made for parades, parties, etc. | ½ Armor bonus to AC  ½ Spell Failure  +1 Max Dex modifier  –2 Armor Check Penalty  Armor weighs 50%  Does not slow movement | 2x cost of Masterwork Armor |
| Darkwood (DMG p283) | Richly colored wood that is strong & light | Weigh 50% less  Shields have a –2 Armor Check Penalty | 10 gp per pound of original weight |
| Dragonhide (DMG p283) | Armor and/or shields made from dragon scales & hide | The following armors can be made from Dragonhide: Hide, Banded, Half-Plate, Breastplate, Small Shield, Large Shield.  Druids can wear Dragonhide armor without penalty. | 2x standard price |
| Dwarvencraft Quality (RoS p159) | Improvement on Masterwork quality | +2 Hardness  +10 hp  +2 on all saving throws made by the item | +600 gp |
| Flametouched Iron (Eb p126) | Iron speckled with red | Wearer receives a +1 Resistance bonus on saves vs. the spells, spell-like abilities, & supernatural abilities of Evil Outsiders | +1,000 gp |
| Forestwarden Shroud (RotW p167) | Tunic and leggings that go over armor to keep it from getting snagged on underbrush | Negates the penalty to Move Silently & Tumble checks when the wearer is moving through ‘undergrowth’ and ‘heavy undergrowth’ (DMG p87).  Weights 2 pounds. | 100 gp |
| Leafweave (RotW p168) | Alchemically processed leaves as strong as leather | May be used with the following armors: Padded, Leather, Studded Leather, (Darkwood studs so it can be worn by Druids), and Hide.  –5% Spell Failure  +1 Max Dex modifier  –2 Armor Check Penalty  Requires a Craft (alchemy) check vs. DC 25 in addition to the Craft (armorsmith) check. | +740 gp |
| Mithral (DMG p284) | Silvery, glistening metal | Heavy Armor counts as Medium  Medium Armor counts as Light  –10% Spell Failure  +2 Max Dex modifier  –3 Armor Check Penalty  Weight 50% less than iron | +1,000 gp – Light Armor  +4,000 gp – Medium Armor  +9,000 gp – Heavy Armor  +1,000 gp – Shield |
| Netcutter Spikes (RotW p167) | Armor spikes that have an ‘X’ shaped cross-section with each edge sharpened | May be used as Armor Spikes.  In addition, the wearer receives a +4 Circumstance bonus on Strength or Escape Artist checks to escape from a Net, a *Web* spell, or similar entangling effect.  +10 pounds. | 200 gp |
| Oerthblood (DR351 p45) | Metal containing black flacks | Light Armor – Damage Reduction 1 / — & +1 Luck bonus on saves vs. magic  Medium Armor – Damage Reduction 2 / — & +2 Luck bonus on saves vs. magic  Heavy Armor – Damage Reduction 3 / — & +3 Luck bonus on saves vs. magic | +10,000 gp – Light Armor  +20,000 gp – Medium Armor  +30,000 gp – Heavy Armor |
| Starmetal (CArc p141) | Green metal | Light Armor – Damage Reduction 1 / —  Medium Armor – Damage Reduction 2 / —  Heavy Armor – Damage Reduction 3 / — | +5,000 gp – Light Armor  +10,000 gp – Medium Armor  +15,000 gp – Heavy Armor |
| Susalian Chainweave (CWar p136) | A secret technique of weaving chainmail | Metal-based armor gains Damage Reduction 3 / Piercing. | +28,000 gp – Light Armor  +35,000 gp – Medium Armor  +42,000 gp – Heavy Armor |
| Thistledown Suit (RotW p168) | A quilted fabric used in place of the normal padding for metal armor or as Padded Armor. | +1 Armor check penalty  –5% Spell Failure  Requires a Craft (tailoring) check vs. DC 15 to create.  Same weight as the standard armor padding. | 250 gp |
| Wildwood (RotW p169) | Strong wood that can still regrow after harvested | May be used to make armors that normally use metal (such as Breastplate). Druids can wear such armor.  Always treated as Masterwork quality (bonus included below).  –1 Armor bonus to AC  –5% Spell Failure  +1 Max Dex modifier  –2 Armor Check Penalty, and Armor Check Penalty does not apply to Hide checks in Undergrowth.  When used to replace steel in armor, the armor weighs 75%.  If exposed to natural sunlight, the armor “heals” 1 hp per day. If left to soak in water for 8 hours, it heals 5 hp.  Requires a Craft (woodworking) check in addition to the Craft (armorsmith) check (same DC). | Double cost of “normal” Masterwork armor of the same type, though manufacturing time is the same as Masterwork. |
| Ysgardian Heartwire (BoED p38) | Thin, strong wire that is used to reinforce the vulnerable areas of armor | +2 AC to avoid having a Critical Confirmed only.  May only be added to Chain Shirts, Chainmail, or Heavy Armor | +1,500 gp |

