

PLANEWALKING EQUIPMENT

Planewalkers are a unique class of individuals, and they require special tools for their singular trade. This chapter includes a listing of such distinctive equipment, as well as magical items particular to the planes and of especial usefulness to planewalkers.

The following nonmagical items are found in Sigil and throughout the planes. Though some may seem familiar, these items vary from the standard equipment found in the Player's Handbook. All prices noted in this chapter should be considered suggested costs at best. As in markets everywhere, prices fluctuate depending on supply, demand, and the merchant's whim.

This section expands upon the Exceptional Equipment rules provided on pages 20 and 21 of the Dungeon Master's Guide. As with all exceptional items, those found in Sigil, the Outlands, and other planar locales cost at least 10 times its usual price, with a minimal cost of 50gp plus the item's base cost. Exceptional items are not magical in any way. However, only exceptional items may be permanently enhanced to become magic armor and weapons.



Baatorian Green Steel

The wastelands of Avernus (the first layer of Baator) produce an ore that can be tempered into a metal simply called green steel. Lighter than normal steel, this metal can be processed into razor-fine edges, making weapons forged of green steel lighter and capable of causing more damage than their standard counterparts. It is important to

remember, however, that these items are not magical. All green steel items cost (at least) 20 times the price of their normal counterparts. Such items are only rarely found, even in markets in Sigil. Not all baatezu carry weapons made of green steel, but many do.

Armor: Chain shirts, chainmail, splint mail, platemail, full plate armor, and steel shields may be forged from green steel. Such armor weighs roughly 40% less than usual but, in all other regards, is identical to its standard counterpart. Note that, like all exceptional armor, Medium and Heavy armor types forged from green steel increase their maximum Dexterity bonus to Armor Class by one. This improvement is reflected on the following table.

Medium	Cost	AC Bonus	Max DEX Bonus	Weight
Chain shirt	1000 gp	+4	+3	15 lbs.
Chainmail	2000 gp	+5	+3	20 lbs.
Heavy	Cost	AC Bonus	Max DEX Bonus	Weight
Splint mail	4000 gp	+6	+1	25 lbs.
Platemail	8000 gp	+7	+1	28 lbs.
Full plate	20000 gp	+8	+1	25 lbs.
Shield	Cost	AC Bonus	Weight	
Small, steel	200 gp	+1	3 lbs.	
Large, steel	300 gp	+2	6 lbs.	

Weapons: Only bladed and piercing melee and thrown weapons are commonly forged of green steel.

As with all exceptional weapons, those forged of green steel grant their user a +1 bonus on their attack rolls. This bonus is due to the weapon's balance and fine craftsmanship and does not allow its wielder to hit creatures only hit by magical weapons. In addition, weapons forged of green steel increase the damage they deal by 1 point. Finally, Baatorian green steel weapons weigh 60% of the listed weight for a typical weapon. In all other respects, such weapons are identical to their standard counterparts.

An enchanted green steel weapon no longer grants this +1 bonus to attack and damage rolls, as these bonuses are subsumed by its magical bonuses to both attack and damage rolls.

Tiny Melee Weapons	Cost	Damage	Damage Type	Range	Weight	Weapon Qualities
Dagger	50 gp	1d4+1	Piercing	10'	.5 lb.	Finesse, Thrown
Gauntlet	50 gp	1d3+1	Bludgeoning		.5 lb.	
Small Melee Weapons	Cost	Damage	Damage Type	Range	Weight	Weapon Qualities
Axe, hand	50 gp	1d6+1	Slashing	10'	1.5 lbs.	Thrown
Sword, short	200 gp	1d6+1	Piercing or Slashing		1.5 lbs.	Finesse
Sickle	240 gp	1d6+1	Slashing		1.5 lbs.	Finesse
Medium Melee Weapons	Cost	Damage	Damage Type	Range	Weight	Weapon Qualities
Axe, battle	160 gp	1d8+1	Slashing		3.5 lbs.	
Scimitar	300 gp	1d8+1	Slashing		2.5 lbs.	
Spear	50 gp	1d6+1	Piercing	20'	2 lbs.	Set, Thrown
Sword, bastard	500 gp	1d8+1	Slashing		3.5 lbs.	1d10+1 damage when used 2-handed
Sword, broad	300 gp	2d4+1	Slashing		2 lbs.	
Sword, long	300 gp	1d8+1	Slashing		2.5 lbs.	
Trident	300 gp	1d8+1	Piercing	10'	2.5 lbs.	Thrown
Large Melee Weapons	Cost	Damage	Damage Type	Range	Weight	Weapon Qualities
Axe, great	15 gp	1d12	Slashing		6 lbs.	
Lance, light	6 gp	1d6	Piercing		3.5 lbs.	Reach
Lance, heavy	10 gp	1d8	Piercing		7 lbs.	Reach
Polearms						
Aul pike	5 gp	1d8	Piercing		5.5 lbs.	Reach, Set
Bardiche	15 gp	1d10	Slashing		6 lbs.	Reach
Crow's Beak	8 gp	1d8	Piercing		5 lbs.	Reach, Set
Glaive	8 gp	1d8	Slashing		6 lbs.	Reach
Guisarme	10 gp	1d8	Slashing		6 lbs.	Reach, Trip
Halberd	10 gp	1d8	Slashing or Piercing		7 lbs.	Reach, Set
Military fork	8 gp	1d8	Piercing		5 lbs.	Reach, Set
Ranseur	8 gp	1d6	Piercing		7 lbs.	Disarm, Reach, Set
Scythe	8 gp	1d8	Slashing		5 lbs.	Trip
Sword, great	30 gp	2d6	Slashing		5 lbs.	

