

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	Arcane Spell Failure	Time to put On	Time to Don Hastily ²	Time to Remove	Cost	Weight	Hardness	HP
Dueling Cloak 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.†	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 ^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 ^{E 4} (RoS p158)	+1	—	0	5%	10 rnd.†	5 rnd.	10 rnd.†	150 gp	5 lbs	2	5
Leather ^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 ⁵ (Und p66)	+3	+6	–1	10%	10 rnd.†	5 rnd.	10 rnd.†	75 gp	10 lbs	TBD	TBD
Leafweave Leather with Darkwood Studs ^H (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 ⁶ (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

¹ Reduce by 1 if armor/shield is of Masterwork quality.

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).

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.

† Cut time in half if being helped. One character can help up to 2 others (but 2 cannot help each other).

^H Does not impose the usual –4 penalty on Fortitude saves & Constitution checks to avoid heatstroke.

^E Requires an Exotic Armor Proficiency Feat to use properly.

⁴ AC bonus applies to your Touch AC too, even if the Gnome Twistcloth is enchanted.

^D Usable by Druids.

⁵ Deteriorates after 3 months if not maintained by a member of the Chitine race.

⁶ Has Shark Teeth embedded in it, which act as Armor Spikes & grant a +6 Circumstance bonus on Escape Artist checks to escape rope.

<u>Light Armor</u>	Armor bonus to AC	Max Dex Mod	Armor Check Penalty ¹	Arcane Spell Failure	Time to put On	Time to Don Hastily ²	Time to Remove	Cost	Weight	Hardness	HP
Mithral Chain Shirt (DMG p220) (RotW p168)	+4	+6	0 ^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

^M Bonus for Masterwork quality already factored in.

Medium Armor

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

Medium Armor	Armor bonus to AC	Max Dex Mod	Armor Check Penalty ¹	Arcane Spell Failure	Time to put On	Time to Don Hastily ²	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 ⁷ (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 8} (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 9} (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 ¹⁰ (DMG p219)	+5	+3	-3 ^M	25%	40 rnd.†	10 rnd.	10 rnd.†	10,200 gp	30 lbs	20	25
Lead-Lined Breastplate ¹¹ (DR348 p87)	+5	+3	-4	25%	40 rnd.†	10 rnd.	10 rnd.†	200 gp	35 lbs	10	25
Tumbler's Breastplate ^{E 12} (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 ¹³ (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.‡	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

⁷ +2 bonus on Strength checks to avoid being Tripped.⁸ Provides Electricity Resistance 5 –and– Sonic Resistance 5.⁹ 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.¹⁰ Wearer gains Damage Reduction 2 / —.¹¹ +1 Circumstance bonus on Saving Throws vs. Divination & Enchantment (mind-affecting) spells.¹² Wearer receives a +2 Circumstance bonus on Tumble checks, though the normal Armor Check penalty still applies.¹³ 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.‡ Without help, this armor can only be put on Hastily.

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 Penalty ¹	Arcane Spell Failure	Time to put On	Time to Don Hastily ²	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 ⁷ (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 ¹⁴ (DMG p220)	+8	+1	-5 ^M	35%	40 rnd.‡	40 rnd.	1d4+1 min†	16,500 gp	50 lbs	20	40
Feeler Plate ¹⁵ (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 16} (RoS p158)	+10	+0	-9	60%	60 rnd.‡	60 rnd.	1d6+1 min†	3,250 gp	225 lbs	10	40

¹⁴ Wearer gains Damage Reduction 3 / —.¹⁵ 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%.¹⁶ Movement – base 30' becomes 15' & base 20' becomes 10', plus cannot Run. Reduction in movement even applies to Dwarves.

Shields

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

Shields	Shield Bonus to AC	Max Dex Mod	Armor Check Penalty ¹	Arcane Spell Failure	Cost	Weight	Hardness	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 loses the Shield Bonus to AC for that round.
Buckler, Darkwood (DMG p221)	+1	—	0 ^M	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 loses the Shield Bonus to AC for that round.
Buckler, Mithral (RotW p168)	+1	—	0 ^M	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 loses 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

Shields	Shield Bonus to AC	Max Dex Mod	Armor Check Penalty ¹	Arcane Spell Failure	Cost	Weight	Hardness	HP	Notes
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 <i>Web</i> 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 <u>one</u> 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).

Melee Weapons

All weapons are sized for a Medium-sized user. For rules on resizing weapons, see on page 31 of this Index.

Unarmed Melee Weapons

Unarmed Melee Weapons	Size	Dam.	Critical	Range	Type	Cost	Weight	Hardness	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§	20 / x2	—	B	—	—	—	—	Finesse

Simple Melee Weapons

Simple Melee Weapons	Size	Dam.	Critical	Range	Type	Cost	Weight	Hardness	HP	Misc.
Dagger (PH p116)	Light	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)	Light	1d4	20 / x3	—	P	2 gp	1 lb	10	2	
Gauntlet, Spiked (PH p116)	Light	1d4	20 / x2	—	P	5 gp	1 lb	10	2	Can't be disarmed
Hook (DR318 p53)	Light	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)	Light	1d6	20 / x2	—	B	5 gp	4 lbs	10	10	
Sickle (PH p116)	Light	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	Hardness	HP	Misc.
Axe, Throwing (PH p116)	Light	1d6	20 / x2	10'	S	8 gp	2 lbs	5	2	
Cutlass (Storm p107) (DR318 p53)(DU111 p24)	Light	1d6	19-20 / x2	—	S	15 gp	3 lbs	5	2	+2 to resist being Disarmed
Dagger, Disguised (DR316 p46)	Light	1d4	19-20 / x2	10'	P or S	52 gp	1 lb	10	2	+7 bonus on Sleight of Hand check to Conceal

§ Damage is 'subdual'.