## Weapons

| Unusual Materials for Weapons | Description | Game Effect | Cost |
| --- | --- | --- | --- |
| Adamantine (DMG p283) | Black metal | Able to bypass certain types of Damage Reduction.  Have 30% hp than steel weapons. | +60 gp – Ammunition  +3,000 gp – Weapon |
| Aurorum (BoED p38) | Luminous steel that gleams with indigo | If sundered, the pieces will reconnect if touched together (typically a Full Round Action) | +4,000 gp |
| Blue Ice (Frost p80) | Dark blue opaque ice that doesn’t melt | Slashing weapons have a +1 Enhancement bonus on damage.  50% lighter than steel. | +500 gp |
| Byeshk (Eb p126) | Purple sheen | Bludgeoning weapons have a +1 Enhancement bonus on damage.  Certain creatures are vulnerable to this metal. | +1,500 gp |
| Dwarvencraft Quality (RoS p159) | Improvement on Masterwork quality | +2 Hardness  +10 hp  +2 on all saving throws made by the item | +600 gp |
| Flametouched Iron (Eb p126) | Iron speckled with red | Weapon is considered Good-aligned | +1,000 gp |
| Frystalline (BoED p38) | Pale gold crystal | Weapon is considered Good-aligned | +2,000 gp |
| Iron, Cold (DMG p284) | Special iron mined deep underground & forged at low temperatures. | Able to bypass certain types of Damage Reduction. | 2x normal price, plus +2,000 for any magical enhancement |
| Oerthblood (DR351 p45) | Metal containing black flakes | +1 Luck bonus on attack & damage.  Foe damaged by an Oerthblood weapon receives a –1 penalty on saves vs. magical effects for 1 round. The penalties from multiple hits stack. | +150 gp – Ammunition  +6,000 gp – Weapon |
| Pandemonic Silver (CWar p136) | Iron bonded with extradimensional silver. Slashing or piercing weapon only | All properties of Alchemical Silver.  When unsheathed in at least a Light Breeze, the weapon “screams”. Everyone (except the wielder) within 30’ Cowers for 1d4 rounds (WillNeg). DC is based on wind:  Wind Speed DC Wind Speed DC  Light 0-10 10 Windstorm 51-74 22  Moderate 11-20 13 Hurricane 75-154 25  Strong 21-30 16 Tornado 175-300 28  Severe 31-50 19 | Slashing or Piercing only  +9,000 gp – Light Weapons  +11,000 gp – One-Handed or one end of  a Double Weapon  +13,000 gp – Two-Handed or both ends of a Double Weapon |
| Riedran Crysteel (Eb p126) | Iron / crystal alloy | If the wielder has at least 1 Psionic power point, the weapon has a +1 Enhancement bonus to damage | +1,500 gp |
| Rimefire Ice (Frost p80) | Pale blue ice that gives off 20’ radius of illumination. Melts if in temeratures over 40 degrees. | Fashioned like wood. Weapons typically made from wood can be formed from Rimefire Ice. Touching it results in  1 Cold damage per round. | +750 gp – Weapons  +500gp/lb – Other objects |
| Serren (BoED p38) | Wood | Arrows & bolts made from Serren wood gain the Ghost-Touch property as an Exceptional (i.e., non-magical) ability  Bows made from Serren wood grant the Ghost-Touch property to their ammo as an Exceptional ability. | +4,000 gp |
| Silver, Alchemical (DMG p284) | Silver bonded with Iron | Able to bypass certain types of Damage Reduction.  –1 penalty to damage.  Cannot be combined with Mithral, Adamantine, or Cold Iron | +2 gp – Ammunition  +20 gp – Light Weapon  +90 gp – One-Handed  +180 gp – Two-Handed |
| Shiftsilver (DR355 p77) | Silver mystically hardened with moonlight and a Shifter’s blood | Always Masterwork.  Treated as ‘Silver’ for purposes of bypassing Damage Reduction –and– does +2 damage to a creature with DR / silver.  If a Shifter forges a Shiftsilver weapon himself with his own blood, the crafter always receives an extra +1 bonus on attacks with the weapon.  Working Shiftsilver requires a Craft (weaponsmith) check vs. DC 25 & must be done in the moonlight. | +1,500 gp – Weapons |
| Starmetal (CArc p141) | Green metal | Bypasses Damage Reduction as if it were Adamantine.  Does +1d6 damage to Extraplanar creature that are currently on the Material Plane. | +5,000 gp – Weapons |
| Stygian Ice (Frost p81) | Black ice that oozes pale blue mist. | The frozen water of the Styx River in Hell.  Contact (including weapon hits & wielding a weapon) do +1d6 Cold damage, plus 2 points of Wisdom damage (WillNeg, DC12). At 0 Wisdom, the victim takes 2 points of Constitution damage per round. At 0 Con, the victim rises as a Wraith in 2d4 rounds.  Same strength as normal ice. When a weapon made from Stygian Ice hits, the wielder takes the same damage & effects (RefNeg, DC15). | +6,050 gp – Weapons  +2,000gp/lb – Other objects |
| Solarian True-Steel (BoED p38) | Fine iron with a silvery gleam | Gain a +1 bonus a Confirmation roll of a Threatened Critical | +1,000 gp |
| Targath (Eb p127) | Soft metal | Anyone wearing or carrying Targath receives a +2 Resistance bonus on Fortitude saves vs. disease.  Certain creatures are vulnerable to this metal. | +3 gp – Ammunition  +30 gp – Light Weapon  +100 gp – One-Handed  +200 gp – Two-Handed |
| Thinaun (CWar p136) | Dark glittering steel | If a weapon made of Thinaun is in contact with a body when it dies, the creatures soul is trapped in the Thinaun weapon (this applies to the wielder too). While the soul in trapped, the creature cannot be brought back to life.  If the weapon is present when an attempt to bring back the creature is made, then only half the material components are needed.  If the weapon touches another creature when it dies, its soul is stored in the weapon & the original soul is freed. The soul is also feed if the weapon is destroyed, | +10,000 gp – Light Weapon  +15,000 gp – One-Handed or one end of  a Double Weapon  +20,000 gp – Two-Handed or both ends of a Double Weapon |

