

Dungeons & Dragons 3rd Edition Index – Equipment

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Key to Sourcebooks:

PH	– Player’s Handbook	– TRS 11550
DMG	– Dungeon Master’s Guide	– TSR 11551
DMGe	– Dungeon Master’s Guide errata	– http://shadow.wizards.com/dnd/files/DMGErrata.pdf
MM	– Monster Manual	– TSR 11552
S&F	– Sword and Fist	– WTC 11829
S&Fe	– Sword and Fist Errata	– http://www.wizards.com/dnd/files/WTC11829%20_SnF_Weberrata.pdf
DotF	– Defenders of the Faith	– WTC 11840
T&B	– Tome and Blood	– WTC 11844
FR	– Forgotten Realms Campaign Book	
MMF	– Monster Compendium: Monsters of Faerûn	– WTC 11832
MoF	– Magic of Faerûn	
RTEE	– Return to the Temple of Elemental Evil	– WTC 11843
DR###	– Dragon Magazine (with issue number)	
DR-A#	– Dragon Magazine Annual (with issue number)	
DU##	– Dungeon Magazine (with issue number)	

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

1. Equipment

1.1. Armor

Armor	Category	AC	Max Dex Mod	Armor Check Penalty ¹	Arcane Spell Failure	Max Speed for 30' base Races	Max Speed for 20' base Races	Time to put on Armor	Time to Don Armor Hastily ²	Time to Remove Armor	Cost	Weight
Padded (PH p106)	Light	+1	+8	0	5%	30'	20'	1 min. ³	5 rnd.	1 min. [†]	5 gp	10 lbs
Leather (PH p106)	Light	+2	+6	0	10%	30'	20'	1 min.	5 rnd.	1 min. [†]	10 gp	15 lbs
Cord (DR275 p33)	Light	+2	+4	-2	20%	30'	20'	1 min.	5 rnd.	1 min. [†]	8 gp	15 lbs
Bone (DR275 p33)	Light	+3	+4	-3	15%	30'	20'	1 min.	5 rnd.	1 min. [†]	20 gp	20 lbs
Studded (PH p106)	Light	+3	+5	-1	15%	30'	20'	1 min.	5 rnd.	1 min. [†]	25 gp	20 lbs
Wood (DR275 p33)	Light	+3	+4	-3	15%	30'	20'	1 min.	5 rnd.	1 min. [†]	15 gp	20 lbs
Chain Shirt (PH p106)	Light	+4	+4	-2	20%	30'	20'	1 min.	5 rnd.	1 min. [†]	100 gp	25 lbs
Mithral Shirt (DMG p182)	Light	+4	+6	0 ^M	10%	30'	20'	1 min.	5 rnd.	1 min. [†]	1,100 gp	10 lbs
Duskwood Breastplate (MoF p178)	Light	+5	+4	-2 ^M	20%	30'	20'	1 min.	5 rnd.	1 min. [†]	3,350 gp	15 lbs
Elven Chain (DMG p182)	Light	+5	+4	-2 ^M	20%	30'	20'	1 min.	5 rnd.	1 min. [†]	4,150 gp	20 lbs
Hide (PH p106)	Medium	+3	+4	-3	20%	20'	15'	1 min.	5 rnd.	1 min. [†]	15 gp	25 lbs
Scale Mail (PH p106)	Medium	+4	+3	-4	25%	20'	15'	4 min. [†]	1 min.	1 min. [†]	50 gp	30 lbs
Breastplate (PH p105)	Medium	+5	+3	-4	25%	20'	15'	4 min. [†]	1 min.	1 min. [†]	200 gp	40 lbs
Chainmail (PH p105)	Medium	+5	+2	-5	30%	20'	15'	4 min. [†]	1 min.	1 min. [†]	150 gp	30 lbs
Dwarven Plate (DMG p182)	Medium	+8	+3	-4 ^M	25%	20'	15'	4 min. [†]	1 min.	1 min. [†]	10,500 gp	25 lbs
Banded Mail (PH p105)	Heavy	+6	+1	-6	35%	20 ^{**}	15 ^{**}	4 min. [†]	1 min.	1 min. [†]	250 gp	35 lbs
Splint Mail (PH p106)	Heavy	+6	+0	-7	40%	20 ^{**}	15 ^{**}	4 min. [†]	1 min.	1 min. [†]	200 gp	45 lbs
Half-Plate (PH p106)	Heavy	+7	+0	-7	40%	20 ^{**}	15 ^{**}	4 min. [†]	4 min. [†]	1d4+1 min. [†]	600 gp	50 lbs
Full Plate (PH p105)	Heavy	+8	+1	-6	35%	20 ^{**}	15 ^{**}	4 min. [†]	4 min. [†]	1d4+1 min. [†]	1,500 gp	50 lbs
Buckler (PH p105)	Shield	+1	–	-1	5%	–	–	–	–	–	15 gp	5 lbs
Small Shield, wood (PH p106)	Shield	+1	–	-1	5%	–	–	–	–	–	3 gp	5 lbs
Small Shield, steel (PH p106)	Shield	+1	–	-1	5%	–	–	–	–	–	9 gp	6 lbs
Large Shield, wood (PH p106)	Shield	+2	–	-2	15%	–	–	–	–	–	7 gp	10 lbs
Large Shield, steel (PH p106)	Shield	+2	–	-2	15%	–	–	–	–	–	20 gp	15 lbs
Tower Shield (PH p106)	Shield	©	–	-10	50%	–	–	–	–	–	30 gp	45 lbs

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 1 minute = 10 rounds.[†] Cut time in half if being helped. One character can help up to 2 others (but 2 cannot help each other).^M Bonus for Masterwork quality already factored in.^{*} Running speed is 3x, not 4x.[‡] Without help, this armor can only be put on Hastily.

© Provides up to total cover against attacks, but not spells.

1.2. Weapons

Weapon Features:

Attack xN – For each attack action, this weapon gets N attack rolls, each doing the damage listed. For example, 3 Shuriken can be thrown as a Standard Action.

Sneak attack, Weapon Specialization damage bonus, Ranger bonuses, etc., only apply to the first attack of each set(S&F p68)(DR276 p105). All must aimed at the same opponent.

Attack x2 – Crescent knife.

Attack x3 – Scourge, 3 tailed; Fukimi-Bari (mouth darts); Shuriken.

Bard – Bards gain automatic proficiency all simple weapons. In addition, they gain proficiency in one of the following.

Bard – Longbow; Longbow, composite; Rapier; Sap; Shortbow; Shortbow, composite, Whip.

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.

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

Disarm +2 – Chain-and-dagger; Fishing Gaff, Flail, dire; Gyrspike; Chain, spiked; Kusari-gama; Scourge, barbed; Whip; Whip dagger; Flail, light; Flail, heavy, Ranseur.

Disarm +3 – Triple Knife.

Disarm +4 – Panther claw, Sai.

Druid – Druids gain automatic proficiency in the following weapons.

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

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’. Only a creature exactly one size category smaller than the weapon can use it as a Double Weapon.

Double (for small creatures) – Hammer, gnome hooked; Lajatang, halfling, Shortstaff.

Double (for medium creatures) – Axe, orc double; Bladed staff; Flail, dire; Kusari-gama; Gyrspike; Gythka; Lajatang; Scimitar, double; Sword, two-bladed; Urgrosh, dwarven, Quarterstaff.

Finesse – This weapon can always be used with Feat: **Weapon Finesse**.

Finesse – Blade boot; Thinblade, elven; Chain, spiked; Kusari-gama, Dagger, Rapier.

Hand-and-a-Half – This weapon can be used two-handed with basic Martial Proficiency –or– one-handed with an Exotic Proficiency. Note that you must be the same ‘size’ category as the weapon to make use of this advantage.

Hand-and-a-Half (small) – Battlepick, gnome.

Hand-and-a-Half (medium) – Sword, bastard; Waraxe, dwarven.

Hand-and-a-Half (large) – Fullblade.

Kata – A monk may wield this weapon with his unarmed fighting bonuses & number of attacks.

Kata, small – Blade boot; Kama, halfling; Nunchaku, halfling; Sai; Siangham, halfling; Lajatang, halfling.

Kata, medium – Blade boot; Sai; Kama; Nunchaku; Siangham; Lajatang; Three-section staff.

Monk – Monks gain automatic proficiency in the following weapons.

Monk – Club; Crossbow, light; Crossbow, heavy; Dagger; Handaxe; Javelin; Kama; Kama, halfling; Nunchaku; Nunchaku, halfling; Quarterstaff; Shuriken;

Siangham; Siangham, halfling; Sling.

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

Elf Racial Proficiency – Longbow; Longbow, composite; Longsword –or– Rapier.

Kender Racial Proficiency – Hoopak.

Kuo-Toa Racial Proficiency – Pincer Staff.