<u>Martial Melee Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Hardness	HP	Misc.
Hammer, Light (PH p116)	Light	1d4	20 / x2	20'	B	1 gp	2 lbs	5	2	
Handaxe (PH p116)	Light	1d6	20 / x3	—	S	6 gp	3 lbs	5	2	Monk
Kukri (PH p116)	Light	1d4	18-20 / x2	—	S	8 gp	2 lbs	10	2	
Pick, Light (PH p116)	Light	1d4	20 / x4	—	P	4 gp	3 lbs	5	2	Kobold Racial Proficiency
Poison Ring (DR316 p46)	Light	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)	Light	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)+	Light	1d6§	20 / x2	—	B	1 gp	2 lbs	2	2	Bard, Rogue, Subdual
Shield, Light Metal (PH p116)	Light	1d3	20 / x2	—	B	9 gp	6 lbs	10	10	
Shield, Light Metal Razored (Und p64)	Light	1d4	20 / x2	—	S	59 gp	16 lbs	10	10	
Shield, Light Metal Spiked (PH p116)	Light	1d4	20 / x2	—	P	19 gp	11 lbs	10	10	
Shield, Light Wood (PH p116)	Light	1d3	20 / x2	—	B	3 gp	5 lbs	5	7	
Shield, Light Wood Razored (Und p64)	Light	1d4	20 / x2	—	S	53 gp	15 lbs	5	7	
Shield, Light Wood Spiked (PH p116)	Light	1d4	20 / x2	—	P	13 gp	10 lbs	5	7	
Spiked Armor (PH p116)	Light	1d6	20 / x2	—	P	+50 gp	+10 lbs	10	2	Damage is done by grappling or with a melee attack.
Sword, Short (PH p116)	Light	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	

<u>Martial Melee Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Hardness	HP	Misc.
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) (CAAdv 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) (CAAdv 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	Hardness	HP	Misc.
Buckler-Axe, Dwarf (CWar p156) (RoS p153)	Light	1d6	20 / x3	—	S	20 gp	4 lbs	10	20	Buckler
Braid Blade (DU120 p35)	Light	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 (CAAdv p115)	Light	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)	Light	1d6	20 / x2	20'	B	30 gp	2 lbs	5	2	
Foot Spike (RotW p165)	Light	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)	Light	1d6	20 / x2	—	S	½ gp	2 lbs	5	2	
Japute (DR352 p72)	Light	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)	Light	1d6	20 / x2	—	S	2 gp	2 lbs	5	2	Kata, Monk, Trip
Lightblade, Elven (CWar p157) (RotW p165)	Light	1d6	18-20 / x2	—	P	50 gp	1 lbs	10	2	Shared Focus (Short Sword) Shared Focus (Rapier)
Long Knife, Drow (RoE p171)	Light	1d6	19-20 / x2	10'	P	15 gp	2 lbs	10	2	
Nekode (Und p64)	Light	1d4	20 / x2	—	P	5 gp	2 lbs	5	2	Kata, Can't be disarmed +1 Circumstance bonus on Climb checks
Nunchaku (PH p117)	Light	1d6	20 / x2	—	B	2 gp	2 lbs	5	2	Kata, Monk, Disarm +2
Quickrazor, Gnome (RoS p155)	Light	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)	Light	1d4	20 / x4	—	S	50 gp	1 lb	TBD	2	Disarm +2
Sai (PH p117)	Light	1d4	20 / x2	—	B	1 gp	2 lbs	10	2	Kata, Monk, Disarm +4
Sword, Short Broadblade (CAAdv p117) (CAAdvErrata)+	Light	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)

Exotic Melee Weapons	Size	Dam.	Critical	Range	Type	Cost	Weight	Hardness	HP	Misc.
Sharktooth Gauntlet (DR315 p41)	Light	1d4	18-20 / x2	—	P or S	10 gp	1 lb	5	2	Can't be disarmed
Shimalo'koa (DR352 p72)	Light	1d8	20 / x2	—	S	10 gp	3 lbs	5	2	
Siangham (PH p117)	Light	1d6	20 / x2	—	P	3 gp	1 lb	5	2	Kata, Monk
Steel Fins (Und p64)	Light	1d4	20 / x2	—	S	10 gp	2 lbs	5	2	Kata, Can't be disarmed
Tortoise Blade, Gnome (CWar p158) (RoS p155)	Light	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 — 20 / x4	—	P — 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 users receive a +1 Circumstance bonus on Climb checks in Mountains or Icy Terrain. Proficient users 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)

Exotic Melee Weapons	Size	Dam.	Critical	Range	Type	Cost	Weight	Hardness	HP	Misc.
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
Bee 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