## Hardness of Materials

| Material | Ref | Hard- ness | HP / Inch | Misc. |
| --- | --- | --- | --- | --- |
| Ice | (PH p166) | 0 | 3 |  |
| Paper | (PH p166) | 0 | 2 |  |
| Rope | (PH p166) | 0 | 2 |  |
| Glass | (PH p166) | 1 | 1 |  |
| Leather | (PH p166) | 2 | 5 |  |
| Leafweave | (RotW p168) | 2 | 5 |  |
| Rimefire Ice | (Frost p80) | 3 | 5 | 100% weight of wood  Melts above 40 degrees |
| Darkwood | (DMG p283) | 5 | 10 | 50% weight of wood |
| Soarwood | (Eb p126) | 5 | 10 | 75% weight of wood |
| Wood | (PH p166) | 5 | 10 |  |
| Bone | (DMG p144) | 6 | 10 |  |
| Livewood | (Eb p127) | 6 | 10 | 150% weight of wood |
| Stone, Sedimentary  (e.g., sandstone) | (Und p103) | 6 | 15 |  |
| Stone, Sedimentary  (e.g., limestone) | (Und p103) | 7 | 15 |  |
| Densewood | (Eb p126) | 8 | 20 | 200% weight of wood |
| Dragonshard, Attuned | (Eb p127) | 8 | 20 |  |
| Silver, Alchemical | (DMG p284) | 8 | 10 |  |
| Stone, Igneous  (e.g., basalt) | (PH p166) (Und p103) | 8 | 15 |  |
| Bronze | (DMG p144) | 9 | 20 |  |
| Stone, Metamorphic  (e.g., granite, marble) | (Und p103) | 9 | 15 |  |
| Targath | (Eb p127) | 9 | 20 |  |
| Bronzewood | (Eb p126) | 10 | 20 | 90% weight of iron |
| Blue Ice | (Frost p80) | 10 | 20 | 50% weight of iron |
| Dragonshard, Unattuned | (Eb p127) | 10 | 20 |  |
| Flametouched Iron | (Eb p126) | 10 | 30 |  |
| Frystalline | (BoED p38) | 10 | 15 |  |
| Iron | (PH p166) | 10 | 30 |  |
| Iron, Cold | (PH p284) | 10 | 30 |  |
| Riedran Crysteel | (Eb p127) | 10 | 20 |  |
| Solarian Truesteel | (BoED p38) | 11 | 25 |  |
| Mithral | (DMG p284) | 15 | 30 | 50% weight of iron |
| Byeshk | (Eb p126) | 17 | 36 | 150% weight of iron |
| Adamantine | (DMG p283) | 20 | 40 |  |
| Starmetal | (CArc p141) | 20 | 40 |  |

# Other Equipment

## Storage Capacity

Some of the information below is from the web site <http://www.wizards.com/default.asp?x=dnd/rg/20040406a>.

### Hauling Vehicles

|  |  |  |  |
| --- | --- | --- | --- |
| Item | Cost  (in gp) | Empty Weight (in lbs) | Carries |
| Cart | 15 | 200 | ½ ton |
| Sled | 20 | 300 | 1 ton |
| Wagon | 35 | 400 | 2 tons |

### Dry Goods

| Item | Cost  (in gp) | Empty Weight (in lbs) | Holds  (in cubic feet) | Holds  (in pounds) | Holds  (in gallons) |
| --- | --- | --- | --- | --- | --- |
| Backpack  (for a Medium creature) | 2 | 2 | 1 | 60 | — |
| Backpack  (for a Small creature) | 2 | 1/2 | 1/4 | 15 | — |
| Barrel | 2 | 30 | 10 | 650 | 75 |
| Basket | 0.4 | 1 | 1 | 20 | — |
| Bucket | 0.5 | 2 | 1 | 65 | 7 |
| Chest | 2 | 25 | 2 | 200 | — |
| Pouch, Belt  (for a Medium creature) | 1 | 1/2 | 1/5 | 10 | — |
| Pouch, Belt  (for a Small creature) | 1 | 1/8 | 1/20 | 2 ½ | — |
| Pouch, Spell Component  (for a Medium creature) | 5 | 1/4 | 1/8 | 2 | — |
| Pouch, Spell Component  (for a Small creature) | 5 | 1/16 | 1/32 | 0.5 | — |
| Sack  (for a Medium creature) | 0.1 | 1/2 | 1 | 60 | — |
| Sack  (for a Small creature) | 0.1 | 1/16 | 1/4 | 15 | — |
| Saddlebags | 4 | 8 | 5 | 250 | — |