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

Reach 10' and Threaten Adjacent – Chain, spiked; Duom; Kusari-gama.

Reach 10' – Crusher, orc; Mancatcher; Pincer Staff; Lance, heavy; Glaive; Guisarme; Longspear; Ranseur.

Ricochet attack at -N – On a successful attack, a second attack roll can be made at -N penalty on a different target within 5' of the first target.

Ricochet attack at -2 – Skiprock, halfling; Skiprock, halfling (for sling).

Rogue – Rogues gain automatic proficiency in the following weapons.

Rogue – Crossbow, hand; Crossbow, light; Dagger; Dagger, punching; Dart; Mace, light; Sap; Shortbow; Shortbow, composite; Shortsword.

Rogue, medium – Club; Crossbow, heavy; Mace, heavy; Morningstar; Quarterstaff; Rapier.

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. Some weapons give a +N bonus on the trip roll.

Trip – Khopesh; Chain, spiked; Flail, dire; Kusari-gama; Gyrspike; Gythka; Bolas, 2-ball; Scourge, barbed; Whip; Whip dagger; Flail, light; Flail, heavy, Halberd.

Trip +2 – Chain-and-dagger; Fishing Gaff.

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

Vs. Charge – Urgrosh, dwarven, Halfspear, Shortspear, Trident, Halberd, Longspear.

Untrained Melee Weapons

<u>Untrained Melee Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Aspergillum (holy water sprinkler) (FR p95)	Small	–	–	–	–	5 gp	3 lbs	Can hold 3 flasks of holy water. As a standard action, can sprinkle one flask on a target within melee range as a ranged touch attack without provoking an attack of opportunity.

Simple Melee Weapons

<u>Simple Melee Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Dagger (PH p98)	Tiny	1d4	19-20 / x2	10'	P	2 gp	1 lb	Finesse, Druid, Monk, Rogue
Dagger, punching (PH p98)	Tiny	1d4	x3	–	P	2 gp	2 lbs	Rogue
Gauntlet, spiked (PH p98)	Tiny	1d4	x2	–	P	5 gp	2 lbs	Can't be disarmed, Considered an armed attack
Mace, light (PH p98)	Small	1d6	x2	–	B	5 gp	6 lbs	Rogue
Sickle (PH p98)	Small	1d6	x2	–	B	6 gp	3 lbs	Druid
Club (PH p98)	Med.	1d6	x2	10'	B	Free	3 lbs	Druid, Monk, Rogue
Halfspear (PH p98)	Med.	1d6	x2	20'	P	1 gp	3 lbs	Vs. Charge
Mace, heavy (PH p98)	Med.	1d8	x2	–	B	12 gp	12 lbs	Rogue
Morningstar (PH p98)	Med.	1d8	x2	–	B / P	8 gp	8 lbs	Rogue
Shortstaff (DU89 p95)	Med.	1d4 / 1d4	x2	–	B	Free	2 lbs	Double
Quarterstaff (PH p98)	Large	1d6 / 1d6	x2	–	B	Free	4 lbs	Double, Druid, Monk, Rogue
Shortspear (PH p98)	Large	1d8	x3	20'	P	2 gp	5 lbs	Vs. Charge, Druid

Martial Melee Weapons

<u>Martial Melee Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Shield, small wood (PH p106)	Light*	1d3 or 1d2	x2	–	B	3 gp	5 lbs	Medium wielders do 1d3, while Small ones do 1d2. A shield is always considered a "light" weapon.
Shield, small, metal (PH p106)	Light*	1d3 or 1d2	x2	–	B	9 gp	6 lbs	Medium wielders do 1d3, while Small ones do 1d2. A shield is always considered a "light" weapon.
Shield, large, wood (PH p106)	Light*	1d4 or 1d3	x2	–	B	7 gp	10 lbs	Medium wielders do 1d4, while Small ones do 1d3. A shield is always considered a "light" weapon.
Shield, large metal (PH p106)	Light*	1d4 or 1d3	x2	–	B	20 gp	15 lbs	Medium wielders do 1d4, while Small ones do 1d3. A shield is always considered a "light" weapon.
Shield, spiked (PH p106)	Light*	1d6	x2	–	P	+10 gp	+5 lbs	Small & Large spiked shields do the same damage. A shield is always considered a "light" weapon.
Armor spikes (PH p105)	Light*	1d6	x2	–	P	+50 gp	+10 lbs	Damage is done by grappling or with a melee attack. Armor spikes are considered a "light" weapon.
Axe, throwing (PH p98)	Small	1d6	x2	10'	S	8 gp	4 lbs	

* This weapon is always considered "light", so it can be used in the off-hand without penalty.

<u>Martial Melee Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Cutlass (FR p97)	Small	1d6	19-20 / x2	–	S / P	15 gp	3 lbs	+2 to resist being disarmed
Hammer, light (PH p98)	Small	1d4	x2	20'	B	1 gp	2 lbs	
Handaxe (PH p98)	Small	1d6	x3	–	S	6 gp	5 lbs	Monk
Lance, light (PH p98)	Small	1d6	x3	–	P	6 gp	5 lbs	x2 damage when used from the back of a charging mount
Pick, light (PH p98)	Small	1d4	x4	–	P	4 gp	4 lbs	
Sap (PH p98)	Small	1d6§	x2	–	B	1 gp	3 lbs	Bard, Rogue
Sword, short (PH p98)	Small	1d6	19-20 / x2	–	P	10 gp	3 lbs	Rogue
Battleaxe (PH p99)	Med.	1d8	x3	–	S	10 gp	7 lbs	
Flail, light (PH p98)	Med.	1d8	x2	–	B	8 gp	5 lbs	Trip, Disarm +2
Lance, heavy (PH p98)	Med.	1d8	x3	–	P	10 gp	10 lbs	Reach 10', x2 damage when used from the back of a charging mount
Longsword (PH p98)	Med.	1d8	19-20 / x2	–	S	15 gp	4 lbs	Elf Racial Proficiency
Pick, heavy (PH p98)	Med.	1d6	x4	–	P	8 gp	6 lbs	
Rapier (PH p98)	Med.	1d6	18-20 / x2	–	P	20 gp	3 lbs	Finesse, Bard, Rogue, Elf Racial Proficiency
Saber (FR p97)	Med.	1d8	19-20 / x2	–	S / P	20 gp	4 lbs	+1 to attack if used while mounted.
Scimitar (PH p98)	Med.	1d6	18-20 / x2	–	S	15 gp	4 lbs	Druid
Trident (PH p98)	Med.	1d8	x2	10'	P	15 gp	5 lbs	Vs. Charge
Warhammer (PH p98)	Med.	1d8	x3	–	B	12 gp	8 lbs	
Falcion (PH p98)	Large	2d4	18-20 / x2	–	S	75 gp	16 lbs	
Flail, heavy (PH p98)	Large	1d10	19-20 / x2	–	B	15 gp	20 lbs	Trip, Disarm +2
Glaive (PH p98)	Large	1d10	x3	–	S	8 gp	15 lbs	Reach 10'
Greataxe (PH p98)	Large	1d12	x3	–	S	20 gp	20 lbs	
Greatclub (PH p98)	Large	1d10	x2	–	B	5 gp	10 lbs	
Greatsword (PH p98)	Large	2d6	19-20 / x2	–	S	50 gp	15 lbs	
Guisarme (PH p98)	Large	2d4	x3	–	S	9 gp	15 lbs	Reach 10', Trip
Halberd (PH p98)	Large	1d10	x3	–	P / S	10 gp	15 lbs	Vs. Charge, Trip
Longspear (PH p98)	Large	1d8	x3	–	P	5 gp	9 lbs	Vs. Charge, Reach 10'
Maul (FR p97)	Large	1d10	x3	–	B	15 gp	20 lbs	
Ranseur (PH p98)	Large	2d4	x3	–	P	10 gp	15 lbs	Reach 10', Disarm +2
Scythe (PH p98)	Large	2d4	x4	–	P / S	18 gp	12 lbs	

§ Damage is 'subdual'.