Exotic Melee Weapons	Size	Dam.	Critical	Range	Type	Cost	Weight	Hardness	HP	Misc.
Greatspear (CWar p156) (CAAdv 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 Familiarity
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 (CAAdv 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 (CAAdv 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 <u>cannot</u> 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) (CAAdv 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

<u>Exotic Melee Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Hardness	HP	Misc.
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)(EbErrata)+	2Hand	1d10	19-20 / x2	—	S	18 gp	10 lbs	5	10	Reach 10', Trip, Polearm
Snap-Tong (HoA p51)	2Hand	1d10	20 / x2	—	P	250 gp	10 lbs	10	10	Grapple mmm
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 <u>Feat: Sugliin Mastery</u> .
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

<u>Unusual Melee Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Hardness	HP	Misc.
Dueling Cloak (DR335 p77)	Light	—	—	—	—	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	Hardness	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 <u>cannot</u> 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

Polearms	Size	Dam.	Critical	Range	Type	Cost	Weight	Hardness	HP	Misc.
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)(EbErrata)+	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

<u>Martial Ranged Weapons</u>	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) (CAAdv 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) (CAAdv 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 <u>not</u> 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 (RoW 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
Glott (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'.

Exotic Ranged Weapon	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
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'.

<u>Exotic Ranged Weapon</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
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 2 nd 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

<u>Ammunition</u>	<u>Used with...</u>	<u>Description</u>	<u>Cost</u>	<u>Weight</u>
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 1/2 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.	1/2 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.	1/4 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 1/2 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, Silvererid (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, 1/2 normal range. Must be fired within 1 round of being lit. Leaves a trail of smoke. On impact, 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.	1/2 gp	1/4 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).	1/2 gp	1/4 lb

Ammunition	Used with...	Description	Cost	Weight
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 (Ref ^{1/2} , 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, Silverer (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 numerous smaller bolts bound together. All creatures within a 30' Cone-shaped Burst of the attacker take 1d6 damage for Medium size (Ref ^{1/2} , 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 surroundings, 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 1/2 Dexterity modifier to AC due to unpredictable flight.	5 gp	1/5 lb
Repeating Crossbow Magazine (PH p117)	Crossbows – Repeating	Holds 5 standard bolts	1/2 gp	1/2 lb
Sling Bullet (PH p116)	Slings, War Slings, Prodd	Standard lead sling bullet	1/100 gp	1/4 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)	—	1/4 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	1/4 lb
Atlatl Dart (DR331 p84)	Atlatl	Stone-tipped dart whose end is formed to fit into an Atlatl	1/2 gp	1/2 lb
Atlatl Javelin (DR331 p84)	Atlatl	Stone-tipped javelin whose end is formed to fit into an Atlatl	1 1/2 gp	1/2 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 <u>not</u> 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 <u>not</u> 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

<u>Simple Melee & Ranged Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Hardness	HP	Misc.
Dagger (PH p116)	Light	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)	Light —	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)	Light —	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

<u>Martial Melee & Ranged Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Hardness	HP	Misc.
Axe, Throwing (PH p116)	Light	1d6	20 / x2	10'	S	8 gp	2 lbs	5	2	
Dagger, Disguised (DR316 p46)	Light	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)	Light	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

<u>Exotic Melee & Ranged Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Hardness	HP	Misc.
Hammer, Throwing (RoS p155)	Light	1d6	20 / x2	20'	B	30 gp	2 lbs	5	2	
Long Knife, Drow (RoE p171)	Light	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; Ugrgrosh, 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.

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; Ugrgrosh, 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 – Ugrgrosh, 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 (CAAdv 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

When a weapon is resized, apply the following:

- a) Critical Threat range is unchanged.
- b) Damage Type (i.e., Bludgeoning, Piercing, or Slashing) is unchanged.
- c) The weapon’s weight doubles for each category it enlarges, or is halved for each category it shrinks.
- d) 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.

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

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 / <u>x3</u>	Piercing	6	—	—	Spear	Shortspear
Club	1d6	20 / x2	Bludgeoning	3	—	Greatclub	Club	Sap
Club	<u>1d10</u>	20 / x2	Bludgeoning	<u>8</u>	—	—	Greatclub	Club
Flail	1d8	20 / x2	Bludgeoning	5	—	Flail, Heavy	Flail, Light	—
Flail	1d10	<u>19-20 / x2</u>	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.	$\frac{8}{10}$ 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	(CSc0 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

Alchemy Items Reference	DC	Description	Weight	Cost
Brittlebone (LM p073)	20	Flask of unguent. If a flask is applied to bones <u>before</u> 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 ¹⁷ (DR331 p032)	20	Swirling mass of ribbons tied 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, Axiomatic ¹⁷ (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, Holy ¹⁷ (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, Unholy ¹⁷ (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 <u>before</u> it is animated, the resulting Zombie catches fire (blue flames) if it takes <u>any</u> damage. For 1 minute, it does +1d6 Fire damage with its attacks. The fire does <u>not</u> 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 (CSc0 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 (CSc0 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 (CSc0 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

¹⁷ Requires an incantation (which does not consume a spell) by a Divine Spellcaster of the appropriate alignment.