### Liquids

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Item | Material | Cost  (in gp) | Empty Weight  (in lbs) | Holds  (in pounds) | Holds  (in gallons / pints) |
| Bottle, Wine | Glass | 2 | — | 1.5 | 1 ½ pints |
| Flask | Clay | 0.03 | — | 1 | 1 pint |
| Jug | Clay | 0.03 | 1 | 8 | 1 gallon |
| Mug / Tankard | Clay | 0.02 | — | 1 | 1 pint |
| Pitcher | Clay | 0.02 | 1 | 4 | ½ gallon |
| Pot | Iron | 0.5 | 2 | 8 | 1 gallon |
| Vial, ink or poison | Glass | 1 | — | — | 1 oz |
| Waterskin  (for a Medium creature) | Leather | 1 | — | 4 | ½ gallon |
| Waterskin  (for a Small creature) | Leather | 1 | — | 1 | ½ gallon |
| Bucket | Wood | 0.5 | 2 | 65 | 7 gallons |
| Barrel | Wood | 2 | 30 | 650 | 75 gallons |

## Power Components

### Spell / XP

| Spell | Reference | Creature | Component | XP Value | Price |
| --- | --- | --- | --- | --- | --- |
| *Atonement* (Evil or Neutral caster) | (DR317 p45) (DR332 p56) | Eladrin, Ghaele –or– Good Dragon, Old | Heart | 500 | 2,5000 |
| *Atonement* (Good or Neutral caster) | (DR317 p45) (DR332 p56) | Devil, Ice –or– Evil Dragon, Old | Heart | 500 | 2,500 |
| *Awaken* | (DR317 p45) (DR332 p56) | Elder Elemental (any) –or–  Green Dragon, Old | Vital Essence –or– Tongue | 250 | 1,250 |
| *Commune* (Evil or Neutral caster) | (DR317 p45) | Lillend | Tail | 100 | 500 |
| *Commune* (Good or Neutral caster) | (DR317 p45) | Demon, Succubus | Lips | 100 | 500 |
| *Gate* | (DR317 p45) | Devil, Horned | Powdered Brain | 1,000 | 5,000 |
| *Limited Wish* | (DR317 p45) (DR332 p56) | Devourer –or– Red Dragon, Very Old | Rib Cage –or– Heart | 300 | 1,500 |
| *Miracle* (Evil or Neutral caster) | (DR317 p45) | Treant, Elder(ELH p223) | Roots (all) | 5,000 | 25,000 |
| *Miracle* (Good or Neutral caster) | (DR317 p45) | Slaad, Black(ELH p217) | Eyes | 5,000 | 25,000 |
| *Permanency + Darkvision* | (DR317 p45) | Nightshade, Nightwalker | Eyes | 1,000 | 5,000 |
| *Permanency + Detect Magic* | (DR317 p45) | Mummy Lord | Wrappings (all) | 500 | 5,000 |
| *Permanency + Gust of Wind* | (DR332 p56) | White Dragon, Adult | Tongue | 1,500 | 7,500 |
| *Permanency + Magic Fang, Greater* | (DR317 p45) (DR332 p56) | Black Dragon, Very Old | Fangs | 1,500 | 7,500 |
| *Permanency + Phase Door* | (DR317 p45) | Anaxim(ELH p158) | Head Blade | 3,500 | 17,500 |
| *Permanency + Prismatic Sphere* | (DR317 p45) (DR332 p56) | Celestial Prismatic Dragon, Young Adult(ELH p184) | Powdered Skull | 4,500 | 22,500 |
| *Permanency + See Invisible* | (DR332 p56) | Dragon, Mature Adult | Eyes | 1,000 | 5,000 |
| *Permanency + Symbol of Death* | (DR317 p45) | Winterwight(ELH p227) | Skull | 4,000 | 20,000 |
| *Permanency + Symbol of Pain* | (DR317 p45) | Evil Cleric (20th + lvl) | Scalp | 2,500 | 12,500 |
| *Planar Ally* | (DR317 p45) | Nightmare, Cauchemar | Hooves (all) | 250 | 1,250 |
| *Planar Ally, Greater* | (DR317 p45) | Slaad, Death | Crushed Claws (all) | 500 | 2,500 |
| *Planar Ally, Lesser* | (DR317 p45) | Slaad, Red | Powdered Fangs | 100 | 500 |
| *Restoration, Greater* | (DR317 p45) | Unicorn, Celestial Charger | Horn | 500 | 2,500 |
| *Simulacrum* | (DR317 p45) | Golem, Greater Stone | Head | 1,000 | 5,000 |
| *Vision* | (DR317 p45) (DR332 p56) | Umber Hulk –or–  Dragon, Adult | Faceted Eyes –or– Brain | 100 | 500 |
| *Wish* | (DR317 p45) (DR332 p56) | Gold Dragon, Wyrm | Heart | 5,000 | 25,000 |