Exotic Melee Weapons

Exotic Melee Weapons	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Ward Cestus (S&F p70)	Un-armed	as fists	x2	–	B	10 gp	4 lbs	Unarmed attack, +1 AC on an All-Out Defense Action, Can't be disarmed
Blade boot (FR p97)	Tiny	1d4	19-20 / x2	–	P	15 gp	1 lb	Kata, Finesse, +4 bonus to Escape Artist checks vs. rope
Claw bracer (FR p97)	Tiny	1d4	19-20 / x2	–	P	30 gp	2 lbs	Cannot be disarmed, does not interfere with casting spells
Kama, halfling (PH p99)	Tiny	1d4	x2	–	S	2 gp	1 lb	Kata, Monk
Kukri (PH p99)	Tiny	1d4	18-20 / x2	–	S	8 gp	3 lbs	
Nunchaku, halfling (PH p99)	Tiny	1d4	x2	–	B	2 gp	1 lb	Kata, Monk
Panther claw (DR281 p39)	Tiny	1d4	x3	–	S or P	75 gp	3 lb	Disarm +4
Sai (DR275 p42)	Tiny	1d4	x2	10'	B	10 gp	½ lb	Kata, Disarm +4
Siangham, halfling (PH p99)	Tiny	1d4	x2	–	P	2 gp	1 lb	Kata, Monk
Stump Knife (S&F p70)	Tiny	1d4	19-20 / x2	–	P	8 gp	2 lbs	Can't be disarmed, Threat range extends to 17-20 after 1 st hit in a continuous battle
Tortoise blade, gnome (DR275 p42)	Tiny	1d4	19-20 / x2	–	P	20 gp	1 lb	Buckler
Triple Knife (S&F p70)	Tiny	1d4	19-20 / x2	–	P	10 gp	1 lb	Can be wielded in the off-hand without penalty if not used to attack, Disarm + 3
Battlepick, gnome (S&F p70)	Small	1d6	x4	–	P	10 gp	5 lbs	Hand-and-a-Half for Small-sized wielders
Bladed gauntlet (S&F p70) (S&Fe)+	Small	1d6	19-20 / x2	–	S	30 gp	4 lbs	Counts as an armed attack
Buckler axe, dwarf (DR275 p42)	Small	1d6	x3	–	S	30 gp	6 lbs	Buckler
Crescent knife (DR275 p42) (DR276 p120)+	Small	1d3	x2	–	S	20 gp	1 lb	Attack x2, Only apply ½ Strength bonus to damage
Hoopak (DU86 p39)	Small	1d4 or 1d4	x2	50'	B	1 gp	3 lbs	Combination club and sling, Kender Racial Proficiency
Kama (PH p99)	Small	1d6	x2	–	S	2 gp	2 lbs	Kata, Monk
Nunchaku (PH p99)	Small	1d6	x2	–	B	2 gp	2 lbs	Kata, Monk
Siangham (PH p99)	Small	1d6	x2	–	P	3 gp	1 lb	Kata, Monk
Stake, wooden (DU84 p86)	Small	1d6-2	x2	–	P	Free	2 lbs [?]	Attempting to stake a vampire is at –4 if you do not have this exotic weapon proficiency. On a successful attack, you and the vampire must make an opposed Strength check. If you succeed, then the vampire is paralyzed until the stake is removed.
War fan (S&F p70)	Small	1d6	x3	–	S	30 gp	3 lbs	+4 on 1 st attack with a contested Bluff
Chain-and-dagger (S&F p70)	Med.	1d4	19-20 / x2	–	P	4 gp	4 lbs	Disarm +2, Trip +2
Fishing Gaff (DR283 p91)	Med.	1d6	x3	–	P	2 gp [?]	4 lbs [?]	Disarm +2, Trip +2
Hammer, gnome hooked (PH p99)	Med.	1d6 / 1d4	x3 / x4	–	B / P	20 gp	6 lbs	Double
Khopesh (FR p97)	Med.	1d8	19-20 / x2	–	S	20 gp	12 lbs	Trip
Lajatang, halfling (DR275 p42)	Med.	1d6 / 1d6	x2	–	S	80 gp	3 lbs	Kata, Double

[?] Best guess

<u>Exotic Melee Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Mercurial Longsword (S&F p70) (S&Fe)+	Med.	1d8	x4	–	S	400 gp	6 lbs	
Scourge, 3 tailed (DR275 p42) (DR276 p120)+	Med.	1d3	x2	–	S	20 gp	2 lbs	Attack x3, do <u>not</u> apply Strength bonus to damage
Scourge, barbed (FR p97)	Med.	1d8	x2	–	S	20 gp	2 lbs	Disarm +2, Trip
Stump Pike (DR286 p46)	Med.	1d8	19-20 / x3	–	P	16 gp [?]	5 lbs [?]	Can't be disarmed
Sword, bastard (PH p99)	Med.	1d10	19-20 / x2	–	S	35 gp	10 lbs	Hand-and-a-Half for Medium-sized wielders
Thinblade, elven (DR275 p42)	Med.	1d8	18-20 / x3	–	P	100 gp	3 lbs	Finesse
Waraxe, dwarven (PH p99)	Med.	1d10	x3	–	S	30 gp	15 lbs	Hand-and-a-Half for Medium-sized wielders
Axe, orc double (PH p99)	Large	1d8 / 1d8	x3	–	S	60 gp	25 lbs	Double
Bladed staff (DR281 p39)	Large	1d8 / 1d8	x2	20'	S	50 gp	10 lbs	Double
Chain, spiked (PH p99)	Large	2d4	x2	–	P	25 gp	15 lbs	Reach 10' & Threaten Adjacent, Finesse, Trip, Disarm +2
Crusher, orc (DR275 p42)	Large	1d8	x2	–	B	60 gp	15 lbs	Reach 10', Attack over a Medium-sized ally
Duom (S&F p70)	Large	1d8	x3	–	P	20 gp	8 lbs	Reach 10' & Threaten Adjacent (+2 on attack the 1 st time)
Flail, dire (PH p99)	Large	1d8 / 1d8	x2	–	B	90 gp	20 lbs	Double, Trip, Disarm +2
Gyrspike (S&F p70)	Large	1d8 / 1d8	19-20 / x2	–	S / B	90 gp	20 lbs	Double, Trip, Disarm +2
Gythka (DR275 p42)	Large	1d8 / 1d8	x2	–	S	100 gp	12 lbs	Double, Trip
Lajatang (DR275 p42)	Large	1d8 / 1d8	x2	–	S	90 gp	7 lbs	Kata, Double
Kusari-gama (DMG p161) (DMGe)+	Large	1d6 / 1d4	x2 / x2	–	S / B	10 gp	3 lbs	Double –or– Reach 10' & Threaten Adjacent, Trip, Disarm +2, Finesse
Mancatcher (DR275 p42)	Large	1d4§	x2	–	B	30 gp	8 lbs	Reach 10', Grapple
Manti (S&F p70)	Large	1d8	x3	–	P	15 gp	9 lbs	One extra Attack of Opportunity per round
Mercurial Greatsword (S&F p70) (S&Fe)+	Large	2d6	x4	–	S	600 gp	17 lbs	
Pincer Staff (MM p126)	Large	1d10	x2	–	B	Not for Sale	12 lbs [?]	Reach 10', Grapple (1d10 per round if successful), Kuo-Tao Racial Proficiency
Scimitar, double (DR281 p39)	Large	1d6 / 1d6	18-20 / x2	–	S	125 gp	15 lbs	Double
Scimitar, great (DR275 p42)	Large	2d6	18-20 / x2	–	S	50 gp	16 lbs	
Sword, two-bladed (PH p99)	Large	1d8 / 1d8	19-20 / x2	–	S	100 gp	30 lbs	Double
Urgrosh, dwarven (PH p99)	Large	1d8 / 1d6	x3	–	S / P	50 gp	15 lbs	Double, vs. Charge
Three-section staff (S&F p70)	Large	1d8	x3	–	B	4 gp	8 lbs	Kata
Fullblade (S&F p70) (S&Fe)+	Huge	2d8	19-20 / x2	–	S	100 gp	23 lbs	Hand-and-a-Half for Large-sized wielders

Simple Ranged Weapons

<u>Simple Ranged Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Crossbow, light (PH p98)	Small	1d8	19-20 / x2	80'	P	35 gp	6 lbs	Move equivalent action to reload, Monk, Rogue
Dart (PH p98)	Small	1d4	x2	20'	P	5 sp	1 lb	Druid, Rogue
Sling (PH p98)	Small	1d4	x2	50'	B	Free	½ lbs	Druid, Monk
Crossbow, heavy (PH p98)	Med.	1d10	19-20 / x2	120'	P	50 gp	9 lbs	Full round action to reload, Monk, Rogue
Javelin (PH p98)	Med.	1d6	x2	30'	P	1 gp	2 lbs	Monk

Martial Ranged Weapons

<u>Martial Ranged Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Shortbow (PH p99)	Med.	1d6	x3	60'	P	30 gp	2 lbs	Bard, Rogue
Shortbow, composite (PH p99)	Med.	1d6	x3	70'	P	75 gp	2 lbs	Bard, Rogue
Shortbow, composite, Mighty +1 (PH p114)	Med.	1d6	x3	70'	P	150 gp	2 lbs	Bard, Rogue, Up to +1 Strength bonus applies to damage.
Shortbow, composite, Mighty +2 (PH p114)	Med.	1d6	x3	70'	P	225 gp	2 lbs	Bard, Rogue, Up to +2 Strength bonus applies to damage.
Longbow (PH p99)	Large	1d8	x3	100'	P	75 gp	3 lbs	Bard, Elf Racial Proficiency
Longbow, composite (PH p99)	Large	1d8	x3	110'	P	100 gp	3 lbs	Bard, Elf Racial Proficiency
Longbow, composite, Mighty +1 (PH p114)	Large	1d8	x3	110'	P	200 gp	3 lbs	Bard, Elf Racial Proficiency, Up to +1 Strength bonus applies to damage.
Longbow, composite, Mighty +2 (PH p114)	Large	1d8	x3	110'	P	300 gp	3 lbs	Bard, Elf Racial Proficiency, Up to +2 Strength bonus applies to damage.
Longbow, composite, Mighty +3 (PH p114)	Large	1d8	x3	110'	P	400 gp	3 lbs	Bard, Elf Racial Proficiency, Up to +3 Strength bonus applies to damage.
Longbow, composite, Mighty +4 (PH p114)	Large	1d8	x3	110'	P	500 gp	3 lbs	Bard, Elf Racial Proficiency, Up to +4 Strength bonus applies to damage.