Alchemy Items Reference	DC	Description	Weight	Cost																				
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. <table style="margin-left: 20px; border-collapse: collapse;"> <tr> <td style="padding-right: 10px;"><u>Size</u></td> <td style="padding-right: 10px;"><u>#doses</u></td> <td style="padding-right: 10px;"><u>Size</u></td> <td style="padding-right: 10px;"><u>#doses</u></td> <td></td> </tr> <tr> <td>up to Medium</td> <td>1</td> <td>Gargantuan</td> <td></td> <td>8</td> </tr> <tr> <td>Large</td> <td>2</td> <td>Colossal</td> <td>16</td> <td></td> </tr> <tr> <td>Huge</td> <td>4</td> <td></td> <td></td> <td></td> </tr> </table>	<u>Size</u>	<u>#doses</u>	<u>Size</u>	<u>#doses</u>		up to Medium	1	Gargantuan		8	Large	2	Colossal	16		Huge	4				2 lbs	25 gp
<u>Size</u>	<u>#doses</u>	<u>Size</u>	<u>#doses</u>																					
up to Medium	1	Gargantuan		8																				
Large	2	Colossal	16																					
Huge	4																							
Powdered Silver (CSc0 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 (CSc0 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 <u>does not</u> 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																				

Alchemy Items Reference	DC	Description	Weight	Cost
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 1 st 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 <u>two</u> 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, Combination ¹⁷ (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 <u>either</u> 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, Anarchic ¹⁷ (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, Axiomatic ¹⁷ (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, Holy ¹⁷ (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, Unholy ¹⁷ (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

Alchemy Items Reference	DC	Description	Weight	Cost												
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 <i>Searing Light</i>), 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 <u>each</u> of the two following rounds if he doesn't take a Full Round Action to put himself out with a Reflex save vs. <u>DC 17</u> (+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 loses 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 <u>non-magical</u> 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 <u>not</u> generate 'bright illumination', only 'shadowy illumination'. <table border="1"> <thead> <tr> <th>Lantern Type</th> <th>Shadowy Illumination</th> <th>Duration</th> </tr> </thead> <tbody> <tr> <td>Common</td> <td>60' radius</td> <td>6 hours per Pint</td> </tr> <tr> <td>Bullseye</td> <td>240' cone</td> <td>6 hours per Pint</td> </tr> <tr> <td>Hooded</td> <td>120' radius</td> <td>6 hours per Pint</td> </tr> </tbody> </table>	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
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Common	60' radius	6 hours per Pint														
Bullseye	240' cone	6 hours per Pint														
Hooded	120' radius	6 hours per Pint														
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												

Alchemy Items	Reference	DC	Description	Weight	Cost
Tanglefoot Bag	(PH p128) (PH p71)+	25	<p>Bag of alchemical goo.</p> <p>Grenade-like weapon with a range increment of 10’.</p> <p>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.</p> <p>To break free of the floor takes a Strength check vs. DC 27 –or– 15 hp of Slashing damage.</p> <p>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.</p> <p>The goo lasts 2d4 rounds.</p>	4 lbs.	50 gp
Thunderstone	(PH p129) (PH p71)+	25	<p>Grenade-like weapon with a range increment of 20’.</p> <p>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.</p> <p>Consider a 5’ square to have an AC 5 for purposes of targeting it.</p>	1 lb.	30 gp
Toxic Tooth	(CSco p111)	25	<p>Hollow, fake tooth made to match the user’s mouth.</p> <p>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 <u>both</u> are affected by the poison and must make saves. Price does not include the cost of the poison.</p>	—	30 gp
Unholy Candle	(DR324 p056)	25	<p>Candle infused with Unholy Water.</p> <p>Generates deep purple light in a 5’ radius & shadowy illumination in a 10’ radius. Burns for 1 hour.</p> <p>Any attempt to Rebuke / Control Undead while within the candle’s 5’ radius receives a +2 bonus. Bonuses from multiple candles do not stack.</p> <p>The candle’s creator must have at least 1 rank in Knowledge (religion).</p>	—	75 gp
Whale Grease	(Frost p079)	25	<p>Flask of thick clear grease.</p> <p>The grease will protect the creature coated with from it hypothermia. After 1 hour, it also loses 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.</p>	2 lbs.	75 gp
Draught, Combination ¹⁷	(DR331 p032)	28	<p>Combination of a Material Draught (Cold Iron or Silver) and an Alignment Draught (Anarchic, Axiomatic, Holy, or Unholy).</p> <p>The drinker receives a +2 Alchemical bonus on saves vs. spells & abilities from creatures whose DR is bypassed by <u>either</u> the Material or the Alignment aspect of the draught. Lasts for 1 hour.</p>	—	150 gp
Clearwater Tablet	(CSco p110)	30	<p>Small black pellet that smells of tar.</p> <p>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.</p>	—	1 gp
Evermead	(DR334 p056)	30	<p>Pale golden liquor favored by Elves. Reputed to make the drinker younger.</p> <p>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.</p>	½ lb.	200 gp
Liquid Sunlight	(CSco p110)	30	<p>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.</p> <p>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.</p>	—	20 gp
Rust Cube	(CSco p111)	30	<p>½” cube of rusted metal (often disguised as dice). Can be either thrown (5’ range increment) or used as a Sling Bullet.</p> <p>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.</p>	—	100 gp