### Spell / Material Component or Focus

| Spell | Reference | Creature | Component | XP Value | Price |
| --- | --- | --- | --- | --- | --- |
| *Analyze Dweomer* | (DR318 p48) | Lammasu, Golden Protector | Brain | — | 1,500 |
| *Atonement* | (DR318 p48) | Demon, Succubus | Tongue | — | 500 |
| *Bless Water* | (DR318 p48) | Aasimar | Fingers (all) | — | 25 |
| *Clone* | (DR318 p48) | Claw, Golem | Primal Clay | — | 1,000 |
| *Circle of Death* | (DR318 p48) | Spectre | Ectoplasm | — | 500 |
| *Forbiddance* | (DR318 p48) | Demon, Retriever | Eyes | — | 1,500 |
| *Identify* | (DR318 p48) | Archon, Lantern | Body | — | 100 |
| *Legend Lore* | (DR318 p48) | Genie, Djinni | Tongue | — | 250 |
| *Magic Jar* | (DR318 p48) | Vargouille | Skull | — | 100 |
| *Raise Dead* | (DR318 p48) | Nightshade, Nightwalker | Heart | — | 5,000 |
| *Reincarnate* | (DR318 p48) | Couatl | Tail | — | 1,000 |
| *Restoration* | (DR318 p48) | Lizard, Monitor | Tail | — | 100 |
| *Sepia Snake Sigil* | (DR318 p48) | Yuan-Ti, Abomination | Tongue | — | 500 |
| *Shield of Law* | (DR318 p48) | Formian, Taskmaster | Cranial Carapace | — | 500 |
| *Symbol of Death* | (DR318 p48) | Nightshade, Nightwalker | Palms | — | 5,000 |
| *Symbol of Fear* | (DR318 p48) | Demon, Bebilith | Mandibles | — | 1,000 |
| *Symbol of Insanity* | (DR318 p48) | Slaad, Gray | Brain | — | 5,000 |
| *Symbol of Pain* | (DR318 p48) | Monstrous Scorpion, Gargantuan | Stinger | — | 1,000 |
| *Symbol of Persuasion* | (DR318 p48) | Bard (14th +) | Tongue | — | 5,000 |
| *Symbol of Sleep* | (DR318 p48) | Night Hag (10 + HD) | Horns | — | 1,000 |
| *Symbol of Stunning* | (DR318 p48) | Monk (16th +) | Fists | — | 5,000 |
| *Symbol of Weakness* | (DR318 p48) | Devil, Horned | Ridges (all) | — | 5,000 |
| *Teleportation Circle* | (DR318 p48) | Formian, Myrmarch | Antennae | — | 1,000 |
| *True Resurrection* | (DR318 p48) | Gloom (ELH p192) | Heart | — | 35,000 |
| *Wish* | (DR318 p48) | Gold Dragon, Mature Adult | Heart | — | 10,000 |