Exotic Ranged Weapons

<u>Exotic Ranged Weapon</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Crossbow, hand (PH p99)	Tiny	1d4	19-20 / x2	30'	P	100 gp	3 lbs	Move equivalent action to reload, Rogue
Fukimi-Bari (mouth darts) (S&F p71)	Tiny	1	x2	10'	P	1 gp	1/10 lb	Attack x3, No Strength Bonus on Damage
Shuriken (PH p99)	Tiny	1	x2	10'	P	1 gp	1/10 lb	Attack x3, No Strength Bonus on Damage, Monk
Skiprock, halfling (DR275 p42)	Tiny	1d3	x2	10'	B	3 gp	¼ lb	Ricochet attack at –2
Skiprock, halfling (for sling) (S&F p71)	Tiny	1d4	x2	50'	B	3 gp	¼ lb	Ricochet attack at –2

<u>Exotic Ranged Weapon</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Bolo (DR275 p42)	Small	1d6§	x2	10'	B	10 gp	3 lbs	Ranged Touch, Pinned if fail Reflex save vs. attack roll. To remove, Escape Artist check vs. DC 20 – or– Strength check vs. DC 20.
Bolo, barbed (DR275 p42)	Small	1d6	x2	10'	P	20 gp	4 lbs	Ranged Touch, Pinned if fail Reflex save vs. attack roll. To remove, Escape Artist check vs. DC 20 – or– Strength check vs. DC 20.
Bolas, 2-ball (S&F p71)	Small	1d4§	x2	10'	B	5 gp	2 lbs	Ranged Touch attack to trip & roll to grapple
Boomerang (DR275 p42)	Small	1d4§	x2	20'	B	20 gp	2 lbs	Returns after a miss (AC 10 to catch).
Chakram (FR p97)	Small	1d4	x3	30'	S	15 gp	2 lbs	
Chatkcha (DR275 p42)	Small	1d6	x2	20'	S	40 gp	½ lb	Returns after a miss (AC 10 to catch).
Whip (PH p99)	Small	1d2§	x2	15' max	S	1 gp	2 lbs	Trip, Disarm +2, same Exotic Proficiency as Whip-dagger, Bard
Whip, Mighty +1 (PH p99) (S&F p71)+	Small	1d2§	x2	15' max	S	200 gp	3 lbs	Trip, Disarm +2, same Exotic Proficiency as Whip-dagger, Bard, Up to +1 Strength bonus applies to damage.
Whip, Mighty +2 (PH p99) (S&F p71)+	Small	1d2§	x2	15' max	S	300 gp	4 lbs	Trip, Disarm +2, same Exotic Proficiency as Whip-dagger, Bard, Up to +2 Strength bonus applies to damage.
Whip, Mighty +3 (PH p99) (S&F p71)+	Small	1d2§	x2	15' max	S	400 gp	5 lbs	Trip, Disarm +2, same Exotic Proficiency as Whip-dagger, Bard, Up to +3 Strength bonus applies to damage.
Whip, Mighty +4 (PH p99) (S&F p71)+	Small	1d2§	x2	15' max	S	500 gp	6 lbs	Trip, Disarm +2, same Exotic Proficiency as Whip-dagger, Bard, Up to +4 Strength bonus applies to damage.
Blowgun, halfling (DR275 p42)	Med.	1d2	x2	10'	P	15 gp	1 lb	
Crossbow, repeating (PH p99)	Med.	1d8	19-20 / x2	80'	P	250 gp	16 lbs	Magazine holds 5 bolts
Net (PH p99)	Med.	–	–	10' max	–	20 gp	10 lbs	Ranged Touch to Entangle (–2 on attacks & –4 dex). To remove, Escape Artist vs. DC 20 –or– Strength check vs. DC 25
Spinning javelin (S&F p71)	Med.	1d8	19-20 / x2	50'	P	2 gp	2 lbs	Move equivalent action to reload
Spring-loaded gauntlet (S&F p71)	Med.	1d4	x2	20'	P	200 gp	4 lbs	
Blowgun (DR275 p42)	Large	1d3	x2	10'	P	20 gp	2 lb	
Crossbow, great (S&F p71)	Large	1d12	19-20 / x2	150'	P	100 gp	15 lbs	Full round action to reload
Harpoon (S&F p71)	Large	1d10	x2	30'	P	15 gp	10 lbs	Lodges in victim if fails a Reflex save vs. (10 + damage), take damage again pulling it free.
Shotput, orc (S&F p71)	Large	2d6	19-20 / x3	10'	B	10 gp	15 lbs	
Whip dagger (S&F p71)	Large	1d6	19-20 / x2	15' max	S	25 gp	3 lbs	Trip, Disarm +2, same Exotic Proficiency as Whip
Whip dagger, Mighty +1 (S&F p71)	Large	1d6	19-20 / x2	15' max	S	225 gp	4 lbs	Trip, Disarm +2, same Exotic Proficiency as Whip. Up to +1 Strength bonus applies to damage.
Whip dagger, Mighty +2 (S&F p71)	Large	1d6	19-20 / x2	15' max	S	325 gp	5 lbs	Trip, Disarm +2, same Exotic Proficiency as Whip. Up to +1 Strength bonus applies to damage.
Whip dagger, Mighty +3 (S&F p71)	Large	1d6	19-20 / x2	15' max	S	425 gp	6 lbs	Trip, Disarm +2, same Exotic Proficiency as Whip. Up to +1 Strength bonus applies to damage.
Whip dagger, Mighty +4 (S&F p71)	Large	1d6	19-20 / x2	15' max	S	525 gp	7 lbs	Trip, Disarm +2, same Exotic Proficiency as Whip. Up to +1 Strength bonus applies to damage.

Ammunition

<u>Ammunition</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Arrow (PH p99)	–	–	–	–	–	5 cp	1/6 lb	Usable in all straight bows.
Blowgun dart (DR275 p43)	–	–	–	–	–	1 sp	1/20 lb	Usable in halfling & standard blowguns.
Bolt, standard (PH p98)	–	–	–	–	–	1 sp	1/10 lb	Usable in hand, light, & heavy crossbows.
Bolt, repeating (PH p98)	–	–	–	–	–	2 sp	1/5 lb	Usable in repeating crossbows.
Sling Bullet (PH p98)	–	–	–	–	–	1 cp	1/2 lb	Usable in slings.
Sling Stone (PH p103)	–	–	–	–	–	Free	1/4 lb ²	Usable in slings. Sling Stones only do 1d3 damage and are –1 to hit.