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
Glameweave	(Eb p121)	Bright cloth that magically includes bits of illusion. Clothes made with Glameweave 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-Costed 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, <u>Light Horse</u> , 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, Elferaft(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 from 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 Bladdered(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 ¹⁸
Ice Toad Bile	(Frost p016)	Contact	12	1d4 Strength damage	Unconsciousness for 1d4 hours	250		+4
Carrion Crawler Brain Juice	(DMG p297) (CAAdv 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) (CAAdv 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) (CAAdv p98+) (DMG p74+)	Contact	16	1 Dexterity damage	2d4 Dexterity damage	500	20	+3
Sassone Leaf Residue	(DMG p297) (CAAdv p98+) (DMG p74+)	Contact	16	2d12 HP damage	1d6 Constitution damage	300	20	+3
Terinav Root	(DMG p297) (CAAdv p98+) (DMG p74+)	Contact	16	1d6 Dexterity damage	2d6 Dexterity damage	750	25	+5
Black Lotus Extract	(DMG p297) (CAAdv p98+) (DMG p74+)	Contact	20	3d6 Constitution damage	3d6 Constitution damage	4,500	35	+8
Dragon Bile	(DMG p297) (CAAdv p98+) (DMG p74+)	Contact	26	3d6 Strength damage	—	1,500	30	+6
Striped Toadstool	(DMG p297) (CAAdv p98+) (DR349 p87+)	Ingested	11	1 Wisdom damage	2d6 Wisdom damage & 1d4 Intelligence damage	180	15	
Arsenic	(DMG p297) (CAAdv p98+) (DR349 p87+)	Ingested	13	1 Constitution damage	1d8 Constitution damage	120	15	
Id Moss	(DMG p297) (CAAdv p98+) (DR349 p87+)	Ingested	14	1d4 Intelligence damage	2d6 Intelligence damage	125	15	
Oil of Taggit	(DMG p297) (CAAdv p98+) (DR349 p87+)	Ingested	15	—	Unconsciousness for 1d3 hours	90	15	
Lich Dust	(DMG p297) (CAAdv p98+) (DR349 p87+)	Ingested	17	2d6 Strength damage	1d6 Strength damage	250	20	
Dark Reaper Powder	(DMG p297) (CAAdv 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 ¹⁹	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 <u>bonus</u> to Strength +1d2 <u>bonus</u> to Constitution 1d4 Intelligence damage & 1d4 Wisdom damage	+1d2 <u>bonus</u> to Strength 1d4 Intelligence damage & 1d4 Wisdom damage	1,200	25	

¹⁸ If poison is used in a Trap, increase the Trap’s DC by the indicated amount.

¹⁹ On a successful save, only Nauseated for 1d6 rounds.

Poisons	Reference	Type	Fort DC	Initial	Secondary	Price (in gp)	DC to Create	Trap CR Adjust ¹⁸
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) (CAAdv p98)+ (DMG p74)+	Inhaled	15	1d4 Wisdom damage	2d6 Wisdom damage	1,500	20	+4
Ungol Dust	(DMG p297) (CAAdv p98)+ (DMG p74)+	Inhaled	15	1 Charisma damage	1d6 Charisma damage & 1 Charisma <u>Drain</u>	1,000	20	+3
Yellow Urchin Extract	(Storm p013)	Inhaled ²⁰	15	1d4 Dexterity damage & 1d4 Wisdom damage	1d6 Dexterity damage & 1d8 Wisdom damage	800		+3
Burnt Othur Fumes	(DMG p297) (CAAdv p98)+ (DMG p74)+	Inhaled	18	1 Constitution <u>Drain</u>	3d6 Constitution damage	2,100	25	+6
Small Centipede Poison	(DMG p297) (CAAdv p98)+ (DMG p74)+	Injury	10	1d2 Dexterity damage	1d2 Dexterity damage	90	15	+1
Black Adder Venom	(DMG p297) (CAAdv p98)+ (DMG p74)+	Injury	12	1d6 Constitution damage	1d6 Constitution damage	120	15	+1
Bloodroot	(DMG p297) (CAAdv 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) (CAAdv p98)+ (DMG p74)+	Injury	12	1d4 Strength damage	1d4 Strength damage	150	15	+2
Drow Poison	(DMG p297) (CAAdv p98)+ (Und p67) (DR349 p87)+	Injury	13	Unconsciousness for 1 minute	Unconsciousness for 1d3 hours	75	15	
Greenblood Oil	(DMG p297) (CAAdv p98)+ (DMG p74)+	Injury	13	1 Constitution damage	1d2 Constitution damage	100	15	+1
Blue Whinnis	(DMG p297) (CAAdv p98)+ (DMG p74)+	Injury	14	1 Constitution damage	Unconsciousness for 1d3 hours	120	14	+1
Giant Wasp Poison	(DMG p297) (CAAdv p98)+ (DMG p74)+	Injury	14	1d6 Dexterity damage	1d6 Dexterity damage	210	20	+3
Large Scorpion Venom	(DMG p297) (CAAdv 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) (CAAdv p98)+ (DMG p74)+	Injury	17	1 Strength <u>Drain</u>	2d6 Strength damage	250	20	+3
Wyvern Poison	(DMG p297) (CAAdv 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 <u>Drain</u>	1,500		
Deathblade	(DMG p297) (CAAdv p98)+ (DMG p74)+	Injury	20	1d6 Constitution damage	2d6 Constitution damage	1,800	25	+5
Purple Worm Poison	(DMG p297) (CAAdv 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.