### Magic Item / XP

| Magic Item | Reference | Creature | Component | XP Value | Price |
| --- | --- | --- | --- | --- | --- |
| Armor of Acid Resistance | (DR332 p56) | Black, Copper, or Green Dragon | Shell | 200 [[28]](#footnote-28) | 1,000 |
| Armor of Cold Resistance | (DR332 p56) | Silver or White Dragon | Shell | 200 21 | 1,000 |
| Armor of Electricity Resistance | (DR332 p56) | Blue or Bronze Dragon | Shell | 200 21 | 1,000 |
| Armor of Fire Resistance | (DR332 p56) | Brass, Gold, or Red Dragon | Shell | 200 21 | 1,000 |
| Armor of Invulnerability | (DR332 p56) | Dragon with Damage Reduction | Scales | 600 | 3,000 |
| Banded Mail of Luck | (DR317 p46) (DR332 p56) | Bronze Dragon, Adult | Chest Scales (all) | 756 | 3,780 |
| Boots of the Winterlands | (DR317 p47) | Remorhaz | Dried Heat Glans | 100 | 500 |
| Breastplate of Command | (DR317 p46) | Angel, Planetar | Wings | 1,016 | 5,080 |
| Cloak of the Bat | (DR317 p47) | Nightshade, Nightwind (25+ HD) | Wing Membranes | 1,040 | 5,200 |
| Dagger of Venom | (DR317 p46) | Devil, Barbed | Cranial Spine | 332 | 1,660 |
| Demon Armor | (DR317 p46) | Devil, Horned (21+ HD) | Complete Hide | 2.090 | 10,450 |
| Elixir of Fire Breath | (DR332 p56) | Dragon with a Fire Breath Weapon | Tooth | 44 | 220 |
| Flame Tongue | (DR317 p46) (DR332 p56) | Red Dragon, Adult | Tongue | 829 | 4,145 |
| Frost Brand | (DR332 p56) | White Dragon, Ancient | Heart | 2,179 | 10,895 |
| Gauntlets of Ogre Power | (DR317 p47) | Ogre (6th+ Barbarian) | Fists | 160 | 8,000 |
| Hands of the Mage | (DR317 p47) | Meship (any) | Right Hand | 36 | 180 |
| Holy Avenger | (DR317 p46) | Angel, Solar (Paladin lvl 1st +) | Spine | 4,825 | 24,125 |
| Horn of Blasting | (DR317 p47) | Yrthak (27+ HD) | Horn | 800 | 4,000 |
| Intelligent Magic Item [[29]](#footnote-29) | (DR332 p56) | Dragon, Adult | Brain | 400 | 2,000 |
| Mirror of Life Traping | (DR317 p47) | Atropal (ELH p159) | Eyes | 8,000 | 40,000 |
| Potion of *Cat’s Grace* | (DR317 p46) | Krenshar | Tail | 12 | 60 |
| Potion of *Cure Moderate Wounds* | (DR317 p46) | Giant Bee | Royal Jelly (all) | 12 | 60 |
| Potion of *Cure Serious Woudns* | (DR317 p46) | Lion | Adrenal Gland | 30 | 150 |
| Potion of *Eagle’s Splendor* | (DR317 p46) | Half-Celestial Eagle | Feathers (all) | 12 | 60 |
| Potion of *Fly* | (DR317 p46) | Pegasus | Hooves (all) | 30 | 150 |
| Potion of *Fox’s Cunning* | (DR317 p46) | Sprite, Nixie | Scales (all) | 12 | 60 |
| Potion of *Haste* | (DR317 p46) | Dinosaur, Deinonychus | Toe Clasws (all) | 30 | 150 |
| Potion of *Invisibility* | (DR317 p46) | Sprite, Grig | Atennae | 12 | `60 |
| Potion of *Owl’s Wisdom* | (DR317 p46) | Pseudogragon | Crushed Scales (all) | 12 | 60 |
| Potion of *Rage* | (DR317 p46) | Giant Wasp | Powered Stinger | 30 | 150 |
| Ring of Djinni Calling | (DR332 p56) | Brass Dragon, Great Wyrm | Heart | 5,000 | 25,000 |
| Ring of Energy Resistance (Major) | (DR332 p56) | Dragon, Adult | Blood | 1,120 | 5,600 |
| Ring of Jumping | (DR317 p47) | Devil, Hellcat | Footpads | 100 | 500 |
| Ring of Protection +1 | (DR317 p47) | Xill | Scales (all) | 80 | 400 |
| Ring of Spell Storing, Major | (DR317 p47) | Demilich (25+ HD) (ELH p174) | Soul Gems | 8,000 | 40,000 |
| Ring of Wizardry (2) | (DR317 p47) | Spellcaster (18th +) | Larynx | 1,600 | 8,000 |
| Rod of Cancellation | (DR317 p47) | Beholder | Central Eye | 440 | 2,200 |
| Rod of Lordly Might | (DR317 p47) | Inevitable, Marut (25+ HD) | Gear Column | 2,800 | 14,000 |
| Rod of Rulership | (DR317 p47) (DR332 p56) | Gold Dragon, Mature Adult | Feet (all) | 2,400 | 12,000 |
| Rod of Splendor | (DR317 p47) | Archon, Hound Hero | Heart | 1,000 | 5,000 |
| Slaying Arrow | (DR317 p46) | Basilisk | Spines (all) | 91 | 455 |
| Sleep Arrow | (DR317 p46) | Stirge | Probiscus | 5 | 25 |
| Spinded Shield | (DR317 p46) | Findish Manticore (16+ HD) | Tail | 223 | 1,115 |
| Staff of Earth and Stone | (DR332 p56) | Copper Dragon, Great Wyrm | Spine | 3,220 | 16,100 |
| Staff of Fire | (DR317 p47) | Fire Elemental, Elder (40+ HD) | Vital Spark | 710 | 3,550 |
| Staff of Frost | (DR317 p47) (DR332 p56) | White Dragon, Wyrm | Jaw Bone | 2,250 | 11,250 |
| Staff of Healing | (DR317 p47) | Cleric (16th +) | Palms | 1,110 | 5,550 |
| Staff of Power | (DR317 p47) (DR332 p56) | Force Dragon, Adult (ELH p182) | Horn | 8,440 | 42,200 |
| Well of Many Worlds | (DR317 p47) | Titan | Skull | 3,280 | 16,400 |
| Winged Shield | (DR317 p46) | Archon, Trumpt (14+ HD) | Flight Feathers (all) | 690 | 3,450 |
| Wand of *Bless* | (DR332 p56) | Gold Dragon, Juvenile | Horn | 30 | 150 |
| Wand of *Fireball* | (DR332 p56) | Red Dragon, Old | Horn | 450 | 2,250 |
| Wand of *Fog Cloud* | (DR332 p56) | Bronze Dragon, Adult | Horn | 180 | 900 |
| Wand of *Hold Person* | (DR332 p56) | Silver Dragon, Adult | Horn | 180 | 900 |
| Wand of *Ice Storm* | (DR332 p56) | White Dragon, Ancient | Horn | 840 | 4,200 |
| Wand of *Melf’s Acid Arrow* | (DR332 p56) | Black Dragon, Adult | Horn | 180 | 900 |
| Wand of *Lightning Bolt* | (DR332 p56) | Blue Dragon, Old | Horn | 450 | 2,250 |
| Wand of *Sleep* | (DR332 p56) | Brass Dragon, Juvenile | Horn | 30 | 150 |
| Wand of *Slow* | (DR332 p56) | Copper Dragon, Old | Horn | 450 | 2,250 |
| Wand of *Stinking Cloud* | (DR332 p56) | Green Dragon, Old | Horn | 450 | 2,250 |