1.3. Alchemy Items

Alchemy Items	DC	Description	Cost
Alchemist's Mercy (DR280 p51)	10	Fine power that is mixed into liquids. Relieves hangovers.	1 gp
Powdered Water (DR280 p52)	10	Fine white powder. Mixing 1 ounce of Powered Water with 1 drop of water results in 1 gallon of water.	5 gp
Acid (PH p113)	15	Grenade-like weapon with a 10' range increment. Acid does 1d6 acid damage on a direct hit and 1 hp on a splash.	10 gp
Halfling Trail Bread (DR285 p38)	15	Makes 10 servings, which last for 3 months. Each serving (with water) is equivalent to a whole meal.	50 gp
Disappearing Ink (T&B p72) (FR p96)	15	Red or blue ink. An hour after being written, this ink fade away. Heat causes it to reappear. To see the ink once it has disappeared requires a Search check vs. DC 20.	5 gp
Ice Crystal (DR280 p52)	15	A piece of rock crystal. When immersed in liquid, it becomes cold as ice, but returns to normal when dry.	5 gp
Insect Repellent (DR280 p52)	15	Strong smelling liquid. Keep normal insects away for 4 hours. Small sized insects or those under spell control must make a Will save vs. DC 12.	5 gp
Scentbreaker (T&B p72) (FR p96)	15	Small bag of aromatic herbs. Grenade-like weapon with a 10' range increment –or– can be sprinkled over a 5'x5' area. On a direct hit, the target must make a Fortitude save vs. DC 18 or lose its sense of smell for 1 minute. A secondary save must be made or the sense of smell will be lost for an hour. A splash or sniffing the sprinkled area has the same effect, except the DC is 15.	5 gp
Soupstone (DR280 p53)	15	Small smooth stone. A Soupstone can turn a total of 10 gallons of water into hot nourishing broth.	300 gp
Alchemist's Fire (PH p113)	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 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).	20 gp
Flash Powder (DR280 p51)	20	Silky gray powder. When ignited, anyone looking at its flash takes a –5 Spot check penalty for 5 rounds.	20 gp
Cooling Gel (DR280 p51)	20	Blue gel that feels cool. If applied to skin within 1 hour of it being burned, the gel heals 1d6 points of damage If applied to healthy skin, it provides a +1 resistance bonus to fire or heat based attacks for 1 hour.	100 gp
Courier's Ink (DR280 p51)	20	Invisible ink. The ink turns red when revealing solution (which is created at the same time as the ink) is applied.	20 gp
Glowpowder (T&B p72)	20	Luminescent dust. Lasts for 1 minutes before fading, or can be brushed off as a full-round action. If in a tube, Glowpowder can be blown in a 10' cone. Otherwise sprinkled over five 5'x5' squares. Depending on its target, Glowpowder does the following: a) On an object, it provides +2 on Search checks. b) On a person, it provides +2 on Spot checks. c) On an invisible person, the target only has ½ Concealment (20% miss).	50 gp
Grondiel's Chicken Soup (DR285 p38)	20	Makes 6 servings, which last for 1 day. For the next 8 hours, the eater has a +4 alchemical bonus to any Fortitude save vs. catching a disease.	70 gp
Phantom Ink (T&B p72)	20	An hour after being written, this ink fade away. After that, it can only be seen (as determined as ink creation) by a) firelight, b) magical light, c) moonlight, or d) starlight (only readable with darkvision).	10 gp
Smokestick (PH p114)	20	Chemically treated stick. When lit, the Smokestick creates 10'x10'x10' of opaque smoke in one round. The smoke dissipates normally.	20 gp
Suregrip (T&B p72)	20	Gluey substance. Lasts for 10 minutes once applied. a) When applied to hands, gives a +2 on Climb or Grapple checks. b) When applied to rope, gives a +2 on Use Rope checks for tying knots or binding. c) When applied to feet/shoes, gives a +2 on Balance checks.	20 gp
Tindertwig (PH p114)	20	Small wooden stick with chemicals on one end. When scraped on its chemical-enhanced end, the Tindertwig immediately catches fire.	1 gp

<u>Alchemy Items</u>	DC	Description	Cost
Alchemical Sleep Gas (FR p96)	25	A quickly evaporating liquid. Grenade-like weapon with a 10' range increment. On a direct hit, the target must succeed with a Fortitude save vs. DC 15 or fall asleep for 1 round. If the target fails the secondary save, it falls asleep for 1d4 min. Waking the target is a standard action.	30 gp
Antitoxin (PH p113)	25	Antitoxin gives +5 alchemical bonus on all Fortitude saves vs. poison for 1 hour.	50 gp
Armor Soft (DR280 p51)	25	Slippery red oil. Softens metal armor so that its armor check value is one less for 1 hour. Each application has a 5% cumulative chance at the end of the hour of destroying the armor.	50 gp
Firebane (DR280 p51)	25	Thick grease. When applied to the whole body, the person has Fire Resistance 10 for a single fire attack –or– ½ hour. If not removed in 1 hour with water, it deals 1 point of subdual damage per minute.	50 gp
Fire Beetle Paste (DR280 p51)	25	Thick reddish paste. Can be spread onto surfaces. When lit, it will burn for 1d4 round, doing 3d6 per round. The surface's hardness is halved before determining the final damage. Not useful as a Molotov Cocktail, since it doesn't splatter or stick.	50 gp
Firestone (DR280 p51)	25	Small orange stone. Grenade-like weapon with a range increment of 20' (like a Thunderstone). On impact, it explodes for 1d6 fire damage & lights flammables within 5'.	50 gp
Flashpellet (T&B p72)	25	Small bead. Grenade-like weapon with a range increment of 20' (like a Thunderstone). On impact, all within a 10' radius must make a Reflex save vs. DC 15 to be at –1 attack penalty for 1 minute.	50 gp
Free Foot (DR280 p51)	25	Quick-drying oil. Anyone going through the 5'x5' area the oil coats must make a Dex check vs. DC 15 to keep standing / moving.	25 gp
Healing Salve (T&B p72)	25	Sticky green paste. Heals 1d8.	50 gp
Holdfast (DR280 p51)	25	A bundle attached to the end of a rope. When thrown (range increment of 10'), the container breaks & adheres the rope to the target object. It can hold 200 pounds for 1d4+3 rounds before breaking down. It takes a Strength check vs. DC 27 to break before then.	50 gp
Liquid Ice (DR280 p52)	25	Viscous liquid. Grenade-like weapon with a 10' range increment –or– can be poured over a 5' radius area. On contact with air, Liquid Ice becomes extremely cold. Its uses include a) freezing a 5' radius water surface, b) putting out 5' radius of fire, c) doing 1d6 cold damage on a direct hit, or 1 hp of damage on a splash	30 gp
Night Eyes (DR280 p52)	25	Thick grease. When applied to the eyes as a full-round action, Night Eyes provides 'low-light vision' for 10 minutes. Any bright light during that time gives the user –1 penalty to attacks.	25 gp
Red Rager (DR280 p52)	25	Thick red salve. When applied to the body, the user gains +2 Strength for 10 minutes, but –4 Dex for 1 hour. If used more than twice in a week, a Fortitude save vs. DC 15 must be made or 1 point of Charisma is permanently lost.	50 gp
Slimebane (DR280 p52)	25	Grenade-like weapon with a 10' range increment. Damages oozes, doing 1d6 on a direct hit & 1 hp on a splash. On the following round, the ooze must make a Fortitude save vs. DC 15 or take 1d6 more damage.	15 gp
Slippery Oil (DR280 p52)	25	Oil. +5 on Escape Artist checks for 1 hour. Can be washed off with alcohol.	50 gp
Smokepowder (FR p97) (DMG p106)	25	A coarse powder. Each ounce of Smokepowder can be used to propel a bullet. It can also be used to make bombs.	20 / lb.
Sneezing Powder (DR280 p52)	25	Fine powder. Grenade-like weapon with a range increment of 10'. On a direct hit, the target must make a Fortitude save vs. DC 15 or have a –2 on all rolls for 1d4 rounds due to sneezing.	60 gp
Softshoe Powder (DR280 p53)	25	For 10 minutes, this powder gives the user +2 on Move Silently checks.	25 gp
Sunrod (PH p114)	25	Gold-tipped iron wand (1 foot long). When struck, the Sunrod gives off 60' diameter of light for 6 hours.	2 gp
Stonecloth (DR280 p53)	25	Heavy, gray cloth. Also requires a Craft (Weaving) check vs. 20. Price is per square foot. Stonecloth is non-flammable, so there is no secondary damage from fire attacks.	100 gp

<u>Alchemy Items</u>	DC	Description	Cost
Tangle Wire (DR280 p53)	25	10' piece of barbed wire coated with adhesive in a tight bundle. To avoid Tangle Wire strung across a hallway, make a Spot check vs. DC 15. If tangled, take 1d2 damage per round unless totally still. No penalty except damage if it is ignored. To remove, make a Dex or Escape Artist check vs. DC 20 –or– a Str check vs. DC 25.	25 gp
Tanglefoot Bag (PH p114)	25	Bag of alchemical goo. Grenade-like weapon with a range increment of 10'. On a direct hit, its target is at –2 attack & –4 Dex and must make a Reflex save vs. 15 or be stuck to the floor & unable to move. To break free of the floor takes a Strength check vs. DC 27 or 15 hp of slash 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 10 minutes.	50 gp
Thunderstone (PH p114)	25	Grenade-like weapon with a range increment of 20'. On impact, it makes a loud bang, forcing all within a 10' radius to make a Fortitude save vs. DC 15 or be deafened. This results in –4 on Initiative & 20% chance of a spell miscast.	30 gp
Traveler's Solace (DR280 p53)	25	Fiery, unpleasant liquid. Effects last for 1d4 hours. Only useful once per 8 hours. If used by someone fatigued, the user no longer has any Str or Dex penalties. Once Traveler's Solace wears off, the user must rest for 8 hours to become rested. If used by someone exhausted, the user is only at Str –4 & Dex –4. Once Traveler's Solace wears off, the user must rest for 8 hours to become only fatigued.	50 gp
Vapors of Sleep (DR280 p53)	25	A quickly evaporating liquid. Grenade-like weapon with a range increment of 10' –or– it can be soaked into cloth. If a cloth is soaked with Vapors of Sleep and held over a target's mouth & nose (i.e., a successful grapple), the target must make a Fortitude save vs. DC 13 or sleep for 1d4 hours. If thrown, the target of a direct hit must make a Fortitude save vs. DC 13 or be at a –2 penalty on all action for 1d4 rounds.	50 gp
Zumzum Cake (DR285 p38)	25	Makes 1 serving, which lasts for 1 week. Eating a Zumzum Cake before sleeping 8 hours results in regaining hit points as if 24 hours of rest.	75 gp
Moonmoss Pudding (DR285 p38)	30	Makes 1 serving, which lasts for 1 day. For 1 hour, eater gains a +1 alchemical bonus to Initiative.	150 gp
Truth Wine (DR280 p53)	30	Sweet, white wine. A non-elven drinker of a glass of Truth Wine must make a Will save vs. DC 15 to tell a lie for the next (10 – Constitution bonus) minutes.	75 gp