²⁰ Unlike most poisons, this Inhaled poison works underwater. When released, it forms a 10' area where any waterbreathing creature "inhales" the poison. Lasts for 10 minutes unless taken away by a strong current.

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

Unusual Materials for Armor & Shields	Description	Game Effect	Cost
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 <i>Web</i> 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’ Covers for 1d4 rounds (WillNeg). DC is based on wind: <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>Wind</th> <th>Speed</th> <th>DC</th> <th>Wind</th> <th>Speed</th> <th>DC</th> </tr> </thead> <tbody> <tr> <td>Light</td> <td>0-10</td> <td>10</td> <td>Windstorm</td> <td>51-74</td> <td>22</td> </tr> <tr> <td>Moderate</td> <td>11-20</td> <td>13</td> <td>Hurricane</td> <td>75-154</td> <td>25</td> </tr> <tr> <td>Strong</td> <td>21-30</td> <td>16</td> <td>Tornado</td> <td>175-300</td> <td>28</td> </tr> <tr> <td>Severe</td> <td>31-50</td> <td>19</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	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
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																															
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 temperatures 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																														

Unusual Materials for Weapons	Description	Game Effect	Cost
Stygian Ice (Frost p81)	Black ice that oozes pale blue mist.	<p>The frozen water of the Styx River in Hell.</p> <p>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.</p> <p>Same strength as normal ice. When a weapon made from Stygian Ice hits, the wielder takes the same damage & effects (RefNeg, DC15).</p>	<p>+6,050 gp – Weapons</p> <p>+2,000gp/lb– Other objects</p>
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	<p>Anyone wearing or carrying Targath receives a +2 Resistance bonus on Fortitude saves vs. disease.</p> <p>Certain creatures are vulnerable to this metal.</p>	<p>+3 gp – Ammunition</p> <p>+30 gp – Light Weapon</p> <p>+100 gp – One-Handed</p> <p>+200 gp – Two-Handed</p>
Thinaun (CWar p136)	Dark glittering steel	<p>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.</p> <p>If the weapon is present when an attempt to bring back the creature is made, then only half the material components are needed.</p> <p>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,</p>	<p>+10,000 gp – Light Weapon</p> <p>+15,000 gp – One-Handed or one end of a Double Weapon</p> <p>+20,000 gp – Two-Handed or both ends of a Double Weapon</p>

Hardness of Materials

Material	Reference	Hardness	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	

Material	Reference	Hardness	HP / Inch	Misc.
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	½	¼	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	½	⅕	10	—
Pouch, Belt (for a Small creature)	1	⅛	1/20	2 ½	—
Pouch, Spell Component (for a Medium creature)	5	¼	⅛	2	—
Pouch, Spell Component (for a Small creature)	5	1/16	1/32	0.5	—
Sack (for a Medium creature)	0.1	½	1	60	—
Sack (for a Small creature)	0.1	1/16	¼	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
<i>Atonement</i> (Evil or Neutral caster)	(DR317 p45) (DR332 p56)	Eladrin, Ghaele –or– Good Dragon, Old	Heart	500	2,500
<i>Atonement</i> (Good or Neutral caster)	(DR317 p45) (DR332 p56)	Devil, Ice –or– Evil Dragon, Old	Heart	500	2,500
<i>Awaken</i>	(DR317 p45) (DR332 p56)	Elder Elemental (any) –or– Green Dragon, Old	Vital Essence –or– Tongue	250	1,250
<i>Commune</i> (Evil or Neutral caster)	(DR317 p45)	Lillend	Tail	100	500
<i>Commune</i> (Good or Neutral caster)	(DR317 p45)	Demon, Succubus	Lips	100	500
<i>Gate</i>	(DR317 p45)	Devil, Horned	Powdered Brain	1,000	5,000
<i>Limited Wish</i>	(DR317 p45) (DR332 p56)	Devourer –or– Red Dragon, Very Old	Rib Cage –or– Heart	300	1,500
<i>Miracle</i> (Evil or Neutral caster)	(DR317 p45)	Treant, Elder(ELH p223)	Roots (all)	5,000	25,000
<i>Miracle</i> (Good or Neutral caster)	(DR317 p45)	Slaad, Black(ELH p217)	Eyes	5,000	25,000
<i>Permanency</i> + <i>Darkvision</i>	(DR317 p45)	Nightshade, Nightwalker	Eyes	1,000	5,000
<i>Permanency</i> + <i>Detect Magic</i>	(DR317 p45)	Mummy Lord	Wrappings (all)	500	5,000
<i>Permanency</i> + <i>Gust of Wind</i>	(DR332 p56)	White Dragon, Adult	Tongue	1,500	7,500
<i>Permanency</i> + <i>Magic Fang, Greater</i>	(DR317 p45) (DR332 p56)	Black Dragon, Very Old	Fangs	1,500	7,500
<i>Permanency</i> + <i>Phase Door</i>	(DR317 p45)	Anaxim(ELH p158)	Head Blade	3,500	17,500
<i>Permanency</i> + <i>Prismatic Sphere</i>	(DR317 p45) (DR332 p56)	Celestial Prismatic Dragon, Young Adult(ELH p184)	Powdered Skull	4,500	22,500
<i>Permanency</i> + <i>See Invisible</i>	(DR332 p56)	Dragon, Mature Adult	Eyes	1,000	5,000
<i>Permanency</i> + <i>Symbol of Death</i>	(DR317 p45)	Winterwight(ELH p227)	Skull	4,000	20,000
<i>Permanency</i> + <i>Symbol of Pain</i>	(DR317 p45)	Evil Cleric (20 th + lvl)	Scalp	2,500	12,500
<i>Planar Ally</i>	(DR317 p45)	Nightmare, Cauchemar	Hooves (all)	250	1,250
<i>Planar Ally, Greater</i>	(DR317 p45)	Slaad, Death	Crushed Claws (all)	500	2,500
<i>Planar Ally, Lesser</i>	(DR317 p45)	Slaad, Red	Powdered Fangs	100	500
<i>Restoration, Greater</i>	(DR317 p45)	Unicorn, Celestial Charger	Horn	500	2,500
<i>Simulacrum</i>	(DR317 p45)	Golem, Greater Stone	Head	1,000	5,000
<i>Vision</i>	(DR317 p45) (DR332 p56)	Umber Hulk –or– Dragon, Adult	Faceted Eyes –or– Brain	100	500
<i>Wish</i>	(DR317 p45) (DR332 p56)	Gold Dragon, Wyrm	Heart	5,000	25,000