Bariaur Equipment

Since bariaur have such a different physiology, their armor and equipment requires special construction and attention.

Armor: On the Prime, bariaur might be forced to adapt a horse's barding as their own armor. Fortunately, on the planes (where sentient bashers come in more varied shapes), armorers produce mail precisely suited to each race's physical requirements. While the armor listed below differs in cost and weight due to the additional materials required in its construction, the AC value is identical to "normal" humanoid armor. Nevertheless, most bariaur lean toward wearing only light armor due to the weight and cost.

Harness: This specially designed frame backpack takes advantage of the bariaur's large back and unique physical configuration. The harness can carry up to 90 pounds worth of weight and has a volume of 3.5 feet x 3 feet x 1 foot. It costs 3 gp and weighs 4 pounds.

Horned Helm: A bariaur using this special helmet to charge an opponent still inflicts 1d8 points of damage (plus Strength bonus), but deals piercing damage rather than bludgeoning damage. In addition, such helms may be enchanted, if of exceptional make, as any other weapon may be. Note that bariaur females can utilize this helmet so that they can perform charging attacks as well. A horned helm must be tailor-made for each individual to ensure proper fitting (requiring 1d6+2 days construction time). It weighs 10 pounds and costs 45 gp.

Saddle: Bariaur don't make a regular practice of letting two-foots ride on their backs. However, situations arise when it's expedient to carry one of the slow-movers rather than just leaving him behind (sometimes a basher's friend gets hurt and it's up to him to carry the poor sod to safety). For these situations, some bariaur carry special saddles, resembling in many ways a cross between a horse's saddle and the aforementioned bariaur harness. These leather harnesses cost 10 gp and weigh 10 pounds.

Shoes: Like horseshoes, these iron-shod shoes protect a bariaur's feet when he runs or walks on rough surfaces. They cost 5 gp (for a set of four), and weigh 2 pounds in all (1/2 of a pound each).

Celestial Etherscope

This device appears magical, but it involves no enchantment (although magical etherscopes are certainly possible). The etherscope comprises a complex set of brass-bound lenses, tubes, and glass vials filled with colored liquid. The whole thing is about 2 feet x 1 foot x 1 foot, and is extremely delicate. Only a specially trained planar craftsman can construct an etherscope.

This device is used by a character with the Arcana or Religion skill. By looking at light refracted through the lenses and colored liquids, a blood trained in either skill can attempt to discern the tides of fortune on any particular plane. With a successful skill check (DC 15), the character can replicate the effects of the Portent spell once per day. The device costs 1,000 gp and weighs 50 pounds.

Modron Equipment

Though ordinary modrons have little need (or use) for adventuring equipment, rogue modrons require very specialized accoutrements. It is important to realize that portions of a modron are actually metal - plates, clockwork gears, pulleys, and so on. Things can literally be bolted onto a modron's metallic parts without harming it or causing it pain, as long as the original parts' functions are not impaired.

No one outside of Mechanus is capable of adding new "clockwork" mechanisms, and few rogues would dare show their faces there, so it's impossible for a modron to have extra arms or legs simply added on. Most rogue modrons resist anything that would alter their orderly, symmetrical boxlike shape anyway.

Armor: Although they have a natural Armor Class of 12 due to their already partially metallic structure, many modrons find it desirable to supplement this protection.

Rogue modrons are far too rare for even Cager armorers to have ready-made modron armor, but fortunately, it's very easy to make, essentially being flat sheets of metal with holes for the modron's arms and face. The sheets themselves can be held together with leather straps, or simply bolted directly onto the modron.

This armor provides an Armor Class Bonus of 4, weighs 75 pounds, and costs only 120 gp. (Since all rogue modrons are the same size, no tailoring or special work really goes into the fitting.)

Note: Modrons have a natural Armor Class Bonus of 2. Those who don armor use either their natural Armor Class Bonus or that of their armor, which is better.

Clothing: Most modrons don't wear clothing, but if one wishes to have a cloak or (more commonly) wear a belt, the prices for all such garb are three to five times normal due to their odd shape and size.

Storage Container: While all sorts of packs, sacks, and even shelves can be affixed to a modron, the most common sort of attachment is a boxlike container of metal and leather that can hold up to 100 pounds worth of weight and has a volume of 1.5 feet x 3 feet x 1 foot. It costs 5 gp and weighs 10 pounds.