### Mundane Item / GP

| Mundane Item | Reference | Creature | Component | XP Value | Price |
| --- | --- | --- | --- | --- | --- |
| Alchemist’s Lab | (DR319 p48) | Doppelganger | Glands (all) | — | 167 |
| Antitoxen | (DR319 p48) | Monstrous Centipede | Venom Sacs | — | 17 |
| Banded Mail | (DR319 p48) | Thoqqua | Segments (all) | — | 84 |
| Belt Pouch | (DR319 p48) | Toad | Hide | — | 0.4 |
| Dagger, Masterwork | (DR319 p48) | Lizardfolk | Cranial Scale | — | 51 |
| Everburning Torch | (DR319 p48) | Fire Elemental, Small | Vital Spark | — | 37 |
| Full Plate | (DR319 p48) | Bulette | Armor Plates (all) | — | 500 |
| Full Plate, Masterwork | (DR319 p48) | Gorgon | Hid | — | 550 |
| Half-Plate, Masterwork | (DR319 p48) | Tojanida, Adult | Shell | — | 260 |
| Leather Armor, Masterwork | (DR319 p48) | Giant Ant, Worker | Dried Carapace | — | 54 |
| Longbow, Masterwork | (DR319 p48) | Ankheg | Leg & Sinew | — | 125 |
| Longsword, Masterwork | (DR319 p48) | Giant Bee | Stinger | — | 55 |
| Magnifying Glass | (DR319 p48) | Monstrous Spider | Eye | — | 34 |
| Oil, 1 flank | (DR319 p48) | Bat | Gizzard | — | 0.03 |
| Shortspear, Masterwork | (DR319 p48) | Crocodile | Tail Bone | — | 105 |
| Spiked Chain, Masterwork | (DR319 p48) | Snake, Constrictor | Spine | — | 109 |
| Thunderstone | (DR319 p48) | Giant Fire Beetle | Head | — | 10 |
| Tingertwig | (DR319 p48) | Tiefling | Fingers (all) | — | 0.4 |

### Misc.

| Mundane Item | Reference | Effect |
| --- | --- | --- |
| Skiurid Life Energy Nugget | (MM4 p127) | 50% chance of increasing Necromany spell’s effective caster level by +2 |
| Antitoxen | (DR319 p48) | Monstrous Centipede |

## Coin Weight

50 gold pieces weigh 1 pound which equals about 9 grams per gp. The following table has the weight of US Coins for comparison.

|  |  |
| --- | --- |
| Coin | Weight (in g) |
| Penny | 2.5 |
| Nickle | 5 |
| Dime | 2.2 |
| Quarter | 5.5 |
| Half-Dollar | 11.3 |
| Dollar (Sacagawea) | 8.1 |

# Appendix

## Revision History

August 27, 2003 – Initial D&D 3.5 edition release.

Contains Player’s Handbook v.3.5, Dungeon Master’s Guide v.3.5, & Monster Manual v.3.5.

March 15, 2004 – Includes Player’s Handbook v.3.5 Errata.

Added Complete Warrior & the Book of Exalted Deeds.

Added Dragon #309 – Dragon #313.

November 12, 2004 – Added the Eberron Campaign Setting.

Added Monster Manual 3.

March 8, 2005 – Added Complete Arcane.

Added Dragon #324, #326 – #329.

Change the abbreviation of Player’s Handbook v3.5 from “PH3.5” to “PH”.

Change the abbreviation of Dungeonmaster’s Guide v3.5 from “DMG3.5” to “DMG”.

September 7, 2005 – Added Complete Adventurer.

Added Races of Eberron.

Added Dragon #330 – #335.

December 9, 2005 – Added Races of Stone, Races of Destiny, Races of the Wild, Unearthed Arcana, & Underdark

Added Dragon #336 – #338.

April 14, 2006 – Added Dragon #339 – #343.

Added Dungeon #104 – #134.

February 28, 2007 – Added Dragon #344 – #352.

Added Dungeon #135 – #144.

Added Frostburn, Sandstorm, and Stormwrack.

October 10, 2007 – TBD.