2. Equipment Options

2.1. 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 are considered Masterwork_(MoF p177).

Armor & Shields

<u>Armor of Unusual Materials</u>	Description	Game Effect	Cost
Adamantine (DMG p242)	Black metal	Light Armor – +1 AC Medium Armor – +2 AC Heavy Armor – +3 AC Shields – +1 AC	+2,000 gp – Light Armor +5,000 gp – Medium Armor +10,000 gp – Heavy Armor +2,000 gp – Shield
Arandur (MoF p178)	Silver-blue with a green reflective shine.	Sonic Resistance 2	+2,000 gp
Chitin Armor (RTEE p154)	Heavy armor made from giant beetle plates by Troglodytes	+1 Max Dex	500 gp – Breastplate 900 gp – Half-Plate 1,800 gp – Full Plate
Copper, magically tempered (MoF p178)	Copper	Cold Resistance 2	+2,000 gp – Armor
Darksteel (MoF p178)	Deep purple, but silvery where polished	Acid Resistance 2	+2,000 gp – Armor
Darkwood (a.k.a. Zalantar) (DMG p243) (MoF p180) (DR279 p49)	Richly colored wood that is strong & light	Weigh 50% less Heavy Armor counts as Medium Medium Armor counts as Light -5% Spell Failure +1 Max Dex Bonus -2 Armor Check Penalty	+750 gp – Light Armor +2,250 gp – Medium Armor +6,000 gp – Heavy Armor 203 gp – Small Shield 257 gp – Large Shield
Dlarun (a.k.a. Icesteel) (MoF p178)	Bone-white, but greenish in candlelight	Fire Resistance 2	+2,000 gp – Armor
Fever Iron (MoF p178)	Normal looking iron	Fire Resistance 2	+2,000 gp – Armor
Gold, magically tempered (MoF p179)	Gold	Fire & Acid Resistance 2 Light Armor counts as Medium Medium Armor counts as Heavy +10% Spell Failure -2 Max Dex Bonus +3 Armor Check Penalty	+5,000 gp – Armor
Hizagkuur (MoF p179)	Silvery gray metal	Cold Resistance 2	+2,000 gp – Armor
Leaf, alchemy treated (DR279 p49)	Leaves as strong as leather 'Spring' – green. 'Autumn' – orange & red.	-5% Spell Failure +1 Max Dex Bonus -2 Armor Check Penalty	+750 gp – Non-Metallic Armor
Living Metal (MoF p179)	Gray-green metal that heals & reshapes itself	After 10 days of wear, Living Metal armor reshapes itself to the wearer: -5% Spell Failure +1 Max Dex Bonus -1 Armor Check Penalty	+700 gp – Light Armor +2,000 gp – Medium Armor +4,500 gp – Heavy Armor
Mithral (DMG p242)	Silvery, glistening metal	Heavy Armor counts as Medium Medium Armor counts as Light -10% Spell Failure +2 Max Dex Bonus -3 Armor Check Penalty	+1,000 gp – Light Armor +4,000 gp – Medium Armor +9,000 gp – Heavy Armor +1,00 gp – Shield
Mindsteel (DR-A5 p28)	Dull gray metal	Weights 25% more +4 on Will saves +1 Armor Check Penalty -2 Armor Class Bonus	+9,000 gp – Armor

<u>Armor of Unusual Materials</u>	Description	Game Effect	Cost
Platinum, magically tempered (MoF p180)	Silvery white metal	Cold & Sonic Resistance 2 Light Armor counts as Medium Medium Armor counts as Heavy +10% Spell Failure -2 Max Dex Bonus +3 Armor Check Penalty	+5,000 gp – Armor
Silver, magically tempered (MoF p180)	Silver	Electricity Resistance 2	+2,000 gp – Armor

Weapons

<u>Weapons of Unusual Materials</u>	Description	Game Effect	Cost
Adamantine (DMG p242)	Black metal	Weapons that do 1d6 or less damage – +1 attack & damage Weapons that do 1d8 or more damage – +2 attack & damage	+3,000 gp – 1d6 ⁻ Weapons +9,000 gp – 1d8 ⁺ Weapons
Adamantite-Copper Alloy (DR-A5 p28)	Sickly green metal	Weapons that do 1d8 or more damage – +1 damage	+4,500 gp
Collapsible Weapons (DR-A5 p28)	Normal weapons that can be disassembled	Only Threatens a Critical on a 20.	+1,000 gp
Darksteel (MoF p178)	Deep purple, but silvery where polished	+1 Electricity damage	+1,500 gp
Dlarun (a.k.a. Icesteel) (MoF p178)	Bone-white, but greenish in candlelight	+1 Cold damage	+1,500 gp
Duskwood (MoF p178)	Grey wood, but hard as iron	Can be made into ‘metal’ weapons Weighs 50% less	+1,500 gp
Fever Iron (MoF p178)	Normal looking iron	+1 Fire damage	+2,000 gp
Gold, magically tempered (MoF p179)	Gold	Weapons made with this technique are “Heavy”. Damage category increases due to weight: d2 → d3 → d4 → d6 → d8 → 2d6 d10 → 2d6 d12 → 2d8 An Exotic Proficiency is needed with the Heavy version of the weapon, or a –4 penalty will occur. The penalty can be avoided by wielding a weapon smaller than you with both hands. You can never take Weapon Finesse with a Heavy Weapon.	+1,500 gp – 1d3 ⁻ Weapons +2,500 gp – 1d4 & 1d6 Weap +7,000 gp – 1d8 ⁺ Weapons
Hizagkuur (MoF p179)	Silvery gray metal	+1 Fire damage & +1 Electricity damage	+1,500 gp
Quicksilver & Iron Filled (DR-A5 p28)	Normal weapon whose head has been hollowed out & half-filled with quicksilver & iron shavings	Weapons with large striking masses (maces, hammers, etc.) – +2 damage Weapons with medium striking areas (battle axes, etc.) – +1 damage	+5,000 gp
Platinum, magically tempered (MoF p180)	Silvery white metal	Weapons made with this technique are “Heavy”. Damage category increases due to weight: d2 → d3 → d4 → d6 → d8 → 2d6 d10 → 2d6 d12 → 2d8 An Exotic Proficiency is needed with the Heavy version of the weapon, or a –4 penalty will occur. The penalty can be avoided by wielding a weapon smaller than you with both hands. You can never take Weapon Finesse with a Heavy Weapon.	+1,500 gp – 1d3 ⁻ Weapons +2,500 gp – 1d4 & 1d6 Weap +7,000 gp – 1d8 ⁺ Weapons
Slug Crystal (DR-A5 p28)	Amber-like crystal	Weighs 25% less Each hit give a Slug Crystal weapon a cumulative –1 damage until it shatters	+500 gp
Silver, magically tempered (MoF p180)	Silver	+1 damage to creatures vulnerable to silver	+1,000 gp
Vakar (DR-A5 p28)	Oily bluish-black metal	+1 damage, +2d6 damage to elves	+8,000 gp