Spell / Material Component or Focus

Spell	Reference	Creature	Component	XP Value	Price
<i>Analyze Dweomer</i>	(DR318 p48)	Lammasu, Golden Protector	Brain	—	1,500
<i>Atonement</i>	(DR318 p48)	Demon, Succubus	Tongue	—	500
<i>Bless Water</i>	(DR318 p48)	Aasimar	Fingers (all)	—	25
<i>Clone</i>	(DR318 p48)	Claw, Golem	Primal Clay	—	1,000
<i>Circle of Death</i>	(DR318 p48)	Spectre	Ectoplasm	—	500
<i>Forbiddance</i>	(DR318 p48)	Demon, Retriever	Eyes	—	1,500
<i>Identify</i>	(DR318 p48)	Archon, Lantern	Body	—	100
<i>Legend Lore</i>	(DR318 p48)	Genie, Djinni	Tongue	—	250
<i>Magic Jar</i>	(DR318 p48)	Vargouille	Skull	—	100
<i>Raise Dead</i>	(DR318 p48)	Nightshade, Nightwalker	Heart	—	5,000
<i>Reincarnate</i>	(DR318 p48)	Couatl	Tail	—	1,000
<i>Restoration</i>	(DR318 p48)	Lizard, Monitor	Tail	—	100
<i>Sepia Snake Sigil</i>	(DR318 p48)	Yuan-Ti, Abomination	Tongue	—	500
<i>Shield of Law</i>	(DR318 p48)	Formian, Taskmaster	Cranial Carapace	—	500
<i>Symbol of Death</i>	(DR318 p48)	Nightshade, Nightwalker	Palms	—	5,000
<i>Symbol of Fear</i>	(DR318 p48)	Demon, Bebilith	Mandibles	—	1,000
<i>Symbol of Insanity</i>	(DR318 p48)	Slaad, Gray	Brain	—	5,000
<i>Symbol of Pain</i>	(DR318 p48)	Monstrous Scorpion, Gargantuan	Stinger	—	1,000
<i>Symbol of Persuasion</i>	(DR318 p48)	Bard (14 th +)	Tongue	—	5,000
<i>Symbol of Sleep</i>	(DR318 p48)	Night Hag (10 + HD)	Horns	—	1,000
<i>Symbol of Stunning</i>	(DR318 p48)	Monk (16 th +)	Fists	—	5,000
<i>Symbol of Weakness</i>	(DR318 p48)	Devil, Horned	Ridges (all)	—	5,000
<i>Teleportation Circle</i>	(DR318 p48)	Formian, Myrmarch	Antennae	—	1,000
<i>True Resurrection</i>	(DR318 p48)	Gloom (ELH p192)	Heart	—	35,000
<i>Wish</i>	(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 ²¹	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 (6 th + 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 1 st +)	Spine	4,825	24,125
Horn of Blasting	(DR317 p47)	Yrthak (27+ HD)	Horn	800	4,000
Intelligent Magic Item ²²	(DR332 p56)	Dragon, Adult	Brain	400	2,000
Mirror of Life Trapping	(DR317 p47)	Atropal (ELH p159)	Eyes	8,000	40,000
Potion of <i>Cat's Grace</i>	(DR317 p46)	Krenshar	Tail	12	60
Potion of <i>Cure Moderate Wounds</i>	(DR317 p46)	Giant Bee	Royal Jelly (all)	12	60
Potion of <i>Cure Serious Wounds</i>	(DR317 p46)	Lion	Adrenal Gland	30	150
Potion of <i>Eagle's Splendor</i>	(DR317 p46)	Half-Celestial Eagle	Feathers (all)	12	60
Potion of <i>Fly</i>	(DR317 p46)	Pegasus	Hooves (all)	30	150
Potion of <i>Fox's Cunning</i>	(DR317 p46)	Sprite, Nixie	Scales (all)	12	60
Potion of <i>Haste</i>	(DR317 p46)	Dinosaur, Deinonychus	Toe Claws (all)	30	150
Potion of <i>Invisibility</i>	(DR317 p46)	Sprite, Grig	Antennae	12	60
Potion of <i>Owl's Wisdom</i>	(DR317 p46)	Pseudogragon	Crushed Scales (all)	12	60
Potion of <i>Rage</i>	(DR317 p46)	Giant Wasp	Powered Stinger	30	150
Ring of Djinni Calling	(DR332 p56)	Brass Dragon, Great Wyrn	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 (18 th +)	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

²¹ May be applied multiple times as long as it is always the egg shell of the same type of dragon.²² 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.