March 2, 2007 – TBD

## Key to Sourcebooks

|  |  |  |
| --- | --- | --- |
| PH | – | Player’s Handbook v.3.5 |
| DMG | – | Dungeon Master’s Guide v.3.5 |
| MM | – | Monster Manual v.3.5 |
| MM3 | – | Monster Manual |
|  |  |  |
| CWar | – | Complete Warrior |
| CDiv | – | Complete Divine |
| CArc | – | Complete Arcane |
| CAdv | – | Complete Adventurer |
|  |  |  |
| RoS | – | Races of Stone |
| RoD | – | Races of Destiny |
| RotW | – | Races of the Wild |
| RoE | – | Races of Eberron |
|  |  |  |
| BoED | – | Book of Exalted Deeds |
| UA | – | Unearthed Arcana |
|  |  |  |
| FR | – | Forgotten Realms Campaign Setting |
| MoF | – | Magic of Faerûn |
| LoD | – | Lords of Darkness |
| RoF | – | Races of Faerûn |
| SM | – | Silver Marches |
| Und | – | Underdark |
| PGF | – | Player’s Guide to Faerûn |
|  |  |  |
| Eb | – | Eberron Campaign Setting |
|  |  |  |
| DR### | – | Dragon Magazine (with issue number) |
| DU## | – | Dungeon Magazine (with issue number) |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 3.5up | – | D&D v.3.5 Accessory Update | – | <http://www.wizards.com/dnd/files/DnD35_update_booklet.zip> |
| PH3.5e | – | Player’s Handbook v.3.5 Errata | – | <http://www.wizards.com/dnd/files/PHB_Errata09242003.zip> |
| PGFe | – | Player’s Guide to Faerûn Errata | – | <http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip> |
| CDivErrata | – | Complete Divine Errata | – | <http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip> |
| CArcErrata | – | Complete Arcane Errata | – | <http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip> |
| CAdvErrata | – | Complete Adventurer Errata | – | http://www.wizards.com/dnd/files/CompleteAdventurer\_Errata08022005.zip |
| EbErrata | – | Eberron Errata | – | http://www.wizards.com/dnd/files/ECSerrata\_02062006.zip |
| wRotD1 | – | Races of the Dragon Web Enhancement #1 | – | <http://www.wizards.com/default.asp?x=dnd/we/20060127a> |
| wRotD2 | – | Races of the Dragon Web Enhancement #2 | – | http://www.wizards.com/default.asp?x=dnd/we/20060420a |

Note: If a Key reference is followed by a “+”, then it is partially superseded the entry above it.

1. Reduce by 1 if armor/shield is of Masterwork quality. [↑](#footnote-ref-1)
2. Hastily put on armor has an AC Bonus 1 less & an Armor Check Penalty 1 more (e.g., hastily put on Scale Mail has AC +3 & a check penalty of –5). [↑](#footnote-ref-2)
3. Grants a Shield bonus to AC, even though it requires Light Armor Proficiency. Can be used as a Light Weapon to make Disarm attempts with a +2 bonus. [↑](#footnote-ref-3)
4. † Cut time in half if being helped. One character can help up to 2 others (but 2 cannot help each other). [↑](#footnote-ref-4)
5. H Does not impose the usual –4 penalty on Fortitude saves & Constitution checks to avoid heatstroke. [↑](#footnote-ref-5)
6. E Requires an Exotic Armor Proficiency Feat to use properly. [↑](#footnote-ref-6)
7. AC bonus applies to your Touch AC too, even if the Gnome Twistcloth is enchanted. [↑](#footnote-ref-7)
8. D Usable by Druids. [↑](#footnote-ref-8)
9. Deteriorates after 3 months if not maintained by a member of the Chitine race. [↑](#footnote-ref-9)
10. Has Shark Teeth embedded in it, which act as Armor Spikes & grant a +6 Circumstance bonus on Escape Artist checks to escape rope. [↑](#footnote-ref-10)
11. M Bonus for Masterwork quality already factored in. [↑](#footnote-ref-11)
12. +2 bonus on Strength checks to avoid being Tripped. [↑](#footnote-ref-12)
13. Provides Electricity Resistance 5 –and– Sonic Resistance 5. [↑](#footnote-ref-13)
14. If the wearer moves no more than 5’ in a round, the Armor Bonus to AC increases by +2 until the start of the next round. [↑](#footnote-ref-14)
15. Wearer gains Damage Reduction 2 / —. [↑](#footnote-ref-15)
16. +1 Circumstance bonus on Saving Throws vs. Divination & Enchantment (mind-affecting) spells. [↑](#footnote-ref-16)
17. Wearer receives a +2 Circumstance bonus on Tumble checks, though the normal Armor Check penalty still applies. [↑](#footnote-ref-17)
18. Owner gains a Living Coral amulet that grows coral over the wearer’s body after 2 hours in sunlight. The coral dies when removed, but grows again the next day. [↑](#footnote-ref-18)
19. ‡ Without help, this armor can only be put on Hastily. [↑](#footnote-ref-19)
20. Wearer gains Damage Reduction 3 / —. [↑](#footnote-ref-20)
21. When fighting in this armor, your Miss Chance due to not being able to see your melee foe (i.e., Concealment, *Blur, Invisibility,* etc.) is reduced by 10%. [↑](#footnote-ref-21)
22. Movement – base 30’ becomes 15’ & base 20’ becomes 10’, plus cannot Run. Reduction in movement even applies to Dwarves. [↑](#footnote-ref-22)
23. § Damage is ‘subdual’. [↑](#footnote-ref-23)
24. Requires an incantation (which does not consume a spell) by a Divine Spellcaster of the appropriate alignment. [↑](#footnote-ref-24)
25. If poison is used in a Trap, increase the Trap’s DC by the indicated amount. [↑](#footnote-ref-25)
26. On a successful save, only Nauseated for 1d6 rounds. [↑](#footnote-ref-26)
27. Unlike most poisons, this Inhaled poison works underwater. When released, it forms a 10’ area where any waterbreathing creature “inhales” the poisoin. Lasts for 10 minutes unless taken away by a strong current. [↑](#footnote-ref-27)
28. May be applied multiple times as long as it is always the egg shell of the same type of dragon. [↑](#footnote-ref-28)
29. Item’s alignment must match that of the contributing dragon and the item’s mental ability scores may not be higher than the contributing dragon’s were. [↑](#footnote-ref-29)