Ammunition

<u>Unusual Ammunition</u>	Description	Game Effect	Cost
Alchemist's Arrow (S&F p70)	Arrow with a hollowed out shaft full of Alchemist's Fire.	On the round after a hit, the target takes 1d4 fire damage & must make a Reflex save vs. DC 15 to put it out.	75 gp each
Blunt Arrow (DR279 p49)	Flat wooden tipped arrows	Subdual damage instead of normal damage.	10 gp per 20 arrows
Flight Arrow (DR279 p49)	Improved aerodynamics	+20' range increment	10 gp per 20 arrows
Lenaer Wood (DR-A5 p28)	Pale, light wood	Weighs 25% less +10' range increment	30 gp per 20 arrows
Signal Arrow (DR279 p49)	Whistles a "bird call" as it flies	Wilderness check vs. DC 20 to determine that the bird call was fake. -2 attack penalty	10 gp each
Smoke Arrow (DR279 p49)	Combination arrow & smokestick	-10' range increment. Does no damage. 10' cube of smoke on impact.	25 gp each
Thunder Arrow (DR279 p49)	Combination arrow & thunderstone	-20' range increment. Does no damage. On impact, it makes a loud bang, forcing all within a 10' radius to make a Fortitude save vs. DC 15 or be deafened. This results in -4 on Initiative & 20% chance of a spell miscast.	35 gp each

Raw Materials

<u>Unusual Materials</u>	Description	Game Effect	Cost
Darkwood (a.k.a. Zalantar) (DMG p243) (MoF p180)	Richly colored wood that is strong & light	Weigh 50% less	+10 gp per pound
Lenaer Wood (DR-A5 p28)	Pale, light wood	Weighs 25% less	+10 gp per pound
Living Metal (MoF p179)	Gray-green metal that heals & reshapes itself	Restores itself by 1 hit point per minute	+100 gp per pound
Mithral (DMG p242)	Silvery, glistening metal	Weighs 50% less	+500 gp per pound

2.2. Magic Adjustments

Armor & Shield

Ability	Cost	Type	Description
Strength (MoF p137)	-	Armor only	+2 enhancement bonus to Strength – +8,000 gp. +4 enhancement bonus to Strength – +32,000 gp.
Arrow Catching (S&F p76)	+1	Shield only	+1 vs. ranged attacks. All projectiles & thrown weapons targeted within 5' of wearer veer towards the wearer instead, if their enhancement bonus is not higher than the shield's. The wielder may deactivate this ability.
Bashing (DMG p181)	+1	Medium & Large Shields only	Large shields do 1d8 bashing damage. Small shields do 1d6 bashing damage. The shield acts as a +1 weapon.
Blinding (DotF p23)	+1	Armor, Shield	Twice per day, the item can flash. Everyone except the wearer within 20' must make a Reflex save vs. DC 14 or be blinded for 1d4 rounds.
Blueshine (MoF p136)	+1	Metallic Armor only	+5 circumstance bonus to Hide checks. Armor is immune to acid & rust.
Called (DotF p23)	+1	Armor, Shield	As a standard action, the item can be summoned onto the owner (properly donned).
Fortification (light) (DMG p181)	+1	Armor, Shield	25% chance of negating a critical or sneak attack.
Everbright (MoF p137)	+1	Metallic Armor only	Acid Resistance 5. Armor is immune to rust & acid.
Glamered (DMG p181)	+1	Armor only	On command, the armor looks like normal clothing, but otherwise acts normally.
Negative Energy Protection (MoF p137)	+1	Armor only	<i>Negative Energy Protection</i> (PH p231) activates when needed & lasts for 5 rounds. Usable once per day.
Nimbleness (MoF p137)	+1	Armor only	Max Dex bonus of the armor is +2. Armor Check Penalty is –1.
Shadow (DMG p181)	+1	Armor only	+10 on Hide checks. Armor check penalty still applies. Ex.: Shadow Full Plate = +10 bonus – 5 masterwork full plate penalty = +5 to Hide checks.
Silent Moves (DMG p181)	+1	Armor only	+10 on Move Silently checks. Armor check penalty still applies.
Slick (DMG p181)	+1	Armor only	+10 on Escape Artist checks. Armor check penalty still applies.
Animated (DMG p181)	+2	Shield only	Upon command, the shield acts as if the wielder was carrying it.
Arrow Deflection (DMG p181)	+2	Shield only	Once per round (as a free action, though must not be flat-footed), the wielder may make a Reflex save vs. DC 20 to deflect an incoming projectile.
Aquatic (DotF p22)	+2	Armor, Shield	Wearer can move freely in water without making a Swim check.
Command (DotF p23)	+2	Armor, Shield	+4 competence bonus to Charisma. +2 moral bonus to Will saves to all allies within 30'. –6 to Hide checks.
Daylight (DotF p23)	+2	Armor, Shield	Glows with a <i>Daylight</i> (PH p191) spell for a total of 30 minutes each day.
Death Ward (MoF p137)	+2	Armor only	<i>Death Ward</i> (PH p191) activates when needed & lasts for 70 minutes. Usable once per day.
Energy Drain (DotF p23)	+2	Armor, Shield	If the armor wearer makes a touch attack –or– the shield wearer makes a shield bash, the target is effected by an <i>Enervation</i> (PH p199) spell.
Fearsome (DotF p23)	+2	Armor, Shield	All opponents within 40' are effected by <i>Fear</i> (PH p203) @ 7 th level.
Feathered (DotF p24)	+2	Armor, Shield	Wearer can <i>Fly</i> (PH p206) up to 50 minutes per day. Light armor & shields have a flying movement of 90', while medium & heavy armor have a flying movement of 60'. All have 'good' maneuverability.
Sacred (DotF p24)	+2	Armor, Shield	Turn / rebuke undead (if able) at 2 levels higher.
Spell Resistance (SR 13) (DMG p182)	+2	Armor only	Wearer gains SR 13.
Undead Disrupting (DotF p24)	+2	Armor, Shield	Wearer may attack undead with the spell <i>Disrupt Undead</i> (PH p197) @ 5 th level 4 times per day.
Absorbing (DotF p22)	+3	Armor, Shield	Can absorb 'enhancement bonus' in ability damage and/or level drains each day. It also allows a Fortitude save for half-effect on energy drain powers that don't normally allow a save
Acid Resistance (DMG p181)	+3	Armor, Shield	Absorbs the 1 st 10 points of acid damage each round.

Ability	Cost	Type	Description
Aquatic with Water Breathing (DotF p22)	+3	Armor, Shield	As 'Aquatic', but the wearer gets continuous <i>Water Breathing</i> (PH p271).
Charming (DotF p23)	+3	Armor, Shield	On an attack, the attacker must make a save vs. charm or be effected by a <i>Charm Person</i> (PH p183) spell (save at +4 if attack was in melee).
Cold Resistance (DMG p181)	+3	Armor, Shield	Absorbs the 1 st 10 points of cold damage each round.
Dancing (S&F p76)	+3	Shield only	As a standard action, the shield may be loosed. For 4 rounds, it acts as cover, before falling to the ground.
Ethereal, self only (DotF p23)	+3	Armor, Shield	Allows wearer to cast <i>Ethereal Jaunt</i> (PH p201) @ 9 th level.
Fire Resistance (DMG p181)	+3	Armor, Shield	Absorbs the 1 st 10 points of fire damage each round.
Fortification (medium) (DMG p181)	+3	Armor, Shield	75% chance of negating a critical or sneak attack.
Ghost Touch (DMG p181)	+3	Armor, Shield	Armor & armor enhancement bonuses count vs. incorporeal beings, who can touch & move it normally.
Ice (DotF p24)	+3	Armor, Shield	Up to 5 opponents within 30' are effected as by a <i>Slow</i> (PH p253) @ 5 th level. Also, the wearer may cast <i>Ray of Frost</i> (PH p243) @ 5 th level five times per day.
Invulnerability (DMG p181)	+3	Armor only	Wearer gains damage reduction 5/+1.
Lightning Resistance (DMG p181)	+3	Armor, Shield	Absorbs the 1 st 10 points of electrical damage each round.
Magic Eating (MoF p137)	+3	Armor only	Wearer gains SR 13. If the spell is dispelled, then the wearer gets 1d8 hit points. The hit points don't stack, so the max is 8 hp.
Speed (DotF p24)	+3	Armor, Shield	+4 haste bonus to AC & an extra partial action each round, as a <i>Haste</i> (PH p212) spell.
Sonic Resistance (DMG p181)	+3	Armor, Shield	Absorbs the 1 st 10 points of sonic damage each round.
Spell Resistance (SR 15) (DMG p182)	+3	Armor only	Wearer gains SR 15.
Antipathy (DotF p22)	+4	Armor, Shield	Target alignment / creature is set when the item is created. As a standard action once per day, the wearer can force all targets within 60' to make a Will save vs. DC 24 or flee for 2 hours. The zone moves with the wearer.
Ethereal, all in contact (DotF p23)	+4	Armor, Shield	Allows wearer to cast <i>Etherealness</i> (PH p201) @ 11 th level.
Spell Resistance (SR 17) (DMG p182)	+4	Armor only	Wearer gains SR 17.
Undead Controlling (DotF p24)	+4	Armor, Shield	May control up to 24 HD of undead per day as per the <i>Control Undead</i> (PH p188) spell. Control is lost each dawn.
Fortification (heavy) (DMG p181)	+5	Armor, Shield	100% chance of negating a critical or sneak attack.
Reflection (DMG p181)	+5	Shield only	One per day as a free action, the shield can reflect a spell back as per <i>Spell Turning</i> (PH p255).
Spell Resistance (SR 19) (DMG p182)	+5	Armor only	Wearer gains SR 19.
Proof Against Transmutation (MoF p137)	+6	Armor only	Wearer is immune to transmutation effects, including polymorphing, petrification, and disintegration.