Magic Item	Reference	Creature	Component	XP Value	Price
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 (16 th +)	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 <i>Bless</i>	(DR332 p56)	Gold Dragon, Juvenile	Horn	30	150
Wand of <i>Fireball</i>	(DR332 p56)	Red Dragon, Old	Horn	450	2,250
Wand of <i>Fog Cloud</i>	(DR332 p56)	Bronze Dragon, Adult	Horn	180	900
Wand of <i>Hold Person</i>	(DR332 p56)	Silver Dragon, Adult	Horn	180	900
Wand of <i>Ice Storm</i>	(DR332 p56)	White Dragon, Ancient	Horn	840	4,200
Wand of <i>Melf's Acid Arrow</i>	(DR332 p56)	Black Dragon, Adult	Horn	180	900
Wand of <i>Lightning Bolt</i>	(DR332 p56)	Blue Dragon, Old	Horn	450	2,250
Wand of <i>Sleep</i>	(DR332 p56)	Brass Dragon, Juvenile	Horn	30	150
Wand of <i>Slow</i>	(DR332 p56)	Copper Dragon, Old	Horn	450	2,250
Wand of <i>Stinking Cloud</i>	(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

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 1, 2007	– Added Dragon #135 – #139. Added Dungeon #145 – #150.

Key to Sourcebooks

PH	– Player’s Handbook v.3.5	BoED	– Book of Exalted Deeds
PH2	– Player’s Handbook 2	FF	– Fiend Folio
DMG	– Dungeon Master’s Guide v.3.5	UA	– Unearthed Arcana
DMG2	– Dungeon Master’s Guide 2	Frost	– Frostburn
MM	– Monster Manual v.3.5	Storm	– Stormwrack
MM2	– Monster Manual II	Sand	– Sandstorm
MM3	– Monster Manual III	FR	– Forgotten Realms Campaign Setting
MM4	– Monster Manual IV	MoF	– Magic of Faerûn
MM5	– Monster Manual V	LoD	– Lords of Darkness
CWar	– Complete Warrior	RoF	– Races of Faerûn
CDiv	– Complete Divine	SM	– Silver Marches
CArc	– Complete Arcane	Und	– Underdark
CAdv	– Complete Adventurer	PGF	– Player’s Guide to Faerûn
CSco	– Complete Scoundrel	Eb	– Eberron Campaign Setting
RoS	– Races of Stone	PGE	– Player’s Guide to Eberron
RoD	– Races of Destiny	FoE	– Faiths of Eberron
RotW	– Races of the Wild	RoE	– Races of Eberron
RoE	– Races of Eberron	SoX	– Secrets of Xen’drik
RotD	– Races of the Dragon	5Nat	– Five Nations
Dcn	– Draconomicon	DR###	– Dragon Magazine (with issue number) (e.g., DR343 is Dragon Magazine #343)
LM	– Libris Mortis	DU##	– Dungeon Magazine (with issue number)
LoM	– Lords of Madness		
HotA	– Fiendish Codex 1: Hoards of the Abyss		
Tot9H	– Fiendish Codex 2: Tyrants of the 9 Hells		
Drow	– Drow of the Underdark		
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
MM3Errata	– Monster Manual III Errata		http://www.wizards.com/dnd/files/MM3_Errata07122006.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
DR334Errata	– Dragon 344 Errata		http://paizo.com/dragonissues/344/DR344_Supplement.pdf
EbErrata	– Eberron Errata		http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip

wCity1	–	Cityscape Web Enhancement #1	–	http://www.wizards.com/default.asp?x=dnd/we/20070228a
wCity3	–	Cityscape Web Enhancement #3	–	http://www.wizards.com/default.asp?x=dnd/we/20070314a
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
wLivingSpell1	–	WotC Living Spells, part 1 of 4	–	http://www.wizards.com/default.asp?x=dnd/ls/20060918a
wLivingSpell2	–	WotC Living Spells, part 2 of 4	–	http://www.wizards.com/default.asp?x=dnd/ls/20061002a
wLivingSpell3	–	WotC Living Spells, part 3 of 4	–	http://www.wizards.com/default.asp?x=dnd/ls/20061026a
wLivingSpell4	–	WotC Living Spells, part 4 of 4	–	http://www.wizards.com/default.asp?x=dnd/ls/20070115a
wWarforged	–	Dragonshards – The Warforged	–	http://www.wizards.com/default.asp?x=dnd/ebds/20050627a
wWaterdeep	–	Waterdeep Web Enhancement	–	http://www.wizards.com/dnd/files/Noble_House.zip
wTot9H	–	Tyrants of the 9 Hell’s Web Enhancement	–	http://www.wizards.com/dnd/files/WE_FC2.zip

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