Weapons

Ability	Cost	Type	Description
Jumping (MoF p140)	-	Melee only	Acts as a Ring of Feather Falling. Once per round, gain +30 on a Jump check, with no height maximum. +13,750 gp.
Corrosive (MoF p138)	+1	Any Weapon	On command, the weapon does +1d6 of acid damage.
Defending (DMG p186)	+1	Any Weapon	Once per round as a free action, the wielder can transfer some or all of the weapon's enhancement bonus to AC.
Dispelling (MoF p139)	+1	Melee only	<i>Dispel Magic</i> (PH p196) as a touch attack, once per day.
Distance (DMG p186)	+1	Ranged only	Doubles the weapon's range increment.
Flaming (DMG p186)	+1	Any Weapon	On command, the weapon does +1d6 of fire damage.
Flying (MoF p140)	+1	Melee only	The weapon can fly at 30' & will obey simple commands, such as guarding a location.
Frost (DMG p186)	+1	Any Weapon	On command, the weapon does +1d6 of cold damage.
Ghost Touch (DMG p186)	+1	Any Weapon	Deal normal damage to incorporeal creatures. Can also be touched & moved (or even wielded!) by an incorporeal creature.
Impact (MoF p140)	+1	Blunt only	Doubles the weapon's threat range.
Keen (DMG p187)	+1	Slashing only	Doubles the weapon's threat range.
Ki Focus (S&F p176)	+1	Melee only	Monks can make stunning attacks, ki strikes, & quivering palm attacks through this weapon.
Merciful (S&F p176) (MoF p140)	+1	Any Weapon	On command, the weapon does +1d6 damage but all damage is subdual.
Mighty Cleaving (DMG p187)	+1	Any Weapon	If the wielder has the Feat: Cleave , he may make one additional cleave attempt per round.
Precise (MoF p140)	+1	Ranged only	Acts as if the wielder had the Feat: Precise Shot .
Returning (DMG p187)	+1	Thrown only	After being thrown, the weapon returns to thrower on the next round.
Screaming (MoF p140)	+1	Any Weapon	On command, the weapon does +1d6 of sonic damage.
Seeking (S&F p176) (MoF p141)	+1	Ranged only	Negates all miss chances (due to concealment, <i>Blur</i> , etc.).
Shock (DMG p187)	+1	Any Weapon	On command, the weapon does +1d6 of electrical damage.
Spellblade (MoF p141)	+1	Melee only	The weapon absorbs a single spell, chosen at the weapon's creation. On the wielder's next action, he can redirect the spell, or let it dissipate.
Spell Storing (DMG p187)	+1	Any Weapon	Can store 1 spell of up to 3 rd level. Cast on the opponent on a successful hit if the wielder desires. The weapon must then be recharged by a spell caster with a spell up to 3 rd level (may be different).
Sure Striking (S&F p176) (MoF p141)	+1	Any except Crossbows, Bows, or Slings	The weapon harms creatures with damage reduction as if it had a +5 enhancement bonus.
Sweeping (MoF p141)	+1	Melee only	When attempting a trip action, this weapon gives a +4 bonus.
Throwing (DMG p186)	+1	Melee only	Weapon now has a range increment of 10'.
Venomous (MoF p141)	+1	Any Weapon	Once the weapon has hit, the wielder can choose to inflict the spell <i>Poison</i> (PH p236) (DC 14), once per day.
Vicious (S&F p176)	+1	Melee only	+2d6 damage to opponent & 1d6 damage to wielder.
Warning (MoF p141)	+1	Melee only	The wielder never loses his Dex bonus due to be flat-footed.
Wounding (DMG p187)	+1	Any Weapon	Each hit bleeds for an extra 1 HP per round until stopped by a Heal check (DC 15) or a cure spell.
Acid Burst (MoF p138)	+2	Any Weapon	As 'Corrosive', plus on a critical it does an extra +1d10 of fire damage if x2, +2d10 if x3, & +3d10 if x4.
Bane (DMG p185)	+2	Any Weapon	When created, the weapon has a designated target creature. Against that target, the weapon gains an extra +2 attack bonus & an extra +2d6 damage.

Ability	Cost	Type	Description
Chaotic (DMG p186)	+2	Any Weapon	+2d6 damage vs. lawful opponents.
Disarming (MoF p139)	+2	Melee only	On a disarm action, this weapon gives a +1 & removes the opponent's weapon size & two-handed bonus.
Disruption (DMG p186)	+2	Blunt only	Any undead struck must make a Fortitude save vs. DC 14 or be destroyed.
Everbright (MoF p140)	+2	Melee only	Twice per day, the wielder can cause the weapon to make a flash of light. Everyone within 20' must make a Reflex save vs. DC 14 or be blinded for 1d4 rounds. Usable twice per day.
Flaming Burst (DMG p186)	+2	Any Weapon	As 'Flaming', plus on a critical it does an extra +1d10 of fire damage if x2, +2d10 if x3, & +3d10 if x4.
Holy (DMG p186)	+2	Any Weapon	+2d6 damage vs. evil opponents.
Icy Burst (DMG p187)	+2	Any Weapon	As 'Frost', plus on a critical it does an extra +1d10 of cold damage if x2, +2d10 if x3, & +3d10 if x4.
Lawful (DMG p187)	+2	Any Weapon	+2d6 damage vs. chaotic opponents.
Quick-Loading (MoF p140)	+2	Crossbow only	Up to 100 bolts can be held in an extra-dimensional space. Hand & Light Crossbows can be reloaded as a free action. Heavy Crossbows can be reloaded as a move-equivalent action.
Shocking Burst (DMG p187)	+2	Any Weapon	As 'Shock', plus on a critical it does an extra +1d10 of electrical damage if x2, +2d10 if x3, & +3d10 if x4.
Thundering (DMG p187)	+2	Any Weapon	On a critical hit, the weapon does +1d8 in sonic damage (+2d8 if x3, +3d8 if x4) & the target must make a Fortitude save vs. DC 14 or become permanently deaf.
Unholy (DMG p187)	+2	Any Weapon	+2d6 damage vs. good opponents.
Vampiric (MoF p141)	+2	Melee only	On a successful hit, a living opponent must make a Fortitude save vs. DC 16 or take an additional 1d4 hit points, which are added to the wielder's hit points. If this puts the attacker above his normal, then the hit points are 'temporary' and will fade after 1 hour. 'temporary hit points' don't stack, so there can be no more than 4.
Domineering (MoF p138)	+3	Melee only	Anyone attacking the wielder must make a Will save vs. DC 16 or be forced to fight defensively.
Doomwarding (MoF p138)	+3	Melee only	Can use a charge to get an extra partial action. Can also use a charge to reroll a roll. Created with 7 charges.
Elemental Aura (MoF p138)	+3	Any Weapon	Once per round, you may switch between 'Corrosive', 'Flaming', 'Frost', 'Screaming', or 'Shock'.
Knockback (MoF p140)	+3	Melee only	On a successful attack, the opponent must make a Fortitude save vs. DC 19 or be knocked back 10'. If the opponent failed the first save, he must make a second Fortitude save vs. DC 19 or be stunned for 1 round.
Radiant Holding (MoF p140)	+3	Ammunition only	On a successful ranged touch, the ammo does 1 hp of damage & the target must make a Will save vs. DC 17 or be effected by <i>Hold Monster</i> (PH p214).
Brilliant Energy (DMG p186)	+4	Any except Bows, Crossbows, or Slings	Passes through non-living matter, so armor and armor enhancement AC bonuses don't count against this weapon. Also, it glows like a torch.
Speed (DMG p187)	+4	Any Weapon	The wielder gets a single extra attack with this weapon each round. Does not stack with <i>Haste</i> .
Dancing (DMG p186)	+4	Any Weapon	As a standard action, this weapon can be loosed. It will fight for 4 rounds at its wielder's base attack bonus. Then it drops & can't 'dance' again for 4 rounds.
Vorpal (DMG p187)	+5	Slashing only	On a critical hit, the opponent's head is cut off.

Revision History

10/24/2001 – Initial release of the Prestige Class Index.
Contains all books listed on the 1st page, plus Dragon Magazines from #297 - #288, Dragon Magazine Annual #5, and
Dungeon Magazine #82 - #89.